Berserker



Alignment : Chaotic Neutral Race : Demigod Class : Swordsman , Beast , Servant

1. God Hand Blessing of the 12 Lives -

Passive - Hercules starts the game with 12 Immortal Stacks , each time he is hit or suffers damage (from a non Attack) remove one Stack , Berserker can not die regardless of his HP and other effects (even insta death) unless all 12 Stacks are removed . The Last hit must not be a hit that already hit him or damage that already damaged him

Active - Heal for 30 HP . Shield

\* this can not resist immortality slaying effects , Bleed effects will also remove a Stack

2. Berserk - in this Stance you deal 2x damage more with Attacks but you go Mad (cast abilities randomly instead of selecting them ) . Stance

3. Club - Deals 30 damage . Hits Last . Melee

4. Endless Battle - any effect that would reduce Berserkers damage (other than Absorbtion) or prevent his attacks (such as Negate/Block ) are ignored . This will not work if his attack is just Ignored/Dodged , Absorbed or Berserker is Stuned . Passive

Ulti : 9 Heads Decapitation - you can use this as a Regular ability against any target who youve already attacked at least 3 times with Club (you can attack after that) , Unexaust your Club if it is Exausted , then Attack him with it , if he is still alive repeat this process (up untill 9x attacks total have been made) , then finally Exaust your Club attack . Melee

\*The ability does not require that the attacks be successfull Berserker will keep attacking even if this ability is Negated / Ignored the first time , likewise the 3 club attacks for the requirement of this Ultimate do not have to even hit either , only to attempt to target the same Character