The Ebony Warrior



Alignment : True Neutral Race : ??? Class : Swordsman , Wizard

1. Vampiric Sword - Deals 25 damage to a target and heals the user for the damage dealt . Melee

2. Bow of Slaying - Deals 35 damage to a target . Ranged

3. Ebony Shield - Absorbs 30 Damage from all Sources or all damage from Fire sources. Shield

4. Frost Cloack - the caster encases himself in freezing Ice , those who deal Melee damage to him take 20 Frost damage instantly . Lasts indefinetly . Shield

5. Mend Wounds - Heals the caster for 30HP and another 5HP at the start of the next 2 Turns , does not stack with itself but casting this again re-applies the effect to full duration . Shield

6. Summon Frost Atronach - Summons a giant 40/40 Servant , only 1x at a time may exist . Summoning

7. Unrelenting Force Shout - Stuns a target this Turn or if Alduin chooses to Hit Last with this attack this and the next Turn . Needs 3 Turns to recharge after the Stun expires. Ranged

8. Unstopable Warrior - the Ebony Warrior can not be Stuned except by Melee attacks , can not be Grappled , is immune to Fear effects , immune to being Frozen and immune to effects that would make him loose Control of his character . Passive

\*Alt : Dragonrend Shout - Can be used as a Basic Ability from Round 2 , can be used any number of times per Game but once per Round .

Choose a single target Dragon , it is forced to loose Flying and gains a ,,Dragonrend,, Stack , as long as it has this Stack it can not gain Flying and takes 20 damage more from all attacks . This Stack lasts untill the end of the Round. Ranged