

**ONOMASTICS ANALYSIS OF *MOBILE LEGENDS*'S CHARACTER'S
SKINS AND THEIR VISUALIZATION**

THESIS

Submitted as a Partial Requirements

for the degree of *Sarjana* in English Letters Department



By:

Ika Intan Fatikasari

SRN. 153211020

**ENGLISH LETTERS DEPARTMENT
CULTURES AND LANGUAGES FACULTY
THE STATE ISLAMIC INSTITUTE OF SURAKARTA**

2020

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2020

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Assalamu'alaikum Wr. Wb

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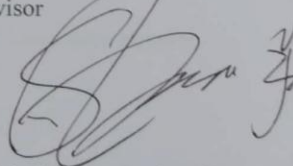
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Advisor



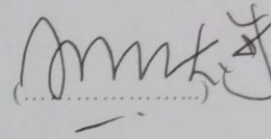
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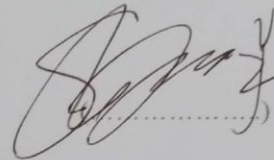
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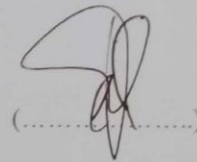
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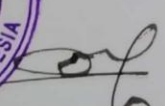


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Approved by

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DEDICATION

This thesis is dedicated to:

1. My Beloved Parents
2. My Beloved Young Brothers
3. My Big Family
4. My Future Husband
5. My Thesis Advisors
6. My Beloved Friends
7. ALOHOMORA Fams
8. English Letters 2015
9. My Almamater in The State Islamic Institute of Surakarta

MOTTO

“Life is like a thesis, many chapters and revisions that must be passed,
But it will always end beautifully for those who never give up”

-Alit Susanto-

“Quality is not an act, it is a habit”

-Aristotle-

“Masalah datang bukan untuk menang”

-Ika Intan Fatikasari-

PRONOUNCEMENT

Name : Ika Intan Fatikasari
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I hereby sincerely state that the thesis entitled “Onomastics Analysis of *Mobile Legends*’s Character’s Skins and Their Visualization” is my real masterpiece. The things out of my masterpiece in this thesis are signed by citation and referred bibliography.

If later proven that my thesis has discrepancies, I am willing to take the academic sanctions in the form of repealing my thesis and academic degree.

Surakarta, January 30th, 2020

Stated by



Ika Intan Fatikasari

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ACKNOWLEDGEMENT

Alhammdulillah all praises to Allah SWT, the single power, the lord of the universe, master of the judgement day, God all mighty, for all blessing and mercies so the researcher was able to finish this thesis entitled *Onomastics Analysis of Mobile Legends's Character's Skins and Their Visualization*. Peace is upon Prophet Muhammad SAW, the great leader and good inspiration of the world revolution.

The researcher is sure that this thesis would not be completed without helps, supports, and suggestions from several sides. Thus, the researcher would like to express her deepest thanks to all of those who had helped, supported and suggested her during the process of writing this thesis. This goes to:

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4. SF. Lukfianka Sanjaya Purnama, S.S.,M.A as the consultant.
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May Allah SWT removes all worries, fears, pain, and grant to Jannah.

8. Beloved young brothers Bintang Pangestu and Yaksa Maghrib Abdillah.
Keep your spirit to continue your study and never give up to reach your dreams.
9. Myself, for standing strong. I resisted the laziness because I know I can do it. This is your struggle, keep spirit for the next challenge.
10. True friend Dion Aries Wibowo for support and encourage for me.
11. Beloved friends Yuntari Hestriyana, Widyaningrum, Eka Zumi, and Ahmad Zaenal Mustain. I have no true friends except them.
12. ALOHOMORA Fams who always be the best.
13. Freefire and Mobile Legends's squad DANGEROUS'ID and BOZE.

The researcher realizes that this thesis is still far from being perfect. The researcher hopes that this thesis is useful for the researcher in particular and the reader in general.

