ALAKAZAM



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Series - Pokemon

Role - Tank,Buffer,Assassin

Alignment : True Neutral Race : Pokemon Class : Beast

1.Psionic Power-At the Start of each Round choose one of the below-

Magic Guard -Alakazam is immune to any passive damage and burns, and can only be damaged by direct hits.Passive.

Synchronize - If Alakazam is to recieve passive damage, the enemy responsible recieves the same ammount of damage; also, if a stack is to be placed on Alakazam by an enemy, place the same stack on the enemy responsible. Passive.

Inner Focus - Alakazam cannot be stunned. Passive.

2.Psychic - Alakazam deals 30 damage to a single enemy. If it connects, place a single Lowered Special Defense stack on the enemy; for every Lower Special Defense stack, the enemy recieves 10 extra damage from all ranged attacks. Ranged.

3.Calm Mind - For the next three actions, all Alakazam's attacks deal 15 extra damage and all attacks directed at Alakazam deal 15 damage less.

4.Recover - Alakazam recovers 30 HP.

5.Charge Beam - Alakazam deals 20 damage and places one Raised Special Attack stack on itself; for every Raised Special Attack stack, Alakazam deals 10 extra damage.

6.Disable - Hits First,Pick any opponent's attack; for this and the next two Turns, the opponent will be unable to use it.Can be used several times on a single target,but must seal a different attack each time.

Ultimate: Mega Alakazam - 2.+3.+6. Alakazam mega evolves, gaining a significant power boost. For the next five turns, Alakazam deals 30 extra damage with all attacks. Also, if the opponent has a passive ability, Alakazam may choose to copy it until the transformation expires.Treat it as a 7-th ability.

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