M. Bison



,, *My Psycho power knows no limits*! ,,

Alignment : Chaotic Evil Race : Spirit , inside a Human Host Class : Martial Artist , Psycho

1. Psycho Crusher - gains Flying for this Turn and deals 25 damage to a target.Melee

2.Slam - Deals 20 damage to a target.Melee

3. Knee Slide - Hits first deals 10 damage and Stuns the target this Turn , but can not be used while Flying . Melee

4. Headcrusher - Whenever M.Bison looses Flying he deals 10 damage to a single target.This is not an attack. Passive

5. Devils Reversal - Can only be done if both you and a target have just used an attack this turn(you must use an attack other than this one).Say ,,My Psycho power knows no limits!,, to trigger this effect Negate both attacks , then perform a 35 damage melee attack against the same target and gain Flying for the attack if you choose to. Once used it can only be used again at the start of the 4th Turn after the one it was used in. Counter ,Trigger , Melee

6. Psycho Power - Whenever M.Bison attacks put a +5 damage Psycho stack on him after he attacks. M.Bison can not loose control of his character or be predicted.Passive

Alt : Psycho Canon - deals 10 damage. Ranged

Alt : Teleport - ignore all attacks this Turn. Shield

Alt : Levitate - M.Bison gains Flying for this and the next Turn . Shield



Ultimate : Psycho Power 100% - at the start of any Turn from Round 2, Bison may declare he enters this Mode at the start of the Turn(not an Action).His Psycho stacks add +10 instead of +5 to damage now and all of his attacks can be used 2x times per Round instead of once. But Bison suffers 20 damage at the end of each of his turns as his body crumbles.

Bison can not leave this Mode by any means once activated. Mode