Jarlaxle D Baenre



,, *Me ? Ive been everywhere ...* ,,

Alignment : Neutral Evil Race : Drow Class : Swordsman , Overlord,Rogue

Lore -a mercenary warleader , artifact expert , and general dandy , Jarlaxle is an opportunistic Drow who always seeks new ways to improve his wealth,power and luxury.

\*As a Unique Mechanic - Jarlaxle is the absolute master collector of artifacts , if he wins a battle he will keep all items (Weapons ,Armor , miscellaneous item abilities) from defeated enemies and allies as his own for the next 3 battles . He may replace his own abilities with these taken abilities before the start of battle , he may not enter modes or Stances with these abilities . (Ex. if he takes the Sword Murcielago from a dead Ulquiora he may only use it to attack , not to transform into ressurection).

1. Dueling/Dual Wield - If used on a swordsman makes awkard sword moves in order to trick him , he can not hit Jaraxlee the turn he is attacked with dueling deals 20 damage. If attacking a non-swordsman target attacks with two swords deals 20 damage 2x times. Melee

2. Knife Trick - Throws a seemingly endless cascade of knives , of which only 1/3 are real , this attack can not be blocked/negated deals 15 damage to all enemies . This ability can not Exaust and can be spammed . Ranged

3. Mindcontrol Negating Eyepatch - Jarlaxle can not looose control of his character , his mind can not be read by magical or psychic abilities . Passive

4. Wand of False Fireball - Deals 30 Psychic damage to all enemies , if Jarlaxle or his allies are hit by this ability (ex. by being reflected or copied) they can not take damage from this ability as they know it is only an Illusion . Ranged

5. Wand of Viscous Globs - a target hit is Stuned this Turn , and can not Fly or Ignore/dodge attacks untill the end of the Round . Can only be used 2x times per Game. Ranged

6. Whistle - Calls 3x 20/20 Drow servants with a Ranged attack . Summoning

7. Lightbending Piwafi - Jarlaxle is considered Invisible this Turn for the purpose of being targeted by Ranged attacks . Shield

8. Ring of Teleport - Jarlaxle transports himself and any willing ally into any Dimension that currently exists in the Game (ex. Kamui Dimension , Hell etc...) . Shield

\*Alt : Wand of Lightning Bolt - Deals 35 damage to a single target . Ranged

\*Alt : Levitate - Jarlaxle levitates this Turn (is unaffected by ground based attacks). Shield

\* Alt : Hat Trick - Choose one : a) Jaralxle pulls out a silver mace hidden in his hat , Surprise!deal 25 damage to a target or b) Jarlaxle hides himself in the portable hole in his hat, he is in the Ether Dimension untill the end of this Turn , from the next Turn onwards enemies may enter the Hat as an action, they will arrive there at the start of the next Turn . Note that Jarlaxle looses his hat when he uses the second version of this ability. Melee/Shield

\*Alt : Snake Belt - turns his own belt into a snake and strikes , Surprise! deals 20 Poison damage and Hits First . Melee