ZORRO



Alignment : Chaotic Good Race : Human Class : Swordsman, Rogue, Hero

1. Rappier - Deals 20 damage to a single target ,if Fighting a Swordsman you may Negate one of his Melee attacks instead , if you negate the same attack 3 times Seal it as you knock their weapon from their hand . Melee

2. Whip - Deals 15 damage hits first or you can Seal a single Weapon type ability from any target (Hits First) , you may then replace any of your weapon abilities with that ability . Melee

3. Pistol - deals 30 damage to a single target . Can only be used 2x times per game. Ranged

4. Cabaleros Wit - you must verbally insult all other enemy players to use this ability, all enemies must target Zorro before all other targets for attacks untill the end of this Round (unless he is dead). Zorro deals +10 damage to all enemies effected by this ability. Shield

5. Fox Prowl - Zorro enters Stealth for this turn and the next Turn , enemies effected by Cabaleros Wit do not have to target him unless they can target invisible enemies.Servants effected by Cabaleros wit must target Zorro even if they are not able to , forcing them to skip their turn. Shield

6. Ole! - Ignore any one attack that targets you , then if it was a Melee attack use your Rappier attack against it (if it is not Exausted , it is not Exausted if used this way). Counter

Ultimate : Z 1.+5.+3. : Zorro marks a target with a Z sign , dealing 40 damage to the target this damage can not be healed , the target is stunned during this Turn and from now on is under the permanent effect of Cabaleros Wit even if Zorro has not used it since. Zorro may use Z any number of times as long as he finishes his combo. Melee