Luppi Antenor

*Sexta Espada*

**Race**: *Human Soul* **Alignment**: *Chaotic Evil*  **Class**: *Shinigami Swordsman*

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**Abilities:**

1. ***Lanza Tentáculo***  
   **Active**: Deals 20 ranged damage. Target must roll 4, 5 or 6 on d6 to be able to use an ability this turn. Can be used multiple times during one round.  
   **Keywords**: Attack, Hits first, Stun, Ranged.
2. ***Jaula Tentáculo***  
   **Active**: Deals 8 times 5 ranged damage. Pierces half block, can be completely evaded.   
   **Keywords**: Attack, Ranged, Block pierce.
3. ***La Hélice***  
   **Active**: Starting this turn, until Luppi attacks, he blocks half of the incoming damage while dealing one tentacle damage (5 or 10 decided with d8) to the attacker.   
   **Keywords**: Buff, Block
4. ***Hierro Virgen***  
   **Active**: Increase damage of one tentacle by 5, can be used 8 times, once for each tentacle. “*Lanza Tentáculo*” always uses the strongest tentacle for attack.  
   **Keywords**: Buff.
5. ***As gay as it gets***  
   **Passive**: Male characters deal 10 less damage to Luppi.  
   **Active**: Luppi dodges an attack.  
   **Keywords**: Shield, Reduction.

**Creator**: Bogdan Lukovic 28.8.2018.