Mira and Towa



Al : LE Mira , NE Towa Race : Clone (Mira) , Demon (both ) Class : Martial Artist (Mira) , Wizard (Towa)

Each has 50HP , different stacks , both take together 1 action per turn.They must both die to be dead.

Mira

1. Power Up - Towa powers up gaining 3KI. Shield

2. Limmiter - Mira may only be buffed by the Time Breaker Stack and by no other ability. Passive

3. Pummel - Deals 20 damage , gains 1 KI and Flying for the attack , Towa may also choose to gain Flying when Mira does this. Melee

Towa

4. Time Breaker Mark - places this mark on any character attempting to force it to loose its mind and come under Towas control . Both Towa and the character roll a 1d6 Evil enemy characters get -2 to the roll(any character may choose to fail this roll) If they win nothing happens , if Towa wins the character gets a Time Breaker stack gaining +20 damage , its alignment Turns Evil of this ability and it is under Towas control untill the end of the Round. Towa may not force it to attack or harm itself.

\*All effects of this ability dissapear at the end of the Round. Characters that can not loose control of their character arw immune.

5. Time Rift - Towa makes a Rift in time on the Battlefield , at the start of the next Turn she and Mira enter it going to any Turn that has previously happened but they keep their current Stacks and HP. If either one or both of them are stunned or Teleported before they can enter they loose their chance.Shield

Both

6. Ki blast - Mira spends 1KI and deals 20 damage , Towa attack with magic and deals 10 damage at the same time she does not spend KI(2 attacks).Ranged

Ultimate : Sudden Betrayal - can only be used if an enemy has 2x more HP than Mira , if Towa is alive Mira absorbs her gaining her HP as his HP and enters True Form Mode allong with all Stacks that were on his body. Can be used as ability 7 from Round 2. In True Form he uses the abilities below. Mode

True Form



1. Maximum Charge - Towa gains 6KI and may choose to gain Flying untill the end of the next Turn. Shield

2. Energy Burst - 4KI , Hits First , Towa deals 40 damage to all characters , attacks that deal 40 or less damage can not damage him this Turn , non-damaging attacks do not effect him this Turn . Ranged

3. Destructo Disk Barrage - Spend X KI then for each 2 KI spent launch 1 destructo disk attack which can not be ignored and deals 20 unstopable damage which can not be ignored . Ranged Attack(s)