Muhammad Ali



Alignment : Chaotic Good Race : Human Class : Boxer

Unique Mechanic - M. Ali fills 6x Basic Ability slots every Round with his Basic Abilities listed below ,he must always have 1x Aggressive Fighter .

1. Pinch Strike - Deals 10 damage with 2x attacks ,the 1st or 2nd attack your choice leaves a +10 on the next attack that hits damage Stack on the target if it hits even if the Pinch Strike deals no damage . Melee

2. Fly Like a Butteefly -as a Reaction you may choose to gain Flying this Turn ,then instantly use any of your other non-Exausted abilities they are then Exausted. Shield

3. Sting Like a Bee -Surprise! deals 25 damage to a target. Melee

4. Swift Hook - Deals 15 damage , Hits First . Melee

5. Devastating Strike -Deals 35 damage to a single target . Melee

6. Rope - a -Dope : Muhammad Ali can take a maximum of 10 damage from every single attack this Turn , this is not Absorbtion , Negation or Ignoring . Shield

7. Footwork -Dances strangelly distracting your enemy ,put a Wtf? Stack on yourself (max:1) ,while you have this Stack can not be perdicted the next time you attack it can not be Ignored or Negated but the damage can then remove this Stack . Shield

8. Dodge Everything -Dodge everysingle attack that targets you this turn . Counter

9. Lean On -can only be used on Turn 3 of any Round , Hits First , if it hits Grapple an enemy target , it can not deal more than 20 damage to you this Turn with all attacks (end the Grapple at end of Turn). Melee

10. Aggresive Fighter -Must attack at least 2x times per Round if able . This can not be Replaced. Passive

Ulti :The Champ : Combo Fly like a butterfly + Sting like a Bee +Anything in that order instead of the last you create a Ring terrain while under this Field everyone including yourself can only Dodge one attack per Turn , also you no longer choose abilities at the Start of the Round all 9 are always available to you . From now on you may use x Actions per Turn where x is the current Turn number but you must attack at least once each Turn (ex. It is Round 3 Turn 1 the x = 1 ,it is Round 4 Turn 2 the x=2). Field ,Mode