

The *húskarl*

Also known as the non-warlord. I discovered somebody made a similar post here:

https://aminoapps.com/c/forhonorofficial/page/blog/made-up-class-2/0jlp_bMhkuj4Bq23LmEYQ37RY7Xw8oL3Mk

It was not my intent to copy. I found this post while looking for images.

Viking, Heavy

Weapons: One-handed axe and teardrop shield

Melee oriented, technical fighter



Don't mind me. I'm just a filler image

Lore

(Pls read in viking narrator voice for maximum satisfaction)

The húskarlar did not fight for pay, nor for land. They did not plunder coasts, or raid to feed their village. They are from and age long before the great forts fell into ruin. At one time, the húskarlar were protectors of the great warborn cities, crown jewels of the land before the collapse, and while the towers they served may now be dust, their legacy burns on through the thickest of storms.

War is returning. Foreign armies march and pillage through our border. Our ancient guardians now rise to show them what battle truly means, and once again the húskarl axe shall taste true blood.

Help would be greatly appreciated with the lore section. I'm not the strongest writer.

Overview

The húskarl is a heavy character designed around both 1v1 and 4v4 modes. He uses his shield as both a defensive and offensive tool, keeping the enemy guessing with his heavy attacks and unique moves. While Warlord uses his shield very defensively, the húskarl is very aggressive with his round implement of death. His feats revolve around contesting zones and supporting his teammates in the thick of battle.

Melee oriented

The húskarl uses his shield as a second offensive weapon, bashing enemies and utilizing it as a powerful counterattacking and attacking tool.

Technical fighter

The húskarl's playstyle revolves around properly reading your opponent, baiting them and punishing mistakes with heavy stamina damage and counterattacks.

Customization



Armor:

The húskarl has more metal armor than any viking hero thus far, though that is not saying much. Designs range from simple chainmail, to gambesons like above, to even a bit of plate on some parts. Capes will be optional.

Helmet:

- The helm is metal, with some leather variations and the occasional face mask. It is most reminiscent of a warlord and raider hybrid.

Chestpiece:

- Exactly as seen above, with some variations in studs/spikes. Some pieces may have animal parts as well.

Arms:

- Exactly as seen above. There is extra emphasis on the design of the gauntlets/gloves.

Weapons:

- The three parts: Axe head, axe handle, and shield
- No idea what to do after that

Ornaments:

- Ornaments will be similar in design to Warlord's, with a few horn inspirations from Raider
- Ornaments will be made with focus around looking like a natural part of his helmets. The goal is to minimize the amount of ornaments that look as though they were pasted onto the front with glue.

Basic Statistics

- 145 health
- 140 stamina
- Sprints at Conqueror speed
- Throw distance equal to Shaman
- 500ms forward dodge recovery

Passive traits

- In revenge, bashes interrupted by shield brace knock the enemy down
- **All heavies and dodge attacks can be soft feinted into Shield Brace**

Endurance:

This feature is meant to make the húskarl extremely difficult to burst down in ganks. It reduces the effect of severe crowd control and removes many forms of stunlock from attack spam. To be honest, I think every hero should have some variation of this feature.

- Takes reduced damage for 600ms after getting hit.
- Meant to be effective only when ganked or spammed by 333ms lights
- Stacks, but doesn't reset the previous one.
- I'm unsure of what percent the damage reduction should be.

Attack Chains and values

Starter and finisher values

Heavy starters: 700ms, 30 dmg

Light starters: 500ms, 17 dmg

Slide heavy finishers: 600 to 1200ms, variably timed. These function exactly like Centurion's heavies, only the unblockable section is feintable and has hyperarmor.
30-40 dmg

Top heavy finisher: 700ms, hyperarmor, 38 dmg

Side light finishers: 500ms, 20 dmg, hyperarmor

Top light finishers: 500ms, undodgeable, 15 dmg

Optimal heavy parry punish: Dodge attack

Optimal light parry punish: Heavy attack

Chains

Strength of the bear: Heavy-heavy-heavy

2nd heavy: Sides identical to finisher values. Doing the fully charged heavy does not end the chain. Top is 600ms, 33 dmg, undodgeable with good range

