Luka



From bad born blood
Cost: 1200
Placement: 3

Upgrade 0-2

Upg 0 → 1: 1,100

Upg 1 → 2: 1,800



Attack 1

Gun training (Cone aoe)

Luka shoots a volley of bullets to his enemies in a dealing medium dmg with 3 multihit



Upgrade 3-6

Upg 3 → 4: 2,600

Upg 4 → 5: 3,100

Upg 5 → 6: 4000



Attack 2

Brute force (circle)

Luka jumps into the air, while in the air he shoots at the enemy before landing at the enemy's frontline and doing a finishing cut using his sword dealing high amounts of damage and a multihit of 4





UPON EVOLUTION

Upgrade 6-10

Upg 6 → 7: 4,200

Upg 7 → 8: 4,700

Upg 8 → 9: 5,100

Upg 9 → 10: 6000



Attack 3

Massacre (line aoe)

Luka dashes infront of the enemy with godlike speeds cutting them into tiny bits of flesh after passing through dealing high amounts of damang and 3 multihit





Upgrade 10

Gains the passive ‘Arkies Victema’ and ‘Heightened Senses’ ability

PASSIVES

ON PLACEMENT
LOYAL DOG:
When this unit is placed it will find the nearest allied damaging tower and latch to it and will be deemed as his master, gaining a 30% dmg buff however if this unit has more dps than his master it will lose the buff, whenever the master of this unit is hit with a status effect this unit will take the effect of his master, everytime his master attacks an enemy this unit has a 60& chance to follow up with attack 1 with only 20% of the dmg

Upon evolution:

Robotic upgrade

This unit is fragile. For every 5 attack this unit does, not accounting for the follow ups, this unit will be stunned as his limbs need recovery and upgrade, stunning him for 20s, after the stun he will have a new robotic arm gaining 20& dmg and 2% decrease spa (Capped at 100% and 10% respectively) If this unit is fully suit up he will no longer need recovery

Arkies Victema

Gains the ability ‘Mind Overload’ bypassing dodge and a 70% chance of deflecting status effect for him and his master, if he failed to deflect a incoming stun away from his master this unit’s next attack is buffed by 20%
CD: 2
mins
active:
40s

Ability:

‘Mind Overload’ this units goes into Brain overload gaining immense precision of his strike with heavy cause, when the ability is active this unit gain’s 75% crit chance, 100% crit damage, 10% decrease spa and disabling LOYAL DOG, however after the ability straining his brain this unit gains 100% increase spa and 20% decrease damage for 40s

