Dante



,, *King , yeah , heres your crown* ,,

Alignment : Chaotic Good Race : Human/Demon Class : Swordsman , Sharpshooter , Demon

1. Rebellion - Deals 30 damage to a target . Melee

2. Ebony i Ivory - Make 2x 15 damage attacks . Ranged

3. Lets Dance - Ignore one Attack , you hit First in your next Turn regardless . Shield

4. Badass - if you were damaged this Turn you were not (not Absorbtion) , if you were not heal for 30HP instead . Shield

5. Armory - use one weapon ability from below :

a) Gilgamesh - Deals 30 damage to a target , can not be Absorbed . Melee

b) Lucifer - Makes 6x 5 damage attacks against a single target . Ranged

c) Pandora - make a choice again - 1. A 20 damage hits all enemies attack gain Flying for it , 2. A 25 dmg single target attack , 3. All enemies that can see take 30 damage . Ranged

\*Can only be used from Round 2 of combat .

6. Style - Choose one you are in this style Stance untill you leave it by using this Ability again -

a) Doppelganger - your next attack has a Doppelganger that uses the exact copy of it , repeat that same attack (with all modifiers) and same Speed , the Doppelganger then dissapears end this Stance . Casting this again gives you 1x more use but no more than 1 Doppelganger can be triggered in one Turn , using any other Style ends this effect .

b) Trickster - In the Turn you cast this Ignore one attack , your Ignore attack abilities Hit First including this one . (This ability also Hits First when initially used but this does not stack with the above effect , using it again will trigger the Ignore again but nothing else )

c) Royal Guard - you gain 20 passive damage absorbtion from all Sources .

d) Quicksilver - while this Style is activated all enemies Hit Last as do all Allies , as time is slowed . Stance

7. Taunt - does nothing by itself , gives 1 Devil Power , you take + 20 damage from attacks this Turn . Shield



Ulti : Devil Trigger - gain 1 Devil Power whenever you kill an enemy , activate Style (successfully ) , by using Taunt . Once you have 3 or more you can spend them all to enter this ability for the next three Turns after this one . In this Mode you gain + 10 damage , you hit first with all abilities , you heal +10 with Badass and you gain access to Air Assault . If you take 40 or more damage (after Absorbtion ) you are knocked out of this Mode . Mode

Air Assault - you may choose to gain Flying with any attack.Only in Devil Trigger. Passive