Mystic Gohan



,, *Fight you? No... I wana kill you* ,, - to Buu

Alignment : Neutral Good Race : Human,Saiyan Class : Martial Artist,Saiyan Warrior

1. Mystic Form - Gohan enters the game in Mystic Mode , while in this mode the damage he deals with his attacks can not be absorbed , ignored , negated or reduced in any way(but the attack can). Mode , Start Game Trigger

2. Pummel - Deals 20 damage and may choose to gain Flying for this action.Then also gain 1 KI after the attack. Melee

3. Wild Dance - Gohan negates one melee attack , then if he did he deals 20 damage to its user , this is considered an attack but is also a Counter. Counter, Melee

4. Overwhelming -Can only be used in Mystic Form.Gohan pronounces at the start of any Turn that he will be Overwhelming , this is not an Action , and Gohan can use any other ability in addition to Overhwhelming .

**While Overhwhelming Gohan deals 20 damage more with all attacks , his attacks Hit first , and if he is faster than the enemy ,the enemys Shields, Counters and Passives are ignored by Gohan . Also if Gohan Uses Wild Dance succesfully and deals damage he may instantly use Pummel as well if it was not Exausted in this Round(it is then Exausted) it also gains Overhwhelming effect.** **Trigger,Declare, Shield**

5. Masenko - 1KI , Hits first 20 damage . Ranged

6. Mystic Power - Gohan gains 3KI passivelly at the start of every Round of combat , including the first(1st Turn ,4th Turn ,7th Turn...).Every 4KI on Gohan gives him damage absorb 10 from all sources , while he has the KI(3-5 KI 10 damage absorb , 6-8 20 damage absorb...).

Due to his Arrogance Gohan must skip the last Turn of each Round if he has more HP than all enemies.Passive

Ultimate : 4.+3.+2. Super Kamehameha , 8KI deals 120 damage splitt between any number of enemies . Ranged attack