Motaro



Alignment : Lawful Evil Race : Centaurian (Humanoid) Class : Wizard , Warlord

1. Tail Projectile - Deals 35 damage and sends the target flying back negate his Melee attacks this Turn . Ranged

2. Grab and Punch - Grapples a target this Turn then deal 30 damage to it , end the grapple . Melee

3. Teleport - Ignore all Attacks this Turn . Shield

4. Tail Sweep - Surprise ! Stuns a target this Turn . Melee

5. Bull Charge - skip this Action , as your Action the next Turn you must make a Melee attack against a target you designated the previous Turn , deal 70 damage to it . Melee

6. Donkey Kick - this can only target Stealthed enemies , deal 35 damage to a Stealthed enemy and break its Stealth . Melee

Ulti : Magic Immunity - Magical attacks that would hit Motaro instead hit the caster instead (if several targets are mentioned , Motaro chooses the new targets ) . Works from Round 1 . Passive