Urien



Alignment : Neutral Evil Race : Human , Mutan Class : Martial Artist

1. Metalic Sphere - Deals 25 damage to a target , or you may skip this Turn to concentrate , if you do for each Turn you skip this Ability will deal +25 damage when released . You may at any Turn release this Ability to deal its full damage as an Action. Taking another Action breaks your Concentration for this Action. Ranged

2. Headbut - Surprise ! , deals 10 damage to a target and break its Concentration or end a Grapple effecting you . Melee

3. Chariot Tackle - Deals 20 damage , Hits First . Melee

4. Great Jump - gains Flying for this and the next Turn . Shield

5. Violence Knee Drop - can only be cast while Flying , select a single target , if it was Flying it takes 25 damage and looses Flying , if it was not Flying it takes an additional +20 damage . Then Urien looses Flying after the Action . Melee

6. Metallic Aura - Uriens skin turns to metal and a dark energy encompasses him , he Absorbs 30 damage from all Sources this Turn , his melee attacks deal +20 damage and he can not be Stuned or Frozen this Turn , he may choose to deal Electric instead of Physical damage with his attacks . Activating this is a Reaction (another Action can be taken this Turn ) . Relativistic Speed and can be activated at any moment in a Turn even before other Actions are taken (such as to Absorb damage over time or damage at the start of a Turn effects) . At the end of the Turn this Mode Urien leaves this mode . Mode



\*Urien has all 3 Ultimates , but using any one of them Exausts all the other Ultimates he possesess untill the end of the Game as if he had used them.

Ultimate 1 : Tyrant Slaughter 3.+2.+6. Recharge and make both a Chariot Tackle and Headbut attack against a single target (even if you already used it on him in this Turn/Round) , they are then Exausted regardless if they were prior . Melee

Ultimate 2 : Temporal Thunder - 1.+6. Deals 40 unstopable damage to a target . Ranged

Ultimate 3 : Aegis Reflector - 3.+6. Urien creates a mystical wall of electricity that sends back all attacks , if a Ranged attack should hit Urien it is Negated and if it was it hits the user instead (if it target several targets , Urien chooses them) , if a Melee attack should hit Urien it is negated and the attacker takes 10 damage but then end the effects of Aegis Shield . Aegis shield lasts during the Turn it is cast and untill the end of the next Turn unless stopped prematurelly via a Melee attack . Shield