HITLER



,, Arbeit macht frei! (Work will set you free!),,

Alignment : Neutral EVIL Race : Aryan (Human) Class : Overlord , Politican,Parody

Series-Parody Character

Type-Summoner,Durable

1.Sieg Heil : Every player must raise their hand in the air and Seig Heil Hitler or their characters must skip their current Action and recieve a -20 permanent and Stackable damage buff to all the damage they deal or Hitler Summons three 20/20 Vermacht Servants with Ranged Attack. **Shield , Summoning**

2. Lutfafe : Hitler summons two 30/10 Flying Ranged attack Servants. **Summoning**

3. Panzer : Hitler Summons a 30/60 Panzer Servant with Ranged attack.**Summoning**

4. Concetration Camp OR Gass Chamber

Concentration Camp : All enemies that could be hit by a melee attack are transported to a Different Dimension called a Concentration Camp(no abilities from the True Dimension can effect them while in the Different Dimension,except Stacks that were already on them when they entered).***This ability can not be prevented by Jew characters***.All transported characters remain there for 2 Actions including this one.Then each character thrown into the Concentration camp rolls a 1d6 on a 1 or 2 they get a Stack of Radiation.Only 2x times per game.**Melee Attack**

Gas Chamber : Choose up to three enemies,if they would be hit by a melee attack,they are thrown into a Gas chamber taking 30 damage,also after that place a Radiation Stack on them,if 3 or more Radiation Stacks are on a single target it instantly dies,and can not be brought back to life unless the Radiation stacks fall below 3. **Melee Attack**

5. Immune to Explosions - Hitler can not take AoE damage or be effected by AoE abilities,and must be targeted specifically for an ability to take effect. **Passive**

6. Body Double - Hitler creates a 0/20 Clone of himself , Hitler may not be targeted by any ability while the clone is alive.If the clone is alive all Vermacht Servants(from ability 1.) deal 10 more damage. **Summoning**

Ultimate : Holocaust 1.+4.+2. : Choose a Race.Hitler deals 50 damage to all members of that Race(except Himself) also all your Servants may attack during this Action even if they already attacked this Round but may only attack members of the Chosen Race(they may attack once more after this ability if they havent yet attacked this Round). If the Jewish Race is chosen this ability deals 100 damage and all Servants get double damage for the duration of this ability. Works on enemies in Concentration Camp.**Ranged Attack**

\*Alternate Ability - Arianism , your Vermacht Servants have 10 more HP and deal 10 more damage. **Passive**

\*Alternate Ability - Brand , choose a single target choose a single Race and put a Brand Stack on the target. As long as the Brand Stack remains the target is treated as if he was a part of the Chosen Race (you can choose Jew Race of course). **Shield**

**\*Alternate Ability - Mein Kampf , three Actions after this one , your Panzer and Vermacht Servants may attack even if they already attacked that Round(they may attack again if they havent) and all their attacks Hit First. Shield**