Elric of Melnibone



Alignment : Chaotic Neutral Race : Human Mutant Class : Wizard , Swordsman

1. Stormbringer - Deals 30 damage to a single target , Elric heals for the same ammount , then if you dealt damage put a Feed Stack on Elric for each Feed stack his damage increases by +10 and his Stormbringer damage increases by +20 instead . If Stormbringer is ever Sealed , Elric looses all Feed Stacks , gets 2 Stacks of Tired (takes 20 damage more from all Sources) , and his body beggins to deteriorate taking 20 damage at the end of each Turn . Melee , Passive

2. Invocation of Arioch - Say ,,Blood and Souls , Blood and Souls for my master Arioch ! ,, . Elric gains a +20 Gift of Arioch Stack , Unexaust one of his other Abilities , then Exaust this ability it will remain Exausted untill you fullfill your obligation below. If a Turn passes after the Turn cast that you do not deal damage all Blessings of Arioch end , Unexaust this ability , if you kill a target under the effect Gift of Arioch instantly gain another +20 Gift of Arioch Stack (even if you kill a Servant ) . Shield \*If your Servants deal damage it still counts as if you dealt damage.

3. Dark Magic - must have a Gift of Arioch stack to cast , choose one :

a) Deal 40 damage to all enemies . Ranged

b) Deal 20 damage to yourself , give a single character a +20 damage to his next attack that hits . If you cast this and loose HP you will not loose the gift of Arioch this Turn (since you caused damage ) . Shield

c) Summon a 40/40 Demon Servant or deal 20 damage to yourself and Summon a 60/60 Demon servant . If the second version is used you do not loose the blessing of Arioch this Turn if you dealt damage to yourself . Summoning

d) Save me o Dark God - spend any x of Gifts of Arioch from yourself , you are immune to X attacks of your choice this Turn (you do not have to target them). Shield

e) You send Dark illusions into a targets mind , he is Stuned this Turn. Shield

f) Banish a Summoned being you control , instantly destroy any one Summoned or ressurected(as Undead) Hero or Servant you could target . Shield

4. Elemental Magic -

a) Summon a Gigantic Elemental 50/50 Servant , once per Game , it is an enslaved Elemental Lord of your choice dealing either Fire , Water , Air or Physical damage (must choose at moment of summonin) . Summoning

b) Deal 25 damage of either Wind,Water,Physical or Fire (your choice) to all enemies. Ranged

Ulti : Eternal Warrior Incarnate - you use this as Regular ability if all enemies have at least 40HP more than you (individually). You summon 3x 50/50 Heroes that attack like Servants but are treated as Heroes . You also warp time and space , all Dimensions in the Game merge and become one the Prime Dimension where everything started every character is transported there all battlefield effects are discarded and have no function here since this Dimension can not be changed . All Attacks hit Flying enemies as if they were not Flying . New Dimensions can not be created or entered , teleportation does not work . Summoning