Hatchiyack



Alignment : Chaotic Evil Race : Tuffle (Humanoid) , Machine Class : Cyborg

\* Hatchiyacks summons leave no Corpses when they die

1. Hate Absorbtion - count the total number of times every character has dealt damage to another character in this Game (not counting damage over time effects) , Hachiyack gains that many Hate Stacks . Shield

2. Hate Manipulation -choose one :

a) **Hateful Specters** - spend x Hate Stacks summon a 1HP max copy of any Hero one per x Hate spent that exists in Beatdown under Hachiyacks controll , they despawn if Hachiyack dies , they may act independently from the next Turn (Hachiyack takes his own Actions) , if he dies they will despawn . They have all of their Regular abilities unlocked but not the ultimate . Summoning

b) **Empowered by Hate** - choose an Evil character , spend x Hate , the next time he deals damage (not damage over time) , he deals x times 10 bonus damage on the attack . Shield

c) **Hate to Power** - without spending Hate , gain 10 HP per Hate Stack on yourself . Shield

3. Revenge Charge - gains 1KI + 1KI per damaged character (Character below max HP) on the battlefield , if Hachiyack is below 50% HP double the ammount of KI gained this way , after its initial calculation . Shield

4. Revenge Canon - spend x KI , make one x times 10 damage Ranged attack . Ranged

5. Cloning Technique - summon 1d6 20/1 Clones . Summoning

6. Explosive Wave - spend 2KI deals 10 damage to all enemies . Ranged

\*Alt : Pummel - Deals 20 damage and gain 1 KI , you may choose to gain Flying for this attack . Melee

Ulti : Destruction King Form - if Hachiyack has 3KI or more and 3 Hate or more on himself both at the same time , he turns into his Destruction king form , in this Mode he deals +40 damage . This mode is auto cast if triggered (from Round 2) if Hachiyack has the KI and Hate stacks on him at any time , if he looses them afterwards he will not loose the mode . Mode , Trigger

