Scaramouch



Alignment : Lawful Evil Race : Machine (Android) Classs : Swordsman , Bard

1. Bi-bi-bipi-du-shuba-shuba-ba- ba

As long as Scaramouches player keeps singing this tune a target opponent will take 15 damage from a levitating sword whenever the verse is finished , this is not an Action , being Stuned stops the singing from the duration and it must be restarted from the begginig. Passive

\*You may start singing whenever a Turn starts , you may keep singing as many times as possible untill your opponent chooses an ability . The next time you sing you may continue where you left of . Whenever you finish this verse the enemy takes 15 damage from your floating sword .

\*The Sword is a Weapon ability and can be Seaeled as any Weapon ability.

2. High-Vibration Dagger - Anything hit that has a body will start vibrating heavily taking 30 unstopable damage during the next Action or Scaramouch may hit an Item a target is carrying , the target may choose to seal it instantly or wait , it explodes during the next Turn and deals 30 unstopable damage to its current wielder and is sealed. Melee

3. Artful Dodge - Dodge any 1 attack , if you do you are Flying for this and the next Turn . Counter

4. Magical Flute - summons a giant 50 / 200 construct of Stone Servant , Scaramouch must keep playing the Flute and can not use other abilities , if he is Stuned so is the construct . If he plays another ability the Construct falls apart , if his Magical Flute is lost or destroyed the Construct falls apart.Only 1x Construct can be summoned per Game. Summoning

Ulti : Heads Will Roll ! - if Scaramouch is reduced to 0HP or below his body is destroyed but his head is alive untill it takes one more hit , he may not use abilities while he is just a head and can not heal. From Round 1. Passive

