DRIZZT



,,*Change is not always for the better,but betterment is rooted in change*.,,

Alignment : Chaotic Good Race : Dark Elf(Drow) Class : Swordsman , Ranger

Series-The Legend of Drizzt(Forgotten Realms),Music Theme-

Type-DPS

1.Twinkle-Deal 20 damage,absorb 20 damage. **Melee attack**

2.Icingdeath-Deal 20 damage,this damage can not be prevented by any means,if the ability isn’t prevented.**Melee attack**

3.Gyenhwuvar-Summon a 40/50 Servant.Can only be used once per game..While Gyenhwuvar is alive,all enemies lose Stealth and can not enter Stealth,while Gyenhwuvar is alive.**Summoning**

4.Defensive Tactics-Choose one,either ignore all damage done to you this Action(you can not ignore effects other than damage) or your opponent must tell you exactly what his next 2 Actions will be. **Predict,Shield Ability**

5.Taulmaril-Make two attacks,both of them deal 15 damage,you may choose one or two targets. **Ranged attack**

6.Rangers Grace-Use two Actions other than this one,both Actions have Strikes First(they act before enemy Actions).This Actions are not considered expened.Drizzt must skip his next Action. **Haste**

The Hunter-Ultimate:1.+2.+4.,Drizzt enters the Hunter Mode,in this mode he deals +20 damage with all abilities and his Abilities can not exaust(May be used any number of times each Round,one Action each of course).He may use one ability instantly right after entering this mode,even if it is exausted.**Mode,Haste**



**\* Alt : Faery Fire - Only 1x per Game , choose a single target , untill the end of this Round it can not become invisible/Stealthed and takes 10 damage more from all attacks that would target it . Shield**

Creator-RADONJA(14.9.2015. latest Version)