Durge



Alignment : Lawful Evil Race : Gen Dai Class : Bounty Hunter , Beast

1. Wrist Gauntlents - Deals 20 damage to any number of targets . Ranged

2. Flamethrower - Deals 25 damage to all enemies that are not Flying . Ranged

3. Pole Spear - Deals 50 damage , then the spear breaks Seal it . Melee

4. Maliable Body - when Durge takes damage and his armor is broken ,his body turns into liquid mush the next Turn he can not deal nor take damage (but can use Ultra Regeneration ) . Passive

5. Ultra Regeneration - heals himself for 40HP , can be used to up to -39HP if it would bring you above 0HP . Shield

6. Armor Coating - if Durge takes 30 or more damage from a single attack , his armor breaks allowing him to use Ability 4 Maliable body instantly (at that time). This ability can not be Replaced . Passive

Alt 1 : Rocket Pads - fires 2x rockets dealing 20 damage to a single target or two different targets . Can not be Ignored by Machine targets . Only 1x ler Game. Ranged

Alt 2 : Jetpack - gains Flying for this and the next Turn . Can not be used while Maliable Body is in effect . Shield

Alt 3 : Pummel - Deals 20 damage , Hits First . Melee

Ulti : Grow Huge - only if Armor is broken , if youve taken a total of 120 or more damage this Game and use Ultra Regeneration after that , instantly use this ability as well . Dirge grows to a gigantic size , Seal Maliable body and you may replace it with Pummel . All your Melee attacks now deal +30 damage . Trigger , Mode

