TurnRaiden



,, *I swore long ago never to draw my sword in vengeance ... But... This isnt my sword*! ,,

Alignment : Chaotic Good Race : Cyborg (Human/Machine) Class : Swordsman , Cyborg

1. **Hack and Slash** - deal 35 damage to an enemy or if Ninja dashing deal 15 damage this version Hits First . Then put 1 Slice and Dice stack on yourself in either case. Melee attack

2. **Ninja Dash** - you can not be hit by abilities that do not at least Hit First during this and the next Turn. While Ninja Dashing you can only attack with Hack and Slash. Shield

3. **Pain Inhibitors** - you passivelly take 5 damage less from all sources. Passive

4. **Ripper Mode** - if you are at 50hp or less you may activate this ability by saying : ,, Its time for Jack to let her rip! ,, seal your own Pain Inhibitors ability , all your attacks now deal 2x damage. Hits Last.Mode

5. **Blade Mode** - you make x number of 20 damage attacks where X is the totall ammount of Slice and Dice stacks you spend. Thease attacks hit first before all others. Melee attack

6. **Heel Blade** - Surprise ! ( You can replace any ability youve chosen with this ability , if you did not previously use it in this Round . This ability is Exausted but the replaced one is not , you may not use Surprise if your predicted) , you deal 25 damage to a single enemy target. Melee

Ulti : **This isnt my sword !** -

Used as regular ability but only from Round 3 of combat and onwards.

Jack draws Muramasa the cursed blade , and instantly makes a Hack and Slash attack. His Hack and slash attack and Blade mode attacks now ignore 1/2 of any absorbtion and from now on wounds made from these attacks can not be healed untill at least 3 turns have passed since they were recieved. Shield

Alt : **Electrolytes** - passive , if you personally kill an enemy character that is a machine or android you heal for 50hp. Passive

Alt : **I am Thunder , the Rain Transformed** - Deals 20 damage to all enemies , Hits First can only be used 3x times per game. Ranged

Alt Ulti : **Am I immortal? No , I just dont fear Death** - triggers from Round 2 the first time Raiden should die , Raiden can not die during this Round , but takes all damage and effects normally , if he is below 0hp at the start of the next Round he dies instantly. Passive