RENKO



Series - Singularity

Alignment : True Neutral Race : Human Class : Sharpshooter , Time Manipulator

1. Impulse - all melee attacks that would have hit you are negated , then their users take 10 damage and are stunned. Counter

2. Gravity Manipulation - negate any single one weapon type Ranged attack that would hit you then use a copy of that effect. Counter

3. Deadlock - creates an Area of slowed time , untill the end of this Round of combat , all enemies Hit Last with all of their abilities , and they can not be faster than Hit Last no matter what ability they use , unless they are immune to Deadlock. Shield

4. Seeker Rifle - deals 30 damage to a single target can not be ignored. Ranged

5. Autocanon - deals 35 damage splitt between any number of enemies , but hits Last. Ranged

6. Spikeshot - deals 20 damage , or may skip a turn , you may continue skipin then fire as your action , each turn skipped deals 20 damage more when fired. Ranged

Ultimate : Hyperaging - 1.+2.+3. choose a single target it ages 100 years. If it is a Human it will usually instantly die from this(can not be reviwed if killed this way) this also applies to species that live less than Humans. If the creature ages but can live more than 100 Years it gains a Stack of Tired instead of dying( takes 10 damage more from all attacks), if the target is completly immune to the bad effects of agins the Hyperaging gives it a Slowed Time stack that makes it hit last on all actions for the next 3 Turns after this one instead. **Ranged Attack**

\*Any creature killed via the effect of Hyperaging turns into a 20/20 Revert Servant , that is not under anyones control but rolls randomly for its target and attacks once each Round during the 3rd Turn including the turn it was summoned in.

\*\*Renko may at the start of any of his turns before actions are taken, choose to end any effects of Hyperaging on any or all targets(this will not bring back the dead or turn Reverts into their base form however).This is not an action.

Alternates: Dethex Launcher - deals 20 damage to all enemies that are not Flying , but hits last , can not be ignored. Ranged

Shotgun - deals 25 damage to all enemies . Ranged

Centurion E99 - deals 20 damage hits first. Ranged