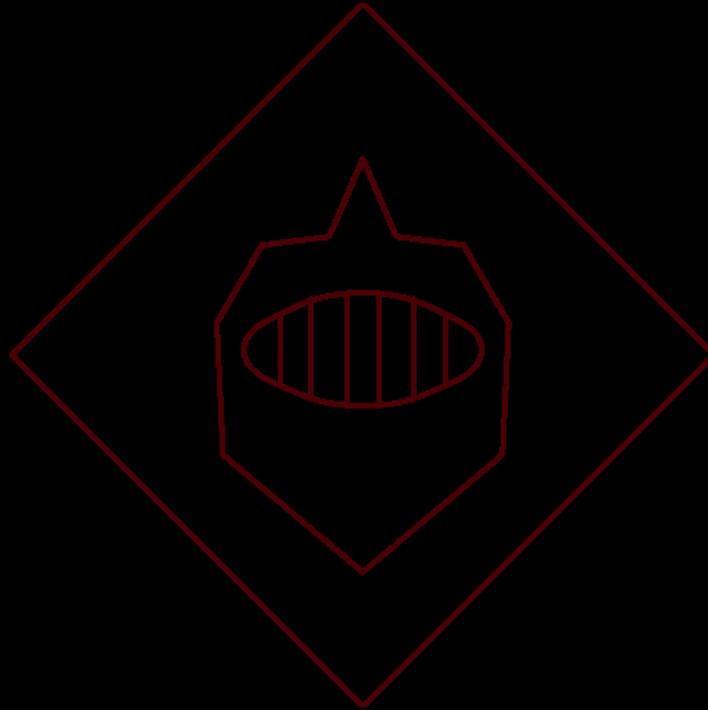


# Justice

“Judged for eternity, yet knows no grace. He punishes, hurts, and kills under his false rule.”

Fallen To Sin, Fallen To Pain, Fallen To Judgement - Soul Savior



## Moveset

100 health

11 speed

0.3 regen

**PSV: Bone:** you have armor made of bones that will absorb damage taken and only deal half of it to you. self damage wont damage your armor or be reduced. you have 50 armor points which recharge in 15 seconds once fully depleted.

**M1: Stab:** stab with a trident for 20 damage, adding one Blood stack to your Judge and Convulge abilities.

**M2: Judge:** grab the enemy by the torso and bash your head into them for 35 damage. deal 5 extra damage + 1 self damage per Blood stack. you can have up

to 15 blood stacks. using Judge above 10 Blood stacks will increase regen by 1 for 5 seconds. 10 second cooldown.

**Shift: Hook:** grab the enemies soul by the chains and drag them toward you for 12 damage, stagger, and putting them right in front of you. 8 second cooldown.

**Q: Convulse:** stab yourself in the torso for 30 self damage, then take it out for 60 healing. using this below 30 health halves the self damage but halves healing. every 2 Blood stacks you have will be consumed for 1 less self damage and 2 more healing. recharges after 100 damage is dealt.

## Upgrades

**1 Forest Of Bones:** when your armor breaks, conjure bones from the floor all around you in a 20 stud radius that deal 20 damage. every hit will give you 5 Bone back. getting a kill will refresh Bone's cooldown and getting a kill at full Bone will give you 50% additional Bone.

**2 Marching Monarch:** when you lose all Bone, gain a 50% speed boost and deal 25% more damage. speed is passively increased by 10%.

**3 On The Outside:** Bone will regenerate by 10 every 4 seconds when you still have Bone. if at max Bone, the next hit you take will be completely nullified, even if its self damage. max Bone increased by 25.

**4 Ripped Together:** the fourth Stab combo will stab forward for 20 damage and spin around for another 20 damage and stagger, but dealing 10 self damage if you miss. Stab will slightly pull enemies toward you for an extra 3 damage at the end.

**5 Lost To The Claw:** Stab will shoot 3 small spears forward (one for each spike) which travel 7 studs and deal 5 damage. allow movement during Stab, albeit halved.

