HAKKAR THE SOULFLAYER



*,, PRIDE HERALDS THE END OF YOUR WORLD. COME, MORTALS! FACE THE WRATH OF THE SOULFLAYER! ,,*

Alignment : Chaotic Evil Race : Loa (God) Class : God , Wizard

1. Corrupted Blood - puts a 1 damage stack at the start of each Turn on every enemy that could be hit by this , whenever this Stack deals damage it creates one more Stack that is just the same as the past one , this damage is Unstopable , if at least one Stack of this is cleansed they all are on that one specific Character . Shield

2. Blood Syphon - Deals 20 damage to all enemies , then heal him for the ammount damaged , if this ability damages all enemies Recharge it (it can be used again during the same Round) . Ranged

3. Cause Insanity - a chosen character goes Mad and comes under Hakkars control untill the end of this Round including the Turn this is cast , this ability may not be used again untill 3 Turns after the one this effect Expires have passed . Hakkar may not order the being to harm itself with its own attacks . Shield

4. Flay - Deals 35 damage to a target . Melee

5. Sons of Hakkar - Hakkar MUST cast this once per Round (if possibly able to) , but he chooses in which Turn to cast it (being Stuned renders it null if it was the last Turn in a Round , but otherwise he must try again) . He summons 2x 20/20 Sons of Hakkar , if they are slain by a Melee attack the attacker takes a Infected Blood Stack (each attacker that Turn) , this stack deals 10 damage to the recipient at the start of each Turn for 2 Turns and then disspears (stack indefinetlly) . If Blood Syphon hits a target with Infected Blood Stack , instead of healing Hakkar that Turn the heal will instead damage Hakkar for the same ammount it would have healed in total from all enemies . Summoning

6. Aspects - Hakkar chooses one of these Aspects and summons an Appropriate Servant that gives him an appropriate effect , only once each can be summoned in a Game :

a) Bat Aspect - a 20/20 Servant , he gives Hakkar the following active ability : Bat Scream - Deals 20 damage to all enemies and Stuns them this Turn . Ranged

b) Snake Aspect - a 30/10 Servant , he gives Hakkar the following active ability : Poison Cloud - All targets hit take a 10 damage at the start of each Turn Poisoned Blood Stack that lasts for 3 Turns after this one . Ranged

c) Spider Aspect - a 20/10 Servant , he gives Hakkar the following active ability : Web - choose a single target it is Stuned for the next 3 Turns after this one , but if the Spider Aspect Servant dies negate this effect in all subsequent Turns . Melee

d) Tiger Aspect - a 30/30 Servant , he gives Hakkar the following passive ability : Frenzy - Hakkars abilities Hit First except this cast. Passive

e) Panther Aspect - 30/20 Servant , he gives Hakkar the following active ability : Gouge - choose a single target it is Stuned for the next Turn . Melee .

Summoning



Ultimate : Will of Hakkar - successfully cast Cause insanity to at least 3 Characters , then you may from then on cast this as a Regular Ability . Choose a single target , it comes under your control for this Turn and the next 2 Turns after this one , Hakkar may not order it to harm itself with its own attacks . Shield