Mr. Dorian



,, *Ma vie , Ma vie* ! ,,

Alignment : Chaotic Evil Race : Human Class : Rogue , Martial Artist

1. Sunkei - Surprise ! , negate a Melee attack and if you did deal 20 damage to the attacker . Counter

2. Axe Kick - Deals 35 damage to a target . Melee

3. Hypnosis - Choose any target that has attacked you at least 2x times during this Game , he is stuck in illusionary combat against ,,you,, his attacks have a 1 in 6 chance to hit you if they could (roll each time a ,1, is a hit). This effect ends if the target takes damage after the damage is taken . Will only work on a target once per Game . Shield

4. Dirty Tricks - any comibnation of these can be used but each can be used only once , and this ability in any variation is used 2x times then Sealed

a) Fiber Wire - when an enemy uses a Melee attack against you , you may seacretly use this as a Reaction (you dont have to tell anyone) to mark the target . The next time the target would Skip a Turn or use an ability that is not an attack , you may as a Reaction pull the wire and cut of his hand , this deals 30 damage to him and his Melee attack deal -20 damage from now on . This attack is considered Invisible . Reaction , Ranged Attack

\*To be fair write down on a piece of paper , I have , or , I have not used ,

b) Acid - Dorian deals 20 Acid damage to himself place an Acidic Body Stack on him, whenever a Melee attack would hit him the attacker takes 20 unstopable damage . Shield

c) Gut Bomb- Dorian has hidden a bomb in his guts , when he takes damage as a Reaction he may choose to Puke it , dealing 30 damage to all enemies at the same time (Acid can trigger this). Ranged , Reaction

d) Glue Shrapnel - Dorian Puts Glue on his fists and dips them in shrapnel , his Sunkei deals +15 damage and he gains a new basic ability - Shrapnel Punch - Deals 15 damage to the target and forces him to Bleed for 5 HP at the start of each of his Turns for 3 Turns , Melee . Stance

e) Teeth Shot-Surprise ! , only if Dorian is at 50 HP or below , he spits out his own teeth as a projectile , Hits First before all others dealing 15 damage . Ranged

f) Sobbing Prayer - all opponents who have 2x or more HP then you are Stuned as you start to sob and cry , and beg for your life . During the next Turn your attack Hits First and can not be Ignored . Hits First before all others . Shield

g) Shue Throw - you throw your shoe into a targets face distracting him as a a Reaction , your next Attack can not be Ignored . Shield



Ulti : Diabolical - this Ultimate is a Reaction , that can be used as a Regular Ability at the start of any Round of Combat , even Round 1 . If used all your abilities have Surprise ! during this Round of combat . Stance

\*This reaction will be cast before Hits Normal , but after Hits First (Speed 3.5)