Coyote Starrk

1st Espada



Normal form:

* 1. No gesture Cero  
  Deals 25 damage. Ranged. Hits first.  
  
* 2. Colmillo  
  Deals 35 damage. Melee.  
  
* 3.Booooring!!!  
  Starrk evades any attack type. Unlocks Resurreccion: Los Lobos if an attack is dodged. Shield. Hits first.  
  
* 4.Prediction  
  An enemy must tell Starrk his intentions for the next turn.
* 5.Resurreccion: Los Lobos  
  This ability starts locked. Starrk enters his resurreccion form. Now he is wielding 2 pistols. Any attack directed to Starrk can miss him with rolling 1 or 2 on d6.  
  

Los Lobos form:

* Pistol Cero  
  Deals 35 damage. Ranged.  
  
* Summon: Spiritual wolves  
  Starrk summons 2 20/5 spiritual wovles. Wolves will defend stark if an attack is directed towards him. When attacked, Starrk rolls dice and if he gets:  
  1 or 2: 1 wolf is killed and Starrk is damaged for 10 damage less than what attack should deal  
  3 or 4: 1 wolf is killed and Starrk is damaged for 20 damage less than what attack should deal  
  5 or 6: 1 wolf is killed and Starrk is damaged for 30 damage less than what attack should deal.   
  If a wolf survives for 1 whole round it explodes and deals 20 damage to a random enemy.   
  
* Cero Metralleta  
  Starrk fires away with his guns. All Enemies rolls a dice and is damaged for 10 times d6 roll.  
  
* Colmilo   
  Blocks a melee attack. Deals 15 damage. Melee. Shield.  
  
* Prediction  
  Enemy must tell Starrk his next 2 turns.
* Flying   
  Starrk is flying for the next 3 turns. Using Colmilo removes flying.

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