Yusuke Urameshi



Alignment : Chaotic Good Race : Demon/Human Class : Demon , Magic User

1. Spirit Gun / Demon Gun - Deals 30 damage to a target and Hits First , can not Exaust . Whenever you use it you choose to deal Spirit or Demonic damage . When you use this Ability the Player of Yusuke must make a gun symbol with his fingers and point at a target . Ranged

2. Spirit Punch - Deals 30 damage to a target . Melee

3. Beatdown - Yusuke deals 50 damage to a target , only works on those hit by Spirit Punch in the last Turn . Melee

4. Organ Buster - Hits First , if the enemy attacked but is slower than Yusuke negate all of his attacks as Yusuke headbuts him , deal 30 damage to the enemy . Melee

5. No Backing of ! - if an enemy Ignores Yusukes Melee attack successfully he may instantly use Spirit Gun/ Demon Gun on that target . Passive

6. Spirit Wave - Yusuke encases his own body with Spirit Energy and charges forwards dealing 50 damage to a target , the energy also heals him for 20HP . But if Yusuke is damaged in a turn before he casts this Ability it is Negated . If this ability is cast successfully after its use Yusuke gains a Tired Stack (Takes 10 damage more from all Sources) . Melee

\*Alt : Spirit Shotgun - Make 6x 5 damage attacks against all enemies . Ranged

\*Alt : Standoff - If Yusuke and the target he is attacking both use a Melee attack and they are the same Speed in the same Turn , Yusuke may choose to Negate both attacks . Passive , Counter

\*Alt Ultimate : Mega Spirit Gun - use Spirit Gun at least 6x times during a single Game , from the 6th time onwards instead of using it you may use this Ultimate , deal 300 damage to a single target . Ranged

**Ultimate : Raisens Possession** - at the start of each Turn from Round 2 of the Game , check to see if Yusuke has 30 or more HP less than any one enemy (still alive) . If he has 30-59 HP less than any one enemy he enters his Demon Markings Stance in this state all his Spirit damage turns into Demon damage except his ability 1 where he can still choose in this state he deals +10 damage with all Attacks , this state ends at the end of the Round of combat in which it is entered .



If he has 60 or more HP less than any one enemy he enters Raizen Stance , in this stance he hits First with all abilities , deals +30 damage with all Attacks,deals only Demon damage and uses abilities from the list below , also the first time he enters this Mode in a Game instantly end all Mind Control effects on Yusuke they can not effect him while in this Mode . If the Raizen Stance would be entered the Demon Markings One is not , if either form is entered this Ultimate is considered used for this Game .

Raizen Abilities



1. Demon Gun - Deals 30 damage to a target and Hits First , can not Exaust . Ranged

2. Energy Cutter - Hits First before all others deals 15 damage . Ranged

3. Energy Blast - Deals 40 damage . Ranged

4. Fury Palm Rush - Raizen grabs an opponents face and lifts them into the air crashing down to to the ground , this Turn Grapple a target you may choose to gain Flying for the rest of this Turn Hits First , as your action the next Turn you slam your target into the ground dealing 60 damage to them and ending the Grapple . If you are at 25 HP or below during the second turn of this ability deal 5 unmodifiable damage to the target 4x times (4x Attacks) as you headbutt them , before delivering the 60 damage attack this is all one Action . Melee