Bjauros the Bold

Badass Brute



High Crowd Control, High Defense

Passive: Runes of Protection

Damage Mitigation | Heal

Instances of damage activate Bjuaros' runes, providing flat damage mitigation. Once all three Runes are activated the next three instances of damage overcharge each Rune. When all three Runes are overcharged they burst, healing you then deactivating.

The third rune provides more than the first two.

First Two Runes Damage Mitigation: 0.5 per active Rune
Third Rune Damage Mitigation: 1 (2 dmg mitigation total for all 3 runes)
Heal: 3

Basic Attack: Heavy Strike

Targeted | Root

Swing down your axe at a target within range dealing damage and rooting them.

Damage: 5
Energy: 1
Root Duration: 1 Round
Range: 2 Spaces

Ability 1: Spear Wall

Deployable | Ground Target | Global

Throw your spears and construct a destructible wall between 2 spaces. Upon reaching a wall enemies cannot progress and take damage for each space the wall has blocked, the wall also takes 1 damage each time it is walked into.

You may only place one at a time.

Damage: 2
Energy: 2
Wall Hp: 10

Ability 2: Warcry

Targeted | Global | Fear | AoE

Belt out a roar, dealing damage and *Fearing* a target globally, as well as enemies within adjacent spaces.

Damage: 10
Energy: 2
Fear Duration: 1 Round
AoE Radius: Adjacent Spaces

Ability 3: Runic Resilience

Buff

Bjuaros bolsters his resilience, doubling your mitigation from **Runes of Protection** and granting immunity to *Slows*, *Roots*, and *Knockbacks* until the end of your next turn.

Energy: 2
Buff Duration: 1 Round

Ultimate: Savage Charge

Dash | CC Immunity | Knockback | Stun | Slow | Cripple

Gain CC *Immunity* and charge forward, damaging and pushing enemies along with you. If this dash collides with a **Spear Wall** the dash stops immediately and any enemies that are pushed into the wall take bonus damage and are *Stunned*. The **Spear Wall** is shattered, destroying it, and sending the spears forward 4 spaces; dealing damage, *Slowing*, and *Crippling*.

Charge Damage: 12 damage (+6 if slammed into wall)
Spear Damage: 8 damage
Energy: 5
Charge Distance: 8 Spaces
Spear Distance: 4 Spaces
Slow and Cripple Duration: 1 Round