# Aphelios

# Stats

HP: X/X

EXP: 0/X

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Main weapon: | AMMO | | COOLDOWN REMAINING | | |
| Scythe | | [ O O O O O ] | | 0 | turns |
|  | |  | |  |  |
| Off-hand weapon: | | | |  |  |
| Longbow | | [ O O O O O ] | | 0 | turns |
|  | |  | |  |  |
| Next weapon: | | | |  |  |
| Hammer | | [ O O O O O ] | | 0 | turns |
|  | |  | |  |  |
| Reserve: | | | |  |  |
| Rapier | | [ O O O O O ] | | 0 | turns |
| Chakram | | [ O O O O O ] | | 0 | turns |
|  | |  | |  |  |

# Equipment

Lifehunt Scythe – starting Lifehunt Scythe (dmg: X (lifesteal: 100%), STR: X, cost: Xg)

Longbow – starting Longbow (dmg: X, STR: X, cost: Xg)

Adjudicator's Hammer – starting Gavel of Haima (dmg: X, STR: X, cost: Xg)

Corvian Rapier – starting Corvian Rapier (dmg: X, STR: X, cost: Xg)

Chakram – starting Chakram (dmg: X (10% = Y), STR: X, cost: Xg)

ARMOR: ?

GOLD: 0g

ITEMS:

* Yx arrows
* starting Corvian Rapier (dmg: X (50% = Y), STR: X, cost: Xg)
* starting Longbow (dmg: X, STR: X, cost: Xg)
* starting Lifehunt Scythe (dmg: X (lifesteal: 100%), STR: X, cost: Xg)
* starting Chakram (dmg: X (10% = Y), STR: X, cost: Xg)
* starting Adjudicator's Hammer (dmg: X (slowness: -1), STR: X, cost: Xg)

## Stats

SNAGA: 9

SNAGA UDARCA: 7

PERCEPCIJA: 10

PRECIZNOST: 7

ŠULJANJE: 10

AGILNOST: 8

OTPORNOST: 12

IZDRŽLJIVOST: 25HP (??) maybe

Akcije: 1 Akcija + 2 Napad

Antonio

Projection

SNAGA UDARCA: 8

PRECIZNOST: 7

HP: 1/1

Duration remaining: 0 turns

Akcije: 2 Napad

**NOTE: no special effects applied, no healing, slow, using base variant of the weapon, Aphelios can chamber attacks**

## Stats

SNAGA: 12

SNAGA UDARCA: 8

PERCEPCIJA: 11

PRECIZNOST: 7

ŠULJANJE: 11

AGILNOST: 8

OTPORNOST: 13

IZDRŽLJIVOST: 25HP (??) maybe

Akcije: 1 Akcija + 2 Napad

Abilities:

**Weapon Master - Swap weapons** - Aphelios swaps between his main weapon and secondary weapon. His current main weapon becomes secondary and vice versa.

No cooldown. 1 napad.

**Weapon Master Passive** - When aphelios exhausts the uses of his current main weapon his secondary weapon becomes his main weapon (keeping the remaining uses) and he gains the next weapon from Antonio as his secondary weapon. Each normal attack expands one charge, each weapon has 5 charges. If a weapon has one charge it can stil cast its' ability normally. Gaining a new weapon does not require actions to be expanded, only swaping does.

### **Lifehunt Scythe:**

**Attack** – Aphelios attacks targets with a dark scythe. His range with the scythe is twice the regular melee range and his normal attacks and spectral attacks heal him for X health per hit. (Gaining health this way can overheal Aphelios at 100% efficiency up to 50% of his HP (150%/100% HP). This overhealth disappears when Aphelios exists combat or expands all charges of his scythe. ??? maybe this effect)

(SNAGA UDARCA to hit targets, healing cannot be resisted by enemies, line of sight required)

**Ability - Reap** – Aphelios winds up a big swing hitting all enemies in front of him (180 ° angle) at his normal scythe range and applies a Spectral Mark on all of them. He is healed for X for every enemy he hits, heal per enemy is doubled if the enemy dies from the ability. Aphelios can consume the mark as one of his next attacks to perform a spectral attack with his secondary weapon on every marked target, consuming all marks. Mark lasts until the end of his next turn. (Gaining health this way can overheal Aphelios at 100% efficiency up to 50% of his HP (150%/100% HP). This overhealth disappears when Aphelios exists combat or expands all charges of his scythe. ??? maybe this effect)

(SNAGA UDARCA to hit targets, healing and Spectral Mark cannot be resisted by enemies, line of sight not required)

Cost: 2 weapon charges, 1 attack. Cooldown: X turns.

