Ezio Auditore da Firenze



*,,We work in the dark to serve the light.We are Assassins.,,*

Alignment : Chaotic Good Race : Human Class : Assassin,Swordsman

Series-Assassins Creed

Role-Assassin,Disabler,Durable

1.Hidden Blade - Deals 15 damage,hits first.Then you may apply poisons effect if you have it selected as an ability.This ability can not be Sealed.**Melee**

2. Riposte - If a Melee attack would Hit you Negate it,then you may instantly use Hidden Blade or Sword against the attacker,but only if they werent previously exausted.If they are used this way the Hidden Blade is not Exausted but the Sword is.**Counter**

3. Sword - Deal 30 damage,then if you hit your target you may instantly use your ability 6. against the same target even if youve already used it during this Round,it is not Exausted unless it already was prior.**Melee**

4. Stalk - You gain Stealth for this and your next Action(or untill you attack),if you use your hidden blade ability while in Stealth it deals 3x damage.**Shield**

5.Medicine - Ezio Heals for 25HP.**Shield**

6. Hidden Gun - Deal 30 damage,Hits Last.This ability can not be Sealed.Can only be used 2x times per game. **Ranged**

Ultimate:Apple of Eden :1.+5.+3.,roll a 1d6 for each enemy characters on any roll of a 5 or 6 Ezio takes control of them for this and their next Action/Turn.**Shield**

Alternates:

Poison - This effect applies to whomever you injured with your Hidden Blade.He gains a Stack of Poison.At the start of each of his actions he must roll a 1d6 on a ,1, he must skip his action due to delirium,he gets -1 to the roll per Stack of poison on him except the first.The Poison Stacks last for 3 Actions after they are placed,but each new Stack of Poison renews the old ones duration.If 6 Stacks of Poison are ever on a single target,it dies instantly.**Passive**

Leap of Faith : Ezio gains Flying for this Action and ignores all AoE effects that could effect him.**Shield**

Smoke Bombs : Hits First, all enemies are stunned for this Action.This ability may only be used 2x times per game.**Shield**

Daggers - Choose one Ezio deals 25 damage mele or 15 damage Ranged or Ezio hits Last but deals 15 ranged damage to all enemies. **Ranged/Melee**

Disarm - Negate a single Melee attack that would target you,then if it was a Weapon,Seal it,Ezio may then Replace one of his Weapon Abilities(Hidden Blade,Gun,Sword or Daggers) with it,and use it as his own ability unless it is an ultimate in which case he can not copy it.**Counter**

Dash - Ignore one ability that would specifically target Ezio,Ezios next ability Hits First if its target is the one who used the ability which was ignored with Dash.**Counter**