Zeratul



"*Since our banishment long ago, we have never failed in our responsibility to Aiur. Though it shall cause us great pain to see our homeland once more, we shall return with you , Tassadar . We will do what we can*." - from Starcraft I

Alignment: Chaotic Good Race: Protoss (Nerazim) Class: Swordsman,Psychic,Templar

1. **Protoss Blades** - Deals 30 damage to one or two different targets . ***Melee***

2. **Permanent Cloack** - if Zeratul chooses to Skip an Action (must be announced before a Turn starts) he gains Invisibility untill he attacks (can not be Targeted by abilities). This ability can only be used 1x per Round. ***Passive***

3. **Blink** - Zeratul teleports a short distance , Ignore / Dodge any one Attack . ***Shield***

4. **Void Armor** - Zeratul and all of his allies gain a shield that absorbs the first 20 damage total that would be dealt to them during this or the next Turn , casting this ability again recharges its effect back to 20 damage but it can not go beyond that . ***Shield***

5. **Singularity Spike** - throws a spike at a target which anchors him to the ground via gravity , deal 20 damage to a target , it Hits Last untill the end of this Round . ***Ranged***

6. **Shadow Strike** - can only be used while Invisible , deals 50 damage to a target , this ability can not be used more than once on an individual target . ***Melee***

Alt : Detector - Zeratul can see and target Invisible beings . Passive

Alt : Blinding Speed - can only be used while Invisible , break your Invisibility , then instantly use any other of your non-Exhausted Abilities , it is then Exausted but it Hits First . Enemies that are slower than you can not target you during this Turn (this is not Invisibility) . Shield

Alt : Visions of Prophecy - Zeratul dreams of the future , before combat roll 2d6 the numbers rolled on each die is the Turn which Zeratul Predicts in this Game (roll 3 is Round 1 Turn 3 , roll 6 is Round 2 Turn 3 etc...) . Enemies must emediatelly tell you what they are going to do on the Predicted turns before the Game starts . Start of Game

Ulti : **Void Prison** - Activate Permanent Cloack + 4.+5. , creates a sphere of void energy Stuning all enemies for this Turn , also enemies hit by this loose their ability to see and target Invisible characters for 6 Turns after the Stun expires . ***Shield***