**Spectral attack** – Aphelios strikes every target with his Spectral Lifehunt Scythe in regular scythe range while simultaniously Antonio in his spectral form rapidly strikes all other marked targets in Aphelios' sight. Aphelios is healed for X for every enemy hit. Marks on targets out of Aphelios' sight expire. Spectral attacks do not consume weapon charges and hit automatically. (Gaining health this way can overheal Aphelios at 100% efficiency up to 50% of his HP (150%/100% HP). This overhealth disappears when Aphelios exists combat or expands all charges of his scythe. ??? maybe this effect)

Spectral attack costs 1 attack regardless of the amount of targeted enemies.

### **Longbow:**

**Attack** - Aphelios fires an arrow from his longbow at a great range.

(PRECIZNOST to hit targets, line of sight required)

**Ability - Spectral shot** – Aphelios fires a sprectral arrow that ignores cover and has even greater range. Arrow applies a Spectral Mark if the attack hits. Aphelios can use one of his next attacks to perform a spectral attack with his secondary weapon, consuming the Mark. Mark lasts until the end of his next turn.

(PRECIZNOST to hit targets, line of sight not required if enemy is in cover, mark cannot be resisted once target is hit)

Cost: 2 weapon charges, 1 attack. Cooldown: X turns.

**Spectral attack** – Aphelios nocks as many spectral arrows as there are marked enemies. In a single draw he fires all arrows in the air which Antonio leads to marked targets. Spectral arrows ignore cover and use regular weapon range and damage. Marks on targets outside of regular bow range expire. Spectral attacks do not consume weapon charges and hit automatically.

Spectral attack costs 1 attack regardless of the amount of targeted enemies.

### **Adjudicator's Hammer:**

**Attack** – Aphelios attacks with a hammer or a mace. These attacks give enemies a (ir)resistable? debuff which gives them a -1 on their next movement roll.

(SNAGA UDARCA to hit targets, movement debuff cannot be resisted, requires line of sight)

**Ability – Gavel of Haima** – Aphelios leaps into the air towards any marked target in sight and smites it, knocking it down on the ground and consuming Spectral Mark on them. Stronger enemies can resist the knockdown, but stil get damaged by the attack and their mark is consumed. Other Spectral Marks, on other enemies, do NOT expire and refresh their duration - until the end of his next turn.

(SNAGA UDARCA to hit target, Aphelios will leap to the target regardless weather he hits or not, enemy can resist the knockdown vs OTPORNOST, requires line of sight, all other marks are refreshed regardless of range or line of sight)

Cost: 2 weapon charges, 1 attack. Cooldown: X turns.

**Spectral attack** – Aphelios strikes every target with his Adjudicator Hammer that is in his melee range while simultaniously Antonio in his spectral form rapidly strikes all other marked targets in Aphelios' sight. If the target was hit by Aphelios or Antonio it will get a (ir)resistable? debuff of -1 on its' next movement roll. Marks on targets out of Aphelios' sight expire. Spectral attacks do not consume weapon charges and hit automatically.

Spectral attack costs 1 attack regardless of the amount of targeted enemies.

### **Corvian Rapier/Feathers:**

**Attack** - Aphelios attacks targets in melee range with a rapier.

(SNAGA UDARCA to hit targets, line of sight required)

**Ability - Featherstorm** - Aphelios throws feathers at every target in front of him in a roughly (1 movement?) 10 meter range (~90° angle) for half of rapier damage and applying a Spectral Mark on them if the attack hits. Aphelios can consume the mark as one of his next attacks to perform a spectral attack with his secondary weapon on marked target(s), consuming all marks. Mark lasts until the end of his next turn.

(PRECIZNOST to hit targets with feather, mark cannot be resisted once target is hit, line of sight required)

Cost: 2 weapon charges, 1 attack. Cooldown: X turns.

**Spectral attack** - Aphelios stils his mind in a brief stance holding his rapier upright then swiftly stabs at every marked target in his melee range and throws a feather at every marked target outside of his melee range (but stil in his feather range of 10 meters). Spectral mark on targets outside of feather range expires. Damage done by those attacks is the same as weapon damage for the rapier and same as feather damage that he does with his feathers while casting the Featherstorm ability (half of rapier damage). Spectral attacks do not consume weapon charges and hit automatically. Spectral feather attacks require a target to be in sight.

