KANEKI



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Alignment : ? Race : Ghoul Class : Ghoul

Series:Tokyo Ghoul

1.Kaguna Smash:If your opponent uses an ability with an even number,this attack deals 40 damage,if he uses an ability with an uneven number deal 20 damage to him instead.If Kaneki is under Kakuji Mode,deal 60 damage with this ability on an even or 40 damage on an uneven number.(**Counts as a** **melee attack**).

2.Canibalise:Deals 10 damage and heal for 10 damage.Under Kakuji Mode deals 20 damage and heals 20 damage.(**Counts as a melee attack**).

3.Kaguna Maneuver:Absorb 20 damage and deal 20 damage.If Kakuji mode is active absorb 30 damage and deal 30 damage.(**Counts as a melee attack**).

4.Predatory eyes:Can only be activated in Kakuji mode(Activating it if not in Kakuji mode counts as if you skipped a turn).You absorb 20 damage this action.On your next Action you may use two of your abilities(but you can use one ability a maximum of 2 times).You can use an ability you’ve already used this round if it would be its second time(but can not use the same ability a third time).**Defensive,Focus**

5.Kaguna Finisher:May only be used in Kakuju mode(Activating it if not in Kakuji mode counts as if you skipped a turn).Deals 50 damage,this damage can not be prevented by any means if the attack would hit.Kaguna finisher may not be used twice per round even with the effects of Predatory eyes.(**Counts as a melee attack).**

6.Kakuji Mode:Kaneki enters Kakuji Mode,can only be activated if Kaneki is at 60hp or below.(Activating it while he has more HP counts as if he skipped this action).**Mode**

Ghoul Regeneration-Ultimate:4+2+1,instead of using the last ability you may gain 50hp.**Shield Ability**

Creator-PROTA(14.9.2015. latest Version)