Rei



,,*Tell me... What color is your blood* ,,

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

1. Nanto : Gekisei Kakubu (South Star : Frightening Dance ) - Choose a single target , deals 15 damage 2x times to the target at the start of the next Turn (you may still attack normally that turn). Melee

2. Hicho Rangeki Ha (Flying Bird Wild Halberd Wave ) - a powerful Vacuum wave rapid strike attack , deals 5 damage 5x times to all enemies that are not Flying , needs to be Flying . Ranged

3. Nanto Seiken Ougi : Hisho Hakurei (South Star Seacret Technique : Soaring White Grace ) - Rei makes a graceful summersault back dodging any one Melee attack , then if he did deals 40 damage to the attacker with a melee attack . Counter

4. Nanto Seiken Ougi : Mugai Zetsuei Sho (South Star Seacret Technique : Outside Shadow-splitting Palm ) - Deals 30 damage to a target and makes him bleed for 10 damage at the start of the Turn for the next 2 Turns , stacks with itself . Melee

5. Zancho Zan (Remnant Slash ) - Choose a target and inform it that if it does not skip its next Action it will take 50 damage upon using an ability , if they could be hit by a melee attack this Turn (you may still attack normally that turn) . Melee

6. Nanto Suicho Ken (South Star : Crane Waterfall Fist ) - whenever Rei makes an attack he may gain Flying for that Turn , but he may not do this with Melee attacks if there are no Flying enemies when this should be cast . Trigger, Passive

Ultimate : Danko Sosai Ken (Resolute Mutual Death Fist) - used without a combo from Round 2 Turn 1 onwards , Rei deals 200 damage to a target and takes 2x damage from all sources this Turn . Melee

\*Alt : Female Disguise - Rei enters the game disguised under a womans cloack , all Evil characters or perverts will try to take advantage of him and at least one enemy must be that , during the first Turn he completly surprisess all enemies all his attacks have Surprise! and can not be dodged or blocked the first Turn . Start of Game

\*Alt Ulti : Nanto - Hakahadan : Use any 3 of Reis abilities to make this combo instead of the 3rd ability (from Round 2) . Rei moves his arms rapiddly sending forth a net made of KI energy that cuts his opponents to shreads . Reis Player has 3 seconds to flail his arms about (both of them) making a swating motion , each time he moves an arm he may make 1x 15 damage Ranged attack when he uses this ability . Ranged