The Mandarin



Alignment : Chaotic Evil Race : Human Class : Wizard

,, *My congratulations Mrs. Stark , few have the joy of being both a bride and a widow in the same afternoon . This will not be pleasent for you mister Stark... But it will be for me ! ,,*

\*The Mandarin has 10x basic abilities and no Ultimate , if you use an Ability no Ability from that Hand can be used in the same Round , unless otherwise written on the used ring

\*If someone would take the Mandarins rings (they are all magical Weapons) , they can not be used by anyone else except the Mandarin (or his body ) !

Left Hand

1. Black Light Ring - choose a target it is blinded this Turn and can not be targeted this Turn . Shield

2. Disintegration Ring - 1x per game , choose a target it takes 50 unstopable damage , if this would kill it it dies instantly without taking damage and its body dissapears . Ranged

3. Vortex Ring - lets lose a vortex of wind , either negate a ranged attack or deal 20 damage to a target , Hits First in both variants . Counter / Ranged

4. Impact Ring - Deals 30 damage to a target . Using this Ring does not exaust this Hand only this ability , you may still use any other ability from Left Hand this Round . Ranged

5. Remaker Ring - transforms the air into poisonous gass , everyone but the Mandarin takes 10 poison damage at the start of each Turn permanently or shapeshifts himself into another form he is regarded as an Ally to all enemies untill his next Turn . Field / Shield

Right Hand

6. Cold Blast Ring - Deals 20 damage to a target it is Frozen this Turn . Ranged

7. Mental Intensifier Ring - controls a target for its next Turn , can not effect Flying enemies if the effected being or the Mandarin gains Flying this effect insnatly ends , the Mandarin may not take Actions during that Turn but he may order the target to attack itself . Shield

8. Lightning Ring - Deals 20 damage to a target , Hits First . Ranged

9. Fire Blast Ring - Deals 20 damage to all enemies that are not Flying . Using this Ring does not exaust this Hand only this ability , you may still use any other ability from Right Hand this Round . Ranged

10. White Light Ring - negate any metal based attack , Stun a target that is wearing metal , gain Flying for the next Turn . Counter , Ranged or Shield