Ancient's might: Heavy-light-heavy

2nd light: Top is 600ms with hyperarmor, 20 dmg. Sides are 500ms, 15 dmg

Sting of the serpent: light-heavy-light

2nd heavy: Identical to finisher values

To be decided: heavy-heavy-light

2nd heavy: Identical to finisher values

Hero-specific moves

Key features

Zone attack, Shield Brace

Zone attack

- Three parts. A normal swing, a bash, and an unblockable
- First swing is 600ms, 22 dmg. Good range. Initiates from the right
- Second part is a stunning shield bash guaranteed after a block or successful strike. It will not initiate if the first swing is dodged.
- Final section is a 38 damage unblockable from the right
- The second and third sections can be cancelled before their animation begins so as to reduce the vulnerability in group fights.
- Each section can swap targets
- Due to the three part nature of the zone, it drains a significant amount of stamina

Sprinting attack

- A 600ms top heavy with fullblock property on the startup. 22 damage and functions as a chain starter

Dodge attacks

- A 600ms top light attack with crushing counter properties, done only from a forward dodge. 16 damage, 30 after a crushing counter, which also guarantees nordic fury. Acts as a chain starter.

Sides: side dodge attacks gain superior block property in both top guard and the direction of the dodge.

- 600ms heavy, 20 dmg, short range. Like Tiand, this attack can crushing counter, increasing the damage to 30

Nordic fury

- A bash attack done mid-combo which stuns and deals 50 stamina damage. No followup
- 500ms, with an animation very similar to Valk's side light finishers

Feinted shield smack of death

Heavy attacks and the leap attack can be soft feinted into a shield bash which stuns and allows for a chained top light.

- 700ms, 30 stamina damage, tracks dodges well

Shield brace

The húskarl raises his shield, hiding his guard and rendering him immune to bashes. While bracing, he can be interrupted by regular attacks, but can also perform several enhanced moves which can be used to counterattack, making the brace a good baiting tool.

- Done the same way as fullblock
- 200ms startup, 233ms recovery
- Can move around and perform special attacks while braced, but cannot dodge

- Bashes which hit the brace stagger the opponent based on the recovery of the move. For example, caber toss is staggered more than headbutt, allowing for stronger counters to land

Shield brace moves

- 600 ms side heavy. 20 dmg normally, 33 with crushing counter properties. feintable. Acts as a chain starter
- 700ms top heavy. 30 dmg with hyperarmor. Acts as a chain starter
- 700ms nordic fury which also acts as a chain starter

Grab counter

After countering a guardbreak, the húskarl steps forward and smacks the enemy with his shield, stunning them and granting the option to perform a heavy finisher.

- Has a very tight window to perform, making it difficult to pull off consistently. Deals 20 stamina damage
- OOS opponents are knocked down by this move

Feats

Tier 1:

The heat of battle: *Húskarl* gains an increase in damage and defense when contesting zones.

Corpsepiler: Gains a slight damage boost after killing minions. Cannot be staggered by those little shits. Gains health from killing minions when using the zone attack and the given soldier-killing animations.

Dooming gaze: Temporary debuff which reduces stamina and stamina regeneration. 25 seconds

Tier 2:

Rock steady: A nerfed variation of rock steady. The feat is put on a 5 second cooldown after use, much like deadly and thick skin.

Coward's burden: Temporary debuff which prevents sprinting and reduces attack by 20%. Lasts 20 seconds.

Bear trap

Tier 3:

Rage of the forsaken: Gain health from attacks while in revenge

The best defense: Successful melee attacks grant shields

Rallying might: Killing enemies grants health and stamina to all teammates

Tier 4:

Fire flask

Victor's aura: Grant a 40% increase in attack and defense to nearby allies. Radius equivalent to champion's aura

Might of the old gods: Bash attacks knock enemies down. Lasts 20 seconds

Voice lines

I don't speak icelandic, so any ideas would be greatly appreciated. His character is all about knowing what will happen. He is from a line of ancient warriors who have seen every style and fought every foe. He is also very religious.

Executions

A coward's end

The húskarl hooks the enemy in with his axe and bashes them to the ground with his shield, slowly walking around them while twirling his axe as they crawl away. The opponent makes an attempt to rise and escape, but winds up with an axe stuck in their back.

Warborn affection

The húskarl drops his weapons and pulls the enemy in for a bear hug, lifting them up and slowly crushing them as they struggle to break free. Once done, he lets the body fall.

Step-by-step takedown

Húskarl grips his axe just under the head and punches the enemy in the gut, while he crushes their right leg with his shield, bringing them down on one knee. He brings the axe back up to embed in the left shoulder of the enemy, before knocking them down by their head with the shield.

To be decided

