GAMEMNON DELPHON



,,*Did man create magic,or did magic create man?There is no answer. All creatures,from the lowliest Orc to the the Greatest God can find their roots in Magic,yet without them,without US,Magic wouldn’t exist.WE are just better at using the root of magic,and we must thus guard this world without fear for our own lives.For Alar is Magic,Magic is everything,and WE are Magic*.,,

-Gamemnons speech to the Delphonelings at the opening of the Delphoneling Academy-

Alignment : Undefinable Race : Delphone , Avatar of God Class : Wizard, Avatar

Series-Chronicles of Alar(DND),Music Theme-

1.Wand of Fireball-Deal 10 damage to a single target.That target also takes 10 damage before the start of each of his Actions.This effect continues until he has taken a total of 60 damage this way.This is not a Stack.The burn damage is not considered an ability.**Ranged Attack**

2.Chain Lightning-Deal 20 damage to all enemies. **Ranged Attack**

3.Invoke Meteors-Deal 40 damage to all enemies. **Ranged Attack**

4.Invisibility-Gamemnon gains Stealth(can not be targeted by abilities,until he uses an attack). **Shield Ability,Stealth**

5.Dispell Magic-Negate all enemy ranged attacks during this action or remove all Stacks from a single target(friend or foe).Can only be used twice per game.**Counter**

6.Frost Attack-Strikes First,your opponent skips this action,and his next Action.Can only be used once per game.**Freeze/Stun**

Delphoneling Release-Ultimate:1.+2.+4.,deal 50 damage to all enemies,Gamemnon is completely immune to all abilities made by your opponents during this Action(even abilities that are already on him,but they continue to function normaly at the beginning of the next Action).**Ranged Attack,Shield Ability**

**\*Alternate Ultimate- Arcane Revelation,treat this Ultimate as if it was your regular ability(can be used from turn 1).You may copy any other ability that was used during this game(you can copy from yourself,an ally or an enemy) and instantly cast it.Then this Ultimate(Arcane Revelation) is is replaced with the chosen ability for the rest of the game.If you have two copies of your own ability they have separate coldowns(each may be used once per round).**

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