Cu Culan (Lancer)



Alignment : Chaotic Good Race : Spirit Class : Lancer

1. Gae Bolg the Spear of Thorns- Deal 30 damage to an enemy , wounds made by this weapon can never heal even via reversing time.Those slain by this ability can not return to life. Melee

2. Gae Bolg the Shimmering Spear - Throws Gae bolg dealing 50 damage, this attack can not be ignored or negated. Wounds made by this ability can not be healed. After the attack put a Stack of Tired on Cu Culain(takes 20 damage more from all sources). If this variant is used Seal both Gae Bolg abilities untill the start of the Round after the next Round. Ranged

3. Parry - absorb 30 damage from all attacks this turn , from every enemy even if they do not target you. Shield

4. Child of Light - Cu Culain can keep on fighting when hes at below 0hp , up to -50 HP but can only use one attack per Round , the Round he falls into below 0hp state he may still attack normally. Passive

5. Magic Resistance - Whenever you should be Hit by a Ranged non-weapon attack , roll a 1d6 on a ,5, or ,6, ignore it . Passive

6. Rune of Fire - deals 30 damage to all Characters (aswell as Culan) . Ranged

7. Rune of Tracking - put a Rune Stack on a chosen target , Culain may attack it and target it even if invisible. Ranged

8. Rune of Challenge - Cu Culain chooses a single target , he and the target are locked in mortal combat which they can not leave. They must both target one another before any other targets , they may not Teleport or go to other dimensions by any means.This effect ends when one of them dies. Only one enemy can be under this effect at a time. Ranged

Alt : Protection from Arrows - Weapon based Ranged attacks can not harm Cu Culain if they deal 30 or less damage. Passive