



SHIVA

PASSIVE 1:



THIRD EYE:

He gains scout snake every 20 seconds max. 6. These snakes act like stationary wards on the map and always in mental communication with Shiva, only visible to him. Once placed they activate after 30 seconds and cannot be killed. If a team mate comes near the snake the snake dies giving his base HP to the nearest team-mate. .

Base HP :100+20xlevel

PASSIVE 2:

THIRD EYE:

His sixth sense keeps track of the maximum damage done by an enemy god on him within the past 30 seconds. This is connected to his ultimate.

Skill 1:



He throws away four snakes from his hand, biting minions and enemy gods.

Damage: 20/30/40/50/60 + (15% of magical power) per snake per tick .

Duration: .5s per tick x 3s

Snake lifetime: 3s

Skill 2:



He throws poisonous gas cloud from his mouth restricting enemy view (disrupting focus) and stunning. Exposure to fumes more than 3 seconds result in stun.

Stun: 0.5s//75s/1s/1.25s/1.5s

Duration: 4 seconds

Skill 3a:

He summons the cobra resting on his shoulder, elongating and biting enemy on the forehead.

Damage: 100/200/300/400/500 (+20% of his magical power)

Slow: 25%

Skill 3b:

Connected with passive 1. He can place on the map , the snakes granted from third eye.

Cooldown: 20 seconds, Max. Snakes: 6

Skill 4a:



Connected with passive 2. He can transform into an enemy god stealing all his item (without their passive and aura effects, actives and consumables) effects and level benefits. But can use only any one of his first 3 skills.

Duration: 6s.

Skill 4b:



He can summon all his scout snakes and no matter where they are on the map, they rush towards him giving their HP to him and granting magical power.

Max. Power Granted: 6x (5+2*level) +20% of magical power

Summon time: 3s

Buff Duration: 4s

Speed buff: 25%