Kung Lao



Alignment : Chaotic Good Race : Human Class : Martial Artist

1. Hat trick - choose one :

a) Hat Throw - deals 15 damage , Hits First . Ranged

b) Hat Saw - throws the hat behind a target , and it levitates into the air , whenever you attack the target with a Melee attack deal an additional 20 damage to him (not an attack) if it hits even if it deals no damage . Field

c) Hat Spin - your hat begins spinning around you , whenever you make a melee attack or someone attacks you with a melee attack they instantly take 10 damage at the same time . Shield

\*All Hat abilities end at the end of a Round they were used

d) Hat Chop - only against targets with 30 or less , HP , Kung lao chops them in half dealing 40 damage to them , Hits Last . Melee

e) Reform Hat - at the start of each new Round of combat , if Kung Laos Hat is Sealed , it Unseals itself as a new one is made on his head . Passive

2. Spin - Deal 20 damage to a target , Negate a Melee attack of the target if one was used . Melee

\* Upgrade : 1 Rage , use spin 2x times against the same target but Halve its damage

3. Teleport Kick - Ignore all attacks that would target you , then choose a target and deal 15 damage to it , Hits First , Kung lao has Flying untill the end of this Turn if the target opponent also had it at the moment of targeting . Melee

\*Upgrade : 1 Rage , use Teleport kick 2x times but it deals -5 damage on both attacks , it reads Ignore all attacks instead of its previous ignore text .

4. Kung Fu - Deals 20 damage to a target , and absorbs 20 damage from up to 2 different targets , then gain 1 Rage . Melee

Ulti : Eviscerate - 3 Rage , Kung Lao instantly uses Hat Trick up to 3x times one ability after the other but he may not repeat the same variation twice (ex. he can cast 1a , 1b , 1d but not 1a,1a,1b). See Ability one

\*This ability will work even if Hat Trick is Exausted , it is then Exausted



Alt Ulti : Spirit of the Great Kung Lao - Kung Laos ancestor possesses Kung Laos body acting through him , this ability may only be used from Round 2 Turn 2 if Kung Lao has less HP then all enemy Heroes as a Regular Ability , from now on all Kung Laos abilities have Surprise! and he may use 2x abilities per Turn instead of 1x (at the same time) . Stance