RUGAL



Alignment : Chaotic Evil Race : Human Class : Martial Artist , Beast (God Rugal)

1. Gigantic Pressure - Deals 30 unstopable damage to the target , negate any Shield cast by the target at the same time or after this is cast this Turn . Melee

2. Orochi Energy - Deals 20 damage to the target , then negate any Counter cast by the target at the same time or after this is cast this Turn , then if you dealt damage deal another 20 . Melee

3. Genocide Cutter - Deals 40 damage or 2x times 20 damage to a Flying target , it looses Flying , Hits First also negate any Attack cast by the target at the same time or after this is cast this Turn . Melee

4. Kaiser Wave - Deals 20 damage to a target . Ranged

5. Dark Barrier - Negate a Ranged attack , then use a copy of the attack against the original user , if multiple targets are chosen or it is AoE you choose who it hits . Counter

6. Prodigy - when Rugal sees a Martial Artist use a non Ultimate Ability , he instantly gains a new Basic Ability slot with a copy of that Ability , he may not copy Mods , Stances or Passives (but may copy passive/triggers , or passives mixed with another ability ) . Passive

Ultimate : Gather Energy - if in a battle where Rugal is still alive a Martial Artist character dies , Rugal may absorb his energy and become Omega Rugal (if the martial artist was Good or Neutral ) or God Rugal (if the Martial Artist was Evil ) instantly . He uses the abilities written under those forms below . Passive , Mode

God Rugal



1. Orochi Energy - Deals 20 damage to the target , then negate any Counter cast by the target at the same time or after this is cast this Turn , then if you dealt damage deal another 20 . Melee

2. Genocide Cutter - Deals 40 damage or 2x times 20 damage to a Flying target , it looses Flying , Hits First also negate any Attack cast by the target at the same time or after this is cast this Turn . Melee

3. Slashing Aura - Deals 20 damage to a target , Hits First cant hit Flying enemies , cant Exaust . Ranged

4. Dark Barrier - Negate a Ranged attack , then use a copy of the attack against the original user , if multiple targets are chosen or it is AoE you choose who it hits . Counter

5. Gathered Energy - this is replaced with a Basic or Ultimate Ability from the Absorbed character of your choice upon transformation , only one Ultimate may fill either one of these slots , the second one must be a Regular Ability . Passive

6. Gathered Energy - this is replaced with a Basic or Ultimate Ability from the Absorbed character of your choice upon transformation , only one Ultimate may fill either one of these slots , the second one must be a Regular Ability . Passive

Omega Rugal



1. Gigantic Pressure - Deals 30 unstopable damage to the target , negate any Shield cast by the target at the same time or after this is cast this Turn . Melee

2. Genocide Cutter - Deals 40 damage or 2x times 20 damage to a Flying target , it looses Flying , Hits First also negate any Attack cast by the target at the same time or after this is cast this Turn . Melee

3. Slashing Aura - Deals 20 damage to a target , Hits First cant hit Flying enemies , cant Exaust . Ranged

4. Dark Barrier - Negate a Ranged attack , then use a copy of the attack against the original user , if multiple targets are chosen or it is AoE you choose who it hits . Counter

5. Gathered Energy - this is replaced with a Basic or Ultimate Ability from the Absorbed character of your choice upon transformation , only one Ultimate may fill either one of these slots , the second one must be a Regular Ability . Passive

6. Gathered Energy - this is replaced with a Basic or Ultimate Ability from the Absorbed character of your choice upon transformation , only one Ultimate may fill either one of these slots , the second one must be a Regular Ability . Passive