Rainbow Dash



*"Just because you're awake doesn't mean you can't dream!"*

Alignment : Chaotic Good Race : PONY Class : Equestrian Pony

Series - My Little Pony

Type-Assassin,Durable

1. Evasive Maneuver - Rainbow Dash evades all abilities this turn.**Shield**

2. Dash - A fast attack that deals 30 damage and attacks first.**Melee**

3. 20% Cooler - All attacks deal 20% more damage,ongoing effect.**Stance**

4. Summon Cloud - Summons a 0/10 cloud and deals 30 damage per cloud on field. **Ranged**

5. Flight - Can't be targeted by Melee attack during this Turn or the next Turn. **Shield**

6. Power Of Friendship - Takes control of an enemy during their next Action or indefinently if the enemy is a Servant. **Shield**

Ultimate. 1. + 2. + 3. Sonic Rainboom - Hits First if Rainbow Dash was Flying when she used it Deals 80 damage to all enemies and stuns them this action.**Ranged Attack**

**\*Alternate Ability:Replaces any ability from 1. to 6.**

**Bull Headed - Rainbow Dash starts the game with 120HP instead of 100HP,if she would be forced to skip a turn due to being stunned or loose control of her character due to hippnosis roll a 1d6 on a 4,5 or 6 ignore the effect during this Turn. Passive Ability**

\*Alternate Ultimate: 4.+5.+6.-Wonderbolts To The Rescue! -Per every 20HP lost Rainbow Dash can summon a 30/30 Wonderbolt who may attack instantly. **Summoning**

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