Dyspo



Alignment : Neutral Good Race : Buggs Bunny (Humanoid ) Class : Martial Artist

1. The Fastest in the Multiverse - Dyspo has Hits First on all Attacks , but if the enemy Predicts his Turns he looses the hits first for that Turn (he is Predicted) . If used activelly Dyspo Ignores any attack that is slower than him that Turn . Passive , Shield

2. Super Light Speed Canon - Deals 35 damage , Hits First and may choose to gain Flying , if this attack misses Dyspo is Stuned during his next Turn (but not if it is Negated) . Melee

3. Justice Crusher - fires gigantic beam of energy at a target , dealing 25 damage . Ranged

4. Superior Hearing - Dyspos hearing is so good he can hear others muscles move , each opponent must tell you before they Attack that they will Attack that Turn (but dont have to tell you which Attack they will use ). Passive \*This is not a Prediction , thus characters immune to Predictions are not immune to this ability

5. Energy Ring - moves with lightning speed in a circular motion firing small energy beams at a target , trapling it in a 360 degree ring of energy , a chosen target is Stuned if it is not faster and takes 15 damage , the Stun will work even if no damage is taken . Ranged



6. Super Light Speed Mode - must be at least Round 2 , the opponent must have used a move that at least Hits First or is faster or at least 1 enemy must have more HP than Dyspo , Dyspo enters Super Light Speed mode and gains Hits First (which stacks with his passive Hits First) , in addition the damage he deals increases by +10 . Mode

Ulti : Relentless Assault - 6.+2.+5. Must be in Super Light Speed Mode , deals 30 damage to a target if Dyspo is faster the target must switch any selected attack with a Shield or Counter ability of his choice , if he can not he must Skip turns instead (not Stuned),continue this process on the same target the subsequent turn as Dyspos Action for that Turn ,you may keep this up indefinetly but if you choose not to use this at the start of your next Turn end this ability . Melee