Sui Feng



Alignment : Lawful Neutral Race : Soul Class : Shinigami , Assassin

1. Zanpakuto - Deals 20 damage Hits First , or you may pronounce : ,, Jinteki Shakutetsu Suzumebachi (Sting all enemies to death Suzumebachi ) ,, to enter Shikai Mode , in this Mode whenever you deal damage to an enemy with this ability add a Nigeki Kessatsu Stack on them , if one target has 2 or more stacks on them at any time it dies instantly .You may end this effect on anyone at will . Melee



2. Utsusemi (Ultimate Shunpo) - Ignore all abilities this Turn , Hits First before all others . Then during the next turn you are considered Invisible unless you attack as you leave afterimages behind you . Can only be used 1x times per Game . Shield

3. Kazagumura - a devastating kick that deals 35 damage to a target . Melee

4. Takigoi - an arm lock , negate an enemies Melee attack then you Grapple him . Counter

5. Shunko - you enter Shunko Stance , in this stance you gain a +10 damage increase to all attacks and you gain Hits First with all abilities . Stance

6. Shunko Devastation - Sui feng releases the built up wind from her body dealing 35 damage to up to two enemies . Requires Shunko Stance . Ranged

Alt : Remove Anchor - Sui Feng is so fast , she wears special weighted clothes in order not to hurt herself , she may remove them by using this ability , if she does she gains the Anchorless Stack , with this Stack she gains Hits First with all abilities , but if she successfully casts an ability which at least Hits First she takes 10 damage per Speed Rating above 3 of that ability after the ability is resolved . Only usable 1x per Game . Shield

Alt : Hide Reiatsu - Sui Feng enters the game Stealthed , but breaks stealth if she uses an Ability , she may skip Turns to remain Stealthed . Start of Game



Ultimate : Jakuho Raikoben (Hornet Thunder Whip) - when you use your Ability 1 you may use this ability instead as a Surprise! (from Round 2) but only if an enemy has double or more HP than you do at that time , you launch a mfing NUCLEAR MISSILE as a weapon attack dealing 200 damage to all enemies . You may keep using this Ultimate , but each use after the 1st adds 2x Stacks of Tired on you (you take 10 damage more from all Sources per Stack) . Ranged

