VEGITO



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

Vegito can not be chosen as a starting character he can only be summoned in a following way: It must be Round 3 or after , a Vegeta and a Goku who are on the same team must skip their current action and anounce that they are going to fuse,if during the action they fuse none of them dies and none of them is stunned they turn into Vegito.Neither Goku nor Vegeta may use their Ultimates (and must not have used their Ultimates) during this game.The transformation is not an ability. (Can only fuse 1x times per game)

1. Potara Fusion - Vegito has HP equal to the combined HP of both Vegeta and Goku at the time of the transformation , he also has all stacks that were on both of them including KI but looses all Stances and Modes they were in. Can not be replaced.Passive

2. Ultimate Presence : Vegito looses 3KI passivelly at the start of each new Round after the one he was summoned in , if he ever has 0KI he rewerts to Goku and Vegeta and they splitt Vegitos HP in 2 at the moment of reverting , all Stacks are carried over to both of them. For each KI on Vegito he deals 10 damage more with all attacks.Can not be replaced. Passive

\*If Vegito dies while being Fused both Vegeta and Goku die also.Vegita and Goku may not be brought back to life if Vegeto is dead only he can and vice versa.

3. Pummel - deals 20 damage , may choose to gain Flying the turn he attacks. Also gains 1KI.Melee

4. Power UP ! - Gains 3 KI but can only be used 2x times on this character. Shield

4. Super Saiyan - 0KI , Vegito transforms into his SS2 Mode he gains +20 to the damage he deals and -20 to damage from all sources.

5KI , Vegito transforms into Super Saiyan God Super Saiyan Mode he gains +50 to the damage he deals and -30 to damage from all sources. Shield , Mode

5. Banshe Blast - Spend xKi , Vegeto makes 1x 10 damage attack against any enemy he can target for each xKI spent to use this ability. Ranged

6. Spirit Sword - 1KI , Vegeto deals 30 damage to a single target ignoring all absorbtion and other abilities that would prevent damage , this attack hits even Flying enemies.Melee attack

7. Instant Transmission - Vegeto ignores all attacks that would hit him during this turn.Shield

8. Big Bang Attack - 3KI , vegeto deals 60 damage to a single target. Ranged

Alternate Abilities : May be chosen replace a single ability from the list above , chosen when Vegito enters the game for the first time

Saiyan Shield - Vegito negates all melee attacks that would hit him during this turn. Shield

Final Kamehameha - Vegito spends all his KI then deals his KIx20 as damage to a single target,after this attack he slips back into Goku and Vegeta and they both gain 1 stack of tired(+20 to all damage they take) following the above rules for separation. Ranged