THE RAVAGER



,, *GRAAAAAAAAAAARGH!,,*

Alignment : True Neutral Race : Tarrasque (?) Class : Beast

Lore - The Ravager is a Great Beast from the world of Athas (Dark Sun) . An ancient Behemoth who slept below the earth long before the Cataclysm that destroyed the world , its advent and awakening have been prophecized as the Doom of civilization by any reptilian peoples . The Ravager is currently enslaved by the great God-King the Dragon of Tyr.

1. Ravaging Frenzy - Makes 5x 10 damage attacks ,you choose for each attack upon use wheter it will be an AoE or a single target ability , Hits Last. Melee

2. Stampede - Rushes forwards with blinding speed dealing 25 damage to all other characters , Hits First , once used needs 3 Turns to recharge (after the Turn it was used have passed) . Melee

3. Lumbering Behemoth - the Tarrasque is so freakishly large it hits Flying enemies with its Melee attacks if they gained Flying the Turn it made its Melee Attack . Passive

4. Terror of the Wastes - Characters with a natural HP maximum of 30 or less (current HP is unimportant but the potential HP max) can not attack the Tarrasque as they are frozen in fright from it . Passive

5. Reflective Carrapace - Whenever a Tarrasque would be Hit by a Ranged Attack the attacker rolls a 1d6 on a ,1, he hits himself with his own attack (the Tarrasque chooses targets if multiple target attack or AoE) , on a ,2, or ,3, the attack fizzles against the Tarrasques skin and is ignored. Passive

6. The Punisher from Beyond - the Tarrasque is completly immune to Psionics and all Psychic abilities . Passive

\*Alt : Hyper Regeneration - Heals the Ravager for 15hp , this ability can not Exaust and can be used any ammount of times per Round but only once per Turn . Shield

Ulti : Savage Bite - 1.+2. must be done in Turn 3 from Round 2 onwards , number 1. must end the combo , the Tarrasque makes a 50 unstopable damage Melee attack against a target then roll 4d6 if the combined result is 18 or more you rip off the targets Arm , the target looses a Melee or Weapon ability of his choice which is Sealed . If you rip off all arms of a single character so that he has none left he may not attack you with attacks that require arms. The Tarrasque may keep using this ability indefinetly each time it uses its combo . Melee