SABER



Alignment : Lawful Good Race : Spirit Class : Swordsman , Champion of Fate

1. Invisible Blade - Deal 30 damage to a single target or absorb 30 damage from a single attack. This ability is considered Invisible (Saber is not) . This ability can not be sealed. Melee,Shield

2. Remove Armor - You may remove your armor recieving +20 damage from all attacks you take , but all your abilities Hit First . By using this ability while dissarmored you equip the armor again and ignore the above mentioned effect . Shield

3. Avalon - Choose a single target Heal 50 damage from it , and remove all negative Stacks from it. Can only be used 2x times per game . Shield

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

Ultimate : Excalibur, 1.+3. Deal 75 damage times remaining uses on Avalon damage to all enemies , this damage can not be absorbed,ignored or negated in any way (but the attack can). Ranged attack