Death (Castlevania)



Alignment : Lawful Evil Race : Undead , Spirit Class : Demon , Wizard

\*This death is based on his version from Dawn of Sorrow .

1. Scythe Throw - Throws your Scythe dealing 30 damage to a single enemy , which then bursts into a cloud of sickles dealing 10 damage to all enemies(can not be thrown without a target). Can be used in both forms. Ranges

2. Apparation Slash - choose up to 3 targets death deals 35 damage to each one , this damage can not be absorbed and hits Flying.Can not be used in True Form. Melee

3. True Form - triggers automatically when death falls to 50HP. Death enters True Form mode and unlocks abilities 4,5 and 6 you can still use abilitiy 1. Trigger, Mode

True Form Only



4. Dont Blink - Death teleports behind a chosen target ignoring all attacks that would target him and deals 35 damage to the target , if this attack is ignored death may repeat it up to 3 times(as long as it keeps being ignored , untill it Hits ). Melee

5. Hungry Spirits - Choose a target death calls a gigantic Spirit which materialises and attacks it 4x times dealing 15 damage with every succesfull hit. Hits Last. Ranged

6. Scythe Nightmare - Scythes passivelly fly out dealing 10 damage to every enemy that can be targeted at the end of their Turn . Passive

Ultimate : The Reaper , those killed by Death can not return to life.Starts from Round 1 Turn 1. Passive