Zodd the Immortal(1.2)



Alignment : Neutral Evil Race : Apostle (Demon) Class : Swordsman

*,,(To Guts) If you call this man your friend, know this: when you regard one another as brother, and this man's ambition comes crashing down, it is your destiny to face your death! You can not escape YOUR FFFAAATTTEEE*!!!,,

Series-Berserk

Role- Assassin,Durable

Difficulty Rating- 3/5

1.Butchers Blade-Zodd deals 30 damage to a single target or 20 damage to up to 4 targets.Damage absorbtion is doubled against this attack(gets 2x times greater).Can not be used in Appostle Mode.This ability can not Exaust(may be spammed).Melee attack

2.Apostle Form-When Zodd takes 50 or more damage,he transforms into his Appostle Mode.Using this ability does not Exaust ability 5.Passive,Mode



3.Zodds Endurance-Zodd absorbs 50 damage and heals 20 damage from himself.Can only be used in Appostle Mode.Shield

4.Crush-Zodd deals 40 damage to a single target.Can only be used in Appostle Mode.Melee

5.Overpower-Negate an enemys Melee attack,then deal 30 damage to him.Can only be used in Appostle Mode.Counter

6.Flight-Zodd gains Flying untill the end of his next Action,then Zodd may emediatelly use one of his other abilities if it wasnt expended earlier this round(it is expended) it hits first.Zodd must skip his next Action if he uses an additional ability.Can only be used in Appostle Mode.Shield,Haste

Ultimate-Zodds rage 4+5+6:Zodd deals damage to a single target equal to the total damage he has sustained during this game.Hits first.Can only be used in Appostle Mode.Melee attack