CLINT EASTWOOD



,, *Feeling lucky punk... Well do you* ? ,,

Alignment : Lawful Neutral Race : Human Class : Gunslinger

1. Precise Shot - deal 45 damage to a single target. Ranged

2. Quickshot - deal 25 damage to a single target , then if its a minion or you killed the target,shoot again.Hits First. Ranged

3. Surprise shot - negate all enemy ranged attacks,then anyone who would have made them takes 30 damage.Hits First. Counter

4. Shooting spree - When Clint uses any ability no other ability is exausted. Passive

Ulti : Feeling lucky punk ... 1. +3. Choose a single target. The next time it uses any attack deal 70 damage to it before the attack takes place no matter how fast it is. This is not an attack. Trigger, Counter

or

Ulti : Nerves of Steel 1.+3. Once activated clints abilities automatically recharge(he can use them again even if used in the same round) and he may instantly use any other one of his abilities. Clint also enters Nerves of Steel Stance permanently, in this stance his attacks cant be ignored or negated ( but the damage can). Stance, Shield