CONAN THE BARBARIAN  


,, *Civilised men are more discourteous than savages , because they know they can be impolite without having their skulls split* ,,

Alignment : Chaotic Neutral Race : Human Class : Swordsman , Barbarian

1. Atlantean Sword - Deal 30 damage from a single target . Melee , Shield

2. Dagger - Deal 15 damage , Hits First . You may throw the Dagger as a Ranged attack , but then you must seal this ability . Melee,Ranged

3. Sixth Sense - Choose one :

a) Ignore one attack . Shield

b) Choose a single target , Predict its next Action and during your next Turn it can not absorb your attacks . Shield

4. Barbaric Will - Conan can not loose control of his character , his actions can not be Predicted . Conan can target Invisible enemies as if they were visible . Passive

5. Savagery - Conan can Hit Flying enemies with his Melee attacks if they deal 30+ damage , if Conan strikes with his Sword attack and deals 30 or more damage he negates one of his targets attacks this turn , this ability is faster than regular speed attacks but is not faster than Hits First attacks (Speed : 3.5) . Passive

6. Combat Style - At the start of each Game choose one Combat Style from the list below and apply its effects . Passive

Ultimate : Against All Odds , 1. + 3. + 2. Choose a single target , calculate the difference in HP by exact number between Conan and the target , **if the target has more HP Conan gains a Fate Stack that gives him a damage bonus on all attacks equal to the original difference between their HP (this damage bonus does not change afterwards)**.

Then Conan gains 100 HP . These bonuses last untill the end of the next Round of combat at which point they dissapear(if the HP loss would kill Conan he is instead alive with 1hp). This ability Hits First! Shield

\*Alt : Savage Throw - Surprise! Throws either your Sword for 30 or your Axe if Dual Wielding for 20 damage at an enemy target ,Hits First , but you can not attack with that weapon again. Ranged

\*Alt : Bear Hugg - Conan grapples a target , dealing 20 damage to it at the start of each Turn while grappled or 30 damage if the target is a Beast . He may only attack the target , but can not be targeted by other characters ranged attacks while grappling . Melee

\*Alt : Amras Prowl - Conan enters the game Stealthed , and remains in Stealth untill he attacks . Start of Game

\*Alt Ulti : Berserker Rage - only if Conan is outnumbered by enemy characters and is at 50HP or less , he goes Berserk (this is instantly triggered) at the end of that Turn he can not be Slowed , Stuned , Mind effecting abilities and Predicts do not work on him and he deals +20 damage on all attacks , after 3x Turns his berserk rage subsides (after the Turn he has entered it ). While Berserk Conan is Mad (uses Random Abilities) . Stance , Trigger , Passive

COMBAT STYLE

One Handed - Conan can make a Fist attack , that deal 15 damage and Hits first against any 1 target , he may do this once per Round AT ANY TIME except when he is stunned , note this is not considered an Action (other Actions may happen normally). Melee , Passive

Sword and Shield - Conan absorbs the first total 30 damage from all sources , after it has taken 30 damage the shield brakes . Passive

Dual Wield - Whenever you use your Atlantean Sword ability , also make an additional attack with your Axe that deals 20 damage . Melee , Passive

Two Handed - Your Atlantean Sword deals 40 damage , if you damage an enemy with it roll a 1d6 on a ,6, the enemy is stunned during its next Turn. Passive