Archer



Alignment : Chaotic Good Race : Spirit Class : Servant , Swordsman , Wizard

1. Kanshou and Bakuya - Deals 15 damage 2x times . Melee

2. Hrunting Bow - once Beowulfs sword , the weapon has been modified into a spear/arrows it follows the target and can not be Dodged / Ignored and deals 20 damage , it returns to the hand once fired . Archer may delay fire and charge the weapon , adding +20 damage per Turn charged if his Concentration isnt broken . Firing the bow is his Action for that Turn . He may willingly stop charging and end this at the start of any Turn . Ranged

3. Daft Dodge - Ignore one Attack that would target you , Hits First . Counter

4. Precognition - Select a target and Predict 2 on it during its next Round of combat or if its the 2nd Round of combat or afterwards when you cast this Predict 2 on it instantly . Shield

5. Sword Throw - only if Kanshou and Bakuya are currently equiped , deal 15 damage 2x times to a target, or throw the swords and order them to hit an opponent the next Turn , during the next Turn you must use Kanshou and Bakuya (or this effect is ignored) resolve both Sword Throw and Kanshou and Bakuya effects at the same time . Ranged

6. Rho Aius - a majestic shield from of Troy which absorbs 50 damage from all Sources . Once a total of 50 damage has been absorbed during a Game the shield is destroyed , Seal it . Shield

\* Unique Mechanic : Sword Summoning : Archer may replace specific abilities with other Abilities at the start of any Round of combat (even the 1st) one Ability each time -

1st Ability - Rulebreaker the dagger of Medea , deals 10 damage , the target damaged has all of his magical effects (he cast) disspeled in this and all previous Turns (such as Buffs , Debuffs , damage over time , Modes , Stances but not damage or healing ) . All Servants of the hit being if summoned by magic are now under control of Archer . Melee

Immortal Slaying Scythe , the weapon Perseus used to slay the Medusa , deals 30 damage , if this brings a creature to 0HP or below it instantly kills it even if it is Immortal , it can never come back to life if killed this way . Melee

2nd Ability - Caladbolg the sword of the legendeary Irish Hero modified into an Arrow / spear , deals 30 damage , this will hit even targets who teleport that turn , if it is targeting a teleporting target it Hits First . This attack ignores Absorbtion. Melee



Ulti : Unlimited Blade Works - you may cast this at any time , you may not Melee attack while this is in the process of chanting , does not require Concentration but you can not chant during a Turn you are Stuned (continue chanting where you left off next Turn ) , begin chanting 1x line per Turn including this Turn , the turn this is cast it is an Action , all other Turns it is a Reaction , this Ultimate may be started to cast from Round 1 Turn 1 :

1. I am the bone of my sword  
2. Steel is my body and fire is my blood   
3. I have created over a thousand blades  
4. Unknown to Death,  
5. Nor known to Life.  
6. Have withstood pain to create many weapons   
7. Yet, those hands will never hold anything   
8. So as I pray, Unlimited Blade Works.

Once the 8th line is finished , this instantly comes into effect a single enemy target and Archer are transported to the Unlimited Blade Works dimension , in it Archer may use ANY weapon ability of ANY character in the ENTIRE GAME (of Beatdown) it is not required for him to have seen them , as well each Turn the Field deals 30 damage to a target without Shirou spending an Action (even Ultimates may be cast if the required parameters are met ) . This Field and Dimension last untill 3 Turns after the Turn the dimension was entered have passed , then both characters (or their corpses) are teleported back to the real dimension

\*Shirou may still use Actions the Turn the Chant is finished , but the Unlimited Blade Works does not come into effect untill the next Turn starts . Field , Teleport