Zaknaffein



*,,You can win a thousand battles , but you can only loose one*.,,

Alignment : Chaotic Neutral Race : Drow Class : Swordsman , Weaponsmaster

Lore - The Blademaster of House Do Urden of the Drow city of Menzzoberanzan Zaknaffein is an exceptional Warrior and an uncharacteristic Drow...Sacrificing his own life in order to preserve that of his own son Drizzt Do Urden.

1. Dual Wield - Deals 2x 25 damage to up to 2 targets or a single target . Melee

2. Whip - If the user would cast a spell this turn , you rip out its tongue , dealing 40 damage to it and negating its spell ability . This ability is always faster than the spell being countered . Only effects a single target once , but the target effected can no longer speak and casting spells requires a dice roll with a failure on 1,2,3 on a 1d6 each time they attempt to cast a spell . Counter

3. Whirlwind of Steel - Deals 20 damage to all enemies . Melee

4. Artful Parry - Negate an enemys Melee attack , then if you did during the next Turn your Melee attacks can not be dodged/ignored or blocked/negated . Counter

5. Weaponsmaster - if Zaknafein is attacked by a weapon type ability , the next time he is attacked by the same ability and all times after that he recieves 10 damage less from that ability as he has learned to counter it . Passive

6. Shadowcloack Piwafi - Zack is treated as being invisible for the purpose of being targeted by Ranged attacks , this Turn . Shield

\*Alt : Levitate - Zack Levitates this Turn (is not effected by ground based attacks). Shield

\*Alt : Poison Crossbow - Deals 10 damage to a target , then it rolls a 1d6 on a ,1, it falls asleep and can not take actions untill the end of this Round (this is not a Stun) if it had Flying it looses it if it fell asleep , taking damage awakens it from this effect . Ranged

Ulti : Ultimate Duelist - to Trigger this Ultimate you must attack a same target 5 times or more in a single Game , on the 5th attack on the target or after you may trigger this ability as a Reaction to the attack(the Attack is still used) . You and it are locked in mortal combat ,and can not target other targets than yourselves or each other with any ability , at the start of each Turn after the one used , Zaknafein gains a stacking +10 damage Exploit Weakness Stack against the target being Dueled with all attacks . Shield