Mr. Oliva



,, *Why do I have so much freedom ? Because I can capture any criminal* ,,

Alignment : Lawful Neutral Race : Human Class : Beast

1. Perfect Muscle Control - when used activelly pronounce any number of your choice . From now on Oliva is immune to all damage of that x number . Using this ability again allows you to resselect the number but the old one is lost . This immunity is treated as Damage absorbtion . Stance \*Damage over time can be prevented this way

2. Slam - Deals 50 damage to a target . Hits Last. Melee

3. Stomp - this can only be used on a Stuned target or a target that was Slammed in its last turn , deal 25 damage to it . Melee

4. Headbutt - if an opponent just tried to Grapple you or use a Shield , instantly Negate the Shield and/or end the Grapple deal 25 damage to the target . Then if you did Grapple the target for its next Turn , if it tries to use a melee attack while grappled this way deal 25 damage to it . Counter

Alt : Pocket - Hides your fist in a pocket , you can not be Predicted untill you make your first attack after Pocket is used . Shield

**Ulti : Human Canonball** - use Perfect muscle controll at least the 3rd time in a Game , on the 3rd use or any subsequent use , instead of casting it you may enter Human canonball mode . In this Mode you Absorb all damage and deal 40 damage to a single target Hits Last (Melee attack) as your Action each Turn after the one this is cast in (you absorb damage even the Turn cast ). You may not willingly leave this Mode and can not use other abilities. Being Stuned or taking Unstopable damage instantly ends this effect and forces you to skip the Action in which that happened . Mode , Melee