



# FUSIONPLAY HEROES

## Kim Oh No

An ancient angry assassin

Kim Hasature Kotashi was dishonorably discharged from the halls of the Hing Sho samurai because of his regular and uncontrolled angry outbursts. Yes, Kim had a problem controlling his anger and yes, he loved inflicting bloody wounds on other people, but was really it okay to remove him from the codex? Such a malicious decision made him angry. The massacre that followed was unparalleled, and the few who can talk of it now call him „Kim Oh No!“ Kim was ultimately banned from his district, and since then, he has wandered around as an outlaw of society.

## STRATEGY GUIDE

With his excellent defense, Kim is protected very well against physical attacks. His strength lies in continuously inflicting wounds to the opponent. This always forces the opponent to decide whether to tolerate the wounds or change his strategy and cure them. Be careful when the opponent attacks with Mental attacks. "Inner Spirit" can help defend against that.



## THE ATTRIBUTE CIRCLE

The Attribute Circle shows which attributes are related to an effect. The circle is divided into colored quarters. The color and the position of the quarters indicate the related attribute.

**Strength** (top left)

**Defense** (top right)

**Mental** (bottom left)

**Dexterity** (bottom right)



The center contains two semicircles symbolizing **Health** (top) and **Energy Regeneration** (bottom).



The Attribute Circle is used for Buffs and Debuffs to show the affected attribute. It also shows the attributes that increase or decrease the impact of an effect (Plus and Minus modifiers).



## DIRECT EFFECTS

**Damage** - Damages your opponent.



Light Medium Strong Very Strong Extreme

**DoT** - Damages the opponent over time.



Burn Wound Poison

**Heal** - Restores some Health.



Light Medium Strong

**Energy Charge** - Restores some Energy.



Light Medium Strong

## INDIRECT EFFECTS

**Buff** - Temporarily boost an attribute.



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**Debuff** - Decreases an opponent's attribute.



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**Reflect** - Reflects some damage back to your opponent.



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**Cure**

Removes all negative effects.



**Invincibility**

Blocks all damage.



## EFFECT MODIFIERS



**Delayed** - The effect will be activated after a certain number of rounds.



**Plus** - Increases the impact of an effect by the value of the indicated attribute.



**Minus** - Decreases the impact of an effect by the value of the indicated opponent's attribute.



**Over Time** - The effect starts in the next round and lasts for multiple rounds. The circular segments indicate the number of rounds.



**Multiplier** - The effect is triggered multiple times.