Baldr



Alignment : Lawful Evil Race : God (Asgardian) Class : God

1. Frost Form - all your attacks bow deal frost damage. You are immune to frost damage. You deal 10 frost damage to all enemies. Ranged,Mode

2. Fire Form - all your attacks bow deal fire damage. You are immune to fire damage. You deal 10 frost damage to all enemies. Ranged,Mode

3. Projectile - req. Frost or Fire form . Deals 20 damage. Ranged

4. Fisure - Req. Frost or Fire form. Deals 30 damage to all enemies . Ranged

5. Godspeed - Deals 20 damage Hits First or ignore all attacks this Turn , Hits First before all others. Melee,Shield

6. Leap - Baldur gains Flying this turn at the start of the next Turn he lands on a non-Flying enemy dealing 40 damage(this is his Action for that turn), . If Frost damaged the target Hits Last untill the end of the Round , if Fire damaged the target burns for 5 damage at the start of its next 2 Turns(Stack). This ability can be used 2x times per Round. Melee,Shield

\*Requires Fire or Frost form.

\*Alt : Curse of Immortality - Baldur heals for 50HP , Hits Last. Can not be used if your Ultimate is Sealed. Shield

Ulti : Complete Immortality - Fire Form + Frost Form + Godspeed : Baldur heals to full HP and removes all negative effects from himself even if they can not be removed and even if he can not heal. This ability goes off even if he dies that same Turn bringing him to life even if he can not come back to life. This Ultimate can be used any number of times per Game as long as the combo is finished. Shield

\*Seal this ability if Baldur is damaged by Mistletoe (such as Atreuses arrows).