KAIOH



,,*Love? There is no need for love in this world.Evil is the only true power.*,,

Alignment : Chaotic EVIL Race : Human Class : Martial Artist,Overlord

Series:Fist of the North Star 2,Music Theme-Kaiohs Theme(https://www.youtube.com/watch?v=nFRwKivq9Qo )

Description:An extremely powerful Martial Artist who accompanies his moves with Dark Magic energy.He has many self destructive attacks,and must relly on his Matoki aura for a quick finish as he has no defensive moves.

1.Matoki Aura-Activates Matoki Aura,once activated it can not be Deactivated except with Anma Makakyoku Ha,any other ability that would cancel this stance is useless.Stance:While in this Stance Kaioh takes 10 additional damage from all sources if they deal at least one damage to him, but deals 20 additional damage with all attacks that would normaly deal damage.Also imediately deal 20 damage(without adding the +20 additional damage) to all enemies or Kaioh may chose to absorb 30 damage from all sources this turn (when he chooses to Absorb this way the 20 additional damage he takes from everything from this Ability is ignored untill the end of that Turn ) . If you keep activating this Stance the effect above will still apply even without the Stance is activated , but the bonuses and penalties will not stack . **Stance**

*Kaioh reaches for his evil energy,using the very Evil in his soul to overpower his enemies.*

2.Anryu Hiha(Dark Stone Falling Destruction)-**Ranged attack**:Deals 20 damage. And 1 damage to Kaioh.

*Kaioh grabs a chunk of his aura and molds it into a beam,which he fires from his fingers*.

3.Seimyo Danretsu-**Melee attack**:Deals 30 damage to an opponent and 10 damage to Kaioh.

4.Hokuto Ryuken Shikanhaku-Resolve your opponents action first(instead of actions normaly happening in the same time).Then if your opponent could be hit by a melee attack,you strip one of his dice by rolling permanently(You roll either 1-6 die,2-5 die or 3-4 die),this removes the two abilities corresponded with that die.The removed Die can not be combed into an ultimate either.If the opponent is ever forced to use a removed die he must skip that action.This counts as a melee attack,counts as a Seal move.**Melee attack,Seal**

**\*If you roll the same number of a die twice for this ability roll again untill you roll a number you of a die you did not get before.**

*Memories can bring a lot of pain,Kaioh will just take that burden of your hands*.

5.Anryu Ensatsu Jin(Dark stone Fire Killing Formation)- May only be used on an opponent with 30hp or less.Deals 50 damage to him.(**Counts as a ranged attack**).

*When OVERKILL isn’t a strong enough word*.*EXPLOOOOSION*!

6.Anma Makaryoku Ha(Dark Demon Great Zenith Destruction)-This ability may only be used if Matoki Aura Stance is activated.Deals 30(+20 because of Matoki Aura) damage to all enemies(this is counted as a ranged attack)damage dealt this way can not be absorbed by any means.After this Matoki Aura Stance dissipates and Kaioh gets one stack of Tired(whenever he would take damage he takes 20 more damage,this stacks with other similar effects).This ability cancels Muso Tensei if it was used during or prior to this Abilitys activation.**Counts as a ranged attack**

Anryu Tenha(Dark Stone Heaven Destruction)-Ultimate:2.+4.+6.(must also have Matoki Aura activate because of 6.):Instead of using the last ability in line. Choose a target opponent.He does not act during this action,this ability hits first(acts before the opponents ability has a chance to act).During the next round of combat you choose exactly what dice he will use and in which order.If you choose dice banished by ability 4. he is forced to skip that action.This ability once started can not be prevented or evaded by any means.**Counts as a ranged attack**.

Creator-RADONJA(8.9.2015. latest Version)