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. Hits Flying . The Vampire killer can not be used by any non-Belmont. Melee

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

Ulti : Use an upgraded version of 1 of the Hunters tools. Passive

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