Jagi



Alignment : Chaotic Evil Race : Human Class : Rogue,Martial Artist

1. Quasi Hokuto Shinken - deals 30 damage , Hits first if the opponent doesnt hit first. Melee

2. Quasi Nanto Seiken - Suprise! Deals 20 damage. Melee

3. Senbon Needles - You can only use this ability right after you use an attack , no matter what the attack did Jagi deals 15 damage to its target after the attack, this attack and damage can not be ignored , when used the first time no Counter or Shield effects it. This ability is considered a ranged attack. This is a Reaction. Ranged

4. Shotgun -deals 25 damage , this Gun can be fired up to 2x times in one Turn . If this ability is used 2 times in a Game seal it. Ranged

\*Fake Immitation - Jagi may use any ability he has seen a Martial Artist use during this Game , copying it completly , but it always deals 20 damage less than the original ability. Other effects and requirements such as Bleeding Stacks , Stuns , requirements to be in a certain Mode do not change . Jagi may copy Stances but can not copy Modes with this ability . Shield

Ulti : Gasoline - Can be used at any time even during Round 1 , lits the field on fire , anyone who tries to use a shield or counter takes 20 damage before they do so. This effect lasts untill the end of the next Round of combat. Field