Doppo Orochi



,, *Continue practicing real karate ... And soon you wont need to use your dirty weapons* ! ,,

Alignment : Lawful Neutral Race : Human Class : Martial Artist

1. Seiken - a straight punch of tremendous force deals 40 damage to a single target , damage absorbtion is ignored for this attack . If this ability is Sealed it is not Sealed and instead deals 50 damage as Doppo cuts of his own hand in order to strike better . Melee

2. Kotsukake - the user pulls his genitals back into his abdomen making hits against the groin useless against him , this Turn doppo takes 1/2 dmg from all melee attacks and can not be Stuned . Shield

3. Nukite - a finger strike ready to pierece the enemys heart , deals 35 damage if the enemy is at 40 or less HP use this attack 2x times against it when you use it . Melee

4.Axe Kick - Surprise! , Hits First deals 25 damage . Melee

5. Maeba Stance - Doppo enters this Stance untill the end of the Round , in this stance he can not take more than 20 damage in a Turn but can not use other abilities and must skip Turns , in the first Turn of the next Round if he makes an attack it can not be ignored/dodged . Stance

6. Mawashi Uke - Negate all Ranged attacks that would hit Doppo this Turn . Counter

\*Alt - Myoukou - A cheapshot thumb hit to the back of the opponents skull deals 20 damage , the opponents concentration is broken if it would have used a Shield this Turn negate it . Melee

Ulti : Bodhisattva Fist - 1.+3.+4. an attack of tremendous force that deals 80 damage to a target , if this ability would deal at least 1 damage its damage can not be reduced below 80 and it always deals the full 80 damage , if this ability damages the target its ribcage is broken and it can only take 1 Action per Round instead of 3 (it chooses when). Melee