Devils Rebirth



,, *Aniki miteeeeyo (Brother , it huuurts )* ,,

Alignment : Chaotic Evil Race : Human , Mutant Class : Martial Artist , Beast

1. Downwards Crush - Skip this Turn , during the next Turn choose a target , you deal 80 damage to him as your Action that Turn . Melee

2. Cutting Wind (?) - make1d6-1x 15 damage Attacks (can get 0 Attacks) . Ranged

3. Boulder Throw - Deals 30 damage to a single target , if he Absorbs it completly he is Blinded by debris for his next Turn . Rang

4. Not to Smart - the Devils allies can control his Actions , one allied Hero ( or enemy Disguised as such) can tell him which action to use at that Turn (the uses that ability instead of his chosen ability) and which targets to prioritise . One time per Hero each , during every Round . The Devil can attack his own allies with his Attacks this way . The Devil is to stupid to be Predicted and is immune to it. Passive \*The commanding Hero must be able to speak and the devil to Hear in order for this to take effect

Ulti : Hey , Whatever Works - your Aniki appears as 50/immortal Servant on the battlefield . He does not attack normally , instead he makes an Attack during each Turn 1 of each Round if he is allive , he hits all enemies but can not hit Flying enemies with his Ranged attack . This Ultimate can be cast from Round 1 at any time . Summoning