Surakarta, January 30th, 2020

The researcher

Ika Intan Fatikasari

ABSTRACT

Ika Intan Fatikasari. 2020. *Onomastics Analysis of Mobile Legends's Character's Skins and Their Visualization*. Thesis. English Letters Study Program, Cultures and Languages Faculty.

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Key words : *Onomastics, Mobile Legends, Visualization, Online Game*

Name is not only in human or place name, but also found in game such as in the characters. In the characters also found the visualization that can describe the characters in visual. Related to the phenomenon, this research tempts to know what onomastics and visualization are the character's skins in Mobile Legends classified and the relation between onomastics and the visualization in the character's skins in Mobile Legends. The research conducted to reveal the types of game design found in Mobile Legends's character's skins by Scheel and visualization by Barthes.

This research is descriptive qualitative research that employs a content analysis method. The data of this research is Mobile Legends's character's skins in season 12 role Tank and Fighter. The data were collected by doing documentation. The approach that is applied in this research is semiotic approach as the way to convey certain goals from the player of Mobile Legends.

According to the analysis, 123 out of 123 data refer to mechanics aspect. It indicates that every single character has special ability in the battleground. 123 out of 123 data refer to narrative aspect. This aspect is used to strengthen the character's skin's name through the personal story. Visualization divided into connotative and denotative. 48 out 123 data refer to connotative and 75 out of 123 data refer to denotative. It indicates that visual character based on the name is more attractive to the player because real word is well-known. 109 out of 123 data are related to the name and visualization. 14 out of 123 data are not related to the name and

visualization. Players used their character names as representations of characters identities and express by visual.

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CHAPTER I

INTRODUCTION

A. Background of The Study

Name is one of the important parts in human languages. The study about name is called onomastics. According to Crenshaw and Nardi (2014) “onomastics analysis about character names expresses their personalities by incorporating elements of popular culture, literary references, and aspects of their own personal histories. Players used their character names as sincere representations of their identities, that is, expressive of whom they are by character names that embedded bits of a player’s experiences, interests, and preferences”.

In some literary works, the developer has many reasons to give a name to the character. Naming of each character in a game is very important. Naming in character represents the characteristic of the character. A name also can identify the character in a game. According to Richard Coates (2005), names can be hugely politically and culturally important because when they are used, they choose a single entity from a crowd. Name can have powerful effects in a game. The names in a game could describe the personal character, the power it possesses, the history of the character's visualization, health, energy, and magical power.

The name can be based on the original name of the character, the game development favorite name, the fantasy name, the merging of the alphabet with the number or using any other random name. According to Crenshaw and Nardi (2014),

players developed rich meanings through their character names by embedding connotations and associations with a specific word, concept, media reference, or style into the name itself. Players considered a name the most customizable part of a character, and thus the appropriate vehicle with which to express meanings”.

Name could show the unique character in a game. Naming can be taken from several sources. According to Crenshaw and Nardi (2014) “two key practices for creating sense in names are alluding to other media and creating a name that “fit” a game or character. Allusions to other media means players sometimes drew inspiration for their names from external sources to a game, such as literature, foreign languages, and pop-culture references. Creating a name that “fit” a game or character to create character names that “fit” with the contextual aesthetics of a game world, a name that doesn't damage immersion and makes sense can happen somewhere in the game world”.

In a game, there is visualization. Visualization is very influential in game. Visualization can support the game for the better display. Game relies extensively on the information displayed on the screen. According to Zammitto (2008) “Visualization is given to the user in many ways and is necessary for continuing and advancing through the game. If the information is not correctly visualized and the user misses it, it might jeopardize her performance. This would transform a pleasant activity into a frustrating one”. Other explanation from Bowman, Elmquist and Kelly (2012) “the benefits of studying visualization for games, both in terms of benefits to games, such as better gameplay, easier balancing and debugging, and more enjoyable

spectating, as well as in terms of benefits to visualization research, such as massive adoption, a dedicated user base, and a controlled and easily instrumented data source”.

