Zangief



Alignment : Lawful Neutral Race : Human Class : Wrestler , Communist

GMs Note - a crazy wrestler from Russia , that wrestlers with fcking Bears for gym practice

1. Bear Hugg - Grapples a target or if already Grappled or being Grappled by a target deals 35 damage to them . Zangiefs Grapples last 3 Turns including the one they are used in instead of untill the end of a Round , Zangief can Grapple any number of targets this way.Melee,Passive

2. Screw Piledriver - choose a Grappled target , end your graple on it , it is violently thrown into the air and drilled into the ground and takes 45 damage. Melee

3. Flying Powerbomb - Zangief gains Flying this Turn , then instantly deal 35 damage to a Grappled target and end the Grapple or Grapple a flying enemy and deal 35 damage to it without ending the Grapple . Melee

4. Atomic Suplex - lifts a target behind ones back and slams its head into the ground twice! , deals 20 then another 20 damage to a Grappled target , both Hit First then release the grapple. Melee

5. Double Lariat - a spining flail of arms and muscle , deals 30 damage to up to 2 targets at the same time (this is one attack) . Melee

6. Banishing Flat - Negate a Ranged attack that targets Zangief , then send a copy of it right back against its user (you choose targets if multiple targets) . Counter

Ultimate : Final Atomic Buster! 4.+ 1. +2. (the 1. must always be in the middle because of move mechanics) - Use both Atomic Suplex and Screw Piledriver on a Grappled enemy at the same time , they both Hit First , the Grapple isnt released untill both attacks are done (ignoring their printed text). It doesnt matter if these abilities are Exausted at the moment of use , they are Exausted afterwards in either case.Melee attacks