Marko Kraljevic



,,*More Turci ne gazte oranje !* ,,

Alignment : Chaotic Good Race : Human Class : Swordsman,Parody

1. Sablja - Deal 25 damage to a single target, if he is a Turčin deal 2x more. Melee

2. Topuz - Deal 20 damage to a single target,then put a Slomljena Vugla Stack on the target.He cant absorb damage using his abilities. Melee

3. Šarac - summon a 0/40 Šarac , whenever Marko attacks Šarac deals 15 damage to a single target. Only 1 Šarac may be summoned per game. Summoning

4. Rujno Vino - put a Rujno Vino Stack on Marko and on Šarac(if he is summoned) and heal them for 20 HP.Marko deals +15 damage per Stack,and Šarac deals +5 damage per stack.But if any of them have 2 or more Rujno Vino Stacks on them whenever they should hit roll a 1d6 on a ,1, or ,2, they miss ignore their attack. Shield

5. Štit - absorb 30 damage from all sources. Shield

6. Raviojla - summon a 0/40 Raviojla Servant and select a single target,the target can not target or kill Marko or Šarac as long as Raviojla is alive.Only 1 Raviojla may be summoned per game. Summoning

Ultimate : MORE TURCI NE GAZTE ORANJE

3.+1.+2.

All enemies become Turčins . Make 3 Oranje . Turčins may not attack as long as at least 1 Oranje is active. To remove a Oranje a Turčin must skip his turn and do nothing.(Several Turčins may do this at once). Shield

Alternate Ultimate : NI PO BABU NI PO STRIČEVIMA

1. +5. +4.

Choose one Hero on the field other than Marko, he instanly wins when 3 actions pass if he and Marko are still alive.The other Heroes may curse Marko not to have any children. Shield