Spectral attack costs 1 attack regardless of the amount of targeted enemies.

### **Chakram:**

**Attack** – Aphelios throws a chakram at the target, comboing it with a flowing motion into multiple throws if he continues to attack causing subsequent attacks in the same turn to gain a +1 on a hit roll for every subsequent attack. Every chakram thrown is followed by all spectral chakrams Aphelios currently has around him. Every specral chakram does 10% of chakram's base damage (rounded) as bonus damage. Spectral chakrams remain around Aphelios as long as he has chakram weapon charges left or until exiting combat. He can have unlimited amount of spectral chakrams around him. Initial attack has to hit in order for spectral chakrams to do damage. Chakrams and spectral chakrams have a range of roughly 10 meters.

(PRECIZNOST to hit targets, requires line of sight)

**Ability - Spectral projection** – Aphelios calls forth spectral form of Antonio. Antonio stays in one place and attacks with Aphelios' secondary weapon using normal attacks and not applying any additional weapon effects such as healing, but all of Antonio's attacks apply Spectral Mark on enemies hit. Aphelios can consume the mark as one of his next attacks to perform a spectral attack with his secondary weapon, consuming the Mark. Mark lasts until the end of Aphelios' next turn. Antonio's spectral form lasts for 2 turns, has 1 hit point and has 2 attacks available as action. It acts directly after Aphelios. Projection will attack enemies in range, if there are multiple they can communicate their desired targets with each other telepathically. While spectral projection is on the field, Aphelios can chamber his attacks during his turn, this reserves attacks to happen after the projection attacks the target (after projection applies the Mark, so that Aphelios can immediately consume it with his attack).

(no roll required to place a projection, projection does not require line of sight to hit, projection uses Antonio's stats to hit and which stat is used depends on weapon the projection is wielding, Spectral Mark cannot be resisted by enemies)

Cost: 2 weapon charges, 1 attack to cast the projection. Cooldown: X turns.

Corvian Projection – Antonio can only attack with a rapier. Attacks apply Spectral Mark.

Trueshot Projection – Antonio's arrows use regular attack range and do not ignore cover. Attacks apply Spectral Mark.

Lifehunt Projection – Antonio's attacks do not heal Aphelios. Attacks apply Spectral Mark.

Adjudicating Projection – Antonio's attacks do not apply any effects, only the Spectral Mark.

**Spectral attack** – Aphelios throws a spectral chakram at the marked target dealing 10% of chakram's base damage, then all of the spectral chakrams Aphelios currently has around him follow the chakram and hit the target as well, each dealing 10% of base chakram damage. Once he catches his initial spectral chakram it begins floating above Aphelios, increasing the amount of floating chakrams for next throws. He can have unlimited amount of spectral chakrams around him, they expire when he loses chakram weapon charges or when exiting combat. Spectral attacks do not consume weapon charges and hit automatically. Chakrams and spectral chakrams have a range of roughly 10 meters.

Spectral attack costs 1 attack regardless of the amount of targeted enemies.

## Starting Gear:

Corvian Rapier/Feathers x1

Longbow x1

Lifehunt Scythe x1

Chakram x1

Adjudicator's Hammer x1

## Additional notes:

Aphelios' normal attacks and abilities stil have to hit in order to apply their effects. Spectral attacks hit automatically when Aphelios attacks to consume a Spectral Mark.

Each weapon has 5 charges.

Weapons are always given in a queue order. Order can be manipulated depending on which weapon gets used up when.

Weapon abilities can stil be cast with one weapon charge remaining on the weapon.

Antonio can absorb certain weapons found throughout the game to improve one of Aphelios' weapons' damage. In this case, Aphelios' equivalent weapon gets all of its' stats from the absorbed weapon.

Attacks with Lifehunt Scythe can ovearheal Aphelios allowing him to survive longer if he enters into melee combat.

Gavel of Haima's attacks can prevent enemies from escaping or repositioning. Use this to keep the enemies where you want them to be.

Longbow attacks can be usefull to pick off enemies before they can engage you in melee or before the party engages them in melee.

Chakram attacks become more and more powerfull the longer Aphelios has chakram in use but also has a powerfull active ability to control the battlefield.

Corvian Feathers can hit a lot of targets and apply a lot of Spectral Marks.