Deathmaster Sknitch



Alignment : Lawful Evil Race : Skaven Class : Assassin

1. Three - Blade Style Technique - Choose one : Either Strike 2x 15 damage attacks , and then during the next Turn deal 10 damage to the same target with a tail slap (you may still take other Actions in the next Turn ), or instantly deal 3x 15 damage Attacks by wielding a third sword in your tail . **Melee**

2. Cloack of Shadows - enters Stealth untill he Attacks , his Stealth may never be seen through , even by Characters that can see Invisible beings . **Shield**

3. Total Enigma - Effects that would Predict Sniktch during a Turn he could make a killing blow against any target (or simmilar abilities that work even on those who can not be Predicted) , do not work on Sniktch for that Turn . **Passive**

4. Vanish Without a Trace - if you make an Attack from Stealth it Hits First . If you kill a target , instantly enter Stealth untill the start of the next Round of combat . **Passive**

5. Pounce - Hits First , Grapple a target untill the end of a Round (it can not Ignore attacks or gain Flying) as Sniktch jumps on its face , deal 15 damage to it . **Melee**

6. Venomous Intent - Predict 1 on an enemy , then apply a +5 Poison damage to any one of your Attacks , disspears the next time you use it (this does not Stack with itself ). **Shield**

\*Buffing ability 1 will give +5 Poison damage to each damage Attack in the Turn it is Cast

Ulti : A Million Deaths - Sniktch is the happies when he kills kills and then kills some more , you may use this from Round 2 of combat without a Combo as a regular ability , count the number of targets the Deathmaster has killed during this Game , Sniktch makes that many Three-Blade Style Technique Attacks (only the targets personally finished by the Deathmaster count). **Melee**

Alternates :

\*Alt : Cup de Grace - Choose a Stuned or Frozen character , deal 45 damage to it . **Melee**

**\*Alt : Quick Thinking -** you may once per Round (without using an Action) choose to swap a selected Action for that Turn with another Action , you can cast at that time once youve already seen your opponent reveal his Ability for that Turn (ex. Sniktch uses Venomous Intent , the target has 45 HP and instead of Shielding itself wants to Attack leaving an oppening , Sniktch uses Quick thinking to replace Venomous intent with Three-Blade Style Technique and finishes the target ) . ***Quick thinking may be used a max of 2 times per Game*** . The Action swaped with this is NOT used , only the new Action is used . **Passive**