ZEUS



Alignment : Chaotic Neutral Race : God Class : God

,,*My brothers, we were forged in victory. A victory that ended the Great War and brought forth the reign of Mt. Olympus. Born from the depths of the Underworld, rooted in the River of Souls, our mountain emerged out of the chaos. As it grew, so too did the might of the Olympians. We created a world of peace, a world of prosperity. A world that lives in the shadow and safety of my mountain, a mountain that has come to be the absolute measure of strength and power. Now, on this day, that power is to be tested. A mortal, Kratos, seeks to destroy all that I have wrought. Brothers, put aside the petty grievances that have splintered us for so long. We will unite. We will stand together, and I will wipe out this plague! Olympus*... *will prevail!!,,*

\*This character is not a Champion but a God.Gods choose three abilities from their God list at the start of each Round of combat(3 turns) and have the option to use only them(each once) during that combat round. Some abilities can only be chosen after a certain ammount of rounds has passed, Tier 1 abilities can be chosen from the start of the game,Tier 2 from the second round of combat (turn 4) and Tier 3 at the third Round of combat or after(turn 7). GODS GET PROGRESIVELY MORE POWERFUL AS TIME GOES ON,SIGNIFYING THEIR RAGE AT THE MORTALS FOR BEING SO INSOLENT AS TO ATTACK THEM,**BUT GODS HAVE NO ULTIMATE**(They dont need it).

Series-God of War

Role-Damage Dealer,Durable,God

Difficulty-2.5/5

Tier 1

1.Thunder Bolt - Zeus lets loose a crackling bolt of lightning dealing 20 damage to a single target.If he is below 40HP when he uses this ability he instead flies into the air gaining Flying for this Action and lets loose a barrage of 4 lightning bolts that deal 10 damage each. Ranged Attack

2. Slam - Zeus deals 30 damage to a single target. Melee attack

3.Aegis - Zeus ignores all damage he would take during this Action,but all other effects(Stuns etc...) effect him normaly. Counter

4. Shrugg off Wounds- Zeus has a nearly indestructible Body,when he uses this ability he absorbs 50 damage from all sources this Action,then put an Adamantine Body Stack on him,for each stack like this he takes 10 damage less from all sources.Stacks up to 3 times.Shield,Stack

TIer 2

1. Deafening Thunderclap - Zeus claps his hands together in a thunderous volley of lightning stunning a single target for this Action and dealing 20 damage to it. Melee

2.Thunder Shield - Zeus puts a Thunder Shield stack on himself absorbing 20 damage from all Attacks(but not damage over time or other effects) untill he takes 30 damage at which time this stack passes.Being hit by a Melee attack while this Stack is on deals 10 damage to the attacker per melee attack.Zeus can only use this ability once per game.Shield,Stack

3.Speed of Thunder - Choose one:a)Zeus uses another of his chosen abilities for this Round that he hasnt yet used previously in this Round.It is Exausted but hits first.

b) Zeus ignores a single attack that would hit him this Action,if it was not AoE.

Counter,Haste

4. Giant Form - Zeus Enters Giant Form Stance. If he would suffer 30 culmulative damage or more,return him to normal form.Zeuses abilities in this form are not Exausted when he enters it.In it he can only use the following abilities,he does not choose other abilities at the start of each Round -

1.Giant Thunder Bolt-Deal 50 damage to a single target,Acts Last.Ranged

2. Giant Slam-Zeus deals 40 damage to a single target Acts last.Melee

3. Wrath of Zeus-(May only be used if it is currently the 3rd Round or after that,turn 7). Zeus may only use this ability if he is at 15 HP or below.Zeus deals 150 damage to all enemies striking with a valley of divine Thunder,this attack can not be prevented,but the damage can.Ranged attack

Tier 3

1.Teleport- Zeus Ignores all other abilities and actions during this action.shield

2.lightning clones - zeus creates a 20/20 clone or 3 20/20 clones if he is at 40hp or below when he uses this ability.they attack during every action,each once(even though other servants may only attack once per Round aka every 3 actions/turns).summoning

3.Puny Mortal ! I WILL BRAKE YOU! - Negate a melee attack from a single target if he uses one this Action.Then if you do deal 40 damage to him and Seal the attack he just used if it was a Weapon,then you may replace one of Zeuses abilities with it for the rest of the game(Zeus gets a copy of that ability which he can use just as its original owner).Zeus may choose it as if it was a Tier 2 ability at the start of any Round.Zeus can not enter Modes or Stances using the stolen ability.Zeus can only use Puny Mortal ! I WILL BRAKE YOU! once per game. Counter

4.Titanslayer bolt- zeus must skip this action,on his next action he deals 200 damage to a single target,hits last.Ranged attack

5. Astral Dreams - Zeus instantly dies,creating an invulnerable and unaffectable clone Wraith of himself.He may then select one Hero target.The target is removed from the field and must fight a 100HP copy of itself(at the moment of casting) that the Zeus player controls.If the target kills the copy and lives Zeus instantly dies,and the target is returned to the field.If the target is killed its corpse returns to the field but can not return to life by any means,the Zeus player may then instantly pick another target and repeat the process.Although the body of Zeus is dead,Zeus is not considered dead untill he fails to kill someone with this ability.Zeus may not use any of his abilities other than the one described above in his Astral Wraith form.

\*Those who are removed from the field can not be effected by any abilities from the regular field of the game except Stack that were on them when they entered the Astral World(their allies can not heal them or buff them further,their enemies can not hurt them,except of course their clone).



Zeuses Astral form