Miraak



*Hermaeus Mora is laughing at us, you know.*  
*Fate decreed that you had to die so that I could win my freedom.*  
*This is the only way, Dragonborn. The only way I can be free*

Alignment : Chaotic Evil Race : Human,Dragonborn(Immortal) Class : Wizard

Series-The Elder Scrolls (Skyrim)

Role-Disabler,Assassin

Dificulty-4/5

1.Shout- Mirak choses one of the shouts from the Shouts list below to use as this ability.

2.Shout- Mirak choses one of the shouts from the Shouts list below to use as this ability.

3.Shout- Mirak choses one of the shouts from the Shouts list below to use as this ability.

4.Lightning Bolt- Hits First,Miraak deals 25 lightning damage to a single target. Ranged

5.Magical Armor - Miraak puts an Magical Armor Stack on himself ,for this Action and the next two Actions after this one,he absorbs 20 damage from all sources.He can absorb a maximum of 40 damage with this ability,after which it dissapears.Several Magical Armors do not Stack,but using it again recharges its duration.Shield,Stack

6.Staff of Miraak- Miraak puts a poison stack on a single target,the target burns for a total of 10 damage at the start of each of its Actions,for a total of 4 Actions.(The damage takes place before the target can use its abilities during an Action).Miraak may then switch his Staff for the Sword of Miraak Ability(6.b.).Several Poisons do not Stack on a single target,but hitting the same target again recharges the Poisons effect to 4 Actions.Ranged Attack,Stack

6.b.Sword of Miraak- Miraak may only use this ability the round after using Miraaks staff,the sword deals 35 damage Melee but can hit even flying enemies.Miraak may then replace this ability with the Staff or Miraak ability.Melee attack

7.Ultimate-Bend Will 1+2+3,choose one Miraak takes control of all enemy Servants and treats them as if they were his own,or Miraak Seals 2 Abilities from a Single Target of Miraaks choosing(Sealead abilities can no longer be used for the rest of the game).Miraak may then keep using this ability during his next Action and the Action after that.If a hero has all of his Abilities Sealed Miraak takes control of him,all of his Abilities are Unsealed and the player controling Miraak may use the controled Hero as if he were his own hero.If Miraak dies,this effect ends and all Heroes and Servants return to their owners with their current HP,and have their abilities unsealed.If someone under Miraaks control dies and is brought back to life,he is still under Miraaks control as long as Miraak lives. Ranged Attack,Seal

say : ,, Gol Ha Dov! ,, to cast

Alternate Ultimate-Devouver Dragons,this ultimate requires Miraak to use the Ethereal and Whirlwind Sprint Shouts in that order after which instead of the third Action use this ability,this Ultimate can only be used in Round 2(turn 4) or later during the game.Hits Last,Miraak heals himself to full HP.He may use this Ultimate 3 times per game,but only once each Round(every 3 Turns/Actions). Shield

Alt Ulti : Dragonaspect Shout 1+2+3 this Ultimate can be cast from Round 1 if combo is complete , all your shouts next Round are cast as if they were Empowered but do not Hit Last because of it . Mode

**SHOUTS LIST**

1.Fire Breath-Miraak deals 20 damage to all enemies or Empower(skip this Action),Miraak deals 3o damage to all enemies. Ranged Attack

say : ,, Yol Tor Shul ! ,, to cast

2.Ethereal- Miraak is immune to all damage except pure magical Damage and Psychic damage , Empower (choose to Hit Last) and Miraak may chose to cast this again as his next Action next Turn (Unexaust it then Exaust it again when used) , Miraak must make this choice at the end of the 1st casting . Shield

say : ,, Feim Zi Gron ! ,, to cast

3.Cyclone- Choose a target,if it could be hit with a ranged attack it is stunned this Action or Empower it is Stunned for this Action and takes 20 damage. Ranged Attack

say : ,, Ven Gaar Nos ! ,, to cast

4.Whirlwind Sprint-Miraak ignores all non-AoE attacks this Action or Empower(skip this Action),Miraak ignores all non-AoE attacks during this Action and he may instantly use another shout he has prepared (its non Empowered version) this Shout Hits Last after all others and is then Exausted . Counter,Haste

say : ,, Wuld Nah Kest ! ,, to cast

5.Unrelenting Force- roll a 1d6 for all opponents(individual rolls), on a ,5, or ,6, they are Stunned for this Action or Empower(skip this Action),they are Stunned for this Action if you roll a 5 or 6 and they all take 20 damage .

Ranged Attack

say : ,, Fus Ro Dah ! ,, to cast

\*Empowering Abilities-Miraak can Empower his shouts by choosing that his ability Hits Last ,this represents him gathering his breath for a greater shout. He must tell he is empowering an ability before he casts it and before a,b,c ability variations are chosen .