JANEMBA, CHILD DEMON

*\*clapping in joy\**



Alignment : Chaotic Evil Race : Demon Class : Beast,Swordsman(in Super Mode),Wizard,Mad

1. Illusion Smash OR Ilusion Counter

Illusion Smash: Janemba's hand punches through a portal, leaving through a portal behind a single target dealing 15DMG. Is unaffected by counters. **Melee attack**

Illusion Counter: Janemba creates a portal in front of himself, if he would be hit by any attack during this action/slash turn, he negates it, and uses a copy of it on its user (if it was a damage dealing attack, deal half of that damage to the opponent and apply any or all effects to the opponent). **Counter**

2. Reality Manipulation: Cloning OR Matter Manipulation

Cloning: Janemba can create three clones of himself, who are 20/10 or Janemba can select an opponent who has used an attack this round, create a clone of him (the clone has the same amount of KI as the copied character), roll a 1d6 and use one of his abilities that was rolled on the die, the clone disappears after using the attack (if clone cannot copy ability, the clone disappears). If Janemba dies, the clones die with him. **Summoning**

Matter Manipulation: Janemba creates jellybean-like hard balls, dealing 20DMG to all enemies. **Ranged attack**

3. Demonic Madness  
Passively: Before the start of each action, roll a 1d6, if a 1 or 6 is rolled, Janemba can act normally for that action. But, all other rolls indicate that he is insane during that turn, and you must roll a 1d6 to determine which ability he uses. All abilities used while in Madness are not considered Exausted during the Round they were used in.(The same ability can be spammed if cast with Demonic Instanity).

4. Super Janemba  
Evil Transformation: Janemba starts with 50HP, when he dies, he transforms into Super Janemba, with 100HP. His new body has no stacks that were affecting his previous body. **Passive**

**Ultimate: Rapid Energy Cannon**

Active: Janemba can only use this if he is sane during the second round of combat or after. He can use this ability once per game as if it was his normal ability (not an ability). Janemba rolls around firing energy balls from his holes dealing 40DMG Ranged and 10DMG Melee. **Ranged and Melee attack**

SUPER JANEMBA, PURE EVIL INCARNATED

*"Kekekekeke..."*



1. Dimension Punch OR Dimension Counter

Dimension Punch: Janemba's hand punches through a portal, leaving through a portal behind a single target dealing 30DMG. With Dimension Sword becomes Dimension Sword Slash, dealing 35DMG. Is unaffected by counters. **Melee attack**

Dimension Counter: Janemba creates a portal in front of himself, if he would be hit by any attack(s) during this action/turn, he negates it(them), and uses a copy of it(them) on its user (if it was a damage dealing attack, deal half of that damage to the opponent and apply any or all effects to the opponent). **Counter**

2. Evil Ki Absorption

Evil Ki Absorption: Janemba gains 3KI, and 10HP. For each EVIL character other than himself, Janemba gains 2 more KI. **Shield**

3. Demonic Insanity

Passively: Before the start of each action, roll a 1d6, if a 1 or 6 is rolled, Janemba can act normally for that action. But, all other rolls indicate that he is insane during that turn, and you must roll a 1d6 to determine which ability he uses. All abilities used while in Madness are not considered Exausted during the Round they were used in.(The same ability can be spammed if cast with Demonic Instanity).

4. Dimension Sword OR Copy Ability

Dimension Sword: increase all damage done by Super Janemba by 35%, then replace this ability with ability 4.b .**Stance**

Copy Ability: Janemba copies any attack used by an opponent during this round (if it was not an Ultimate).**Attack**  
Switch 4.b: Rakshasa's Claw OR Dimension Sword Blast OR Copy Ability

Rakshasa's Claw: 2 KI. Janemba slashes through portals at his opponent at shocking speed with his Dimension Sword, dealing 45DMG (60,75DMG with the buff). Hits first, **Melee attack**

Dimension Sword Blast: 4KI. Janemba deals 60DMG (81DMG with the buff) to a single target. **Ranged attack**

5. Regeneration

Incredible Matter Shifting: Janema recreates himself, healing for 35HP. **Healing and Shield**  
Neverending Nightmare: if Janemba reaches 0HP or below he is considered alive with 35HP.Once used the Passive variation of this ability can not be used untill two Actions after the one it was used in have passed.(if an ability does not deal damage but kills,it does not trigger the Activation of this ability).**Healing and Passive,Trigger**

\*Demon's Strange Weakness: Any opposing player may once per round skip his current action to insult Janemba, Janemba takes 20 damage and is stunned during his next action.

6. Bunkai Teleport OR Dimension Teleport

Bunkai Teleport: Janemba teleports his particles into another location, ignore all attacks that would affect Janemba during this action. During your next action, the ability you use hits first.**Shield**

Dimension Teleport: Janema teleports himself into another dimension for this, ignoring all attacks, for this and the next action he is in another dimension and has one action in the other dimension.**Shield**

**\*Alternate Ability:(choose when Janemba goes Super Janemba): Demon Gate,3KI, Janemba deals 50 damage Ranged attack.**

**\*Alternate Ability: Flight- Janemba gains Flying for this and his next Action. Shield**

**Ultimate: Lighting Shower Rain**

Janemba slashes through existence with his finger, firing a near endless amount of dimensional shards at his opponent. Deals X DMG where X is the amount of KI on him (he does not spend the KI). Janemba can only use this ability from turn 7 and only once per game. Deals 35 DMG per KI. Janemba can only use this ability if he is Sane.Hits first, **Ranged Attack**

\*Alternate Ultimate- **Possession**,costs 6KI,choose a single target,if it would be hit by a Ranged attack it considered to be under the Janemba players control for the rest of the game or untill Janemba dies,at which point it is returned to its controler. Janemba can only use this ability from turn 7 and only once per game. Janemba can only use this ability if he is Sane.**Ranged Attack**