Seth



Alignment : Chaotic Evil Race : Android Class : Martial Artist

*"Juri... That power... That Eye ... She's no ordinary fighter. She is an untamed animal who seeks to destroy and consume all that enters her sight. And that includes me. Still, as long as I can manipulate her like a pawn in my grand game, I shall leave her to her own devices. She has altered her own body in her insatiable quest for power. She respects no law. No morality. She does whatever it takes to achieve her goals and quench her limitless thirst. In that way, she's no different from me. Of course, all of humanity walks that path, whether they admit it or not. Strip away the restrictions of law and common decency, and it becomes clear that the engine that drives humanity is their own selfish ambition. To achieve one's own goals necessitates trampling those of others underfoot. Yet mankind is all too anxious to label those who would do so as evil. What tragic irony. Humanity's defeat at my hands will serve to strengthen me. I will be baptized in the fire of their unabashed ambition and be born anew, ready to usher in a new age free from the restrictions of artificial morality. Ha ha ha... I can then hunt down this emotionless animal for sport and put her down for good..."*

1. Sonic Boom - Deals 25 damage to a single target . You must say : ,, Sonic Boom,, when casting this ability . Ranged

2. Shoryuken - you 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 for this Turn and the next Turn if it didnt already have it or losing it if it already had it. Melee

3. Hyakuretsukyaku - hits a single target , if the hit was successfull the target takes 30 damage at the start of its next Turn before Actions are chosen (Seth is free to act normally in that Action in his next Turn ). Melee

4. Chariot Tackle - Hits First deals 20 damage . Melee

5. Yoga Teleport - Seth ignores all abilities that would hit him this Turn as he dissapears from existance . Counter

6. Piledriver - choose a single Flying enemy target , it takes 45 damage and looses Flying if this hits . You may target Flying enemies with this Attack , you are Flying for the duration of this Attack . Melee

7. Indestructible - Seth takes 1/2 damage from all Attacks that do not have a damage buff (ex. a Stack that gives +10 damage , a +10 damage passive, +20 damage via Mode etc ... ) . This counts as Absorbtion . Passive

8. Levitate - gains Flying for this and the next Turn . Shield

9. Yoga Strike - Deals 25 damage to a single target , Hits First if the target used a Melee attack , can hit Flying enemies . Melee



Ulti : Tanden Engine - Seth may whenever a Martial Artist dies , copy any of his Abilites and replace one of his other Basic Abilities with it passively (except Ultimates) , to use this Ultimate activelly Seth must perform an appropriate Combo for any Version he wants to cast , he can cast this Ultimate any number of times per Game (from Round 2) as long as he keeps performing the correct Combo :

a) Tanden Storm - 1.+3.+5. Stuns all enemies this Turn , they are all dragged towards you , this Ability can not be Ignored, then during the next Turn they may not ignore attacks . Ranged

b) Tanden Stream - 3.+5. + 9. Seth fires an Invisible projectile attack , if it hits the opponent is dragged into the Tanden and expelled from it violently , and takes a 2nd Attack that deals 40 Unstopable damage and can not be Ignored or Negated . Ranged

c) Tanden Typhoon - 9. +4. +5. Hits First , Seth in a suprising motion lies down on the ground then a typhoon erupts from the Tanden in his abdomen dealing 35 damage to all enemies , all enemies that targeted him this Turn have their attacks Ignored by Seth , he must not be Flying in the moment he uses this ability . Ranged