Orphea

*The Rogue Assassin*

**Race**: *Human/Monster*  **Alignment**: *Chaotic Neutral*  **Class**: *Mage/Summoner*

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Abilities:

1. ***Overflowing Chaos*Passive**: Each time Orphea deals damage to an enemy, she is granted one Chaos stack. At 5 stacks, Orphea gains hits first on all attacks. At 10 stacks Orphea heals for 50% of any damage she deals. At 15 stacks all Orphea’s attacks deal true damage. At 20 stacks Orphea gains all passives from sixth ability. At 30 stacks Orphea can play 2 abilities once per round.  
   **Active**: Orphea gains 5 Chaos stacks.  
   **Keywords**: Buff.
2. ***Shadow Waltz*Passive**: In a turn when Shadow Waltz deals damage, Orphea may dodge one attack that is slower than Shadow Waltz.  
   **Active**: Deal 25 ranged damage.  
   **Keywords**: Attack, Ranged.
3. ***Chomp*Active**: Deal 35 melee damage to an enemy.  
   **Keywords**: Attack, Melee.
4. ***Dread***  
   **Active**: Deal 20 ranged damage to an enemy. Deal 20 damage next turn to the same enemy (can be dodged/blocked/…).  
   **Keywords**: Attack, Ranged, Delay.
5. ***Lurking Terror*Active**: Orphea marks unit until combat ends. Whenever Chomp is used, it is recasted on all marked units. If marked unit is the target of the original Chomp, its damage is increased to 45.  
   **Keywords**: Mark.
6. ***Hidden Monster*Passive**: Choose one of the following passive abilities at the start of the fight.
   1. ***Eldritch Conduit***: Each instance when Orphea gains at least one Chaos stack, Orphea gains an additional Chaos stack.
   2. ***Allegrissimo***: Shadow Waltz may be used twice in a round. Shadow Waltz has hits first. Shadow Waltz deals 30 damage instead of 25.
   3. ***Engulfing Oblivion***: Whenever casted Chomp hits a target its automatically echoed once more in the next turn (echo won’t proc this passive nor Lurking Terror mark).
   4. ***Growing Nightmare***: Dread deals another 20 damage in a turn after next turn. If at least two hits are successful Orphea gains 5 stacks of Chaos immediately when second hit lands.
   5. ***Monster Within***: Lurking Terror is used on three targets per cast.
7. ***Eternal Feast (Ultimate)*Requirement**: 1,3,5.  
   **Active**: Chomp becomes unusable. Each turn Chomp is automatically used as a bonus action. Chomp becomes full AoE that hits all characters on the field except Orphea. First Chomp is used in a turn this ability is used. This Chomp is set to normal speed and cannot be faster or slower.  
   **Keywords**: Effect, Relativistic.