# Blood Knight

The blood knight is a Bruiser Tank class; he is focused in damage and sustain while protecting its allies.

**True Strike**: Delivers an attack with a power of 50 and makes this unit gain the agro of creature that was hit

**Slash**: Delivers an attack with a power of 200. The damage of Slash increases the less life this unit has

**Evasive Maneuvers**: Increase Evasion rate by +30%

**Blood Thirst**: Sacrifice half of your current health and increase damage dealt by 35%. Blood Thirst last for 5 turns. While this ability is active all damage abilities cost 15% of your current health instead of AP

**Blood Wall**: (Auto) if Blood Thirst is active, decrease dmg taken by 10%

**Blood Slash**: Delivers an attack with a power of 300 (800 if Blood Thirst is active) and heal this unit by 20% of the dmg dealt and this increase the less life this unit has.

**Crimson Drain**: Select one or more enemies. A spear of blood will pierce them causing bleeding damage that last for 4 turns **(Bleeding dmg = 300 \* Blood Knight level = Result / number of enemies selected)** Until the effect of Crimson Drain fades this unit will heal everytime enemies take damage from this ability **(Heal = 50% damage to each unit)**