Nova



Alignment : Lawful Neutral Race : Human , Mutant Class : Assassin,Psychic,Sharpshooter

1. Ghost - Hits First , Nova enters Stealth untill she Attacks , if she is targeted by an Attack this Hits First before all others instead . **Shield**  
  
2. Mind Control - take control of a target Servant permanently , only 1x at a time , if a new one is Dominated the old one is released . **Shield**  
  
3. Armaments - Nova Chooses one at the beggining of combat and writes it down , she doesnt have to say which one she choose before using it the 1st time   
A) Sniper deals 40 unstopable damage , Hits First or hits Last if attacked with a Melee Attack . **Ranged**  
B)Shotgun deals 25 damage to all enemies. **Ranged**  
C ) Riffle deals 30 damage splitt between any number of Targets , Hits First if they do not (against each one that does not) . **Ranged**  
D) Blade deals 25 damage , Hits First . **Melee**  
4. Grenade  
Same as the above ability for choosing variations :  
A) Flash - Blinds all enemies this Turn  
B) Stun - Stuns all enemies this Turn  
C) Frag - Deals 25 damage to all enemies  
**Ranged Attack** (all above Variations)  
D) Stimpak - you gain Hits First for the next 2 Turns and Heal 20 HP . Only 1x per Game . **Shield**  
  
5. Suit  
Same as above ability for choosing variations :  
A) Ghost Suit - if you skip a Turn willingly or are forced to via ability (not Stun /Frost) you turn Invisible untill you Attack and normall Abilities that let enemies attack you while Invisible do not work ,but your HP maximum is reduced by -50 HP (this can kill you) , taking the Suit off returns the lost HP or Sealing it  
B) Reinforced Suit - you absorb 10 damage from all Sources , but your Invisibility ends at the start of each Turn if you had it  
C) All-Purpose Suit - you absorb 5 damage from all Sources . **Passive**  
  
6. Patience - at the start of each Round including the 1st write down on a piece of paper a prediction of which ability an opponent will use that Round and a single Attack ability you would be able to use at that time , if it comes to pass declare this Negate his ability and if you did and can use your own written down Attack use it (otherwise ignore this and the Negate ability) . **Passive**



Ulti : Tricks of the Trade -  
A) If a predict ability works on you , you may only tell that you will be using Armaments , Grenade or a certain type of suit without specifying which variation it is. You never have to reveal what your Patience effect does and if it will come into fruition . From Turn 1 . **Passive**

B)If used activelly from Round 2 turn 2 as a Regular Ability you may switch any variation with any other Variation in abilities Armaments , Grenade and /or Suit from its own ability text . You do not have to tell to which Variation you have set each / any of these abilities , you may bluff and say that you are switching abilities with this but do not have to do it (except Suits). **Shield**