Hidan

  
Alignment : Chaotic Evil Race : Human Immortal Class : Ninja , Cleric

1. Scythe -Deals 30 damage . Melee  
\*If the target enemy uses a Weapon type ability in the same Turn as you attack it with Scythe roll a 1d6 on a 1 you destroy that weapon Seal it.  
  
2. Cursed Art : Death Controling Possessed Blood -choose a single target you have damaged during this Game you drink its blood , whenever damage is dealt to Hidan deal the same ammount of damage to the target and vice versa. If Hidan selects a target other than himself for an attack break this Stance instantly . Can not be cast again unless the Circle is broken ,breaks upon Hidans death. Stance  
  
3. Feels Good - Hidan stabs himself deals 30 damage to himself. Melee  
  
4. Relentless - Unexaust one of Hidans other abilities (can be used in the same Round of combat even if previously used, but not this Turn). If Scythe is unexausted this with this ability it also reads : ,, The first time each Turn this damages an enemy instantly use it again against the same target, this can only Trigger once per Turn ,, the first time after this you use it . Shield  
  
Alt : Lacerating Wounds -whenever Hidan deals damage to an enemy put a 5 damage at the start of every turn Bleed Stack on the target . This stacks with itself indefinetly and lasts untill the end of combat but if the character is Healed remove these Stacks. Passive  
  
Ulti : Gift of Jashin -Hidan can not be slain unless it is by an Attack that deals 50 or more damage or by a non-damaging Attack ability . He still takes damage normally . This is a Passive ultimate in effect from Turn 1. Passive



Hidan under the Seal of Jashin