GERALT



,,*People like to invent monsters and monstrosities. Then they seem less monstrous themselves. When they get blind-drunk, cheat, steal, beat their wives, starve an old woman, when they kill a trapped fox with an axe or riddle the last existing unicorn with arrows, they like to think that the Bane entering cottages at daybreak is more monstrous than they are. They feel better then. They find it easier to live.*”

Series-The Witcher,Music Theme-Oy Lazare

Alignment : Chaotic Good Race : Human Mutant Class : Witcher (Monster Hunter)

1.Silver and Steel-Geralt deals 40 damage to a single target or deal 20 damage to a single target Strikes First. Non-Human/Humanoid monsters including Undead, Ghosts , Dragons etc but not Elves,Dwarves etc can not heal the Turn they are damaged by this ability . **Melee attack**

2.Artful Dodge-Ignore a single Melee or Ranged attack that would effect Geralt (other targets are still effected normally).**Counter Ability**

3.Potions-Can only be used once per game,choose one-Gain 40HP or use two of your other Abilities instantly(that have not yet been exausted this round).They are not considered exausted for this round.**Shield Ability,Haste Ability**

4.Witcher Preparation I-Geralt gets 1 Stack of Magic at the beginning of the Game.Then he chooses one ability from his Magic abilities and switches places with this Ability(Witcher Preparation).He can not change the chosen ability after the game starts.**Stack Ability**

5.Witcher Preparation II-Geralt gets 1 Stack of Magic at the beginning of the Game.Then he chooses one ability from his Magic abilities and switches places with this Ability(Witcher Preparation).He can not change the chosen ability after the game starts. **Stack Ability**

6. Witcher Preparation III-Geralt gets 1 Stack of Magic at the beginning of the Game.Then he chooses one ability from his Magic abilities and switches places with this Ability(Witcher Preparation).He can not change the chosen ability after the game starts. **Stack Ability**

**Adaptive Combat Style-Ultimate:1+2+3,Geralt enters Adaptive Mode,whenever he takes damage,he takes 40 damage less and deals 20 damage to the original source of that damage(this is a Melee attack).Stance**

**\*Alternate Ability - Witchers Medalion - Geralt can attack and target Invisible Monsters as well as Wizards as per his ability 1. Passive**

---Magic Abilities---

1.Ard-Up to two chosen targets are considered Stunned during this Action.Uses one Magic Stack from Geralt.**Shield Ability,Freeze/Stun**

2.Igni-Up to two chosen targets take 20 damage,and then take a Burn counter.At the start of each of their Actions they take 10 damage for each Burn counter on them.Each Burn counter lasts for 3 Actions. Uses one Magic Stack from Geralt.**Ranged attack,Stack Ability**

3.Quen-Geralt Absorbs 30 damage from all sources from the next Attack that would hit Geralt,lasts untill the end of the Round. Uses one Magic Stack from Geralt.**Shield Ability**

4.Yrden-Put a Yrden Stack on Geralt.When the next melee attack would hit Geralt(AOE or not),its user is considered Stunned for that Action instead.Each Melee attack that would hit Geralt pops 1 Yrden stack.Uses one Magic Stack from Geralt.**Stack Ability**

**5.Bombs-Geralt Deals 30 damage to all enemies,or target a single enemy and that target is Stunned for this Action.**Uses one Magic Stack from Geralt.Ranged Attack

6.Axi- Hits First,Choose up to two enemy Servants,they instantly become your servants.**Shield**

Creator-RADONJA(13.9.2015. latest Version)