Yammy Llargo

*Aspect of Rage*

**Race**: *Hollow* **Alignment**: *Chaotic Evil* **Class**: *Arrancar Brawlman*

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**Normal mode:**

**Abilities:**

1. ***Cero***  
   **Active**: Deals 30 ranged damage to a target.  
   **Keywords**: Attack, Ranged.
2. ***Bala Barrage***  
   **Active**: Deal 12 ranged damage 3 times, once hits first, once normal and once hits last.  
   **Keywords**: Attack, Hits first, Hits last, Ranged.
3. ***Punch***  
   **Active**: Deals 20 damage to a target and blocks its melee attack.  
   **Keywords**: Attack, Melee, Block.
4. ***Beast Hierro***  
   **Passive**: Hitting Yammy makes attacker unable to attack in the next turn.  
   **Keywords**: Effect.
5. ***Gonzui***  
   **Active**: Yammy gains 10 rage per opponent in the fight. All damage dealt this turn is reduced by 5.  
   **Keywords**: Effect.
6. ***Rage Empowerment***  
   **Passive**: Yammy starts with 0 rage and gains it during the combat. At 100 rage he can use this ability to enter “Beast mode”. Yammy gains 20 rage each time he is damaged. Yammy gains 20 rage each time he hits an attack (each hit if Bala Barrage counts separately).   
   **Active**: Yammy enters “Beast mode” and stuns everyone except himself this turn.  
   **Keywords**: Transformation, Stun, AoE.



**Resurreccion: Enraged Beast mode:**

Yammy’s rage is reseted to 0, but he can gain rage again as in “Normal mode”.

**Abilities:**

1. ***Enraged Cero***  
   **Active**: Deals 30 ranged damage to the target and his minions.  
   **Keywords**: Attack, Ranged, Mini AoE.
2. ***Enraged Bala***  
   **Active**: Deals 20 ranged damage to a target.  
   **Keywords**: Attack, Ranged, Hits first.
3. ***Enraged Punch***  
   **Active**: Deals 25 melee damage. Deals 25 more damage if the target attacked as well.  
   **Keywords**: Attack, Melee.
4. ***Enraged Beast Hierro***  
   **Passive**: Hitting Yammy makes attacker unable to attack in the next turn. Yammy receives 5 damage less from everything.  
   **Keywords**: Effect.
5. ***Stomp***  
   **Active**: Yammy stuns every non-flying unit this turn.   
   **Keywords**: Stun, AoE.
6. ***Grow***  
   **Passive**: Locked until Yammy has at least 50 rage.  
   **Active**: Yammy grows, gaining more 10 damage on every ability and heals for 20 hp. Yammy loses 50 rage.  
   **Keywords**: Effect.

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