Majin Buu

*"Buu gonna eat you~!"*

Alignment : Chaotic Neutral (Chaotic Evil as Super Buu and Kid Buu) Race : Majin(Demon) Class : Beast



1. Buu Punch - 20DMG, add 1 KI to Buu. Buu may choose to gain Flying until the end of the round when he uses this ability. This ability ignores DMG absorption of 20 or below. This ability Hits first if the target opponent uses a Melee attack this action. **Melee or Ranged Attack**

2. Copy Ability - Buu can copy any attack he sees used, but then replace the attack copied with this ability. **Shield**

3. Buu Gonna Eat You - Buu chooses a single target. He deals +10DMG to it with all of its attacks. If the target dies Buu turns them into candy, eats them and heals 30HP. Buu can only have one target with this Stack at a time. **Stack, Shield**

4. Majin Kamehameha - 2KI, Buu deals 35DMG to a single target. **Ranged Attack**

5. Infinite Regeneration - At the start of each Round Buu heals 40HP. If Buu has 0HP to -30HP, at the beginning of a Round he heals 40HP. **Healing, Passive**

**6. Majin Anger - if Buu has less than 50HP, Buu will turn into Angry Majin Buu and get 3 KI. All KI, HP and Stacks are transferred to Angry Majin Buu. Passive**

**Ultimate: Chocolate Beam (3+1+2) - Buu selects a target,and instantly kills it if a ranged attack would hit it, transforming it into chocolate. Then Buu eats the transformed chocolate and heals for the amount of HP the target had prior to dying. Ranged Attack**

Angry Majin Buu

*,,Buu... GONNA KILL YOU!!!"*



1. Angry Combo - 30DMG, add 2 KI to Buu. This ability ignores damage absorption of 20 or below. This cannot be Blocked. **Melee** **Attack**

2. Angry Hit OR Charge

Angry Hit: Buu charges incredibly fast at an opponent and punches them, dealing 30DMG. Hits first. **Melee Attack**

Charge: Buu gains 3 KI. **Shield**

3. Buu Gonna Kill You - Buu chooses a single target. He deals + 20DMG to it with all of its attacks. Buu can only have one target with this Stack at a time. **Stack, Shield**

4. Angry Kamehameha - 6KI, Buu deals 100 damage to a single target. **Ranged Attack**

5. Infinite Regeneration - At the start of each Round Buu Heals 40HP. If Buu has 0HP to -30HP at the beggining of a Round, he heals 40HP. **Healing, Passive**

**6. Majin Evil - If Buu's HP reaches below 0HP or if an ally dies , Buu activates his Ultimate Attack in the next turn. After his Ultimate Attack Buu transforms into Super Buu and heals 50HP, if this HP would bring him above 0, he can function normally. If the Ultimate Attack fails Buu will still transform into Super Buu. Buu does not transfer Stacks and KI while transforming into Super Buu, only HP.**

**Ultimate: Angry Explosion - This ability can only be activated with ability 6. Majin Evil, when it is activated, Buu charges for one action. During the turn this ability is charged and used heals do not work on Buu. After that, he triggers an enormous explosion that hits every character except him, deals 40DMG per KI and spends the KI. Ranged Attack**

Super Buu



,,*Now you will see,what happens to those i hate.Stuppid boy,now you will pay for everything you did to me*.,,-To Gohan

Series-Dragon Ball(Z),Role-Tank,DPS,Theme- <https://www.youtube.com/watch?v=z_UdhAFyruk>

1.Pummel-20 damage,add one KI to Buu.Buu may choose to gain Flying until the end of the round when he uses this ability.This ability ignores damage absorbtion of 20 or below. **melee or Ranged**

2.Human Anihilation Tehnique(Genocide Blast)-1KI,Buu deals 40 damage to all enemies,dies damage may not be prevented in any way.This ability may only be used once per game.**ranged attack**

3.Blast-1KI,20 damage.This ability ignores damage absorbtion of 20 or below. **ranged**

4.Buus Rage -Add 2 KI stacks to Buu,then put a Rage Stack on Buu,he deals 20 damage more with all attacks but takes 20 damage more from all attacks untill the end of this Round of combat,at which point the Stack dissapears.Using this ability does not exaust ability 3.**Stack Ability**

5.Regeneration-At the start of each combat Round by Heals 40HP.If By has 0 to -30HP at the beggining of a round,he returns to life(if he had -30 he now has 20HP,if he had 0 he now has 40HP).**Healing,Trigger,Passive**

