Aquaman



Alignment : Neutral Good Race : Atlantean/Human Class : Avatar , Overlord , Hero

1. Lord of the Deep - Water based attacks can not effect Aquaman if he so chooses. Aquatic animals,beasts and non-Humanoid creature can not attack him. While underwater Aquaman Hits First and his abilities do not exaust (he can spamm them) except the Trident. Passive

2. Trident of Poseidon - Deals 30 damage melee or ranged or negate one attack of a Wizard or God . The trident returns to the hand after 2 turns and automatically recharges or recharges at the start of a new Round of combat if thrown. Melee/Ranged

3. Mustering Horn - summons 4x 10/10 atlantean soldiers or two 10/10 soldiers and a 30/20 giant Crab. Creatures summoned with this ability are immune to water damage. Summoning

4. Command the Deep - Aquaman takes control of all non-Humanoid aquatic Servants in the game . Shield

5. Call of the Waves - Summons a giant wave which deals 40 water damage to all characters Flying characters are unaffected. Ranged

6. Hand of the Guardian - at the start of the game choose one variant to use during the game :

a) Hook hand - fires a harpoon which deals 20 damage to a target and Grapples them. Ranged

b) Waters Guardian Hand - choose one -

a) Dehydrate a creature if it needs water to survive it takes 30 unabsorbable damage .Melee

b) Heal a creature for 20hp. Shield

c) Negate any Water based attack and instantly use a copy of it. Counter

7. Dehydration - Aquaman has this ability and can not replace it , if Aquaman does not use Call of the Waves , Wrath of Poseidon and/or is not hit by a Water attack , ability or is not in a watery enviroment at least once during a Round he becomes Dehydrated he deals 20 damage less with all attacks and takes 20 damage more from all attacks and takes 10 damage at the start of each Turn untill the above conditions are met in which case he returns to normal. If an enemy negates his above mentioned abilities they are not considered used although they are expended. Passive

Ultimate : Wrath of Poseidon - 5.+3.+2. also the opponents must have killed at least 1 aquatic animal or humanoid during the Game , deal 60 damage as giant tsunamis splash across the enemies(Flying creatures are immune to this damage) for this and the next Round of combat and the Round after that everyone who is not Flying is considered to be underwater. Ranged , Field