TOPPO



Alignment : Lawful Good (Lawful Evil in Hakaishin Mode) Race : Toppos Race(Humanoid),God as Hakaishin Class : Martial Artist,Hero,God as Hakaishin

1. Pummel - Either deal 20 damage to an opponent or Grapple him , he may not ignore your attacks during this Round of combat , the enemy looses Flight and can not gain Flight while grapple. Either way gain 1 KI . You may choose to gain Flying when you use this attack . Melee

2. Justice Flash - 1KI , deal 20 damage to all enemies you could target , Hits First . Ranged

3. Rear Choke - Can only be used on a Grappled enemy , you deal 20 damage to him , and another 20 at the start of each Turn he is grappled (The start of turn damage is also treated as an Attack but not an Action) . Your rear choke ignores the enemys Absorbiton.Melee

4. Hakaishin - Toppo may only use this ability if he has taken a totall of 50 or more damage during this Game . Toppo transforms into God of Destruction Mode . In this Mode he deals +30 damage with all attacks and takes -30 damage from all attacks . Mode



ULTIMATE : HAKAI ! - The user pronounces ,, Hakai ,, and selects up to 3 different targets , if the target could be hit by a Ranged attack it rolls a 1d6 (once for eac target) on a 1-4 it dies instantly and is erased from existance (it can not return to life) on a 5-6 it takes 50 damage (+30 for Toppos Mode) . Ranged

Hakai does not require a Combo , it is used as a regular ability from Round 2 and afterwards , this Ultimate can be used any number of times per Game but only once per Round , and only in Hakaishin Toppo Mode .