Afro Samurai



,,*Watch youre damned mouth...*,,

Alignment : Chaotic Good Race : Human Class : Swordsman

1. Katana - Afro deals 30 damage to a single target , if he kills it , he may instantly attack again,he may repeat this untill he does not kill a target. Melee

2. Quick Thinking - If Afro is targeted by an ability he ignores it , then if it was a melee attack he instantly uses Katana if he did not use it during this Round(it is not Exausted) or recharges Katana if he has already used it during this Round. Counter

3. Subconcious Mind -Predict 1 on all enemies, Afro enters Subconcious Mind Stance , while in this Stance his movement can not be Predicted, in addition he may choose his ability after all other characters have chosen and revealed their own abilities (if someone has an a,b,c choice ability they must choose first before Afro reveals his ability).Casting this again will only be Predict 1. Stance

4. Really High Jump - Afro gains Flying for this and his next Action . Shield

Ultimate : Afro - this ability can be used as a regular Reaction and requires no combo , can be used from Round 2. A Reaction is not an Action and can be used in combination with an Action in the same Turn. Afro ignores any one single attack that targets him this turn , as it hits his Afro instead of him. Shield