

Hey Guys, lets create a list our character profiles and create some strategies

Heres mine:

DodoDevil

Team: Magic

Level: 3

Ability: The “break” spell from the inheritance cycle, i can use it with other words so long as it is the main part of the spell. I get three major uses of it per challenge.

Items:

One flaming sword and a horse (if i can find it again)

Location:

Chess world, white side, kingside knight

Thrice_Berg:

Team: Magic

Level: 2

Ability: I can summon any object under 300kg's, as long as its not tech or HEAVILY enchanted.

flutterguy123

Team: magic

Level: 2

Ability: I can use the Trident of Neptune. I may summon storms once per battle and cast lightning once per battle. Also i can use short range Hydrokinesis 5 times per battle.

Anzereke

Team: magic

Level: 3

Asset: "The Triforce of Wisdom as theorised to function here[1] ; early level still so basically just grants three independent trains of thought and accelerated learning ability. "

witty name (aka the pracantator)

level:2

ability types : i have geomancy with a limit of 60 pounds that can control any metal/stone/sand/glass which i can use to make explosions via alkali metal that explodes on contact with water and i can about 20 sword blades at a time so i am no slouch in a brawl/teamfight

i can also double my magical power temporarily (not just geomancy but general magic) the spell is called overclock.

my blood can heal allies skin but not help much with serious internal stuff.

weaknesses : when i use my overclocking it makes me bleed from my eyes/nostrils/mouth/eyes (remember the blood from that can still heal allies) and i don't have any additional defense besides killing my enemies and making earth shields

teamwork stuff :with the help of /u/Etrae^[1] ^[+3] 's magic hat (which can summon 300 lbs of any material including alkali metal that explodes on contact with water) i can make city busting explosions if given water which can be brought to the metal with the help of /u/flutterguy123^[2] ^[+8] or a anti forest fire helicopter anti forest fire helicopters can drop literal tons of water from the sky they might also be where me and /u/Etrae^[3] ^[+3] will drop the alkali metal and /u/flutterguy123^[4] ^[+8] will use his hydrokinesis to control the water to land on target resulting in city busting explosions (we can possibly replace the anti forest fire helicopters with /u/cobaltmonkey^[5] 's giant bird)

also me /u/The13thzodiac^[6] have good synergy since he can heal and my overclocking damages me and the blood from that can heal him so we will both heal eachother while we kill guys.

Etrae

(E for short)

Team: Magic

Level: 3

Asset/Ability:

Connected to the Crossroads of Magic - In the first challenge I found myself in the

Inter-Dimensional Crossroads through which all magic dimensions, places and timelines pass. Trying my best to give Magic Team a permanent way back here, I lost my Hat and my left arm. In the process, a new arm formed out of the same energy as the Crossroads. Now I'm connected to the Crossroads, can recall myself there (occasionally and only with access to the team in their various locations) and my arm functions the same as my Hat did, through this place, with the potential to become a fully functioning gateway to it later on.

Former Asset:

Zatanna's Magician's Hat - Magic focus in the form of a fancy top hat; currently limited to a magically infinite pocket where anything can be stored and recalled on command.

BanditGuru

Team: Magic

Level: 3

Assets: The Staff of One.- Magical staff summoned by blood. Currently limited to 3 spells of the fire or ice variety. Projectile or AOE spells for now. I can't use the same spell twice in a row. An attempt to do so will cause a random flop of a spell.(unknown upgraded abilities for leveling up to 3)

Gryphon companion named Digsby with a vast knowledge of ancient legends.

incacola77

Team: Magic

Level: 3

Asset: Katamari Ball, currently the size of New York City and Liberty Island.
Magic Compass, which points towards my greatest desire.

Misalettersorta

Team: magic

Level: 2

Asset: Capable of lower level necromancy, and can bring anything from recently dead creatures to million year old skeletons to life with different rates of success depending on size of the soul and physical size of the Creature. A dead Cat which was killed two minutes ago would be easier to hold onto than, say, a Velociraptor skeleton.

I have transcended mortality at this point. I have accepted Death's scythe and become a reaper. I am now the most powerful player in the game with a power level of 10 (I Believe.)

However, as Death I can show no Bias. I will be there for fights but I WILL take your soul if you die. unless you can convince me otherwise, that is.

Averuen

Team: Magic

Level: 2

Asset: Elementalism - The manipulation of the basic four elements - at present only Air and Water.

Mutaclone

Team: Magic

Level: 2

Asset: Celestial Brush Techniques from Okami. Currently have access to Bloom (make trees sprout from the ground temporarily/make plants bloom), Vine (use a vine to pull objects together), Powerslash (slice things), and Veil of Mist (slow time for a few seconds).

Manofathousandvoices

Team: Magic

Level: 2

Asset: Ability to push metals (barring aluminium). When I push something less massive than me, it moves. When I push something more massive than me, I move.

Regorek

Team: Magic

Level 2

Asset(s): Rainbow Beam: Three times per challenge, I can fire a ray of magic with an element of my choosing, one for each colour of the rainbow. Red = Fire, Orange = Acid, Yellow = Electricity, Green = Poison, Blue = Cold, Indigo = Sound, Violet = Force. Because of how much variety this spell has, it's got a lot of synergy with other assets.

Karakkan

Team: Magic

Level 5

Asset(s):

Knight of Honor - Any item I grip that I recognize as a weapon immediately becomes 'mine', granting it properties that increases its strength/durability/abilities to that of powerful holy or demonic weapons/artifacts.

White Magic Staff - Part of my current questline, reward for picking the Ace of Wands and becoming Bright Lord of Wands. All I know so far is that it's imbued with white magic, and will likely put me at odds against the dark magic users

Bladex454 (Breka Spidar)

Team Magic:

Level 2

Assets(s)

Physcial En(h)chantment: I am able to enhance my physical stats by saying the word backwards, for instance speed~deeps and I get faster. It is currently limited at 3 times a challenge for 3 minutes each.

Cobalt Monkey (Grayshade)

Level 3

Magic: Summoning

Able to summon a powerful aeon (Final Fantasy X's Valefor) that I then direct as desired. The aeon can remain on the field for as long as my own stamina allows.

Tom641 (Tom)

Level 3

Assets: Big Book 'o' Spells (Irwin's oversized spellbook from Billy and Mandy), a Mace I can cast a wide variety of spells with GM approval. Also I can hit things with the book because it's durable as all hell, possibly enchanted or something. Also I could probably smack someone around with the mace if I wanted to, but why would I do that when I have a perfectly good book to bludgeon with?