RICHTER BELMONT



,, *Die monster! You dont belong in this world !,,*

Alignment : Chaotic Good Race : Human Class : Vampire Hunter,Belmont

1.Vampire killer - deal 30 damage, if the target is a Demon or Undead he can not negate or absorb the damage in any way(but can the attack) also the damage can not be healed.. The Vampire killer can not be used by any non-Belmont. Ranged

2.Great Jump- Richter gains flying for this action,Richter may then also use Vampire killer if it is not exausted, it is. Shield

3.Hunters Grace - whenever Richter uses Vampire Killer he gains 1 Magic.He starts the game with 3. If used activelly Richter ignores all attacks that turn. Passive,Shield

4.,5.,6.7.,8.Hunters Tools damage done by Hunters tools is Holy and deals 50% more damage to Vampires,Demons and the Undead

CROSS - 1 magic 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).3 magic skip this turn on your next turn instead of an action deal 60 damage to all enemies, this attack can not be ignored. Ranged

BIBLE - deal 5 damage 4x times to all enemies 1 magic. Ranged

HOLY WATER- deal 5 damage 3x times to all non-flying enemies 1 magic . Or deal 5 damage 5x times to all enemies this ability can not be ignored 3 Magic. Ranged

CRYSTAL - deal 5 damage per enemy alive X times to all enemies 1 Magic. Ranged

TIME STOP - 4 magic all other characters are stunned for this and the next action.(Friends and enemies).Shield

AXE - 1 magic deal 25 damage to a single enemy or 2 Magic deal 25 damage to all enemies. Ranged

KNIFE - 1 Magic deal 10 damage to a single target Strikes first. 3 Magic deal 5 damage 6x times to all enemies. Ranged

Alternate : Whip Spin - Deals 10 damage to all enemies . This ability can not Exaust(can be used any number of times per Round). Melee