

Death Hands is a form of battle developed by Seed that combines his knowledge of medicine, human anatomy and martial arts. In addition another Unique Ability is Seed's specialized labcoat.

Fighting Style

Death Hands Arm and Leg Arts

Ability Name	Stat Requirement	Effect
Precise Fists : Scalpel	20 speed 20 dex	Seed quickly strikes the foe at precise spots with his nails to slash the foe.
Fierce Palms: Reflex Hammer	50 dex	Seed strikes at the foe's tendons with his palms to try and produce a reactionary effect. For example striking at the knees to force the opponent to kick a certain direction.
Reaping Counter: Inflammation	30 strength	Seed counters the enemy by grabbing them and throwing them with enough force to cause rash-inducing friction.
Rising Legs: Bonesaw	100 strength	Seed kicks with enough force to attempt to shatter the enemy's bones.
Falling Legs: Syringe	30 strength 30 speed	Seed kicks the opponent from above with a falling heel kick. The force is strong enough to send objects in between the opponent and Seed's leg flying towards the opponent.
Oppressing Hold: Strait jacket	150 strength	Seed takes hold of the enemy and wraps his arms around them. He then proceeds to apply pressure to various points in the enemy's tendons to make them paralyzed from pain after he lets go.

Unique Abilities

1) Death Hands Core Arts

The core arts is a series of moves that have powerful effects on the enemy's internal body.

Ability Name	Stat Requirement	PP Cost	Effect
Flowing Fist: Heart Bypass (First Stage)	20 Will	1	Seed strikes at the opponent's heart from the outside using a specific verberation caused by the impact. In the First Stage, the art can slow down the opponent's breathing. This can cause the opponent to slow down generally become tired more easily.
Flowing Fist: Heart Bypass (Second Stage)	50 Will	1	Seed's Heart Bypass now causes the enemy's heart to beat at an irregular rait. This can cause the opponent to either hyperventilation or hypoventilation
Flowing Fist: Heart Bypass (Final Stage)	175 Will	3	Seed's Heart Bypass now damages the heart to a further degree such that the enemy bleeds internally. This can cause the opponent to become weaker at a much faster rate, and if left unattended for too long can cause <u>loss of consciousness</u> .
Reaper's Touch: Neuroendoscopy (First Stage)	30 Will	1	Seed taps the enemy's head multiple times with a certain rhythm that produces small verberations. At the first stage this produces short term headaches and generally makes the enemy more irritable.
Reaper's Touch: Neuroendoscopy (Second Stage)	125 Will	1	The Reaper's Touch now disorients the enemy and causes them to be momentarily confused. The pain from the headaches also grows.
Reaper's Touch: Neuroendoscopy (Final Stage)	225 Will	3	The Reaper's Touch can cause temporary loss of balance and short term amnesia, as the disorientation causes them to forget where they are and what they were doing.

2) Seed's Lab Coat

Seed's lab coat is equipped with small lights that can be turned on with a flick of a switch on the lapel of the coat. The lights were originally designed and used to help with therapy, where the lights of different colors help relax the patient and bring out certain emotions. Seed has then redesigned them it to produce a almost hypnotic effect

Ability Name	Stat Requirement	PP Cost	Effect
Therapy of Light: Blue	60 Will	1	Seed shifts his feet rhythmically while his lights flash an array of blue. The opponent becomes more relaxed and can even be induced to fall asleep if they can't resist
Therapy of Light: Green	60 Will	1	Seed shifts his feet rhythmically while his lights flash an array of Green. The opponent becomes more at peace and can even lose their motivation to fight even if they can't resist.
Therapy of Light: Red	60 Will	1	Seed shifts his feet rhythmically while his lights flash an array of Red. The opponent becomes more angry and can even fly into a blind rage if they can't resist.

3)Death Hand Arts: Medical Mantras

Seed has designed three medical drugs that transform him mentally or physically to produce three unique battle forms. These drugs are life threatening if taken too many times.

Ability Name	Stat Requirement	PP Cost	Effect
Mantra of Determination: Adrenaline	175 Will	2	This drug induced Seed into a hyperactive state where all his physical abilities improved due to an adrenaline rush. Furthermore this boost is large enough that Seed's various strikes send out waves of wind through sheer impact. When the drug wears off, Seed becomes immobile and weak for 24 hours.
Mantra of Insight: Exelon	350 Will	5	This drug speeds up Seed's perception of time by affecting his neural pathway. This causes an effect where the enemy's movements appear a lot

			<p>slower to Seed and he can visualize minute details that can help see subtle weaknesses in the enemy's movements. After the drug wears off, Seed is blinded for 24 hours.</p>
<p>Mantra of Desperation: Radiation Therapy</p>	<p>100 Will</p>	<p>2</p>	<p>This drug momentarily induces radiation in Seed's body that momentarily mutates his body to transform Seed's arms into giant scalpels, and one of his legs into a giant bonesaw. Seed's work on lineage factor has resulted in this drug. However, once the drug's effects wear off, he goes back to normal and runs the risk of growing tumors in his body.</p>