Prince Luca

The Easygoing Prince

High Sustain, High Utility

Passive: The Royal Screw-up

Hp Shield | Stance Change

Instances of damage charge your **Royal Screw-Up** meter. Once full (8 instance; *Basic Attacks* grant 2) **King Aeron** drops down to **Prince Luca** granting an *HP Shield* and replacing all of your attacks. When the *HP Shield* reaches 0, he is dismissed at the end of your next turn.

King Aeron HP Shield: 15 hp

Additionally, when **Rose** is in the game, you may add up to +2 to your movement when moving towards him.

Basic Attack **King's Sword** *Targeted | Global*	King Aeron swings his enchanted claymore at a target dealing **Physical** damage. Casting an ability empowers the sword, adding an extra burst of 5 **Magical** damage to the target. The enchantment damage is global, while the physical sword swing has a range. Sword Damage: 5 Physical (2 space range) Enchanted Damage: 4 Magical (global range) Energy: 1 Range: 2 Spaces
Ability 1 **Overhead Slash** *Untargeted | Shield Break | Stun*	King Aeron slashes downward, dealing damage in a line in front of him. If the target is **Sundered** and has an *HP Shield* this instead will automatically break it and *Stun* them. Damage: 8 Physical Energy: 2 Slash Range: 5 Spaces

	Stun Duration: 1 Round
Ability 2 **Divine Sunder** *Targeted | Global | Debuff | Speed Boost*	King Aeron shoots a bolt of magic into the sky that shines down on an enemy, **Sundering** them. You gain increased movement speed while moving towards them, and your next ability to hit them consumes the mark and does not go on cooldown. **Sunder is also removed if King Aeron is dismissed.** Energy: 1 Move Speed: 2x
Ability 3 **Heavy Cleave** *AoE | Disarm | Leap (targeted)*	King Aeron slashes in an AoE around him dealing damage and *Disarming* targets. If the target is **Sundered** this may be cast on them from up to 5 spaces away, causing you to leap to them and then cleave. Damage: 6 Physical Energy: 2 Leap Distance: 5 Spaces Disarm Duration: 1 Turn Cleave Radius: 2 Spaces
Ultimate **Confrontation** *Heal | Stance Change*	Prince Luca confronts his father, dismissing King Aeron. The **Royal Screw-Up** meter is reset to 0, and you are healed equal to King Aeron's remaining *HP Shield*. Heal: 1-15 (depending on King Aeron's hp) Energy: 1

Basic Attack: Strum

Passive

When anyone inside of his **Song Aura** (including himself) casts an ability his Runic Lute is empowered by a **Note**.

As his muse, **Rose's ability casts grant him 2 **Notes**.**

Active

Targeted | Heal | Global

Prince Luca strums his Lute, shooting a bolt of magic music at an enemy dealing damage. All **Notes** are consumed, dealing increased damage and healing Luca and Allies in his **Song Aura**.

Damage: 2 (+1 per **Note)**
Heal: 1 per **Note**

Energy: 1

Ability 1: Runic Lute

Passive - Song Aura

AoE

Begin passively playing the song of your choice, affecting targets in an AoE. He stops playing while under the effects of *Hard CC* or *Silence*.

AoE Radius: 3 Spaces

Active

Prince Luca changes the song he's currently playing with options dependent on your level. When a new song is unlocked, you may switch to it for no energy cost.

Energy: 2

Level 1 *La Vie en Rose*	Resets *Rose's* **Corruption** level, and **Royal Screw-Up** will not proc while active.
Level 2 *Damage Decrease*	Enemy targets deal 50% less damage.
Level 3 *Energy Cost Reduction*	Allied targets and Luca's energy costs are reduced by 1 (cannot go below 1).
Level 4 *Slow | Mez*	Enemy targets are *Slowed*, if they end their turn in the aura, they are *Mezzed* for 1 turn.
Level 5 *CC Immunity*	Allied targets and Luca are immune to CC.

Ability 2: Solo Serenade

Global | Targeted | Buff | Damage Increase | Heal

Prince Luca selects an ally, increasing the next instance of damage they deal. When they deal this bonus damage, you and them are healed equal to the amount of extra damage applied.

If the serenaded target is **Rose, Luca's love invigorates him, also granting 1 energy.**

Damage Increase: 50% more damage

Energy: 2
Heal: Equal to extra damage applied

Ability 3: Encore!

AoE

Prince Luca encourages an encore, causing all fighters in his **Song Aura** to automatically cast their last used ability for no additional energy cost.

__Rose__ is more attuned to Luca's music, allowing him to choose which ability to cast.

Energy: 1

Ultimate: Feel the Music

Global | Aggro

Prince Luca expands his **Song Aura**, causing it to affect all targets globally and *Aggroing* all enemies. Instances of damage still charge up **Royal Screw-Up** while active, however King Aeron will not be summoned until this ability ends.

Energy: 3
Duration: Until the Start of your Next Turn