Shang Tsung



,,*Your Soul is Mine!* ,,

1. Kung Fu - deals 25 damage to up to 2 enemy targets or negate 1 melee attack. Melee

2. Steal Life - hits last Shangsung deals 20 damage to a single target,then if it hits he heals for the damage he dealt .Ranged

*Upgraded Version : Steals 20 life but does not Hit Last.*

3. Steal Soul - deals 20 damage to a target then Shang Tsung transforms into the target untill the end of this Round of combat,it can use all abilities of the target but not its Ultimates. He reverts to his natural form at the start of the new Round.

Whenever he changes form like this he looses all Stacks that are currently on him.

4. Fireskull - deals 10 damage and hits first. Ranged

*Upgraded Version : make 3x Fireskull attacks instead of 1.*

5. Fireskull Horizontal - deals 15 damage at the start of the next turn before actions take place to a target opponent,it can only be negated the turn it is cast. Ranged attack

*Upgraded Version : Deals 15 damage to all enemies,when this ability is originally used it hits first*

6. Take Form - assume the form of any Hero character that died during this game as per ability 3.,characters that died during this game can not come back to life while Shang Tsung is alive as he drains their Souls. Shield,Passive

Ultimate : Complete Drain Life - requires 9 Rage , Hits First deals 60 damage to a target opponent,the Shang Sung heals for all damage dealt with this ability. Ranged

\*Shang Sung gains 1 Rage whenever he damages an enemy,all upgraded Versions of attacks cost 3 Rage.Ultimate is cast as ability 7 but costs 9 Rage.