Alucard



,,*Always remember.The only thing necesseary for evil to triumph is for good men to do nothing*.,,

Alignment : Lawful Good Race : Dhampir(Human/Vamp) Class : Swordsman,Vampire(Hunter)

1.Alucards Sword - Deals 30 damage to a single target. Melee

2. Shapeshift - choose a form and take it during this and the next Turn , you may not use other abilities, except the one specified under the transformation.Mode

a) Bat - Gains Flying , you can use Supersonic Shout dealing 10 damage Hits First

b) Dog - You Hit First before all others , you can use Wolf Charge deal 15 damage to all enemies

c) Mist Form - You ignore all abilities and effects during this and the next Turn

3. Alucards Grace - Alucard ignores one attack that would specifically target him . Hits First . Counter

4.,5.,6 - Hunters Tools Choose from the list below,damage done by Hunters tools is Holy and deals 50% more damage to Vampires,Demons and the Undead

CROSS - deal 10 damage to all enemies, if any of them ignore or negate the Cross deal 10 damage to them(this is a single attack). Ranged

BIBLE - deal 5 damage 4x times to all enemies. Ranged

HOLY WATER- deal 5 damage 3x times to all non-flying enemies . Ranged

CRYSTAL - deal 5 damage per enemy alive X times to all enemies . Ranged

AXE - deal 25 damage to a single enemy. Ranged

KNIFE - deal 10 damage to a single target Strikes first. Ranged

Ultimate : Dark Magic - Alucard can keep performing Variations of this Ultimate, whenever he does a correct combo (not limited to 1 use) , from Round 2 of combat-

a) Dark Metamorphosis - 1.+2. Alucard accepts his Vampiric nature temporarily , all his attacks heal him for the same ammount of damage they deal. Lasts for 2 Turns after this one , can not be entered again untill the end of that Round . Stance

b) Sword Brother - 1.+ Cross . Alucard summons a 30/40 Flying Sword servant . If the sword attacks you may choose to deal an additional 5 damage 4x times (four smaller swords) but then dessumon the Flying Sword after the attack. Only one Sword Servant may exist at a time . Summoning

c) Hellfire - 2.+3. (+ Crystal) if used with only 2.+3. deals 5 damage 3x times (3 attacks) or if used with the full combo , Alucard Teleports ignoring all attacks this turn and then launches the 5 damage 3x attacks . Ranged, Shield

d) Soul Steal - 2.+1.+ Bible destroy all Servants on the battlefield then Alucard heals 5HP per Servant destroyed this way. Ranged

e) Vampiric Speed - 3. + Knife , Alucard makes 2x 15 damage attacks against a single target, they both Hit First before all others . Melee

f) Tetra Soul - Cross+Bible , Alucard unleashes 4 angel souls dealing 4x 5 damage to any targets (these are four attacks) . Ranged

g) Meteor Strike - 1. + Axe , Alucard launches 2 meteors from his cloack , dealing 20 damage 2x times . Ranged