THE DRAGON OF TYR



Alignment : Chaotic Evil Race : Dragon Class : Wizard(Defiler),God-King,Psychic

\*Boris does not have an Ultimate as he would be to powerful

Lore - Once the Human Sorcerer Borys , the Dragon of Tyr led several other powerful Wizards in aiding the mad godling Rajaat who wanted to rid the world of ,,impure races,, . After learning that Humans were also an ,,impure race,, , the Wizards turned on Rajaat , sealed him away and took his power as their own . By embeding into their hearts great Obsidian orbs and sacrificing tens of thousands of Humanoid souls the Wizards were transformed into immortal Dragons , and conquered the entire planet of Athas turning the once green and verdant world into a dessert wasteland or blood and savagery.

1. Rage of Borys - Makes 3x 10 damage attacks . Can choose to gain Flying for this and the Next Turn when he uses this attack. This damage can only be buffed by Mollecular agitation. Melee

2. Sylphyr Breath - Deals 25 fire and 25 acid damage to up to 3 targets (this is a single attack), needs 3 Turns to recharge (after the one it was used in have passed) . Ranged

3. Immortality of the Sorcerer-King - Borys can only fail dice rolls on a result of ,1, when he rolls the dice , he takes 1/2 damage from non Metal weapon attacks , whenever he would be hit by a magical ability roll a 1d6 if he rolls anything more than a ,1, he ignores the attack , this magical resistance does not work against Ultimates and attacks that deal 30+dmg. Passive

4. Death Field - Deals 10 damage to all enemies , then heals himself for the total damage dealt , this damage can not be Absorbed but does not effect unliving beings. Ranged

5. Master of the Mind - Choose from the List below one Psychic ability at the start of the Game . Trigger

6. Master of Magic - Choose from the List below one Magic ability at the start of the Game . Trigger

PSIONICS

Ultrablast - a great psychic scream deals 45 damage to all other characters . Only once per game . Can not be Ignored/Dodged the damage can not be Absorbed. Ranged

Tower of Iron Will - Borys is immune to all Psychic abilities that effect the mind. Passive

Teleport Trigger - Name an ability , the next time after this Turn that ability is used you instantly teleport and ignore it this teleport is not an action and Hits First . Shield

Dimensional Door - Teleports to another Dimension where another character is (ex. Kamui dimension from Kakashi) . Shield

Mollecular Agitation - a target takes 10 more damage from all sources untill the end of the next Turn . Ranged

Detonate - Choose a target with 20hp or below , it Explodes dealing 20 damage to itself and all other non-Flying characters . It leaves no corpse . Ranged

Precognition - Predict 1 on all enemies . Shield

Ego Whip - Choose a target and roll a 1d6 if you roll a 1,2,3 it takes 10 damage if you roll a 4,5,6 it is Stuned during this Turn . Ranged

MAGIC

Mordekeaniens Disjunction - Choose a single target or a single Magical effect in the Game , Negate it and end all its effects . If a magical Servant is touched this way it is Dessumoned , if a Character in a Mode caused by Magic is touched this way its Mode ends as well as all magical stacks on it . Melee

Sink - The target violently sinks into the ground and suffocates burried under the earth , only works if the target is not Flying , the target is Stuned and takes 20 damage at the start of the next Turn . Ranged

Mass Charm - All enemies that can see you are charmed , they can not attack you this Round , this effect is broken if they take damage , only once per Game . Ranged

Chaos - untill the end of this Round all characters all Mad including Borys , they roll randomly for abilities instead of choosing them , if they roll an unusable ability they skip a Turn instead. Shield

Eyebite - Deals 20 damage to a target and blinds them for this Turn (they can not target anything) , if the target uses an Eye attack (such as Supermans Eye beam) the same Turn it takes 40 damage and is blinded untill the end of the Round instead . Ranged

Fumble - makes a target stupidly clumsy , each time it tries to attack it rolls a 1d6 failing on a ,1, or ,2, and Negating its own ability . Lasts untill the end of the Next Round . Only once per Game . Shield

Invisibility - The Dragon of Tyr is Invisible this Turn . Shield