PERFECT CELL



,, **Fools ! Do you not realise you are up against a perfect weapon**?,,

Alignment : Chaotic Neutral

Race : Cyborg(Biological) , Mutant,Saiyan,Namekian,Freizas Race, Human

Class : Martial Artist,Overlord

Series -Dragon Ball

Role-Assassin,Durable

**1.Pummel - deal 20 damage ,gain 1KI. Perfect Cell may choose to gain Flying untill the end of his next Action. Melee Attack**

2.Deathbeam,spend x number of KI.For each 3 KI spent this make an attack that deals 40xKI spent damage against any target.**ranged attack**

3.Spawn Cell Juniors - Summon three 20/10 Cell Junior Servants.They may each choose to gain Flying during the Action they attack. **Summoning**

4.Afterimage - during your next Action (after this one) you may ignore all abilities that would effect you during that Action.You may still use abilities normally next Action. **Shield**

5.Vanity of Perfection - Cell starts the game with 3KI(Passive).When Cell uses this ability Actively he gains 3KI,but can not use this ability again untill at least 3 Actions after this one have passed. **Passive,Shield**

6.Perfect Regeneration - Cell heals for 50HP,he may use this even if he is below 0HP if it would bring him above 0HP,but can not use any other abilities while dead. If Cell had taken 40 damage or more during this Round of combat he may not use this ability. (If Cell is dead and can not use this ability due to this effect he is permanently dead).**Shield**

**Alternate Abilities**

\*Gallick Gun ,deal 35 dmg costs 3 KI ranged damage, after using it once it's replaced by Double Galick Gun/Galick Burst/Final Galick Gun that deal 45/55/65 damage each,all versions of double Galick Gun cost only 2KI instead of 3KI(like the regular Galick Gun).**Ranged Attack**

\*Destructo Disk - deal 20 damage can't be blocked or negated 2 KI.**Ranged Attack**

**\*Destruction Barrage - spend xKI,make x times one 10 damage ranged attacks.Ranged Attack**

**\*Perfect Barrier - Perfect Cell absorbs 30 damage from all sources this turn , also all enemies who include Cell in their Melee Attacks this Turn are Stuned .Shield**

**Ultimate- Perfect Rebirth,can be activated without a combo starting from the 2nd round of combat but only if he took a total of 120 damage or more during this game. Cell swells up putting a FAT Stack on himself,while this Stack is on him he may not use abilities but takes half damage from all sources. At the end of the Action after this one Cell explodes instantly dying and dealing 50 damage to all Characters.At the start of the next Action( after the one where he exploded) he forms a new body from a single Cell becoming Super Perfect Cell(the new Body has 100HP and ha not Stacks that were on the previous body).While in this Mode he may only use Abilities from the list below.Shield**

**Super Perfect Cell Mode**



**1. Perfect Majesty - Cell deals 20 damage more with each of his attacks. Passive**

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

**3. Pummel** - deal 20 damage ,gain 1KI. Super Perfect Cell may choose to gain Flying untill the end of his next Action. Melee Attack

**4. Kamehameha - 6KI , deals 80 damage. Ranged Attack**

**5. Complete Perfection - when Cell enters Super Perfect Cell Mode his new body gains 3KI Stacks on it. He may use this ability actively to gain 6KI. Passive,Shield**

**6.Perfect Regeneration** - Cell heals for 50HP,he may use this even if he is below 0HP if it would bring him above 0HP,but can not use any other abilities while dead. If Cell had taken 40 damage or more during this Round he may not use this ability. (If Cell is dead and can not use this ability due to this effect he is permanently dead).**Shield**