Android 17 I 18



Alignment : Chaotic Neutral Race : Android Class : Android

Both 17 and 18 have 50HP and have a single Turn . If the use abilities under Both , they both use the ability or benefit from it in a Single Turn if chosen , if they choose an Only ability only that Android acts and the other one stands still .

Both 17 and 18

1. Internal Battery - 17 and 18 gain 3KI at the start of each Round , but can never surpass 3KI on their bodies . Passive

2. Android Barrier - Both , Spend xKI absorbs x times 30 damage from all sources on a single friendly target(can be yourself).Shield

3. Pummel - Both deal 20 damage and may choose to gain Flying for the attack . Melee

4. Energy Blast Volley - Both , Spend X KI for each 1 KI spent make a 5 damage Ranged attack . Ranged

17 Only

5. Suckerpunch - Surprise! , Deals 35 damage to a target , your next suckerpunch can not be ignored or blocked if this hits . Melee

6. Self Destruct Orb - Deals 45 damage to 17 and to a single character . Melee

Ulti : 5.+6. + 2. Energy Wave - Deals 60 damage to a single target. Ranged

18 Only

5. Finger of Death - 3KI , deals 40 damage to all enemies. Ranged

6. Boneshattering Kick - Deals 30 damage to a target , then if it dealt 30 or dmg the targets arm is broken he deals -20 dmg with all attacks he makes with it. Melee

7. Destructo Disc - 2KI , 20dmg cant be dodged or blocked, the damage cant be absorbed dodged or blocked. Ranged