Satella



Anime: Re Zero  
Race: Half-elf  
Alignment: Chaotic neutral

* Shadow Control: Can cloak a friendly target or herself in shadows, making them invisible and untargetable. Hits first. Lasts 1 turn. While cloaked, takes 50% less damage from aoe skills.

Alternative Shadow control: Attacks the target with the shadows around it, dealing 10 ranged damage, and preventing them from blocking, absorbing, countering or flying next turn.

These two Abilities are one ability with the option of using a) or b), Satella chooses version a) or b) when she sees what abilities the other players have used that turn.

* Unseen hand: Summons 2 invisible 10/10 servants. They can be used to block damage at will, without that action being declared at the start of the turn. Can block for allies too. Any number of hands can be used to block damage, but they can only block damage as long as they have hp. Satella can sacrifice two hands to make herself or allies fly. Those hands can no longer be used for anything else. The flight ends after they take 50 damage (since the ability activation, not the start of the fight). Can be used any number of times in a round.
* Authority of Sloth: Attacks with all unseen hands. If 4 or more hands hit, the target is stunned in the next turn.
* Time manipulation – Enhance: Satella can perform two actions in the next turn.
* Time manipulation – Null: All enemies are stunned in the next turn. Can be used once per fight.
* Witch of Envy – If only Satella is alive on her team, and is below 50 hp, she can enter the witch of envy state. Hits last. Trigger passive.

Ultimate: 2, 4, 5: Return by death: Satella revives a friendly target with all their abilities refreshed and at full hp. The revived target is stunned for 1 turn after this is used.

**WITCH OF ENVY**

Upon entering this state, Satella summons 4 unseen hands instantly, gains flying, and heals for 50 hp. At the beginning of each round after the first in this state, the unseen hands gain +10/10.

* Veil of shadows: A mass of shadows envelops all enemies, dealing 40 ranged damage to all of them.
* Witch genes: Recovers 60 hp.
* Unseen hand: Summons 2 unseen hands. Attacks with all unseen hands except the two summoned this turn.
* Time manipulation – Foresight: Can be used in the first turn of a round. Satella can predict the turn she will die in, and if it’s correct, she will instead recover to full hp.
* Time manipulation – Limbo: All enemies are frozen for 2 turns. 1/fight.
* Envy: Satella can steal the buffs of a single enemy or swap health with a single enemy. Hits last.

Ultimate: Oblivion: 1, 4 (successful), 5: Satella instantly kills all enemies. Death by this ability cannot be denied in any way.