Scorpion



,, *Get over here !* ,,

Alignment : CN Race : Undead ( Revenant) Class : Ninja , Swordsman , Martial Artist , Revenant

1. Get over Here! - once per Round before or after any attack ability you use , you make a 10 damage attack and Grapple the target untill the end of the Round. Ranged

Upgrade : Deals 20 damage

2. Hap Ki Do - deals 25 damage to a single target , and absorbs 25 damage from all melee attacks. Melee

3. Ninja Swords - deals 20 damage Hits First , if used on a Grappled target hits 2x times. Melee

4. Hellfire - summons fire undearneth an opponents feet , can not be ignored or negated, deals 15 damage to a single non-Flying target.Ranged

Upgrade : Deals 25 damage

5. Teleport Punch - Choose one

A) Ignore all attacks that target you this turn , then deal 15 damage to a chosen target . Hits First.Melee

Upgrade : 1 Rage , the target recieves 2x attacks

B) Teleports Himself and another target to the Hell dimension. Note that Scorpion can not return from hell with his own abilities.Shield

6. Flame Skull - Scorpion takes of his mask and breathes a fiery flame dealing 35 damage to all enemies, can only be used if Scorpion is at 50hp or below. Ranged

Ulti : Xray - Whenever Scorpion is damaged by an attack he gains 1 Rage , some attacks can be upgraded by paying 1 Rage when you use them you must pay this each time , if he acumullates 3 Rage he may spend them all from Round 2 onward to use his Xray. He uses a copy if his Teleport Punch a) ability which deals 40 damage. Scorpion can only accumulate a Maximum of 3 Rage . Melee , Passive

Alt Ulti : Undying - does not require a combo , Scorpion can not gain Rage. If Scorpion dies during this game he returns as a 30HP Spectre with all of his abilities once. Scorpion may not use this ability if he is in the Hell dimension. Used from Round 1 . Passive