Yujiro Hanma



,, *One hundred cowards are the same as one . ,,*

Alignment : Chaotic Evil Race : Human Class : Beast,Martial Artist

1.Shaori - deal 30 damage to a single target.You can not take more than 15 damage from any single source this turn.Not absorbtion.Melee

2.Aiki - choose a single melee attack that would hit you the user hits himself with it.(and allies if aoe).Counter

3.Dress - pick up one enemy character you flail him around dealing 20 dmg + 5 per other enemy character. Also deal 20 damage to all other enemies.Melee

4. Finger Grab - negate any 1 melee attack then deal 20 damage to its user, then if he would attempt to use another melee attack this Round deal 20 damage to him before the attack if this kills him the attack does not go of.Counter

5. Vietnam Whip - deal 15 damage 2x times to all enemies hits first.Melee

6. Flex - you enter Demon Face stance which you leave at the end of the Turn after the next Turn .The first attack that would hit you deals 30 damage less , the attacks you would make deals 10 damage more. This effect is restarted if this ability is used again.. Max 2x per Game. Shield,Stance

Alt : Complete Mastery - by using this ability Yujiro can make a duplicate of any Basic Non-weapon Melee attack ability he saw another Martial Artist Hero use during this game. Melee attack

Alt : Brain Smash - smashes a targets brains in with a double bitchslap to the ears , deals 30 damage to a target and it is Stuned this Turn , it becomes Deaff permanently after this attack (unaffected by sound based attacks) . Works on a single target only once if used successfully. Melee

Alt : Axe Kick - Yujiro lifts his leg high over his head and smashes downwards , dealing 35 damage . Melee

Ulti : Gods own Wrath can be as a reaction when an opponent uses an Ultimate , Yujiro negates all other attacks friendly or otherwise and deals 100 damage to all enemies.This is a reaction not an ability, he can also use a regular ability the same turn. Ranged attack

Alt Ulti : 100% Awareness - Yujiro is well aware of any and all weaknesses of his opponents , enemies can not absorb, negate or dodge the damage he deals from Round 2 of combat , but can dodge or negate his attacks . Passive

