VEGETA



*„I am the strongest of all Sayians!!!“*

Alignment : Chaotic Good Race : Saiyan Class : Martial Artist,Saiyan Warrior,God(SSGSSJ)

Type-Assassin,Recycler

Series-Dragon Ball,Theme-Vegetas Theme(https://www.youtube.com/watch?v=h2JjjSKh6jM )

Difficulty- 3/5

1.Charge up-Add 3 KI stacks to Vegeta,this ability can not exaust(Can be spammed each action,in one round,using this ability does not exaust ability 6.,using ability 6. exaust it but not this ability). **Stack Ability**

2.Galick Gun- deal 25 dmg costs 3 KI ranged damage, after using it once it's replaced by Double Galick Gun/Galick Burst/Final Galick Gun that deal 35/45/55 damage each,all versions of double Galick Gun cost only 2KI instead of 3KI(like the regular Galick Gun).**Ranged Attack**

**\*can be used any number of times per Round but only once per Turn , if you are under Focus effect you may use Gallick Gun 2x times in one Turn if you pay its KI cost twice.**

3.Destructo Disk- deal 20 damage can't be ignored or negated , and neither can the damage 2 KI.**Ranged Attack**

4. Pummel-20 damage,melee, add 1 KI to Vegeta.Vegeta may choose to gain Flying until the end of the round when he uses this ability.**Melee Attack**

5. a)Super Saiyan Form 1- deal 20 more damage,0 KI . **Mode**

b) Super Saiyan Form 2- deal 20 more damage take 20 damage less,1 KI cost .

c) Super Saiyan God - Deals 40 damage more and take 30 damage less , 3KI from SS2 mode or 7KI in any other Mode

**d) Super Saiyan God Super Saiyan-deal 50 damage more and take 30 damage less,1KI if used while in SS God Mode or 9KI if used from any other Mode(SS1 or regular).**

**e) Royal Super Saiyan Blue - Works only if you are in SSGSS and have less than 50HP , 0 KI , in this mode you deal 70 damage more and take 30 damage less from all sources .**

**\*You may use any number of Super Saiyan Transformations in one Action,but each one takes one Action and costs the appropriate ammount of KI.**

6.Focus- Vegeta can prepare and skip one action to do 2 actions(other than this one) as his next one.(He may repeat abilities up to 2 times per round each when using this ability,abilities used by using this ability are not considered expended,and may be used again in the same round). **Focus Ability**

7.Final Flash- Ultimate:1+2+4, deal 30 + number of KIx10 to all opponents(This does not expend KI). **Ranged Attack**

Alternate Abilities

**PRIDE!-**Vegeta is immune to all effects that would make him lose control of his actions and all Stun abilities.In addition passively he has 20HP more at the beggining of the game(his max is 120HP). Passive

**Bing Bang attack-** 4KI deals 60 damage to a single target. Ranged attack

**Saiyan Rage** - can only be used if an enemy damages Vegeta or an ally , and has more than 2x HP than Vegeta (after the damage is dealt) . All of Vegetas attacks deal 40 damage more ,lasts for the next 2 Turns after the one it is used in. Can only be used 1x per Game.Stance

**Alternate Ultimate : Sacrifice , requires no combo , Vegeta spends all of his KI and deals X KI spent times 20 damage to himself and all non-Flying characters(friend and foe) currently in the game. This attack can not be ignored its damage can not be ignored but can be absorbed. Ranged Attack**



Creator-Paja(14.9.2015.)