Dhalsim



Alignment : Lawful Neutral Race : Human Class : Martial Artist , Yogi

1. Yoga : a) Fire - launches a fiery projectile at a target that deals 20 damage. Ranged b) Flame - breathes fire dealing 35 damage to up to 2 enemies . Melee

2. Arm Streetch - deals 25 damage to a single target . Hits Flying enemies . If Dhalsim is Flying and hits a non-Flying target he does not have to loose Flying when using this attack . Melee

3. Foot Streetch - copy of Arm streetch

4. Jump - gain Flying for this and the next Turn . Shield

Ulti : Nonexistance - Relativistic speed , Dhalsim dissapears from existance he is immune to everything this Turn . From Round 2 onwards this can be used asa Regular ability any number of times per Game but only once per Round. Shield

\*Alt Intangible - End a Grapple on yourself , this is a Reaction . Shield

\*Alt Curl - Curls Dhalsims body around a target , it is Grappled permanently and Stuned this Turn , Dhalsim can not use Abilities while Grappling this way , and takes 1/2 damage from all Physical sources . Dhalsim may end this at the start of any Turn before Actions are taken(not an Action ) otherwise only his death will release this or Dhalsim or the target are teleported or if the Grapple is interrupted by an Ability . Melee

\*Alt Yoga Drill - can only be cast while Flying , deal 40 damage to a target it looses Flying if it had it , then end your own Flying (if this would be impossible you can not cast this Ability ) . Melee