Valla

*Demon Hunter*

**Race**: Human  **Alignment**: *Chaotic Neutral*  **Class**: *Ranger*

*A picture containing wall, clothing, indoor

Description automatically generated*

Abilities:

1. ***Hatred***  
   **Passive**: Consecutive attacks hit first. Each used attack grants Valla stack of Hatred. Slot Gloom or Seething Hatred into active slot of this ability at the beginning of the combat.  
   **Active**: Seething Hatred or Gloom.  
     
   ***Seething Hatred*Active**: Consume stacks of Hatred to gain 5 bonus damage per Hatred stack on next attack. Valla may use another ability this turn. This ability doesn’t break consecutive attacks.  
   **Keywords**: Damage, Buff, Haste, Relativistic.  
     
   ***Gloom***  
   **Active**: Consume stacks of hatred to gain 5 armor per Hatred stack this turn. Valla may use another ability this turn.   
   **Keywords**: Armor, Buff, Haste, Relativistic.
2. ***Strafe***  
   **Active**: Deal 15 ranged damage to a target. If it hits, this ability is automatically used as a bonus action next turn. This ability cannot be used manually again until it misses.  
   **Keywords**: Attack, Ranged.
3. ***Entangling Shot***  
   **Active**: Deal 20 ranged damage and immobilizes the target.  
   **Keywords**: Attack, Ranged, Immobilize.
4. ***Marked for Death*Passive**: Each attack made on Marked target reduces it armor by 3 and increases Valla’s armor by 3.  
   **Active**: Valla marks her target setting its armor to 0.  
   **Keywords**: Effect, Debuff, Mark.
5. ***Hungering Arrow***  
   **Active**: Deal 20 ranged damage to a target and hits last 10 damage 2 times to a random enemy.   
   **Keywords**: Attack, Ranged.
6. ***Chains of Vengeance***  
   **Active**: Valla throws chains on her target making them unable to dodge ranged attacks until a ranged attack hits that enemy. This ability deals 5 damage at the end of each turn it is active that is not increased or decreased in any way if the ability hits.  
   Keywords: Attack, Ranged, Crowd Control.
7. ***Storm of Vengeance (ULTIMATE)***  
   Requirement:  
   **Active**: Valla shoots 5 arrows into clouds that will come down to hit her enemies one at a time in next 5 turns each. An arrow hits 1 random enemy dealing 30 damage. Each shot is considered as a separate attack.  
   **Keywords**: Attack, Ranged,