Amun-Asim-Amon



,,*There is always another road,but all Roads lead to Alar.Our fates are infinitely intertvined with the Fabric of the Universe,for we are all made in the image of Ealar*.,,-to Gamemnon

Series-Alar(DnD),Role-Assassin,Durable

Alignment : Neutral Good Race : Human Avatar Class : Cleric , Avatar of God

1.Seathing Spear-Deal 10 damage to the target then put a Hatred Stack on him.Amon deals 10 damage more to him with all sourcess(several stacks on a single target do not Stack). Ranged attack,Stack

2.Psychic Scream-Deal 20 damage to all enemies,they are all stunned for this Action or their next Action(Amon chooses which).Can only be used once per game.Ranged attack

3.Chains of Torment-Deal 10 damage 2x times(to one or two targets) .Ranged attack

4.Healing Touch-A chosen hero heals 25 damage.If that hero is dead he returns to life if the heal would bring him above 0HP.Shield

5.Chains and Claws-Absorb 15 damage then deal 10 damage.The target hit can not use ranged attacks this Action.If he was Flying Amon may choose to gain Flying.Ranged Attack

6.Heartstopper-If you used both Seathing Spear and Chains of Torment on a single target,deal 50 damage to him.Strikes First.Melee attack

Ultimate-3+1+5:Umbra/Saint.Asim may enter either Umbra or Saint Mode or both at the same time,he is immune to all damage this Action and removes all Stacks from himself.In Umbra Mode his only ability is to deal 300 damage with a melee attack in Saint Mode he can only heal 50 damage to himself and all allies,bringing back the dead if their hp surpasses 0 after the Heal.If both Modes are active you may use both abilities of Umbra and Saint as one ability. After 3 Actions counting the first one,Asim dies.But if both Saint and Umbra Mode are active at the same time he dies at the end of his next Action.Mode

