Wamuu



Alignment : Lawful Evil Race : Pillar Man (Vampire) Class : Wizard , Pillar Man

1. Acid Body - touches up to 2 targets dealing 30 damage to them , absorbtion does nothing to this damage. Does not effect Hamon users. Melee

2. Wind Horn - can see and target invisible enemies. Passive

3. Head Gear - absorbs 30 damage from all Ripple ranged attacks and all weapon ranged attacks made against you this Turn . Counter

4. Divine Sandstorm - Deals 20 damage to up to 2 targets. Melee attacks made this Turn by the targets are Negated . Ranged

5. Light Expelling Mist - Wamuu breathes a gauseus mist from his lungs which expells all light turning him invisible for this and the next Turn . Attacking does not break this invisibility. Once used it can only be used 3 Turns after the one its effect ended, have passed. Shield

6. Genius - Wamuu Predicts the next 2 Actions of all enemies or Focuses on a single enemy target name any Turn and Round number the enemy must tell you exactly what it will do that Turn . Shield

\*Alt : Regeneration - Heals Wamuu for 20HP. Shield

\*Alt : Feed on Vampires - deal 40 damage to a Vampire as Wamuu drains his life essence. If this kills it Wamuu heals to full HP. A Vampire killed this way can not return to life.Melee

Ulti : Wind Overload - 4.+5.+6. Wamuu breaks his own Horn seal his ability 2. and overloads his body with wind. During each turn after this one you make a 40 damage Ranged attack against an enemy target 1+1x for each 30HP missing from Wamus total this is your Action and you can not take other Actions. After you attack this way 3 times after the attack(s) Wamuu explodes killing himself and dealing 30 damage to all enemies(Ranged attack). If killed this way Wamuu can not return to life. Mode, Ranged