Esidisi



Alignment : Neutral Evil Race : Pillar Man (Vampire) Class : Pillar Man

1. Absorbtion : a) Acid Body - touches up to 2 targets dealing 30 damage to them , absorbtion does nothing to this damage. Does not effect Hamon users. Melee

b) Fleshgrafting - select a corpse , Esidisi replaces his lost body parts with its , heal Esidisi for 20HP , you may not cast this on that corpse again . Also when Esidisi uses an ability from Flame King Mode , he may choose to detonate all or any such corpses , dealing 20 damage to an enemy each . This is not considered an attack but can not hit Flying enemies . After it explodes the corpse dissapears . Shield

2. Regeneration - Heals Esidisi for 20HP. Shield

3. Feed on Vampires - deal 40 damage to a Vampire as Esidisi drains his life essence. If this kills it Wamuu heals to full HP. A Vampire killed this way can not return to life.Melee

4. Flame King Mode - Esidisis blood heats up to 500 degrees , any Melee attack that damages him also deals 20 damage to the Attacker in this mode , in addition , he may use the abilities from the list below in addition to normal abilities

**Flame King Mode**



5. Veins Attack - Esidisi pulls out his own veins from his body attacking with them as if they were needle sharp knives , the initial attack deals 5 physical damage but if the target is damaged it takes an additional 30 fire damage from the burning blood injected into them . Esidisi may target any number of targets with this . Ranged

6. Eratic King Blaze Giant Caartwheel prison - Esidisi gains Flying this and the next Turn , then select a target as Esidisis action the next Turn he makes 3x Veins attacks (as above ) on that target . Only 1x per Game . Ranged

7. Detonate Self - Esidisi dies instantly exploding from his own heat , dealing 50 damage to all enemies . Ranged

\*Alt : Sun Tzus Wisdom - Esidisi has heard of the ancient wisdom of Sun Tzu , whenever someone would Predict his Actions , he also Predicts that characters Action(s) in the exact same way if mechanically possible (skipped if it is not) . Passive

Ulti : Parrasitic Lifeform - if Esidisi is dead (Doesnt require Mode) , he may use this ability on an enemy Servant , this attack is considered Invisible if it hits , his cells latch on to the target taking control of it (it must be a Biological being) . As his Action the next Turn , Esidisi must use Detonate Self on his new body (he will be able to use it even without his Mode) . He may use no other abilities or attack with that servant . Killing the Servant will also kill Esidisi . Expelling control from the Servant by other means will also kill Esidisi in this state. Melee

\*While possessing a Servants body in this way Esidisi has its HP and its Stacks and none of the original Stacks he had on his own Body