SAMURAI JACK



,,*He who runs with aggression,walks without dignity*.,,

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

Series-Samurai Jack,Theme Song-Samurai Jack(https://www.youtube.com/watch?v=E4xppqJZs4M)

Role-Assassin

Difficulty- 2.5/5

1.Sword of the Gods-Jack deals 30 damage to a single target,if this would kill the target Jack may instantly make another such attack after this one.If Jack has at least 1 Perseverence stack on him this attack also Stops Regeneration on the target for 3 actions(not counting this one),if jack has at least 2 Perseverence counters on him damage made by this ability can not be prevented by any means(but the ability can).**Melee attack**

2.Jack Perseveres- Whenever Jack takes damage from any source,add one Perseverence stack to Jack.Each stack adds +10 damage to all of Jacks damaging abilities.**Trigger/Passive Ability**

3.Counter Strike-Ignore any one Ranged or Melee attack that would effect Jack during this action,then Jack deals 30 damage to its source.**Counter**

4.Martial Arts-deal 20 damage to a single target,then another 20 damage to a different target.**Melee attack**

5.Great Jump-Jack gains Flying until the end of his next action,while Flying this way Jack deals +20 damage on all attacks.**Shield Ability**

6.Copy Stance-Select a single target(friendly or enemy) that is currently in a Stance.Jack enters the exact copy of that Stance,gaining all benefits and drawbacks associated with it(Jack can not however copy an Ability Set granted by a Stance such as Susaano Stance or Mangekyu Sharingan Stance).He is considered to have entered the Stance during this Action.**Stance**

**\*Alternate - Parrying Blows , Jack ignores all attacks that would hit him during this Action,but other abilities effect him normally. Shield**

Jacks Fury-Ultimate:1.+5.+3.: For every 20HP missing from Jack at the moment before this Action is used ,Jack uses any one of his other Abilities,even if they were previously used during this round.(he can repeat abilities any number of times this round,they do not count as expended).**Haste**