Mordred



Type: Stamina

Element: Moon

Hero: Team Core, Enhance Vanguard

Love: Violet

Skills:

- Shake Earth - ULT - Attack a single target, inflicting 140% DMG. Self restores 100 Fury. If self HP is higher then the target HP, then restore 150 Fury.
- One Big Attack - ULT - Attack the target with the highest ATK, inflicting 340% DMG; Restore 20% of self Max HP; Increase self DMG Reflect by 20% lasting for 2 rounds, and reduce the target 150 Fury.
- One Big Attack (Advanced) - Mystic ULT - Attack the target with the highest ATK, inflecting 370% DMG; Restore 30% of self Max HP; Increase self DMG Reflect by 25% lasting for 2 rounds; Apply [Weakening Mark] to the target, and reduce the target 200 Fury.
- Guardian (Supreme) - Passive Skill (Awaken) - Increase Final ATK by 18%. Increase Hero Tenacity by 10%.
- Glory of Knight - Passive Skill - [Front Row Leader Skill]: When Mordred id in battle, increase DEF by 18% and Block chance by 15% for own Heroes in the front row. (the

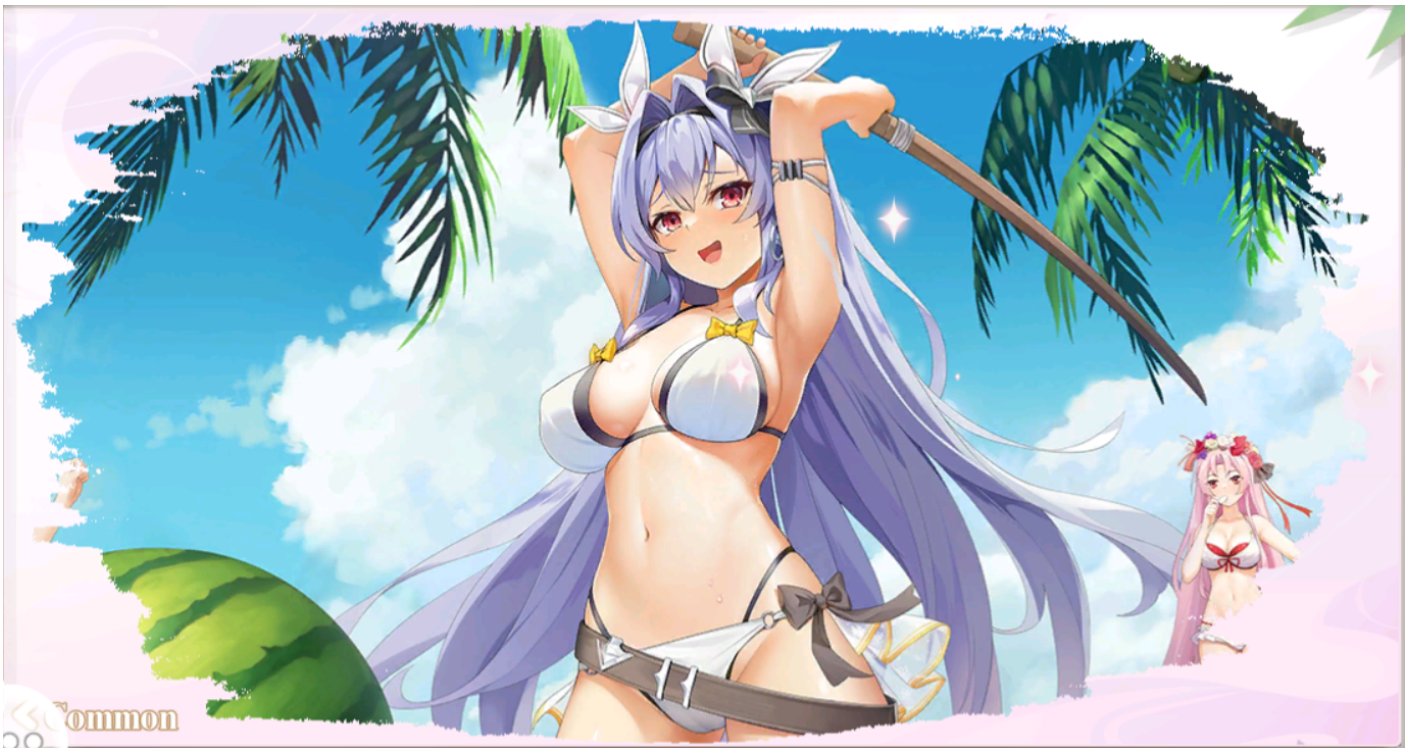
target 118% DEF, self 115% Block), and Leader Skill lasts for 1 round, and the effect cannot be dispelled or stolen. When Mordred is in battle, self obtains 3 layers [Iron Flesh] till the battle ends; Whenever Mordred launches an attack, reduce [Iron Flesh] by 1 layer; Every 1 ally dies, and then increase [Iron Flesh] by 1 layer, up to 5 layers.
- Strong Life (Supreme) - Passive Skill (Awaken) - Increase Hero Base ATK by 24%. Increase Hero Tenacity by 10%.
- Shake Earth (Premium) - ULT (Awaken) - Attack a single target, inflicting 140% DMG. Self restores 150 Fury. If self HP is higher then the target HP, then restore 200 Fury. If self Fury is not full at the beginning of the round, then the skill must be released in the round.
- Glory of Knight (Awaken) - Passive Skill (Awaken) - [Front Row Leader Skill]: When Mordred id in battle, increase DEF by 36% and Block chance by 30% for own Heroes in the front row. (the target 136% DEF, self 130% Block); When own Heroes in the front row are under control, instantly restore 25% of Max HP (The effect can be triggered once for each Hero); Leader Skill lasts for 1 round, and the effect cannot be dispelled or stolen. When Mordred is in battle, self obtains 1 layers [Iron Flesh] till the battle ends; Whenever Mordred launches an attack, reduce [Iron Flesh] by 1 layer; Every 1 ally or enemy dies, and then increase [Iron Flesh] by 1 layer, up to 8 layers.
- Critical Strike (Final ULT) - Final ULT - Attack the target with the highest ATK, inflecting 400% DMG; Restore 40% of self Max HP; Dispell self all Debuffs, and increase self DMG Reflect by 30% lasting for 2 rounds; Apply [Weakening Mark] to the target, and reduce the target 300 Fury; Every 1 [Iron Flesh] exists, additionally inflict True DMG equal to 3% of self Max HP to the target.

- [Iron Flesh]:Each Layer reduce Mordred DMG taken by 5%; The effect cannot be dispelled or stolen.
- [Front Row Leader Skill]: Can only exist 1 Front Row Leader Skill in battle; Several Front Row Leader Skills cannot be activated simultaneously.
- [Weakening Mark]: Reduce the target DMG dealt by 15% and Crit chance by 15% lasting for 2 rounds.

Special Skill: Skill of Spirit Fox - Own Hero dies, +175 Fury; Enemy Hero dies, +155 Fury

Life Skill: Mine Prod. SPD +28.0%

Intro: She is a girl of impulse and always loses control of herself. But she cherishes friendship vary much, and any who bullies her friends will be taught a lesson by her.



Revision #9
Created 1 October 2023 23:49:49 by Beast_cat
Updated 14 October 2023 23:04:43 by Beast_cat