The Scotsman



,, *Oh I might take ye seriously , if ye werent wearin a pajama , you skimpy dressed clown !* ,,

Alignment : Chaotic Good Race : Human , Spirit (in Ulti) Class : Swordsman , Highlander

1. Rune Sword - Deals 30 damage. Can not be sealed , damage done by this weapon can not be reduced. Melee

2. Gun Foot - Surprise ! , Hits First the scotsman deals 15 damage to all enemies. Ranged

3. Block - Block all attacks directed at you this turn . Counter

4. Bagpipes - Singa an irritating toon , can keep playing each Turn afterwards if you do not play another Action , while you play all enemies roll a 1d6 on a 1 or 2 they are Stuned on a 3,4,5 or 6 they get -10 to the damage they deal for that Turn. The Bagpipes have 30HP and must be targeted to take dmg. Shield

\*Alt : Grenade - Deals 25 damage to all enemies. Ranged

\*Alt : Scotsmans Perseverence - If the Scotsman attacks and damages a target he deals 10 damage more to the target with all attacks afterwards.Stacks with itself indefinetly. Passive

Ulti : Legacy - 1.+ Any other ability , if the Scotsman dies during this Game he summons 101 10/10 Daughters as Servants. The game is not over untill they are dead as well . The Scotsmans Ghost guides them on. Summoning