

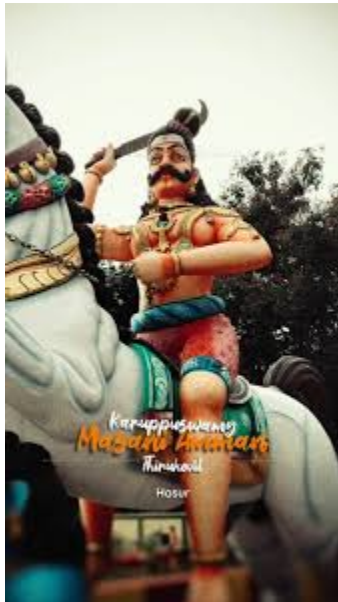
Karuppuswamy

Fierce God of Protection

Possess your allies and cut down your foes

Character Overview

Appearance





Mythology & History

Pantheon: Folk-Tamil (Hindu)

Karuppuswamy is a bit of an odd-figure in the Hindu Pantheon, and requires a bit of a history lesson to understand.

Hinduism, is not really a unified religion with a static assortment of deities & figures like the Abrahamic religions, but a loose assortment of local gods and Vedic deities, syncretizing and influencing each other over countless generations. Many local deities are often, unfortunately, subsumed into a wider Hindu fold through a usually violent process of internal colonization. Many local deities are assumed to be children of or subservient to, the major Hindu deities that have international understanding such as Shiva, Vishnu or Devi.

Karuppuswamy is a folk deity popular in the villages of Tamil Nadu. He is a fierce protector. He is also venerated throughout the Caribbean (as Sangani Baba, where they sacrifice black goats and black chickens to him) and south east Asia amongst Tamil populations or their descendants there. Unlike Vedic gods like Ganesha or Shiva, Karuppuswamy is given offerings of cigarettes, meat as mentioned before, and alcohol, which are typically considered improper or sacrilegious for Vedic, Brahminical deities. Also, it is believed that he may possess devotees and grant them his strength. Notably, these traits make him extremely similar to the Voodoo Loa.

A note, I am simplifying this a bit - there is quite a bit of complex history here and there isn't a simple North/South divide in Hinduism. The [Bhakti movement](https://en.wikipedia.org/wiki/Bhakti_movement) in the sixth century in Tamil lands is attributed to the worship of gods to achieve salvation.

In SMITE, he'd be placed in the Hindu pantheon due to his Syncretization with Hindu deities, but would stand out in the pantheon. Whereas all the other gods in the Hindu pantheon have a sort of "proper" and "upper class" look, Karuppuswamy is more down to earth. He is crass, bold, likes a good drink, and will throw dirty hands to protect his people. I also think that due to his more localized nature, he could be a god that SMITE could release in the Hindu pantheon more easily without having to worry about meeting

platform and advertiser requirements that they had to for Shiva and Ganesha. The Hindu pantheon often goes for long periods without seeing gods, so it could be interesting to see non-Vedic deities from the subcontinent in the pantheon, or in their own pantheons.

<https://rudraindia.org/who-is-lord-karuppa-swamy>

<https://en.wikipedia.org/wiki/Karuppuswamy>

Kit 1

Overview

Role(s): Support / Solo

Tags: Crowd Control / Nuker/ Buffs

Resource: Mana

Scaling: Strength

Difficulty: 3/3

Abilities

Passive: Kaval Deivam

Trance: Press 'Interact' on an ally god to Possess them. While Possessed, they gain a portion of your Strength as Strength or Intelligence, whichever is higher and a Shield based on your Maximum Health. You remain untargetable and follow them.

If that god dies, you heal it, take control of their body, and can use their basic attack and non-ultimate abilities for 5s while they respawn. Replace their ultimate with Dispossess

This ability costs mana and has a cooldown, decreased whenever you or an ally nearby takes or deals damage.

21 Forms: Additionally, gain Strength equal to a percentage of your maximum health. You maintain 21 Forms while controlling a god, converting the Strength to Intelligence if their Intelligence is higher than Strength.

Cooldown: 110s(-6 per level, 20 at level 15) -1s each time you or an ally god within 8.8ms takes or deals damage

Cost: 90 Mana (-6 per level, 0 at level 15)

Strength to Strength or Intelligence: 15% or 5% of your Strength as their Intelligence or Strength

Shield: 50 + 20 per level +5% of your Maximum Health

Possession Duration: 5s

Control Duration: 5s

Control Details: When you take control of a dead ally god, their body heals to match your percentage health, plus an additional 10% of your maximum health. If they use mana, their mana is restored to full. Their non-ultimate cooldowns are reset.

