Akali

*The Rogue Assassin*

**Race**: *Human*  **Alignment**: *Neutral Evil*  **Class**: *Assassin*



**Abilities**:

* ***Five Point Strike***  
  **Active**: Deals 7 melee damage 5 times to the target and his minions. Adding damage on this ability adds damage on only one of the damage instances. This ability cannot hit flying minions unless their master is flying as well and is affected by “Assassin’s Mark” (in that case, only flying minions are hit).  
  **Keywords**: Attack, Melee, Semi AoE.
* ***Kama Mark*Passive:** When Akali deals damage to a target with “Kama Mark”, she deals 15 bonus damage and consumes the mark. Only one Kama mark may exist.  
  **Active**: Deals 20 melee damage and marks the target with “Kama Mark”.   
  **Keywords**: Attack, Melee.
* ***Shuriken Flip*Passive:** When Akali is attacked by an enemy with “Shuriken Mark” with melee attack or one of its Servants , the attack is dodged, and mark is consumed. Only one “Shuriken Mark” may exist.  
  **Active**: Deals 20 ranged damage to a target and applies “Shuriken Mark”.  
  **Keywords**: Attack, Ranged.
* ***Twilight Shroud / Crescent Slash***  
  **Passive:** Attacking Breaks Stealth (unless specified in the Ability otherwise)
* Choose one :
* **Active 1** : You enter Stealth untill the end of this Round of combat   
  **Active 2 :** Next attack Akali uses becomes twice as strong damage wise, but its speed is lowered to hits last.  
  **Keywords**: Invisibility, Buff.
* ***Assassin’s Mark***

**Passive:** If one target has all 3 Marks (“Assassin’s Mark”, ”Kama Mark”, ” Shuriken Mark”), the target is stunned in the next turn and all marks are removed.  
**Active**: Akali applies Assassin’s Mark on a target. This mark gives her true sight on this target. Her melee attacks can hit this target even if it is flying. Attacks on this target now hit first. Only one Assassin’s Mark can be active at a time.   
**Keywords**: Effect.

* ***Twin Disciplines***

**Choose one of the two Passives below at the start of each Round , it is in effect for that Round of combat**

**Passive 1** : Akali deals 15 additional damage on the first attack in a round. Akali Heals for 25% of damage dealt on second attack in a round.

**Passive 2** : if Akali dodges an Attack succesfully she ignores 50% damage Absorbtion on her next Attack .   
**Active**: Akali dodges the first attack that would hit her.   
**Keywords**: Evade.

* ***Perfect Execution*** *(Ultimate)*  
  **Requirement**: First cast may be used from the beginning of round 3. Second cast may be used in 3rd or 4th turn after casting it the first time.  
  **Cast 1**: Deals 66 melee damage to a target with Assassin’s Mark. Cannot be reflected.  
  **Cast 2:** The target with Assassin’s Mark is instantly killed.

**Keywords**: Attack, Melee, Hits before hits first.



**Creator**: Bogdan Lukovic, 5.9.2018.

Changes 15.5.2019.

* Nine point strike: Name changed to “Five point strike” to fit lore better. Now deals 6 damage 5 times to target and his minions.
* Kama Mark: Base damage nerfed to from 30 to 20. Mark damage nerfed from 20 to 15. Mark duration increased.
* Shuriken Flip: damage lowered from 35 to 20. Added Shuriken mark.
* Twilight Shroud: Moved to passive. Added new buff as active.
* Perfect Kama: Name changed to “Twin Disciples” to fit lore better. Effect nerfed and changed to a passive. Added new defensive active effect.
* Ultimate: reworked. Later available, now has 2 casts, 1st cast same as before, 2nd cast instakill.
* 3 marks synergy added.