TOGURO



Alignment : True Neutral Race : Demon Class : Martial Artist

1. Body Manipulation - Choose any number between 1-100%. Toguro increases his damage by that % and absorbs damage from all sources equal to the chosen % , but he takes unabsorbable damage equal in number to the % he is currently at(ex. at 50% takes 50 damage) at the end of each Round of combat. If Toguro uses this ability again he may only increase his % he may never decrease it . Shield

2. Finger Clap Bullet - Deals 15 damage , Hits First . Ranged

3. Punch - Deals 30 damage . Melee

4. Back Hand Wave - Deal 20 damage to ALL other characters (friend and foe) . Ranged

Ultimate : Soul Absorbtion , this ability triggers automatically when Toguro is at 100% Body Manipulation and below 50HP from Round 3 onwards. Instead of using it he uses Soul Absorbtion.

All enemies that could be Hit by a Ranged attack and that are at or below 40HP , instantly die as Toguro absorbs their Souls into himself , they can not return to life by any means. Toguro then gains another 10% to his current body manipulation for each soul absorbed this way , going even over his own 100% maximum. This is not an action but is a Ranged attack , this is a Reaction, only triggers 1x per Game . Ranged,Trigger



Toguro 100%