Tier Harribel

*Aspect of Sacrifice*

**Race**: *Hollow* **Alignment**: *Lawful Evil* **Class**: *Arrancar Swordsman*

**

**Normal mode:**

**Abilities:**

1. ***Yellow Cero***  
   **Active**: Deal 20 ranged damage to all enemies.  
   **Keywords**: Attack, Ranged, AoE.
2. ***Sonido Master***  
   **Active**: Harribel dodges one attack in this turn.  
   **Keywords**: Shield.
3. ***Ola Azul***  
   **Active**: Deal 35 ranged damage to a single target or Deal 25 melee damage and roll 5, 6 to cancel targets attack this turn.  
   **Keywords**: Attack, Ranged, Melee, Attack cancel.
4. ***Keen intellect***  
   **Active**: Harribel states melee or ranged. Stated attack type cannot be used on Harribel next 3 turns.  
   **Keywords**: Buff.
5. ***Blink and Slash***  
   **Active**:  
   **Option 1**: Dodge ranged attack and deal 20 melee damage to the attacker.  
   **Option 2**: Dodge melee attack and deal 20 melee damage to another enemy (only dodge if there is only one enemy)  
   **Keywords**: Dodge.
6. ***Hunt!***  
   **Passive**: Locked until every other ability is used at least once.   
   **Active**: Harribel is untargetable this turn surrounded with water. She enters Resurreccion: Tiburón.  
   **Keywords**: Transformation, Shield.



**Resurreccion: Tiburón mode:**

Using “Trident”, “La Gota” or “Cascada” gives Harribel one Water stack per use, while Hirviendo takes away one Water stack per use. Water stacks give bonuses to her abilities depending on how many she has.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Ability | 1 stack | 3 stacks | 5 stacks | 7 stacks | 9 stacks |
| Trident | +5 dmg | + 15 dmg | +25 dmg | +35 dmg | +40 dmg hits first |
| Hirviendo | Unlocks | +5 dmg reflect  +5 dmg reduc. | +10 dmg refl. +10 dmg reduc. | +15 dmg refl.  +15 dmg reduc. | +20 dmg refl.  +20 dmg reduc. |
| La Gota | +2 projectiles | +3 projectiles  +1 damage | +4 projectiles  +2 damage | +5 projectiles  +3 damage | + 5 projectiles + 3 damage 5 projectiles hit first |
| Cascada | 5,6 roll for stun | 4,5,6 roll for stun | 3,4,5,6 roll for stun | 2,3,4,5,6 roll for stun | 2,3,4,5,6 roll for stun |

**Abilities**:

1. ***Trident***  
   **Active**: Deal 30 ranged damage to a target.  
   **Keywords**: Attack, Ranged.
2. ***Hirviendo***  
   **Passive**: Cannot be used on 0 Water marks.  
   **Active**: Harribel surrounds herself with hot steam/water. This and next turn, she deals 5 damage to melee attackers that attack her, while blocking 5 damage from all attacks.  
   **Keywords**: Buff.
3. ***La Gota***  
   **Active**: Harribel fires 5 projectiles on a target, dealing 5 ranged damage each.  
   **Keywords**: Attack, Ranged.
4. ***Cascada***  
   **Active**: Deals 20 ranged damage this turn. If Harribel rolls 6 on d6, target and she are both stunned next turn, but her target takes 20 more damage.  
   **Keywords**: Attack, Stun, Ranged.
5. ***Ola Azul***  
   **Active**: Deal 35 ranged damage to a single target or Deal 25 melee damage and roll 5, 6 to cancel targets attack this turn.   
   **Keywords**: Attack, Ranged, Melee, Attack cancel.
6. ***Enhanced Sonido***  
   **Active**: Harribel dodges an attack.  
   **Keywords**: Dodge, Hits first.
7. ***A wild Aizen appears***  
   **Passive**: At the start of each round, Harribel roll d6, if she gets 1 or 2, a wild Aizen appears and deals 30 damage to her. (If Aizen is in current fight, this ability doesn’t trigger)

**Creator**: Bogdan Lukovic 29.8.2018.