Eragon



\*Eragon starts the game with 50hp instead of 100hp , due to balancing.

Alignment : Neutral Good Race : Human,Elf (Dragon Saphira) Class : Dragon Rider (Dragon)

1. Saphira - Eragon summons a 100hp Hero named Saphira , she uses her own move list below and takes turns separate from Eragon , starting 1 turn after she was summoned. Saphira is not dessumoned is Eragon dies. Can only be used once per game. Summoning

2. Brisingr - Eragon either draws his blade dealing 20 damage to a single target or shoots a bolt of blue flame from his hand dealing 5 damage Hits first. Melee/Ranged

3. Jierda - Eragon pushes his enemies aside , dealing 10 damage to all enemies or stuning them for their next turn(his choice).Ranged attack

4. Letta - Choose one :

a) Negate any one ranged attack

b) Choose a single target , he must roll 1d6 on a ,1, or ,2, he is stunned for this turn.Hits First. Counter/Ranged attack

5. The Twelve Words of Death - Eragon instantly kills all enemy Servants . Ranged attack

6. Wards - Eragon chooses himself or another target , then chooses any 1 attack ability , he and the target can ignore one of those abilities if it would effect them , but then this spell dissapears . Several wards stack upon each other. Shield

\*Alternate Ability : Weise Heil - Eragon chooses one target healing them for 20 hp and removing any 1 negative stack from them. Shield

\*\*Alternate Ability : Domination - Eragon takes control of an enemy Servant untill the end of this Round. Ranged attack

Ultimate

I) Awaken Eldunari -Requires no combo,is activated just like a regular ability Eragon gains a +20 damage to all attacks , whenever he is personally called to roll a dice due to an ability he may get whatever result he chooses. Mode

II) True Teleportation Spell- 6.+4.+2. Choose one :

a)Eragon transports himself and another target (friendly or enemy), they ignore all other abilities this turn , even if they can not be ignored , Hits First, but at the start of the next turn he gets a crippled stack his hp maximum is reduced by 20 permanently (and this is counted as damage).Shield

b)Eragon transports only half of a targets body several kilometers away dropping them to 0hp and thus killing them instantly.Hits First. Ranged attack

Saphiras Abilities



1. Slamm - Saphira deals 30 damage to a single target , then she may instantly use Tail if she wants to (if the ability was not used during this Round) it is then Exausted. Melee

2. Tail - Saphira deals 15 damage to a single target Hits First, then she may instantly use Slamm if she wants to(if the ability was not used during this Round) it is then Exausted. Melee

3. Fire Breath - Saphira deals 35 damage to all enemies , requires 3 or more turns before it can be used again. Ranged attack

4. Flight - Safira and Eragon(if he wishes) gain Flying or Safira and another target gain Flying for this and the next turn. Shield

5. Riders Bond - as long as both Saphira and Eragon are present and alive on the battlefield they can modify the result of any dice roll by 1 , also eragon deals 10 more damage with all ranged attacks. Passive

6. Frenzy - if Eragon dies Saphira enters a state of frenzy instead of choosing her abilities she rolls at random and uses the number rolled as her ability for that turn , if she is unable to use that ability(if it is a passive or already used) she rolls again. Passive