Beatdown, Harry Potter   
  


Alignment : Neutral Good Race : Human Class : Wizard

NOTE – Some of the abilities of this character exhaust a rechargeable fuel-like unit called ,,Magic”, which I believe all characters of this franchise posses. All of these Magic-consuming abilities have their own unique set amount of that they consume.

Magic recharges every turn by 3m. ( m is taken as a measuring unit for Magic). The starting amount of Magic for Harry is 12m.

1. Stupefy! – Disorients and damages the enemy by 25p DMG and stuns them. If enemy’s health under 30p, enemy immediately becomes unconscious. **Cost 4m**  
  
2. Expelliarmus- Hits first- Relinquishes enemy of their weapon during the current and next turns, after which their weapons are returned to them. During this time the enemy may not use any weapon associated ability (use your brains for this one kids) **Cost 5m**

3. Firebolt – Harry’s lightning-fast broomstick. Helps him ignore one attack that would hit him and gives him Flying this turn. At the beginning of the next turn, Harry returns to the ground. **Doesn’t consume magic.**

4. Sectumsempra – Gives serious lacerations and wounds to an enemy. 40 DMG. Puts either a bleeding stack on organic beings or malfunction stack on non-organic enemies. This stack last for the next 2 following turns inflicting 5p DMG. **Cost 7m**

5. Petrificus totalus – Stuns an enemy for 1 turn this or the next turn, as if frozen in ice. **Cost** **4m**

6. Fawkes – Summons Fawkes, the phoenix, whose who can serve Harry in two ways, out of which one can be chosen per turn. Invulnerable. Stays present for 2 consecutive turns. Can only be called twice.  
1. Healing tears – Restores Harry’s health by 15p  
2. Attack – Inflicts 15p damage

Alternate moves  
  
1. Expecto patronum – Summons Harry’s Patronus, a servant of light, that produces and AOE attack to all dark forces(Evil characters and Darkness like abilities), reducing the effectiveness of their attacks by half,they deal only 1/2 damage this turn. **Cost 7m**

2. Protego – Conjures a glowing magical shield that protects against ranged attacks up to 30p. If the incoming ranged attack is greater that 30 damage, the difference is inflicted to Harry. Doesn’t work on melee attacks. **Cost 4m**

Ultimate:  
  
Sword of Gryffindor **(Prerequisites: Harry’s health has to be onder 30 HP+ Harry’s magic has to be under 5m+ Summon Fawkes)** – A powerful ancient goblin-made blade once possessed my Godric Gryffindor himself, one of the founders of Hogwarts. Can be used in two ways,use this the first time you cast it and you may use the Sword of Gryffindor 1x times Round each Round not counting the first time you cast this ultimate:  
1. Deflect – Defelects enemy’s attack back at them with half the effectiveness of the original attack.

2. Slice – inflicts 50 damage

Alternate Ultimate :

The POWAH OF LOVE - used as a regular ability from Round 2 onwards , if Harry would be hit by an attack that does not deal damage but instantly kills him it hits its original user instead.

 The sword of Godric Gryffindor

Fawkes the Phoenix

 Harry’s patronus

Creator-GUTA(12.8.2018. latest Version)