Rorschac



,, *Never compromise*! ,,

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

1. Improvise - Surprise! , cant be ignored/dodged deals 35 damage to a single target. You may never select this ability to use in a Turn and must use it with Surprise!. You choose each time if this is a weapon or non-weapon ability. Melee

2. Hand-to-Hand - Deals 25 damage to any number of targets , Rosrach absorbs 25 damage from all sources this Turn . Melee

3. Grappling Hook- Rosrach gains Flying this Turn or deal 40 damage to a single target , then Seal this ability if version 2 was used. Shield,Ranged

4.The Rosrach Dilema - all those that are not insane or blind that look upon Rosrachs mask have a slight chance to be distracted by its shiffting patterns. Whenever someone targets Rosrach roll a 1d6 on a ,6, the target skips this Turn instead and does not use that ability(this is not a Stun).Passive

5. Deduction - choose a single ability and a target that has used it , you Predict the exact Turn when that ability would be used by the target again as well as that entire Turn . Shield

6. Fanatic - Rosrach ignores the first 2 negative non-damaging effects in the Game be they Stuns, negative Stacks/Debuffs or simmilar abilities. Passive,Trigger

\*Alt Ulti : Never Compromise - to trigger this trigger Fanatic 2x times and use Deduction after that , you use Never Compromise instead lf Deduction . If you are killed via non-damaging ability the same Turn you use never Compromise you win the Game . Trigger

Ulti : Your Locked in here with me! - 1.+2.+5. the next Round of combat everyone must target Rosrach before all other targets , if Rosrach kills an enemy all enemies can not attack him the Turn after that unless it is in a new Round of combat. Field