KRATOS



,, *The sisters of Fate could not defeat me. The Hands of Death could not hold me. And YOU will not see the end of this day. I WILL HAVE MY REVENGE!*,,

Alignment : Chaotic Neutral Race : Demigod(Human/God) Class : Swordsman,Godslayer

Series - God of War

Type - Assassin,Durable

\*Kratos starts with the Blades of Chaos equiped , when he attacks with them he may switch his weapon to any other weapon from ability 1. after the attack (if one is sealed the others are as well) . He can switch again for another weapon whenever he uses an attack from ability 1.

1.Blades of Chaos : Deal 15 damage 2x times to all enemies,add 2 Stacks of Rage on Kratos. Hits Flying . **Melee**

- Nemean Cestus : Deal 30 damage which can not be absorbed, add 1 rage to Kratos. **Melee**

- Blades of Hades : Deal 10 damage 2x times Hits First, those killed by the Blades of Hades can not return to life , add 2 Rage to Kratos. Hits Flying. **Melee**

-Nemesis Whip: Deal 5 damage 6x times splitt between any number of targets ,add 2 Rage to Kratos. Hits Flying.**Melee**

2. Magic : Kratos Starts the game with 3 Magic Stacks,spend a Magic Stack to use this ability activelly,then depending on your weapon(ability 1.) currently equipped activate the following effect.

-Blades Of Chaos : Kratos Summons an army of Spartan Ghosts that thrust out with their spears deal 30 damage to all enemies if they are not Flying.Hits First.**Melee**

-Nemean Cestus: Kratos lets loose a groundshaking quake with his cestus dealing 20 damage to all enemies which cant be prevented in any way.**Ranged**

-Blades of Hades: Choose one Kratos summons a 40/60 Servant,or two 30/20 Servants or four 10/10 Servants.They must dissapear at the end of the Round they are summoned.**Summoning**

-Nemesis Whip : Deal 10 damage to all enemies for each enemy Character alive,then another 10 damage if you used this ability during the last Turn.**Ranged**

3.Golden Fleece : Kratos ignores all attacks directed at him during this Action,also if he does he may use a copy of one attack that would hit him of his choice instantly.**Counter**

4. Bow of Appolo : Deal 5 damage 3x times , Hits First. Or you may choose to hit last deal 25 damage once instead. **Ranged Attack**

5. Wings of Icarus : Kratos gains Flying for this Action,or you may choose to Hit Last and then Kratos gains Flying for this and the next Action. **Shield**

6. Head of Helios : Deal 10 damage to an enemy,or you may choose to Hit Last and then deal 10 damage to all enemies they are stunned for their next Action if they are not blind, if they are damaged by this ability and loose stealth if they had it.**Ranged Attack**

\*Alternate : Roll : Kratos ignores one attack that would target him this Turn . **Counter**

\*Alternate : Brutality : Choose a single target with 20HP or below,Hits First,Kratoses enemy to the nearest right of him writes down on a piece of paper 3x X,O,Triangle or Square symbol(he can repeat the symbols). Kratos guesses 3 times whenever he gets one right reveal one of those.Per each one that was right Kratos deals 20 damage to the target. **Melee Attack**

\*Alternate : Boots of Hermes : Kratos deals 20 damage to up to three targets,Hits First before all others .**Melee Attack**

**\*Alternate : Spartan Fortitude : If Kratos would die,Kratoses enemy to the nearest right of him writes down on a piece of paper 3x X,O,Triangle or Square symbol(he can repeat the symbols). Kratos guesses 3 times whenever he gets one right reveal one of those. If he gets at least 2 right he is considered alive with 1 HP.He can only use this once per game wheter it succeds or misses. Shield**

Ultimate : Rage of Sparta : Spend 4 RAGE (does not require a combo),only usable from Round 2. Kratos Draws the Blade of Olympus using only abilities from the list below for 3 Actions after this one. His abilities in this form can not Exaust. This ability is considered one Action.**Mode**



1. Blade Slash - Kratos deals 40 damage,Hits First.A target hit by this ability can not Heal more than 20 HP this Action.Melee Attack

2. Power Waves - Kratos lets loose a power beam from his sword dealing 20 damage to up to three targets,Hits First. Ranged Attack

3.Draining Field - Negate all other abilities during this Action, then Seal one ability of your choice from each enemy effected by this ability. Shield

4. Impale - Can only be used against an enemy with 20%HP or below,deal 60 damage to that enemy and Seal any and all of its abilities that Heal.Hits First. Melee

Alternate Ultimate: Hope : Does not require combo,simply activates whenever Kratos would die and no other ability could save him .If Kratos would die pause the game untill this ability is resolved , he heals to 100HP and removes all Stacks and must fight a clone Hero of himself controlled by the Player who dealt the finishing blow to him.If he looses against his double he dies,if he wins,he returns to life with HP equal to the ammount he had after defeating his clone.He also gains a permanent Hope Stack while he has it he deals +20 damage with all attacks,this Stack can not be removed by any means.Shield,Stack,Summoning,Trigger