Super Buu

Alignment : Chaotic Evil Race : Majin(Demon) with God absorbed Class : Beast,Shapeshifter



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

The player may choose to start the game as either Super Buu or Kid Buu.

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,this 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-Heals 40HP.If By has 0 to -30HP ,he returns to life(if he had -30 he now has 10HP,if he had 0 he now has 40HP).**Shield**

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**

Alternate Abilities :

**Vice Shout**(Scream)-2KI deals 20 damage to all enemies or if an enemy is in another dimension Buu may Teleport there as well(**Ranged attack**)

**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.**Ranged attack,Heal**

Alternate Ultimate :

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**

Alignment : Chaotic Evil Race : Majin(Demon) Class : Beast,Shapeshifter



,,*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- Regeneration-Heals 40HP.If By has 0 to -30HP ,he returns to life(if he had -30 he now has 10HP,if he had 0 he now has 40HP).**Shield**

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**

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

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

**ALTERNATE ABILITIES**

**\*Are chosen either at the start of the game or when Super Buu transforms into Kid Buu**

**Vice Shout**(Scream)-2KI deals 20 damage to all enemies or if an enemy is in another dimension Buu may Teleport there as well(**Ranged attack**)

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

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

**Clones**- Buu summons two 20/20 clones himself.If he uses this ability while there are clones of himself alive each clone spawns two more 20/20 clones in addition to Buu spawning new clones. **Summoning**

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.**Ranged attack,Heal**