Artemis Entreri



Alignment : Lawful Neutral Race : Human Shade Class : Assassin,Swordsman

1.Vampiric Dagger- deal 15 damage heal 15 damage strikes first. If thrown only deals 15 damage,but strikes First then Seal it.

2.Charons Claw -

a.)Deal 25 damage and put a Festering Wound stack on the target.For the next 2 turns after this one the target takes 10 damage at the start of his turn.Several Festering Wounds stack.

or

b.)Gauntlent - Negate any 1 ranged attack that would hit Entreri then use a copy of it if able,the new target must be the original user(if able).

3.Riposte- negate a melee attack deal 30 damage to the attacker.Counter

4.Evasion - ignore any 1 attack . Counter

5.Exploit Weakness: put a Weakness stack X per 10 hp missing to a single target.On its next attack on the target Entreri deals X times 10 more damage to the target if he hits.If he does remove the Weakness stack.Only 1 can be on a single target but several can be on several differrent targets.Shield

6.Dissapear-Stealth : gains stealth for this and the next Turn.If Charons Claw is not Sealed you can not be targeted in Stealth even if your opponent can see invisible targets.

\*Ulti Rival,ulti only activates passively if entreri takes 50dmg from a single target.Put a Rival Stack on it.Entreri MUST ALWAYS ATTACK HIS RIVAL IF HE CAN.Entreri gains + 15 damage on all attack that would damage it, he Hits the Rival even if the rival is invisible and Entreris attacks ignore all abilities that would ignore or absorb the damage if used by the Rival character. If the rival character is a Swordsman he must also target entreri before any other characters (This works only for Entreri).

Like all ultimates can only be used once.