Heart-Oh



Alignment : Neutral Evil Race : Human (I think...) Class : FAT ASS

1. Biiig Guts - Heart oh can not take damage from blunt attacks (fist strikes , maces ...) , pressure point abilities( such as Seieko ) do not work on him , since he is so F.A.T . Passive

2. Slam - Deals 40 damage to a target , Hits Last . Melee

3. Guts Choke - runs at a target strangulating it with your Giant belly , a chosen target is Grappled , for this and the next 2 Turns , casting this again extends the duration , if the target is constantly Grappled this way for 5 consecutive Turn without stoping for even a second he instantly dies due to suffocation (if he has the need to breathe). Hits Last . Melee

4. Timbeeer - when Heart dies if his corpse is not destroyed , his FAT body falls upon his slayer if killed via Melee attack , dealing 60 damage to him via Melee attack . Passive

Ulti : B...Bloood !!! - Heart is mortally frigtened of blood , whenever he or one of his allies is damaged by a Melee Attack he goes berserk dealing 30 damage to the damage-er via Melee attack (this only works if the targets attack sheds blood , if the ally doea not have blood or the attack is for example Fires based it will not draw blood and this ability will not trigger). In use from Round 1 Turn 1 . Passive