KENSHIRO



,,*Life is a privilege you just lost*!,,

Alignment : Neutral Good Race : Human Class : Martial Artist

Developer note-Roses are Red,Violets are Blue,Omae wa Shindeiru.

Series-Fist of the North Star 1 and 2,Music Theme-Ai wo Torimodose(https://www.youtube.com/watch?v=H-POzIrRh0c )

Description-Kenshiro is the 64th successor to Hokuto Shinken(Divine Fist of the North Star) the greatest assassination martial art in the world.Kenshiro utilizes his deadly fists by pressing pressure points which make the enemy implode from the inside-out.

1.Hakkei No Ho(Internal energy release)-Absorb 30 damage that would be dealt to Kenshiro with all ranged attacks(that would effect him).If Kenshiro completely absorbs the damage,the opponent who used it gets hit with a copy of his own attack instantly.(If the ability was AOE it effects the opponents team).**Counter**

2.Hokuto Hyakuretsu Ken(100 Crack Fist of the North Star)- 30 damage to a target opponent or you can splitt this attacks dmg beetween any number of opponents you can target but this is still one attack.If the opponent(at least 1 of the targeted) is at 30hp or below when Kenshiro uses this ability,Kenshiro Hits First if he says ,, *Omae wa mou Shindeiru* ,, .**Melee attack**

3.Gotshi Retsu Dan(5-Finger explosive burst)-If your opponent uses a melee attack against Kenshiro,negate it(treat it as if he skipped his turn),then he loses the ability he just used for the rest of the game.**Counter,Seal**

4.Sei Ekou-Kenshiro Deals 20 damage to a target opponent,this damage can not be absorbed by any means.If this attack hits,until the end of this round the hit opponent can not absorb damage using his abilities.(**Counts as a melee attack**).

5.Hokuto Heiken(Northstar Flying Defensive Fist)-Kenshiro is considered Flying during this attack,he can not damage non-Flying opponents with this attack.He takes 0 damage from melee attacks,and deals 20 damage to a target flying opponent,that opponent then looses his Flying(if possible).**This counts as a melee attack.**

6.Tenha No Kamae(Heaven Breaking Stance)-Kenshiro deals 20 damage more with each of his attacks while Heaven Breaking Stance is active.Also Switch ability 6. Instead of using this ability he now uses ability 6.b. **Stance**

6.b.Tenha No Kasatsu(Charge of Heaven)-This ability may only be gained by activating ability 6.(Tenha No Kamae).Once used Kenshiro launches a beam which deals 40(+20 because of stance) damage to a single target.After this Kenshiro Looses both his Tenha No Kamae stance and ability,and his Tenha no Kasatsu ability for the rest of the game. **Ranged Attack**

**Alternate Abilities :**

**\*Alternate Ability-Tenryu Kokyu Ho(Art of Dragon Breathing).Kenshiro absorbs 30 damage from all sources this Action.Shield**

\*Second Alternate Ability-Zankai Ken(Fist of Remorse)-If Kenshiro manages to hit an opponent with this ability he deals no damage,but at the end of the 4-th round( counting this one) the opponent hit by Zankai Ken emediately dies,he may not return to life by any means.**Melee Attack**

**\*Third Alternate Ability : Body Purging Technique , Kenshiro removes all damage over time Stacks and or other abilities from himself or another target. Shield**

**\* Fourth Alternate Ability : Toki Dissipation , Kenshiro negates a non-weapon Ranged attack. Counter**

**\*Fifth Alternate : Ganzan Ryozan Ha (Mountain Splitting Wave) , you can only use this ability against a target that could be dropped to 0HP with this attack , deals 40 damage . Hits Last. Melee**

**\*Sixth Alternate : Muso Afterglow , this ability can only be used if Muso Tensei was used during this Game choose one : a) you Turn Immune to all abilities , except your own abilities untill the end of this Turn or b) use any one basic ability from Rei , Toki , Souther, Raoh , Shin, Shu . Once used 3x times during a single Game , Seal this Ability . This ability can not Exaust . Shield**



Musou Tensei(Unconcious Transmigration)-Ultimate-1.+2.+4.:Instead of using the last ability in line,Kenshiro gets Musou Tensei Stance.Kenshiro is immune all abilities and effects except his own that would effect him during this action and his next Action. In addition he may choose that his Attacks hit all enemies while under this effect . **Mode**

Alternate Ultimate : The Death Omen Star , from Turn 1 Round 1 , whenever Kenshiro hits a target with an Attack regardless of damaging them put a Death Omen Stack on them . At the moment 7 such Stacks are placed upon a single target he instantly dies , his body Explodes and leaves no corpse , he can not return to life . **Passive**

 The 7 Point , Death Omen Star

Alternate Ultimate (replaces Musou Tensei)- Hokuto Meten Ha(Soul Shattering Wave) 2+6.+4. Instead of using the last ability in line,Kenshiro makes a melee attack against a single opponent.If it hits,the enemy instantly Dies dropping to 0HP.Shield Abilities do not work against this ability.The opponent killed by this ability can not be brought back to life by any means. **Melee Attack**



**Second Alternate Ultimate - Kento Shadan ( Fist Stealing Resolution) -3.+1.+2. completly drains the strength of a single target , it gets a -40 to all damage it deals Stack on itself permanently , this Stack can not be removed by any means. Melee**

Creator-RADONJA(9.9.2015. latest Version)