6.True Form-Can only be used starting from Round 2,and by must have taken a total of at least 50 damage.May be triggered by using Buus absorb ability(read it for specifics).If Transformed Buu enters Kid Buu Mode and uses Kid Buus Movelist(below).From now on.**Mode,Trigger**

\*You may replace one of your abilities with **Vice Shout**(Scream)-2KI deals 20 damage to all enemies or if an enemy is outside of the game Buu may go there as well(**Ranged attack**) or **Revenge Explosion** Buu must skip his current action,on his next Action Buu reduces his own HP to 0 and does 80 damage to all enemies,if hes Flying he hits only Flying enemies,if he is not he hits only non Flying enemies.Buu must be above 0HP when the explosion takes effect. **Ranged attack,Focus**

Ultimate-Absorb 4+2+1 Buu selects a target,then if a Ranged attack could hit it,the target is absorbed,and Buu heals to full hp.It is considered out of the game.It has 3 Actions,starting with the next action to try and escape,rolling a 1d6 each action.It escapes on a 5 or 6.Escaping triggers Super Buus transformation into kid Buu instantly.If the Absorbed individual doesnt manage to escape after 3 Actions it dies,and Buu may swap any of his own abilities with that of the targets instantly.Transforming into Kid Buu voluntarily causes the currently Absorbed target to be freed if its still alive.Those absorbed by Buu stay absorbed during tournament Mode.**Ranged attack,Heal**

or

Chocolate beam 3+1+2 Buu selects a target,and instantly kills it if a ranged attack would hit it.Then Buu heals for the ammount of HP the target had prior to dying.**Ranged Attack**

**KID BUU**



,,*Me Buu,me kill you*!,,

1.Pummel-20 damage,add one KI to Buu.This ability can not Exaust.Buu may choose to gain Flying until the end of the round when he uses this ability.This ability ignores damage absorbtion of up to 20. **Melee or Ranged**

2.Cannonball Strike-Buu deals 10 damage 3 times to a single opponent,if Buu is buffed by Buus Rage only the first attack deals +20 damage.Buu may choose to gain Flying until the end of the round when he uses this ability.Each hit ignores damage absorbtion of up to 20.**Melee**

3.Blast-1KI,20 damage.Ignores damage absorbtion of up to 20. **ranged**

4.Buus Rage -Add 2 KI stacks to Buu,then put a Rage Stack on Buu,he deals 20 damage more with all attacks but recieves 20 damage more from all attacks untill the end of this Round of combat ,at which point the Stack dissapears.Using this ability does not exaust ability 3.**Stack Ability**

5.Regeneration-At the start of each combat Round by Heals 40HP.If Buu has 0 to -30HP at the beggining of a round,he returns to life(if he had -30 he now has 20HP,if he had 0 he now has 40HP).**Healing,Trigger,Passive**

6.Instant Transmision-Ignore one ability that specificaly targets Buu.Then you may use any other one of your abilities that you havent exausted during this combat round. **Counter** ,**Haste**

\*You may replace one of your abilities with the following abilities-Mystic Breath(Scream) **Vice Shout**(Scream)-2KI,deals 20 damage to all enemies or if an enemy is outside of the game Buu may go there as well(**Ranged attack**)

Splitt-Buu ignores a single attack that would target him specifically.**Counter**

or Super Kamehameha-Use 6KI 80 damage,**ranged attack**

Clones- Buu summons two 20/20 clones himself.If he uses an ability while there are clones of himself alive each clone spawns two more 20/20 clones in addition to Buu spawning new clones. If Fat Buu dies or changes form the clones also die.Each of the clones has the same ammount of KI as Buu,when the clones attack they may choose to spend 3KI to deal 30 damage each. **Summoning**

Ultimate-4.+3.Planet Buster,XKI,deals X times 50 damage to all enemies.**Ranged Attack**

**\*Kid Buus Ultimate Requires only to Abilities to activate instead of 3.But may only be used from Round 2,just as other Ultimates.**

Alternative Ultimate-Absorb 4+2+1 Buu selects a target,then if a Ranged attack could hit it,the target is absorbed,and Buu heals to full hp.It is considered out of the game.It has 3 Actions,starting with the next action to try and escape,rolling a 1d6 each action.It escapes on a 5 or 6.If the Absorbed individual doesnt manage to escape after 3 Actions it dies,and Buu may swap any of his own abilities with that of the targets instantly. Those absorbed by Buu stay absorbed during tournament Mode**Ranged attack,Heal**