Sylvanas Windrunner

*The Rogue Assassin*

**Race**: *Forsaken Banshee*  **Alignment**: *Chaotic Evil*  **Class**: *Ranger*



Abilities:

* ***Withering Fire*Passive**: Black Arrows: Damaging units applies stack of Banshee’s Curse. When a character has at least 3 stacks of Banshee’s Curse it deals 80% dmg to Sylvanas and receives 120% dmg from Sylvanas. When a character has at least 10 stacks, he skips his next action and 7 stacks are removed. Summoned unit is stunned in turn when Banshee’s Curse is applied to it. Sylvanas cannot apply more than 2 stacks per turn.  
  **Active**: Deal 5 dmg 4 times and 10 pure dmg to enemy with highest number of Banshee’s Curse stacks. If there are multiple targets with the same amount of Banshee’s curse stacks, Sylvanas can choose one of them.   
  **Keywords**: Attack, Ranged.
* ***Shadow Dagger*Active**: Deal 10 damage. Deal 20 damage in the next turn. Target receives 25% more damage next turn.  
  **Keywords**: Attack, Ranged.
* ***Multi - shot*Active**: Deal 15 damage to all enemies. Increase this abilities damage by 5 until the end of this combat.  
  **Keywords**: Attack, Ranged, AoE.
* ***Fade*Active**: Sylvanas becomes invisible this turn. AoE abilities have 50% chance to miss her while invisible.  
  **Keywords**: Hits First, Invisibility.
* ***Haunting Wave*Active**: Sylvanas sends a wave that deals 5 damage to the target and his summons. If she is attacked by her target in this turn, she dodges that attack and uses “Withering Fire” if available and it hits last.  
  **Keywords**: Attack, Ranged, Evade.
* ***Will of Forsaken*Active**: Sylvanas removes stun from herself and may use another ability. This ability may be used as a reaction it can be used even while Stuned , its speed is always equal to the Stuns speed .   
  **Keywords**: Cleanse, Haste.
* ***Banshee’s Scream (ULTIMATE)*Active**: Sylvanas screams on the battlefield reducing damage dealt by non-undead units by 50% for this and next 2 turns. Applies 4 stacks of Banshee’s Curse to all enemies. This ultimate may be used on round 3 turn 1 or later and can be used only once in a fight.  
  **Keywords**: Exhaust, Effect.
* ***Mind Control (Alternate ULTIMATE)***Sylvanas selects a target with 50 or less HP , if it is a Servant it comes permanently under Sylvanasses control , if it is a Hero it rolls a 1d6 and Sylvanas rolls a 1d6 , if Sylvanas rolls higher (not equal) she permanently takes control of the target Hero . If this ability is used on a Servant , it can be used again the next Round ignoring the once per Game Ultimate restriction . Can be used as a Regular ability from Round 2 Turn 3.
* \*The Dominated being still acts normally during the Turn Mind control is cast , only during the next Turn does he come under Sylvanasses control
* \*\* If a Hero is dominated and Sylvanas dies he returns control to his original master , if a Servant is dominated and Sylvanas dies the Servant is dessumoned
* **Keywords**: Shield , Mind effecting