Walter C. Dornez



Alignment : Chaotic Neutral Race : Human,Mutant Class : Monster Hunter

1. Garrote - deals 30 damage to all enemies.This ability can be used up to three times in one Round.Ranged

2. Wire Block - absorbs 30 damage from all enemy attacks against Walter and all alies. Shield

3.Fading Youth - During the first Round Walter Hits First with all abilities and his abilities can not exaust.He looses this second round.The third round he hits last and deals -10 damage with all attacks.He dies at the beggining of the 4th Round.Walter can never be brought back to life by any means. Passive

4.Corpse Puppet - choose a single corpse.If its a Servant it reviwes at full HP under your control.If its a Hero it reviwes as a Servant at 40hp but choose one of its abilities.

When you use this ability again either choose to have your puppet absorb all damage Walter would take this turn or make the Servant attack or former Hero use an ability you chose for him.

\* You can only have one Corpse Puppet at a time you can only discard it as an Action.The being controled as a Corpse puppet can not be reviwed unless the Corpse Puppet drops to 0hp or Walter ends the ability.The creature dies with Walter.

Summoning,Shield,possibly other type of ability used

Ultimate : Check Mate,use Garrote 3x times during one game instead of the 3rd time you instantly stun a chosen target that turn and deal 40 damage to it.It is also stunned during the next turn but you can not use Garrote while the target is stunned this way. Ranged Attack