GOKU



Alignment : Neutral Good Race : Saiyan Class : Saiyan Warrior,Martial Artist ,Beast (as Great Ape)

*,,What are you laughing about?! ,,*

*,, Oh nothing , Im just surprised at how strong Ive become. Your punches they only tickle....,,*

-to Baby in SSJ2 Vegetas Body

1.Charge up-Add 3 KI stacks to Goku,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**

2.10x Kamehameha-Use 12KI 800 damage . **Ranged attack**

3.Energy Blast-1KI,20 damage **ranged**

4.Supa Saiyajin Power Up-0KI,enter SS1 mode you deal +20 damage with all attacks. **Mode**

4.b.Another 3KI,enter SS2 if your in SS1,you deal +20 and take -20 damage. **Mode**

4.c. Another 3KI,Enter SS3 if your in SS2, you deal +40 damage and take -20 dmg. **Mode**

**4.d. - 1KI, enters Golden Great Ape mode from any Mode you deal +20 damage with all attacks . Mode**

**4.e. - 3KI, only from Golden Great Ape you turn into SS4 in this form you deal +40 damage with all attacks and recieve 40 damage less from all sources passivelly. Mode**

**\*You may take any number of Transfromations in a Turn (but can Transform only 1x per Round) as long as you have the KI to pay for each one separatelly .**

5.Pummel-20 damage,add one KI to Goku.Goku may choose to gain Flying until the end of the round when he uses this ability. **melee**

6.Instant Transmision-Ignore one ability that specificaly targets Goku.Then you may use your Kamehameha if you have the KI for it, it is then Exausted. **Counter** ,**Haste**

Spirit Bomb-Ultimate:Instead of doing a Combo Goku must channel this ability for 2 or more turns. The base damage is 40 after turn 2 but raises by 20 each turn after the second when Goku releases it , it deals +10 damage for each living friendly character except Goku on the field. Hits all enemies.While channeling Goku can take no other actions and the chanelling stops if he is stunned or dies.Can be used from Round 2.**Ranged attack.**



**\*You may replace any of Gokus abilities with**

**1.Kaioken ability -** It costs xKI and that much xHP to activate,but then you may emediately use another ability.If you are in SSGod SS1 form it costs only xKI and does not drain HP.Can only be used in base or SSGod SS1 form.You deal x ammount of additional damage with all attacks while in this Stance equal to the x KI paid.Stance Ability.

**2.Solar Flare-**Negate all attacks made by a single target opponent this Action.Can only be used once per game.Shield Ability.

3. **Instant Transmission Far** - Goku may instantly Teleport to any Dimension he has previouslly been to , or to King Kais Dimension . He may take one willing target there or an unwilling target if he could be hit with a Melee attack and Hits Last that Turn . Shield/Melee attack

4. **Afterimage** - Goku ignores all attacks that would hit him during his next Turn . Shield

**Alternate Ultimates**

**\*\*\*\*\*Alternate Ultimate : Dragon Fist -** To trigger this Ultimate Goku must use Pummel at least 4 times during one Game , on the 5th time or any subsequent Time he may use the Dragon Fist ultimate instead . Deal 300 damage to a single target , you may choose to gain Flying for this attack **. Melee**