ALARAK



"*Hmph. For creatures with such short life spans, you terrans are always so eager to die*."

Alignment : Neutral Evil Race : Protoss (Taldarim) Class : Swordsman,Psychic,Overlord

1. Protoss Blades - Alarak deals 30 damage to one or two enemies . Melee

2. Protoss Shield - Alarak absorbs the first 20 total damage from all sources that would be dealt to him during a Game . Passive

3. Teleckenesis - Stuns a chosen target this Turn , during the next Turn it can not ignore attacks as it is pulled twards you . Ranged

4. Dark Lightning - Deals 20 damage to all enemies , and heals for the ammount of damage dealt. Ranged

5. Psychic Shockwave - Deals 30 damage to all enemies and Stuns all enemy Servants . Ranged

6. Soul Absorbtion - As long as Alarak is alive , whenever a Character (friend or foe) dies in the same Dimension as Alarak , Alarak heals for 15HP and absorbs its soul , the Character can not return to life . Passive

\*If the Character has a Soul.

7.Ultimate : Deadly Charge , use Protoss Blades against at least 6 targets wheter they hit or not , then you unlock this ability and can use it as a Regular ability . Alarak charges forward dealing 50 damage to all enemies . Hits First . Melee

Alternate Ultimate : Psychic Anihilation - Alarak can use this as a regular ability from Round 2 Turn 1 , Alarak must charge this ability for at least 3 Turns before it is released , his concentartion is broken if he is Stunned or killed during that time . When Alarak decides to release this ability it consumes his Action for that Turn , then he deals 100xTurns Charged damage that can not be absorbed to all enemies . Ranged