Strength from Health: 1%

Intelligence from Health while Controlling: 2.5%

Alternate Ultimate: Dispossess

Leave behind the body you're possessing and dash in your current direction.

Basic Attack

Chain: 1/.5/1.25 damage and swing time

Ability 1: Aruval Assault

Perform a line strike, dealing physical damage and Slowing enemies. A successful hit changes the next cast.

Change: Cone strike that reduces Attack Speed. Successful hit changes the next cast

Change 2: Dash forward, cutting through enemies, stunning all enemies you pass through. Reset ability to base form

Each cast of this ability can Critically Strike and apply Attack Hit item effects.

Damage: 20/40/60/80/100 +100% Attack Damage

Slow: 30% for 1.5s

Attack Speed Slow: 30% for 3s

Stun: 1s

Cost: 25 Mana

Cooldown: 3.5s

Line Length: 5.6m

Cone Length: 5.6m

Cone angle: 45 degrees

Dash Range: 7.2m

Dash/Line Radius: .5m

Ability 2: Village Offerings

Start chugging toddy(alcohol), healing. Recast to smash the bottle at your feet, dealing physical damage or stunning enemies. When the stun wears off, enemies are afflicted with Intoxicate, the duration scaling with the toddy remaining. Cancel to put it away instead.

Once you smash the bottle, this ability becomes Hard Kick. Entering the fountain restores Village Offerings.

Heal: 20/40/60/80/100 +15% maximum health over 2s

Intoxicate Duration: 0 to 2s based on remaining toddy.

Smash Damage: 110/160/200/240/280 +120% Strength

Stun: 1.2/1.4/1.6/1.8/2s

Cost: None (Consumes Alcohol)

Ability 2B: Hard Kick

Perform a hard Kick, knocking back the first enemy hit and dealing physical damage. If they hit another wall or enemy, both are Stunned and take physical damage again.

Damage: 50/100/150/200/250 +45% Strength per hit

Push Length: 4.4m

Stunned: 1.2s

Cost: 60 Mana

Cooldown: 16s

Ability 3: Carve

Perform a melee swing in a wide but short cone that does physical damage and reduces Protections for 3s.

Damage: 70/100/130/160/190 +100% Attack Damage

Protections Reduced: 20%

Cone angle: 180 degrees

Cone Length: 2.4m

Cost: 40 Mana

Cooldown: 7s

Ultimate: Righteous Combat

First Cast: Become crowd control immune and attempt to grab the closest enemy god in a melee cone, dealing physical damage to them.

Second Cast: Dash forward. If you encounter a wall, destroy it and keep moving if possible. If you're holding an enemy god, Stun them and deal physical damage to them.

Total Damage: 100/200/300/400/500 +120% STR

Stun: 2s

Cost: 100

Cooldown: 90s

Dash: 11.2m

Animations

Karuppuswamy's abilities all have dramatic flare, and reference various Kollywood movies.

Aspect: Aspect of Possession

Karuppuswamy can no longer possess his allies. Instead, slaying an enemy god leaves behind their body for 5s that Karuppuswamy can possess, allowing him to control them. His possession no longer has a cooldown.

Passive: Kaval Deivam

Trance: Kills or assists on an enemy god leaves behind their body. Press 'Interact' on a body to heal and Possess them for 10s. You can use their items and non-ultimate abilities. Replace their ultimate with "Dispossess", returning to your form.

21 Forms: Additionally, gain Strength equal to a percentage of your maximum health. You maintain 21 Forms while possessing an enemy god, converting the Strength to Intelligence if their Intelligence is higher than Strength.

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Total Damage: 100/200/300/400/500 +120% STR

Stun: 2s

Cost: 100

Cooldown: 90s

Dash: 11.2m

Voicelines

Karuppuswamy's quotes are sometimes a reference to the thirukkural ("Sacred Verses"). An ironically secular composition of quotes attributed to the poet and philosopher Thiruvalluvar from 450 to 500 CE.

God Select

Karuppuswamy announces one of his twenty one names:

Sappani Karuppannaswamy
Muthu Karuppannaswamy
Sangili Karuppannaswamy
Sonei Karuppannaswamy
Vettai Karuppannaswamy
Punugu Karuppannaswamy
Mada Karuppannaswamy
Aandi Karuppannaswamy
Veera Karuppannaswamy
Periya Karuppannaswamy
Sameiya Karuppannaswamy
Chinna Karuppannaswamy
Khottai Karuppannaswamy
Maaradi Karuppannaswamy
Malaiyala Karuppannaswamy
Aagaya Karuppannaswamy
Maaya Karuppannaswamy
Mandu Karuppannaswamy
Maasaana Karuppannaswamy
Santhana Karuppannaswamy
Aathimarathu Karuppannaswamy

Introduction

"Purge evil, cast out the wicked, protect the righteous - and earn a drink or two while doing it."

