Genn Graymane

*King of Gilneas*

**Race**: *Worgen*  **Alignment**: *Neutral Good*  **Class**: *Warrior*

*A picture containing tree, sky

Description automatically generated*

Human form abilities:

1. ***Cursed Bullet***  
   **Attack**: Deal 30% of current HP ranged true damage.  
   **Keywords**: Attack, Hits first, Ranged.
2. ***Gilnean Cocktail***  
   **Attack**: Deal 15 ranged semi aoe damage (hits the target and its summons). If blocked/evaded summons receive damage anyway.  
   **Keywords**: Attack, Ranged, Semi AOE.
3. ***Darkflight***  
   **Active**: Graymane jumps on the enemy dealing 20 damage and shifting to Wolf form.  
   **Keywords**: Attack, Melee, Transformation.
4. ***Inner Beast***  
   **Active**: Graymane cannot be stunned nor his abilities can be negated in any way in the next turn. If Graymane uses Darkflight in next turn he may use another ability in the next turn.   
   **Keywords**: Effect, Buff.
5. ***Stasis Bullet***  
   **Active**: Graymane shoots the target with a special bullet that deals 5 true damage and puts it into an invulnerable state while preventing any actions the target planned on using this turn.  
   **Keywords**: Attack, Ranged.

Wolf form abilities:

1. ***Razor Swipe***  
   **Active**: Deal 40 melee damage.   
   **Keywords**: Attack, Melee.
2. ***Thick Skin***  
   **Active**: Graymane has 25 armor this turn. If 25 or more damage is reduced by this ability next usage of Disengage will gain haste.   
   **Keywords**: Shield.
3. ***Disengage***  
   **Active**: Graymane returns to his Human form gaining invisibility this turn.   
   **Keywords**: Invisibility, Transformation, Hits first.
4. ***Bloodthirst***  
   **Passive**: When Graymane ends a round in the Wolf form he is healed for 10 HP.  
   **Active**: Graymane heals for 10 HP for each unit below 50% hp in the fight. If Graymane is healed by this ability his next attack in wolf form hits first (this buff ends when transformed to Human form).  
   **Keywords**: Heal, Buff.
5. ***Go for the Throat*Active**: Graymane deals 20 damage to an enemy who is at or below 50% HP. If the enemy is killed, this ability is refreshed and may be used again in this turn gaining 15 more damage up to 50.  
   **Keywords**: Attack, Melee.