Corwin Amber



,, *The way I die ? I hope Ill die being trampled by an Elephant while making love* ,,

Alignment : Chaotic Good Race : Amberian Class : Swordsman , Wizard

1. Fencing - if an opponent used a Shield make a 30 damage attack for each one , if an opponent used an Attack negate one attack for each attack made by enemies this Turn , you choose targets for each one , then make one additional 30 damage melee attack . Melee / Counter

2. Feint - as a Reaction after seeing an opponents Ability , you may Negate your own Ability that you would have used this Turn and use another Ability this Turn instead , the Negated Ability is not Exausted nor was it used this Round . Shield , Trigger

3. Tumble - Ignore one Ability , Hits First. During your next Turn your attack Hit First . Counter

4. Thrust - A finishing move , can only be used against enemies with 40 or less HP , deal 40 damage to the enemy . Melee

5. Cape Throw - only 1x per Game , choose an attacking target that is targeting you with a Melee attack , it is instead Stuned this and the next Turn , during its next Turn it takes 2x damage from all Attacks . Counter

6. Regenerate - Corwin Regenerates 30HP . Shield

\*Alt : Sword Throw - Deal 40 damage to a target , after this attack seal this Ability Fencing and Thrust . Ranged

Ulti : All Roads Lead to Amber - Corwin may Teleport to another dimension curentlly in the Game or the Amber Dimension by using this as a Regular Ability , Corwin may alternativelly by using a Melee attack as a Regular Ability force a target to teleport along with himself to the Amber Dimension . Or alternativelly Corwin may summon allies armies to himself summoning 1d6 20/10 Ranged attacking Humanoid servants. This ability may be used any number of times per Game but once per Round from Round 2 of combat onwards.Shield , Melee , Summoning