Shujinko



Alignment : Chaotic Good Race : Human Class : Martial Artist , Ninja , God , Wizard

Basic Abilities

1. Mantis Style - Shujinko deals 25 damage to a target , then he may instantly use another one of his basic Melee Attacks if he has not already used it during this Round . **Melee**

2. Drunken Fist - Surprise ! , Deals 25 damage and Hits Last , but has misses on a 1d6 roll of 1,2,3,4 . **Melee**

3. Ulti Absorb Ability - From Turn 1 Shunjiko always has access to his Basic and Permanently Absorbed Abilities , when each Combat ends select an enemy Hero and copy one of his Basic Abilities of your choice (write it down under Temporary Absorbed Abilities) , you may use it during any subsequent Combat , but at the end of each combat , you must erase and forget all Temporary Absorbed Abilities that you have learned this way . If you Absorb an ability that is already on your Temporary Absorbed Abilities list again write it down under your Permanently Absorbed Abilities instead of Forgetting it . **Passive**

**\*Yes Shujinko can use ALL of his Absorbed and Basic abilities , he does not have to choose 6 at the start of the Game .**

Permanently Absorbed Abilities

1. Freezing Blast - Freeze a target for this or his next Turn . Ranged

taken from : Sub-Zero

2. Get over Here! - once per Round before or after any attack ability you use , you make a 10 damage attack and Grapple the target untill the end of the Round. Ranged

taken from : Scorpion

3. Teleckinetick Throw-deals 15 damage your targets single melee attack if any is negated.**Ranged**

taken from : Ermac

**4. Flaming Fist - Deals 20 damage to a target , Hits First . Melee**

Taken From : Cobra

5. Flying Thunder God - deal 30 damage to a single target , if this damage is totally absorbed , negated or ignored(or if the attack is) Raiden is stunned during his next Turn . This attack hits Flying enemies. Melee

Taken From : Raiden (MK)

6. Foot Slipp - Shujinko slides catching an opponents feet , Hits first and Stuns them if it is faster , then kicks them in the face dealing 10 damage if they are Stuned . Melee

Taken from : Bo-Rai Cho

7. Scissor Kick - Shujinko ignores any one melee attack , then deal 20 damage to the attacker if one was ignored via Melee attack , Hits First. Gains Flying for the Turn this ability is used. Counter

Taken from : Reiko

8. Bycicle Kick - Deals 6x 5 damage to a target . If the opponent was hit by your attack the last or this turn , can not be Ignored . Melee

Taken from : Liu Kang

Temporary Absorbed Abilities