

Aphrolus | 5 STAR LIGHTING DESTRUCTION

Normal Attack -

Aphrolus deals lighting DMG equal to 30% of his HP to a single target. Apply "Calculation" debuff on the enemy

Skill -

Aphrolus consumes 20% of all allies HP to deal lighting dmg equal to 90% of his HP to all enemies on the field. Applies a stack of "Calculation" on the enemy, as well as gains 2 stacks of "REBIRTH THROUGH ERUDITION". This skill does not consume skill points.

Talent -

Aphrolus ultimate doesn't have energy, instead he gains "REBIRTH THROUGH ERUDITION" stacks, up to 13 stacks. Aphrolus gains a stack whenever an ally attacks an enemy or when allies HP shifts. If Aphrolus is the one making allies HP shift, he gains 40% DMG bonus and applies to all enemies a "Calculation" debuff, which decreases all enemies def by 5%. It can stack up to 5 times.

Ultimate -

Aphrolus enters "Tomb of Iron, Golden Ichor's Start" state, where he disappears from the field and whenever an ally attacks he fires a follow up attack "Explosion of Reason" which deals lighting damage equal to 340% of his HP to all enemy targets and 220% to a single target. Whenever an ally consumes their own HP to attack, this DMG is increased by 30%, stacking 4 times. In this state Aphrolus can't be targeted by either enemies or allies, but he is considered as on field. A "Birth of Golden Heart" appears on action value with base speed of 70, but for every follow up attack fired it increases by 5%, until Aphrolus leaves the state, dealing 300% lighting damage of his HP to all enemies and 120% lighting damage to a single target.

Technique - You get 2 more technique points. When Aphrolus uses technique consume two technique points to enter "Poematic Speed" to increase running speed by 100% and when entering combat in this state, he starts the battle with 3 stacks of his ultimate

A2 -

If there's one or more destruction unit except for Aphrolus on field, the "Calculation" debuff gets a buff, now increasing crit dmg dealt by 20%, as well as increases all destruction units speed by 20%

A4 - when in "Tomb of Iron, Golden Ichor's Start" state, all allies gain 24% res pen, and if the allies HP is consumed in way, increase Aphrolus crit rate by 35% for 3 turns.

A6 -

Whenever "Explosion of Reason" is fired, consume all allies HP by 5% and regenerate 1 skill point. If there's an destruction unit on field, consume additional 5% of HP and gain an additional ult stack, up to 3 times. All allies have increased DMG by 20%

His base stats are

1242 HP
342 attack
542 DEF
101 SPD

His mini traces are:

25% HP, 33.6 crit dmg, 15 crit rate

Sig LC

"Extrapolation - Code Corrupted"

1342 HP
523 ATK
432 DEF

"Increases units HP by 30%. Whenever the user fires a follow up attack or drains the allies HP, gains one stack of "Cycle", increasing dmg dealt by 20%, stacking up to 4 stacks. When getting all 4 stacks, gain "Crownless God, Headless Beast" buff which makes the user ignore 15% DEF. If under that buff state the user does damage out of their turn, ignores additional 10% DEF"

"Poets Painful Melody"

2 piece - increases HP by 16%

4 piece - Whenever an ally HP decreases, increases all allies crit rate by 5%. If the user is the one draining HP, increase all allies DMG by 20%. Stacks two times .

E1 "Fools chase of Erudition"

Start the battle with an additional stack of "Calculation" on the enemy. Whenever an ally or his own HP is drained, apply additional "Calculation" stack and additionally "Calculation" stacks now max out at 8 stacks.

When entering "Tomb of Iron, Golden Ichors Start" state, regenerate all allies energy by 10%.

E2 "Headless Beasts Humanity"

When in "Tomb of Iron, Golden Ichors Start" state, gain a "Extrapolation" stack, dealing 8% true dmg with every "Explosion of Reason" follow up attack, and gain an additional stack for every time an Destruction unit deals damage or gets their HP reduced, stacking up to 3 times. When leaving "Tomb of Iron, Golden Ichors Start" state, advance all allies by 50% and gain 6 stacks of "REBIRTH THROUGH ERUDITION". All destruction allies gain 12% true dmg buff.

E3 "Crownless God"

E3 stuff

E4 "Bards Inspiration"

Increase all allies HP by 20% and outgoing healing bonus by 20%. One "Calculation" stack is applied to the enemy if an ally heals him or another destruction unit

E5 "Calamities Scar"

E5 stuff

E6 "Warmth through Cold"

Increase Aphrolus crit dmg whenever an ally consumes HP by 120%, and whenever an Destruction Ally deals dmg during "Tomb of Iron, Golden Ichors Start" state, Aphrolus deals lightning 142% HP additional dmg, and if the ally consumed their HP, deals additional 100% lightning HP DMG on top of said additional dmg. Ult can now overstack to , for every 2 stacks above 13, increase follow ups "Explosion of Reason" scaling by 5%, up to 100% increase. All destruction units on the team will get advanced 50% forward after every action they take

"Poem about: Erudition"

"Permanent buff.

When Cyrene selects Aphrolus, his follow up attacks now gain 0.24% additional scaling for every 1% of HP drained from allies, up to 60% HP drained. If there are 2/1 enemies on the field then increases 0.48%. The ult countdown's speed increase doesn't activate until the third follow up “

Battle Voicelines

Battle Begins: Weakness Break: " A great start to our poem isn't it ~?"

Battle Begins: Danger Alert: ' You go first,Hero so dear~'

Turn Begins 1: ' Oh Reason aid me in this fight...'

Turn Begins 2: ' Oh Romance make sure my resolve is steady'

Turn Idling: ' Shall I play you a tune or a poem,Partner?'

Basic ATK: ' Your it~ '

Skill 1: ' Be absolved within Black Tide. '

Skill 2: ' Poems shall not remember you.'

Hit by Light ATK: ' Stop it tickles~ '

Hit by Heavy ATK: ' Urgh you will pay for this!'

Ultimate: Activate: ' Oh Father of Reason... '

Ultimate Unleash: ' ABSOLVE ME WITHIN YOUR POWER '

Follow Up Attack: ' For the dreams of this land! And for a romantic poem like none before!'

Ult finished: 'See you tomorrow, Amphroeus'

Downed: 'Was it fated...since the beggning....'

Return to Battle: ' Another cycle...'

Health Recovery: ' Thank you, friend ! '

Technique: ' the Bard always needs to be where heroes are!'

Battle Won: ' Let me write about this adventure, Partner'