Lex-Oh Saicic



Alignment : Lawful GOODest Race : Monteniger Class : Swordsman , Monteniger

1. Saber - Deals 25 damage , if this hits rolls a 1d6 on a ,6, this attack deals 2x damage that is Unstopable . Hits First if the target uses a Melee attack .   
\*The Result of this dice roll is always ,6, against a Samurai target

2. Srce Junacko - Lexo is immune to Fear related effects . If you have a Russian ally alive Lexo gains a non Stacking +10 damage bonus . Passive

3. Cojstvo - Choose a single target , the next time Lexo would attack it this ability negates Lexos own attack . But the next attack after that against this target from Lexo deals 2x damage (which stacks with other 2x damage attacks) . Shield

\*Lexo may target his allies , but not himself with this ability .

4. Cavalry Charge - Hits First , Lexo charges forward with his horse dealing 20 damage with his Horse as a Source and can make a Saber attack if it isnt Exausted (it is then Exausted) this version of the Saber attack Hits First . Requires a Horse servant to be used . Melee, Haste

5. At - Summons a 0/30 Horse Servant , only 1x can Exist at a time . Summoning

6. Megdan - Challenges a single target to mortal kombat , it must accept if its a Swordsman or a Samurai others have choice to accept or reject . If accepted its and Lexo can not target or be targeted by anyone other than each other (they may still target themselves with their own abilities).Only one Megdan can be active at a time . This ability only ends if the target dies or is teleported into another dimension . Shield

Ulti : Cojstvo i Junastvo - to trigger this resist a fear effect , use Cojstvo and attack with Saber in any order autotriggers after that ability . From now on all allies share you Scre Junacko ability and they may cast a copy of cojstvo on all enemies or allies they could target as a one time bonus (Lexo may choose to do this too , his Cojstvo is not Exausted this way) . The allies do not gain the Cojstvo ability . Shield

Alt Ulti : Epic Gusle - Lexo must personally kill a Samurai , his player may from then on choose to Pause the Game to take a Gusle and sing this current game with the Gusle to rettel its events (in any Language) , if he accuretly retels the story of this Game he wins instantly . Trigger

Alt : Brkovi - Lexo Chooses a target , Lexo and the target fairly determine how big their respective mothers moustaches were , if Lexos mother had a bigger Moustache (and she probably did ) Lexo Stuns the target for this Turn . Shield

Alt : Jebem ti Oca ! - Whenever Lexo is damaged he may swear at the father of his damager , if he does he gets a +5 perm damage bonus against it . Passive

Alt : Grissly Trophy - If Lexo wins a Game he may keep the heads of enemies he has personally killed as Trophies . The next time he faces them or their families and has this ability selected he gains a +10 damage bonus against them (does not Stack with itself ) . After being used in a Game Lexo must discard a used head. Passive