**6 Blood Altar:** the first Stab combo stabs downward for 30 damage. killing an enemy with Stab will rain 3 blood meteors on all enemies for 10x3 damage and stagger. if an enemy dies to a meteor, cast the meteors again.

**7 Drawn Out:** Stab gives 2 Blood per hit and will deal 5% more damage per Blood stack. when at 15 stacks, Stab damage is doubled and you become unstoppable.

**8 Tyrannical Choice:** if you kill an enemy with Judge, rip their heart out and burst it in your hand, healing you for 15 health + 100% of the self damage you took and spraying blood drops everywhere that slow enemies down by 75% for 3 seconds and making them grant double Blood stacks for 6 seconds.

**9 Upon Thy Hand Of Glory:** Judge will deal 20 damage on the grab and does 50% more damage in total. if the enemy dies from the grab, make the next two uses of Judge have no cooldown. Judge does 75% of its damage in a 15 stud radius around the grabbed enemy.

**10 Away With You:** once Judge ends, throw the enemy 20 studs away for an additional 10 damage if they're below 50% health. if they're above 50% health, headbash again for 25% of the original damage.

**11 Soul Link:** Hook will deal 1 damage every 0.1 seconds to the enemy and heal you for 0.5 per hit. the next instance of damage you apply to an enemy after they got hooked will heal you for 50% of the damage.

**12 The King's Beacon:** Hook grapples all enemies toward you and will stun them when they get to you. when all enemies are near you, spin around and deal 20x2 damage. if this kills an enemy, spin another two times.

**13 The Purest Soul:** Hook loses its animation and enemies will be pulled toward you instantly on use. hooked enemies take triple the damage while hooked and 1 second after it ends.

**14 The Red Valley:** Convulge will shoot out 8 balls of blood behind and in front of you for 5 damage per ball and slowing enemies down by 75% for 5 seconds. enemies coated in blood will also heal you for 75% of the damage you deal to them for 5 seconds. Convulge gives you -5 regen for 5 seconds.

**15 Man Man:** if you take fatal damage with Convulge, you will be set on 1 HP and heal twice as much after 6 seconds once the ability ends, but gaining a 200% power buff during the 6 seconds. Convulge no longer halves self damage and healing when below 30 health.

**16 Grim Judgement:** Convulge will take Sorrow stacks instead of Blood stacks. Sorrow is achieved the same way and acts the same as Blood stacks. for every 2 Sorrow consumed from Convulge, gain one Blood stack.

**17 The Sins Of My Kingdom:** Convulge deals its self damage to all other enemies + stagger. every Blood consumed deals 3 more damage to all enemies. the first Stab on an enemy gives 3 Blood.

**18 Look At Your Potential:** killing an enemy turns them into a suicidal blood minion that runs at enemies and explodes for 50 damage in a 20 stud radius with a 90% armor debuff for 3 seconds. these minions die in one hit to everything but will also explode on death.

**19 Ill-Willed:** all enemies take 2 damage a second while you heal 0.5 a second. this passive damage and regen gets stronger the lower the target's health is up to 300% at 15% and below health.

**20 Dead Hunt:** when killing an enemy, they will explode into organs and 2/10 teeth. each organ heals you by 2 health and each tooth gives you 2 Bone.

**21 Doom Awaits:** when no enemies are present on the stage. you gain 20x health regen and cooldowns regenerate 5x faster.

**22 Sentenced To Death:** bind a chain to the target regardless of distance and pull them towards you as they spin around and get wrapped in the chain. once they reach you, cut the chain off from you. this deals 10 damage + 1 damage for every 3 studs travelled and 1 second stun + 0.3 seconds for every 3 studs travelled. the enemy will also take 50% more damage while bound. 15 second cooldown.

**23 Past Name:** consume 25 health to throw a giant light spear forward for 150 damage in an infinite distance in front of you. refuses to work if under. cooldowns after taking 200 damage, even from self damage.

**24 Heart Attack:** consume 30 health and deal 175 damage in a 40 stud radius around you with 3 second stun. if below 30 health, consume 15 and do half the damage instead. loses its cooldown if you get a kill with it. 60 second cooldown if not.