Vetus-Crepitu Von Finkeldor

Elementalist



High Adaptability, High Burst

Passive: Master of the Elements

Stance Change

Upon leveling up you may choose between two separate abilities per level. Once you are level 5 you are immune to Level Down spaces and upon landing on a Level Up or Level Down space, you may choose to swap one of your choices.

Basic Attack: Fire

Fireball *Targeted | Projectile | Global*	Warm Embers *AoE | Heal*
Launch a fireball at a target. If the target is affected by an **Ice** spell, the damage is increased. If the enemy is trapped in **Entangling Vines**, the vines are set ablaze, removing them and dealing an additional burst.	Vetus scatters warm embers around, healing himself and allies as well as damaging enemies in the area. If a **Wind** spell is used after **Warm Embers** this damage is applied to its targets. If used while in a **Shroud of Leaves** this removes the heal over time but deals additional damage to all enemies within the AoE.
Damage: 5 (8 with **Frostbite** or **Icicle Spear**) Vines Bonus Damage: 10 Energy: 1	Heal: 2 Damage: 4 Leaves Bonus Damage: 15 AoE Radius: 2 spaces Energy: 1

Ability 1: Wind

Bustling Wind *Dash | Interrupt | Energy Loss/Steal*	Heavy Gust *Targeted | Knockback | Global*
Vetus dashes forward on a gentle vortex before disembarking, while the vortex continues. Enemies hit by this vortex are *Interrupted* and they lose 1 energy. If they are hit by the dash, Vetus takes this 1 energy instead.	Blast a target with wind dealing damage and applying a *Knockback*. If your target is rooted or cannot be moved, they take increased damage.
Energy: 2 Dash Distance: 2 Spaces Vortex Continued Range: 4 Spaces Energy Steal on Dash: 1	Damage: 8 (+4 if no Knockback) Energy: 2 Knockback: 3 Spaces

Ability 2: Nature

Shroud of Leaves *Heal*	Entangling Vines *Targeted | Root | Cripple | Global*
Surround yourself with leaves applying a heal over time that increases each turn.	Send vines at a target leaving them *Rooted* and *Crippled*.
Heal: +1, +2, +3 each turn Energy: 2	Energy: 3 Root and Cripple Duration: 1 Round

Ability 3: Ice

Frostbite *Targeted | Debuff | Slow | Root | Global*	Icicle Spear *Targeted | Global*
Make a target succumb to bitter cold, *Slowing* them. At the end of the slow duration the target becomes *Rooted*. This ability cannot stack. **The target cannot be targeted by **Frostbite** again for 1 round.**	Impale a target with a sharp icicle spear dealing damage. The icicle stays impaled in the enemy until the end of your turn.
Energy: 3 Slow Duration: 2 Rounds Slow: 50% Root Duration: 1 Round	Damage: 8 Energy: 2

Ultimate: Rock

Earthquake *Global*	Rock Armor *Shield HP*
Fabricate a powerful Earthquake dealing damage to everything on the board, excluding yourself.	Surround yourself in armor made out of stone that provides a pool of *Shield HP.* **Cannot be refreshed until fully destroyed.**
Damage: 20 Energy: 5	Energy: 5 Shield Hp: 15 Duration: Until Destroyed