Vivec



Alignment : Chaotic Neutral Race : Dark Elf , God Class : God , Wizard

1. Wrath of Vivec - Deal 15 damage then Heal for that much HP , the target takes 5 Frost + 5 Lightning + 5 Fire damage each Turn for the next 3 Turns (Stacks with itself) . If this deals damage , Unexaust it once per Round . Melee

2. Fortify Strength - your Claws of Ur deal +20 damage , does not Stack with itself . Lasts untill 3 Turns after the one it was cast in have passed. Shield

3. Fortify Attack - your Claws of Ur reduce all absorbtion against them by 20 (this can not deal additional damage). Does not stack with itself. Lasts untill 3 Turns after the one it was cast in have passed. Shield

4 . Indestructability - Vivec takes 50 damage less from all sources this Turn . Shield

Ulti : The All Knowing One - Make a prediction any 2 Turns of your choice in the Game before the Game starts including which abilities will be used by whom, write them down . When that Turn comes if any Character including yourself fullfills your prediction you may change its Action before it happens (faster than Relativistic Speed) to any other Action it would be able to take that Turn (including Skiping a Turn ) but can not force him to target beings he could not normally target , otherwise you also choose targets for him . This is not Negation , the ability in question is not used and can be used normally the next Turn . This is not a Prediction type ability and will work on those who can not be Predicted . Start of Game \*Works on Allies too . Also works on Servants and Attacking with Servants and Servant abilities . Does not work on Passive abilities .

Alt Ulti : Love of Vivec - Vivec manifests his love into a spear , dealing 200 damage to a target this Attack is considered Stealthed , but Vivec is not . Can be used once as a Regular ability from Round 3 of combat. Melee