Tao Lenn



Series- Shaman King

Type-Assassin,Evolution

Alignment : Chaotic Good Race : Human Class : Shaman

1.Rapid Tempo(Vorpal Dance) - Ren makes 3x 10 damage attacks against all enemies.

**Ranged Attack**

2. 100% Hyo Gatai - Increases all damage dealt by 10 while in Basic Form. **Stance**

3. Soul Evolution - Tao Lenn does nothing this Turn/Action,but transforms his furiyoku into his Dan-Lao Spear giving it immense power he uses the abilities from Golden over Soul Mode from now on. **Mode,Shield**

Golden Over Soul



1.Rapid Tempo(Vorpal Dance) - Ren makes 3x 10 damage attacks against all enemies.

**Ranged Attack**

2. Golden Slash Dance - Hits last deals 30 damage to all enemies. **Ranged Attack**

3. Furyoku Burst - Ren fires a backwards projectile from his Spear gaining an intense burst of speed for a short time,when this ability is used you may ignore any one attack that would target you even if it Hits First and then use any of your attacks you hadnt yet used during this Round,it Hits First even if it would Hit Last normally,but it is expended. **Shield**

4.Grand Soul Evolution- At the start of the next Round(Turn 4,7,10...) of Combat Lenn transforms into his Guardian Over Soul Mode,without using an Action,he uses abilities from that mode from now on.**Passive**

Guardian Over Soul



1. Golden Punch - Renn deals 30 damage to a single target,this ability can not Exaust and may be spammed any ammount of times per Round. **Melee Attack**

2. Golden Vorpal Dance - Hits First, Renn makes 3x 20 damage attacks against all enemies.**Ranged attack**

3. Perfect Reinactment - Bason fully materialises and for a short time he and Lenn become as one, all of Lenns attacks Hit First(if they already Hit First,then they Hit First before all others Hit First),Lenn gains 20 damage absorbtion from all sources with Basons Body.This Stance persist untill the end of the Round in which it was activated,or untill Lenn Switches Modes. **Shield,Stance**

4. Super Grand Soul Evolution - At the start of the next Round(Turn 4,7,10...) of Combat Lenn transforms into his Perfect Bushin Mode,without using an Action,he uses abilities from that mode from now on.**Passive**

Perfect Bushin



1.Golden Thunder Impalement - Renn sprouts a thousand blades from the ground dealing 10x times 5 damage to all enemies,Hits First and this ability can not be prevented by any means,but this damage can.This ability can not Hit Flying targets. **Ranged**

2.Four Flash Blades Illusion Dance - Renn makes 4x 10 damage attacks,against any number of opponents.If several of these attacks would Hit a single target,increase the damage of each succefull hit after the first by 10. **Ranged**

3.Ultimate Grand Soul Evolution - Can only be used from Turn 7 or onwards,Lenn transforms into Bushin Yuchi Mode,Hits First. **Mode**

Bushin Yuchi



1. Thunder Spear - Ren sends his weapon flying into the air where it levitates,also it deal 30 damage to all enemies,Ranged Attack.It continues to attack like this during each new Action/Turn without Lenn needing to spend an Action to use its attack(he can use other abilities).While Levitating the Thunder Spear is considered a 0/40 Servant minion,if it dies simplly return it to Lenn.Lenn may not activate Thunder Spear or use Bushin Guard while he has an Active Thunder Spear. **Summoning**

2. Nine Heavens Flash Bolt of the Thunder God - If Thunder Spear isnt Active this is a melee attack,if it is,this is a ranged attack. Deals 100 damage to a single target.

3. Golden Punch - Renn deals 30 damage to a single target,this ability can not Exaust and may be spammed any ammount of times per Round. **Melee Attack**

4.Bushin Guard - Lenn absorbs 25 damage from all sources passivelly. If used activelly,Lenn slamms a giant Thunderbolt on his location,which does nothing to him but hurts all other characters for 40 damage(including his allies) and Hits First. This is not an attack.**Shield,Passive**

Ultimate: Only usable in Bushin Yuchi Mode, 4.+2. or 2+.1.,Lenn absorbs the Spirit of Thunder switching into Spirit of Thunder Mode.Hits Last. **Mode**

ULTIMATE: SPIRIT OF THUNDER



1. Nine Dragon Exploding Thunder - Lenn deals 150 damage to all enemies,Hits First

**Ranged Attack**

2. Magnetic Field - negate all attacks of all enemies that would Hit Lenn during this Turn/Action.**Shield**