PROPHET  


,, *A machine must be a tool to serve humanity , not a cage to trap it.* ,,

Alignment : Neutral Good Race : Human,Ceph Class : Sharpshooter,Hero,Tech

1. Nanosuit 2.0 - At the start of each new Round of combat the Nanosuit heal 10 damage of Prophet passively , before actions take place. Passive

If this ability is used actively switch one :

a) Maximum Power - Phophet Hits First if his opponent does not also Hit first, and unlocks strangle attack. Passive,Mode

b) Maximum Armor - Prophet absorbs 10 damage from all sources. Passive,Mode

c) Cloack Engaged - Prophet becomes permanently Stealthed unless he attacks in which case he must use Cloack Engaged again to become Stealthed(this way). Passive,Mode

d) Nanovision - Prophet can see and target invisible enemies normally . Passive,Mode

2. Frag - Prophet throws a frag grenade that deals 20 damage to all enemies or a EMP which deals 35 damage but only to Machines. This ability can only be used 3x times per game. Ranged

3. Rocket Launcher - deals 35 damage to a single target , can only be used 2x times per game.Ra

4. Assault Rifle - deals 30 damage splitt between any number of targets . Ranged

5. Pistol - deals 20 damage to a single target Hits First. Ranged

6. Predator Bow - deals 20 damage to a single target , does not brake Stealth if you are in it with the first shot,but does so with the second.Also triggers Special Arrow upon hit. Ranged

7. Strangle - deals 20 damage to a single target it is also stunned during this turn, can only be used if in Maximum Power Mode. Melee

8. Special Arrows - can only be used 3x times per game , you may choose to Trigger this ability when you succesully deal damage with Predator Bow. Choose one from the below-

Electro Shock - a Machine hit by this takes 20 additional damage and is stunned for this turn.

Airburst Arrows - deals 10 damage to the target and 20 damage to all other enemies.

Super Thermite - deals 20 damage to the target and ignores Absorbtion.

\*The Extra damage is never treated as an attack.Passive, Trigger