Cooler



Alignment : Neutral Evil Race : Freizas Race Class : Martial Artist

1. **Knee Charge** - deals 20 damage , if the opponent uses a Ranged attack you Hit First . You may in either case choose to gain Flying for this attack . Melee

2. **KI Blast** - 1KI , deals 20 damage . Ranged

3. **Transform** - 5th Form - **In this form Cooler deals +30 damage with all Attacks**. In the moment you transform you may switch 1 or 2 of your Basic abilities with the following abilities - **Death Flash** 7KI 80 damage Hits Last ***Ranged Attack ,* Death Shaker** - 1KI , Stuns all non-Flying enemies for this Turn ***Ranged Attack*** , **Mode**

4. **Royal Power** - Gain 4KI . Shield

5. **Deathbeam** - 3KI , deals 40 damage to a single target . Ranged

6. **Psychokinesis** - Stuns a target for its next Turn . Ranged

Ulti : **Deathball** - 4.+2.+6. Spend all your KI , deal 50 damage x KI spent to all enemies . Ranged

Alt Ulti : **Big Gete Star** - if Cooler looses this battle , at any time , his next Battle with anybody he may take his Metal Cooler Form . Passive



Metal Cooler



Alignment : Neutral Evil Race : Machine Class : Tech , Martial Artist

\*Starts the Game at 50HP which is his HP max.

1. **Big Gete Star** - Metal Coolers starts the Game with a 0/100 constantly Flying Servant that can not Attack named the Big Gete Star . At the end of each Turn roll a 1d3+1 and summon that many 5/5 Metal Cooler Servants . If the Big Gete Star is destroyed all Metal Coolers die instantly . If the main Hero Metal Cooler dies , the Big Gete star and its Servants will not die unless the star is destroyed as well . Summoning, Passive

 The Gete

2. **Machine Immortality -** if the Metal Cooler Hero dies , his soul is instantly transferred to another of his Metal Cooler Servant clones , it becomes the new Metal Cooler Hero its HP is set to 50 HP (max) and it uses Hero abilities . It keeps all Stacks that were on its Servant body before transformation and none of the Stacks on the Heroes body that was destroyed . If no Metal Cooler servant is available but the Big Gete star is alive , Metal Coolers Hero will reviwe at the 1st possible opportunity when a Metal Cooler Servant is spawned. Passive

3. **Mecha Beatdown** - The Metal Cooler Hero attacks dealing 24 damage , then all Metal Cooler Servants attack dealing 3 damage per Servant alive (the second part Hits Last) this does not count for them Attacking this Round and they may still Attack regullarly . All attacking characters may choose to gain Flying for this attack . Melee

4. **KI Barrage** - Cooler fires a 10 damage KI blast at a target , then all Metal Cooler Servants also fire a 2 damage KI blast at that same target (the second part Hits Last) , this does not count for them Attacking this Round and they may still Attack regullarly . Ranged

5. **Psychokinesis** - the Metal Cooler Hero stuns a chosen target for its next Turn . Ranged

6. **Deathbeam** - The Metal Cooler Hero deals 30 damage . Ranged

7. **Instant Transmission** - all Metal Cooler Characters (Hero and Servants) Ignore one Attack each , this Turn . Counter

8. **Gete Reconstruction** - Heals either the Metal Cooler Hero for 30HP or the Big Gete star for 30HP . Since the Gete star casts this ability , it can be used even while the Metal Cooler Hero is Stuned (but not if the Big Gete Star is Stuned) . Shield

Ulti : **Deathball** - 3.+7. +8. Deals 200 damage to all enemies . Ranged