Beerus



,, *Before Creation there must come Destruction*,,

Alignment : Lawful Neutral Race : God of Destruction , Beerus Race Class : God

1. Poke - a really strong poke to the forehead , delivers 30 damage to a target . Beerus may choose to gain Flying when he uses this attack . Melee

2. God of Destruction Wrath - Spend x KI then deal x times 10 damage to all enemies (this is one attack ) . Ranged

3. Beerus Rage - Beerus enters 50% Power Mode , he deals +20 damage with all attacks or if he is already in 50% he enters 70% Power Mode , he deals +40 damage with all attacks in this mode. Mode

4. God of Destruction Aura - Beerus sorrounds himself with an Aura of Purplish light , in this Stance he absorbs 10 damage /20 in 50% mode / 30 in 70% mode damage from all Sources . This aura ends if Beerus uses an attack that uses KI but the damage absorbtion number is added to the damage of the attack. Stance

5. Rage Power Up - Beerus gains 4 KI (this ability can Exaust unlike other Power ups). Shield

6. Judgement - 8KI , deals 100 damage to a single target , then if this attack hit and dealt damage deal all excees damage (that is enough to kill the target) to all other enemies . Ranged

\* Alt : Ki Negation - negate any one KI attack . Counter

Ultimate : Hakai ! - 3.+4.+2. Beerus must be in God of Destruction Aura- choose any number of targets , all those targets are erased from existance , they are removed from the Game and are considered dead and can not return to life . Ranged

Alternate Ultimate : Imperfect Ultra Instinct - 1.+5.+3. Beerus enters Ultra Instinct State , in this state he can not be targeted by any ability(this is not Invisibility) , this ability Hits First. Beerus must leave all other Modes and Stance when he enters this Mode , and can not enter other Modes or Stances while in this Mode . Mode

