

# Narud

*StarCraft*

Forged with Jeff Reynolds and Kristen Ashton

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## Introduction

Samir Duran. Emil Narud. These are just two names used by an ancient xel'naga focused on bringing life back to his dead leader, Amon. Following the Great War, Duran became active, joining the Confederate Resistance Forces. He assassinated Stukov. He saved Kerrigan. He oversaw protoss-zerg hybrid experiments. He did whatever he had to to see to the future of Amon.

Though he eventually fell to the blades of the woman he once pulled back from the brink of death, Narud's sole purpose in existence was a success.

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## Jeff's Choices

### Role

**Tank**

### Trait- "Doppleganger"

A True master of deception and shape shifting- Narud would be a foe that would confuse the enemy team with his ability to shapeshift into different forms. At the start of every battle Narud would take on the form of a hero in the nexus that was not in the current match. He wouldn't have any of their abilities, but just the look of that hero. He holds this form until he transforms into another one of his forms. The kicker here is that when his other forms expire and he returns to his "resting form" he takes on a different hero skin that is not currently in the match.

### Mount- Mount Changes with every hero that he transforms into

### Q- "Bond"

This is a skill shot for Narud that he shoots in a straight line out in front of him. This green energy beam connects with a hero and simultaneously pulls both the hero and Narud together in the center. If this is completed, when the heroes connect Narud shapeshifts into a massive starcraft marine that has increased movement speed for a short amount of time.

### W- "Tal'darim"

Narud warps out and then warps in in a select location that has a set length. When he warps back in he is in the form of his most deadly and trusted followers the Tal'darim. While in this form Narud has increased damage but reduced health and armor. All damage done by Narud in this form return to him as health.

#### **E- “Friend or Foe”**

When this ability is activated Narud would transform into a hero that is currently on the other team. For a short amount of time he would be considered to be part of the other team- untargetable by enemies. This would give him the time to escape. This can be talented into later in the game to allow for Narud to gain all positive effects that the enemy has for allies. He wouldn't have any abilities during the duration of this ability.

#### **Heroic 1- “Return to the Void”**

Narud Selects a character on the battlefield and summons a portal that they are suked into transporting them back to the core.

#### **Heroic 2- “Xel'naga”**

Narud takes on the form of the true xel'naga. After a second of shapeshifting he shoots a null beam in a straight line that if it connects with heroes acts like his Q ability and pulls the group toward one another meeting in the middle. This is a wide beam that has a very long range and can capture multiple heroes in it.

#### **Specialty Skin**

**True Form Revealed-** Whatever skin that Narud is using will have green eyes and a green mist around him.

**Dance:** Shhh... When you type /dance for Narud he will turn up to the camera, put his finger to his mouth and say “Shhhh...” and wink. Almost like he has a secret...

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### **Kristen's Choices**

**Name**

N/A

**Role**

Assassin

## **Trait**

### *Shapeshift*

Narud is an ancient being capable of taking on any form at any time to suit his goals - whatever they may be. In the beginning, his power is weak, allowing him to only take the shape of lane minions. As the game and his levels grow, he expands his powers, eventually gaining the ability to take the form of mercs and other Heroes. When he takes his new form, his Hero image disappears from the minimap.

## **Mount**

Bottom half would transform into xel'naga feet and carry him to his desired location.

## **Q**

### *Psionic Bolts*

Harnessing the power of energy, Narud blasts psionic bolts at his foes, dealing damage and periodically stunning them over the course of a few seconds.

## **W**

### *Psi-Blade*

Though he lacks the tech, Narud can summon his own version of the psi-blade, one he uses to deal a devastating slash attack to his foes.

## **E**

### *Lockdown*

Master of his own power, Narud can activate this to lockdown any enemy that has been hit by him in the past few seconds, using the residual power left on them to briefly control their muscles. When locked down, their feet cannot move though they can still attack.

## **R1**

### *Null Zone*

Harnessing ancient powers buried beneath the battleground, Narud launches forward a massive, slow moving attack that decimates anything and everything it touches. Structures lose all ammo while suffering damage. Living creatures meet

their demise and core shields are immediately brought to zero. To counter this, the enemy team must find and destroy the five power cores located around the map. The more that are destroyed, the less damage the attack does. Destroying all five cancels out the attack entirely.

## **R2**

### *Amon Reborn*

Narud existed with one purpose - to bring life back to his dead master, Amon. Now filled with enough energy, Narud wastes no time opening his conscious to that of Amon's. Amon comes to the battleground within the vessel of Narud's body. He cannot be killed. When resurrected, the enemy team's speakers are inundated with taunting from the void. He has two new attacks - Summon Void Thrashers and Energy Blast. The more Heroes he kills, the more powerful his attacks become.

## **Skin**

### *Various Forms (base)*

Get to choose between all the different forms Narud took throughout *StarCraft*.

### *Na-Dude*

Able to fit into any situation, Narude is the dude. Wears a bathrobe and carries his White Russian.

## **Dance**

### *Electric Slide*

He likes electricity-like abilities so why wouldn't he like a similar dance?