Ryu



,, *I walk a path with no end*.,,

Alignment : Neutral Good , Chaotic Evil in Evil Ryu mode Race : Human Class : Martial Artist

1. Hadoken - Choose one Ryu deals 3x 10 damage to up to three enemy targets or Ryu deals 35 damage to a single enemy target. Ranged attack(s)

2. Joudan Sokuoteri - deals 20 damage to a single enemy,that enemy can not deal damage to you with melee attacks this turn. Melee attack

3. Goshoryuken - Ryu may choose to gain Flying for this and the next turn,a chosen target then takes 25 damage and is launched mid air gaining Flying if it didnt already have it or losing it if it already had it.Melee Attack

4. Tatsumaki Sempukyaku - Ryu deals 20 damage to all enemies if he was Flying when he used this move he also Hits First but can only hit Flying enemies this turn. Melee Attack

5. Hado no Kamae - Ryu may negate any of his own active abilities , then he may instantly use another one of his own Active abilities or skips his Turn . The ability Negated in this way is not Exausted and can be used again the same turn.Trigger,Passive

6.Inner Conflict- Whenever a new round starts choose any one enemy if he has more HP than Ryu add 2 Inner Darkness Stacks on Ryu per 10 hp difference between them. If at least 10 Darkness stacks are acumulated Ryu turns into Evil Ryu , replace one of his abilities with Ashura Seku and his Ultimate with Shin Goku Satsu.As Evil Ryu he takes 10 damage more from all sources but deals 20 damage more with all attacks. Passive . Mode

Ultimate : **Power of Nothingness**- You can enter this Mode at the beggining of Round 3 passively if he has less then 10 Inner Darkness Stacks. In this mode Ryu deals +40 damage more and Predicts 1 turn against all enemies passively so he always knows what his opponents will do,also he can see invisible enemies. If Ryu is in this mode and then enters Evil Ryu mode he enters Perfect Balance mode instead.Mode,Passive,Trigger

Perfect Balance Mode -Ryu deals +60 damage , predicts 1 can see invisibility, and may swap one ability with Ashura Senku. He can not however use the Satsui no Hado.

Evil Ryu



Ashura Senku - Ryu glides forward like a phantom he is immune to all effects this turn and at the start of the next turn his attacks can not be ignored or negated or absorbed. Shield

Ultimate : Shin Goku Satsu 5.+1.+4. Ryu deals 400 damage to a single target,Hits Last but can not be absorbed. Melee Attack

Power of Nothingness

