Zaheer



,,*The wise Laghima once said Instinct is a lie , told by a fearfull body , hoping to be wrong .* ,,

Alignment : Chaotic Neutral Race : Human Class : Bender , Rogue

1. Like the Wind - choose one : a) Ignore one attack gain Flying the next Turn b) Gain Flying for this and the next Turn , Unexaust this ability . If you take damage this Flying ends , in either variation . Shield

2. Laghimas Grace - your ability this Turn (1x of your choice) Hits First , Laheemas Grace also has the same Speed as that Ability. This is a Reaction . Shield

3. Martial Superiority - Deal 25 damage to a target , negate all of its attacks this Turn . Melee

4. Boo Staff - deal 20 damage to a target . Melee

5. Wind Breaktrough - when you make an attack that targets you can follow up with this ability , make an additional attack with the same speed dealing 15 damage to the same target . This is not an Action . Trigger , Ranged

6. Air Warbending - whenever you gain or loose Flying deal 10 damage to all enemies , this is not an Attack , this is not an Action . Passive

Ulti : Choking Globe - trigger Air Warbending at least 6x times in a single game to unlock this Ultimate (no combo ) . Choose a single target below 40HP it dies instantly (without taking damage) if it has to breathe any substance . Ranged