Ermac



,,*We are many,you are but one*.,,

Series-Mortal Kombat,Theme-Shinrei <https://www.youtube.com/watch?v=ZmpeRDvQyVo>

Role-Asssasin,Disabler , Difficulty-3/5

Alignment : True Neutral Race : Spirit(s) Class : Martial Artist , Ninja , Revenant

\*MK characters gain Rage by damaging enemies each time they attack and deal damage they gain 1 Rage. Spend 3 Rage to upgrade an ability or 9 Rage to use your ultimate.

1.Teleckinetick Throw-deals 15 damage your targets single melee attack if any is negated.**Ranged**

Upgraded:you use Teleckinetic Throw Twice on a single target.Hits First

2.Levitate-Ermac gains Flying untill he uses a different ability.**Shield**

3.Teleport Attack-Ermac ignores all attacks this Action and deals 20 damage to a single target or 25 if his last Action before this one was Kung Fu.**Shield,Melee Attack**

Upgraded : Ermac makes 2 attacks instead of 1 against the same target.

4.Kung Fu-Deal 3 damage to an enemy or Ermac gains Flying this Action and may deal 30 damage to an enemy. If Ermac used Teleckinetic Pull during the last Action deal 40 damage instead or 30.

5.Teleckinetic Pull-deals 10 damage and Stuns the target for this Action,**Ranged attack**

Upgraded: Deals 20 damage instead of 10 the stuns for this Turn and the next Turn if the target was hit by Teleckinetick Throw and Kung Fu earlier this Round.

6.Teleckinetic Quake-Ermac must be Flying to use this ability,he looses Flying and deals 25 damage to all enemies that are not currently Flying.Ranged attack

Upgraded: Deals 35 damage instead of 25 and Hits First.

Ultimate : Back breaker -Ermac Stuns the target for this Action,then deals 20 ranged and 40 melee damage to it.**Ranged attack**