Rock Lee



Alignment : Lawful Good Race : Human Class : Martial Artist , Ninja

,, *Guy sensei told me never to use this ability , unless it is to protect the life of someone precious... Now is that time , Guy sensei forgive me !* ,,

1. Primary Lotus - Hits First , deal 15 damage to a target , then if it dealt damage deal another 15 damage to the target with a 2nd attack . Both you and it gain Flying for the 2nd attack . Melee

2.Leaf Whirlwind - deals 20 damage to all enemies . Melee

3. Strong Fist - Deals 35 damage to a single target . Melee

4. Remove Weights - For the rest of the Game Lee Hits First with all Attacks . Can only be used from Round 2 Turn 1 . Only 1x per Game . Shield

5. Eight Inner Gates Open - Increase the damage you deal by +x (choose a number at the moment of casting) , but you take the x as unstopable damage at the end of this Round of combat , this buff lasts untill your next Attack only . The max of the x is 50 . Stance



6. Will of the Leaf - Lee will continue fighting untill the end of a Round even if he is at 0 HP or below or otherwise killed . Passive

Ulti : Drunken Fist - requires no combo , can be used from Round 2 Turn 2 , Lee enters Drunken Fist mode , his moves can not be Predicted , he can not be Surprised! , his moves can not be Blocked/Negated or Dodged/Ignored . Mode

