**Satella**

*The Witch of Envy*



**Race: Half Elf Universe: Re Zero**

**Alignment: Chaotic Neutral**

1. **Ensnaring Madness:**

**Passive –** At the start of each of the first few rounds, the terrain of the fight morphs.

**Round 1: Miasma** **–** Makes melee attacks on Satella slower by 1 speed, and ranged attacks have to roll d6, and miss on a roll of 1, while dealing only half damage on 2.

**Round 2: Ice** **–** The miasma dissipates, and its effects along with it. In its place, an icy wasteland envelops the battlefield. Satella gains 1 bonus speed on non-attack actions, and 8 armor.

**Round 3:** **Darkness –** The icy wasteland disappears, and the battlefield is now pitch black. Enemies must roll 1d6 at the start of each turn, and on a roll of 1 or 2, they are treated as blind that turn (As if all enemies are invisible). Invisible hands are twice as strong in this environment (20/30)

**Starting from Round 4**, Satella may choose any of the previous terrains as the setting for the round.

**-Passive, Buff, CC.**

1. **Miasma of the Witch:**

**Active –** Envelops the surrounding area in her miasma, causing all enemies to take 8 unstoppable damage at the start of each turn for the following 3 turns. In the turn this ability is cast in, and in the following turn, the invisible hands from Authority of Sloth take only 50% of AoE damage. If the battlefield is the Miasma one, deals 16 unstoppable damage per turn instead. Hits first.

**-Damage over time, AoE.**

1. **Authority of Sloth:**

**Active –** Summons 2 10/15 invisible flying hands.

**Passive –** She cannot control them, and at the end of each turn, roll d6 for each hand. For any roll of 6, a hand attacks a chosen enemy. When taking damage, roll d6, and for each roll of 6, a hand blocks incoming damage. If 4 or more hands hit a target, the target cannot attack in the next turn. Can be cast twice/round.

**-Summoning, RNG, CC, Passive.**

1. **Frozen Slumber:**

**Active –** Freezes everything. All those who were frozen have a 50% chance to be frozen in the next turn as well. Anyone affected by the freeze gains 100 armor during that turn. If the battlefield is the icy wasteland, Satella heals for 20hp in each turn she is frozen at the end of that turn. Prolongs the round by 1 turn (4 turns total). If it is used, it cannot be used for the next 3 turns. (If used in R1T3, can be used soonest at R2T3, because R1 will have 4 turns)

**-Shield, Heal, CC.**

1. **Veil of Shadows:**

**Active –** Summons a mass of shadows that attack the target and up to 3 summons, dealing 30 ranged damage to each. If only one entity is affected, deals 35 damage. If the battlefield is Darkness, instead deals 40 damage to all enemies.

**Alternative –** If the battlefield is Darkness, can heal herself or an ally for 40 hp.

**-Heal, Requirement, Attack, Ranged, AoE.**

1. **Time manipulation:**

**Enhance –** In the next turn, Satella can use two abilities.

**Rewind –** Heals any damage sustained in the last turn. Twice per game.

Can cast only one version per round. Hits last.

**-Heal, Alternatives, Buff.**

* **Ultimate: Witch of Envy –** Requirements: 2, 4 (Satella is frozen for 2 turns), 6 in the Darkness terrain.

Enters the Witch of Envy mode, instantly summoning 4 invisible hands and some abilities gaining new effects.

1) Can combine 2 terrains bonuses at the start of each round.

2) Miasma becomes a passive which is cast at the start of each round according to the current terrain effects.

3) When used, attacks with 2 hands without needing to roll.

4) Satella is invisible while frozen.

5) Heals for 25% of damage dealt by this ability.

6) Combines both effects when casting this ability.