The Hitman - Agent 47



*,, Names are for friends , so I dont need one . ,,*

Alignment : Lawful Neutral Race : Human,Clone Class : Sharpshooter,Assassin

1. Silverbacks - Deals 2x 15 damage , Hits First , if used from Stealth is faster than other Hits First abilities but not Hits First before all others abilities . Ranged

2. Dragunov - Deals 30 unstoppable damage to a target , if used from Stealth deals 45 damage instead . Ranged

3. Fiber Wire - Only usable in Stealth , deal 30 damage if you kill a target with this attack you remain in Stealth (you do not break stealth when making this attack if you kill the target). Melee

4. Hide in Plain Sight - Hitman enters Stealth untill he Attacks . Shield

5. Coin Toss - Only usable in Stealth , distracts enemies with a coin toss , Choose one:

a) Hits First before all others , you can not be targeted this Turn (this is not a Stealth ability)

b) During the next Turn your opponents can not Ignore (aka Dodge) your attacks . Shield

6. Disguise - if you kill a Human or Humanoid target , you may take its clothes untill the end of the Round its allies regard you as an ally (they can not attack or damage you) , if you attack you break your disguise but you are treated as if being in Stealth even if you are not . Passive

Alt : Disarm - Deals 20 damage to a target with a weapon , you take a weapon away from him , then you may replace Disarm with that ability , in ither case Seal the opponents weapon ability. Melee

Alt : Throw Weapon - throws a random object dealing 15 damage that Hits First this has a 50% chance of not breaking stealth or doesnt break stealth if it kills the target. Alternativelly Hitman may throw a Melee weapon stolen and equiped by Disarm , if he does replace this abilitys 15 damage with that weapons damage(es) but it can only deal pure damage other damages and additional abilities of the weapon are not applied , then Seal that Weapon Ability this Hits First . Ranged

Alt : A perfect time , a perfect place - Roll 3d6 2x times at the start of the Game seacretlly and write down the scores then , you may reveal them at the start of any Turn that corresponds to the number rolled (ex a 7 is Round 3 Turn 1 , a 12 is Round 4 Turn 1 ) , you deal 2x damage with all Attacks during this Turn . Passive , Start of Game



,, *There is a bullet for everyone... And a time , and a place ...* ,,

Ultimate : Agency Funding , choose 2 from the below , they arrive to you in a crate at the start of the 2nd Round of combat and are treated as regular abilties

SMG - Deals 30 damage splitt between any number of enemies . Ranged

Shotgun - Deals 25 damage to all enemies . Ranged

Painkillers - Heals 30 HP of Agent 47 , can only be used once . Shield

Lethal Injection - Can only be used in Stealth ,deals 30 damage to a target and instantly kills Servants , if you kill an opponent this way you do not break stealth . Can only be used 2x times per Game . Melee

Binocullars - Predict 1 on all enemies , if you use Dragunov the next Turn it deals +15 damage. Shield

Kevlar - Absorbs a total of 20 damage from all sources and then breaks (as if you Gained 20HP). Passive

Remote Detonation Explosive - Must be in Stealth for the 1st use , the 2nd use can be cast regardless of Stealth , When used the 1st time places an explosive hidden on the ground , when used a 2nd time the explosive detonates dealing 50 damage to all enemies . Can only be used 2x times per Game . Shield



Alt Ulti : Instinct , Passive Ultimate from Turn 1 , whenever you kill an enemy gains 1 Instinct Stack (max : 3) . Spend 1 Stack - you do not break Stealth even if you shoul this Turn , Spend 1 Stack - all Invisible enemies are revealed to you , Predict 1 on all enemies , Spend 3 Stacks Make a 30 damage Hits First Ranged attack against each enemy you could target .

Any ability activated via Instinct is a Reaction , and another Action may be taken on the same turn as that Reaction . Passive