"Mustache? Check. Aruval? Check. Horse? Oh I've lost him again, hmm. Whatever.
KARUPPUANNA IS HERE!"

“War has returned once more - duty calls. I won’t neglect my people.”

Passive

Possession

“I will protect you.”

“Take my power.”

“I bless you!”

Control

“Leave it to me.”

“I’ll take it from here.”

“Rest now, I’ll handle the rest.”

Ability 1

First Cast

“Onnu!” (One)

“One!”

“Ha!”

“Slow down!”

Second Cast

“Rendu!” (Two)

“Two!”

“Hold it!”

“Watch it!”

Third Cast

“Moonu!” (Three)

“Three!”

“Ha!”

“Untouchable!”

Ability 2

“Watch your feet!”

“Stop!”

“Have a drink!”

“Catch!”

Ability 3

“I’ll cut you down!”

“Vetewan, Da!” (“I’ll cut you man!”)

“To Pieces!”

Ability 4

“COME WITH ME!”

“NO FURTHER!”

“TRY AGAIN!”

Low Health

“Count those as wasted days, the days when you didn’t earn a wound in a battle”

“Vizhuppun Pataadhanaal Ellaam Vazhukkinul Vaikkumadhan Naalai Etuththu.” (Tamil and English translation Kurral 776)

“The anklets of courage become ornate when they adorn those who spurn their lives seeking lasting fame” (Kurral 777)

Placing Wards

“Learn thoroughly all that is to be learned, and thereafter keep your conduct worthy of that learning” (Kurral 391)

“The most powerful tool of war is knowledge”

“They won’t see me coming”

Buying Consumables

“Lord Shiva always has a sour face when I bring drinks. Hmph, he isn’t here to complain now is he?”

“For most people, drinks and combat do not mix - I am not most people.”

“Ah, which village is this from?”

Buying Offensive Items

“The world will extol and exalt honorable men who exult in death rather than dishonor.”
(Kural 970)

“Violence to end violence.”

Buying Defensive Items

“A king who neglects his defenses, will die of fright at the time of war” (Kural 569)

“They’d have to hit me first, for this to matter.”

Killstreak

“They sent an army - and forgot they’re facing me.”

“Man, god or demon - none can match my blade!”

“There is no honor in blood, only in defending what is righteous.”

Pentakill

“FIVE GODS IS NOTHING!”

“YOU CALL THAT WAR? PATHETIC!”

(Karuppuswamy roars)

Jungle Boss Kill

“Wicked beast cut down to size.”

“Try again.”

“That creature is nothing.”

Structure Destroyed

“Creation to destruction - nothing is permanent.”

“I’ve slept in village huts with more integrity than that.”

“Bhumi’la prenthathu, Bhumi’k poitu” (Born from earth, returned to earth)

Death

“Better to die right where you stand, the saying goes, Than to live running after those who despise you.” (Kural 967)

“Lord Shiva I - “

“I return to the village...”

Taunt

“Five gods are not enough to topple me.”

“This battle was over the minute you stepped into my land.”

“Watch your feet, Conqueror. This is a graveyard of hubris.”

“If I tell you once, it’s like I told you a hundred times.” (A reference to Kollywood movie star, Rajani Kanth)

Directed Taunts

To Shiva: “My Lord! Always so serious. Have some fun in this situation.”

To Kali: “I will watch my tongue, Amma (mother).”

To Vamana or any other Vedic God: “Northerner, we welcomed you into our lands with open arms - do not make us regret it.”

To Baron Samedi: “Baron my friend! You must come by for a drink sometime!”

To Maman Brigitte: “Maman Brigitte! Tell Baron I said hi!”

To Ravana (Enemy): “Watch your tongues, demon. You may have ten heads, but I only need one sword.”

To Ravana (Ally): “Ravana! My people have spoken well of you.”

To Bacchus: “I like a drink from time to time, but *that* is ridiculous.”

To Chernobog: “‘Black God’ Eh? We have the same name - but are nothing alike!”

Jokes

“Where is that damn horse?!”

“What the hell is an age rating, and why do I have to comply?”

“Listen here [Long censor noise]”

