Rhuobhe the Manslayer



Alignment : Neutral Evil Race : Elf , Awnsheghlien (Dark God) Class : Ranger,Wizard,God

Lore -a Fallen Elven Ranger who swore loyalty to the dark god Azrai in order to attain his revenge on Humans who robbed and burned the great forests of his homeland . Now Azrai is dead , and the Humans still pester and contaminate his belowed home, and he will have none of it... All Humans shall soon fall before the blade of the Manslayer!

1. Winged Death (Arcane Bow) - Deals 30 magical damage to a target , this damage can not be absorbed . Ranged

2. Heartsplitter (Sword) - Deals 30 magical damage to a target , can not miss / be dodged when attacking Humans . Melee

2. Camouflage - Rhoube gains Stealth for this and the next Turn . Shield

3. Manslayer - Rhuobhe deals 20 damage more to all Human targets with all attacks . Passive

4. Blood of Azrai -

a) Major Resistance - Magic ,from now on whenever Rhoubhe would be hit by a magical attack roll a 1d6 on a ,5, or ,6, negate it . Casting Major Resistance - Physical negates this effect . Shield

b) Major Resistance - Physical - Rhoubhe takes 1/3 damage less from all non-magical physical attacks and can not be injured by piercing attacks (arrows,bullets etc) . Casting Major Resistance - Magical negates this effect . Shield

c) Regeneration - Heals Rhoubhe for 30HP. Shield

d) True Sight - Can see and attack invisible creatures , he ignores Illusions (such as Genjutsu) . Passive

Spells

5. Blur - choose a target opponent , whenever it makes a Ranged attack during this round it rolls a 1d6 on a 1,2 or 3 it misses completly , the ones attacked ignore the attack. Shield

6. Fire Shield - once cast if Rhoubhe is hit in melee , he returns 1/2 of the damage taken as pure fire damage to the attacker . Lasts untill end of the Round . Shield

7. Haste - During the next turn and the turn after that Rhoubhe may use 2 abilities instead of one per Turn , but when the 2nd turn after activation ends he gets 2 Stacks of Tired (takes 20 damage more from all sources ). Shield

8. Greater Disspelling - Negate a magical Ranged attack , or choose a target , end all Magical Stacks and other magical effects on it (possitive and negative) except Modes and Stances caused by magic . Shield