PICOLLO



**,,DODGE!!!!,,**

Alignment : Neutral Good Race : Namekian,God Class : Martial Artist,God

1. Namekian Arms - Piccolo deals 30 damage to a single target,hitting first if the target uses a melee attack in the same turn. The target is Grappled untill the end of the Round. Picollo may choose to gain Flying during the turn he uses Namekian arms. **Melee Attack**

2. Masenko- deals 20 damage hits first. **Ranged Attack**

3. Afterimage Clones - Piccolo can not be targeted during this or the next Turn,this is not Stealth, if he takes AOE damage however this effect instantly dissapears.Is useless while Grappling. **Shield**

4. Hellzone Grenade - Can only be used 1x per game . Choose a single target at the start of the next turn before Abilities are chosen deal 40 damage to that target,this damage can not be negated,ignored or absorbed and neither can this ability. **Ranged Attack**

5. Regeneration - Piccolo heals 30HP from himself. **Shield**

6. Special Beam Canon - either deal 20 damage instantly or skip your current turn.If you do you enter Concetration Stance,while in this stance you can not be stunned but you can not use any other ranged attack,your Namekian Arms do not deal damage but the other effects apply. When you choose to you may release the Special beam canon dealing 20 damage + 20 damage per skipped turn,this is considered as an Action for the turn it was used in and you can not use any additional attacks that turn(but this will work even if Namekian Arms is exausted and vice versa).You then lose Concentration Stance**. Damage done with Special Beam canon can not be Absorbed**. **Ranged Attack,Stance**

\*Alternate : Super Explosive Wave - Hits Last , piccolo deals 30 damage to all other characters.**Ranged Attack**

Ultimate : 5. +1. +3. Light Grenade - deal 80 damage to a single target. **Ranged Attack**