BLADE



Alignment : Chaotic Good Race : Dhampir (Human/Vampire) Class : Daywalker,Sharpshooter, Swordsman

1. Stake - Deal 25 damage melee or 10 ranged + 10 to Vampires , Stuns the Vampire for the next Turn. If killed via this ability the Vampire can not be brought back to life. Melee/Ranged

2. Blades - Deals 15 damage 2x times (2x attacks) . The Blades are dipped in Acid , any creature damaged by them burns for an additional 5 damage(per Blade hit) at the start of his next 2 Turns stacks with itself and is an Acid Stack.Melee

3. Gunz - Deals 25 damage to all enemies . Ranged

4. Regeneration - Blade heals for 25HP and removes all Poison stacks from himself. Shield

5. Daywalker - Blade is a (half) Vampire but ignores all additional negative effects other than pure damage that would effect Vampires(such as his own Stake). Blade is immune to Vampiric abilities that would make him loose control of his character or make him become a Vampire. Passive

6. Bloodlust - if a total of 60 or more HP has been lost during this game by all characters that posses blood(including Blade himself) Blade flies into a Berserk state dealing 10 damage more with all attacks (+20 against Vampires) and Hits First with all of his Attacks . Note that in Bloodlust Blade must attack each turn if able , and must target Vampires over all other targets. This state ends if there are no enemies available to attack . Stance

Ultimate : Unrelenting - 1.+2.+6. And must be in Bloodlust , deals 60 damage to a single target (80 if it is a Vampire) , then repeat this ability if it was ignored or negated , or if its damage was partially or fully absorbed,ignored or negated. Melee