A single game contains several different techniques of visualization. One of all the approaches used for the analysis of visual images, the most popular one is the semiotics. Visual semiotics defines the ways visuals communicate and the system dominating their usage. In visual semiotics, the visual signs have more direct meaning than in language. The representation not only shows the world but also the interaction in it. This interaction can be accompanied by the text or not and then it will constitute a recognizable kind of text (paintings, poster, magazine, etc) (Jewitt, 2004).

In analyzing an image, it is not just about what exists on the image, but what the meaning of the image is. It relates to the denotative and connotative analysis described in Barthes's semiotic Theory. According to Gremlin (1970), connotation represents the various social overtones, emotional meanings, or cultural implications associated with a sign. Denotation represents referential or the explicit meaning of a sign. Denotation refers to the literal meaning of a word or the dictionary definition.

Many components can build a game. One of them is interface. According to Saunders and Novak (2007) “in the context of game development, the term ‘interface’ refers to anything that helps the player interact with the game. It includes hardware such as console controllers, computer keyboard, and television monitors. Many

components in a game such as the game characters, health bars, menus, and targeting reticles are also parts of the interface elements.

There are many different genres of games. The various genres of games based on technology are computer game, mobile game arcade game, console game and handheld game. The various genres of games are sports game, action-adventure games, platforming game, alternate reality game, casual game, first person shooter game, escape game, mini game, flash game, narrative game, adventuring game, third person shooter game, real-time strategy game, medieval game, multiplayer online battle arena game (MOBA). MOBA is the most used by people right now, and one of the most widely used is Mobile Legends.

Mobile Legends: Bang Bang is a mobile game developed and published by Moonton from Tiongkok. Release on July 11, 2016. Mobile Legends: Bang Bang is a Multiplayer Online Battle Arena (MOBA) game designed for mobile phones (Wikipedia, 2018). According to Funk (2013), “Mobile Legends online game combines two types of game genres, namely Role Playing Game (RPG) and Real Time Strategy (RTS) where each player has one character from two teams opposite in order to destroy the opponent's base. Each character (hero) that is played has a role (skill) with the strengths and weaknesses. It is required to cooperate with team members to win matches, such as League of Legends and Dota”.

There is a virtual pad which allows the player to control the hero and the skills even in setting control also provide some additional options such as aiming method, targeting method, hero lock mode or last hit attack,. According to Online2PDF.com

(2018), the interface of Mobile Legends is well-designed so that players can browse with ease. The player will be having battles in real-time with human opponents, which makes it an interesting and engrossing game. There are four game modes to select. There are classic matches, ranked matches, brawl mode and custom.

Mobile Legends has the excess than the other games. According to Mas_Caming (2017), Mobile Legends has the classic map 5 vs 5, so players can easily set the game. Second, high quality graphics to make it easier for players to see. Example maps of games, heroes, items and the effects of hero skills. Then, hero representing various countries, for example: Yi Shun Shin from Korea, Kagura from Japan, Gatotkaca from Indonesia, Chou from China. Next, gameplay and easy hero controls that simplify the game. Then, many rewards and events that make it easier for players to buy heroes released by the developer. Players can also buy skins using diamonds. Diamond sold on play store and many trusted websites, such as unipin.com. Last, the developer also implements a fair game system, so teamwork is needed.

The visualization can be reflected in the theory of onomastics. Name and visualization in game have many benefits. Visualization in game can help the players to improve their skills, be more aware of the game world and its state, and communicate their achievements and progress to fellow players. Name in a game has a meaning, pattern, sign, and function that lead the player to play the game. To illustrate vividly on visualization based on onomastics in Mobile Legends character's skins, the following example might help:



Figure 1.1 Balmond: Berserker

In the figure 1.1 Balmond: Berserker, character named “Balmond” and the skin named “Berserker”. The sign that is used in this character skin is the connotative, relates to the feeling or emotion of the reader and the value of its culture or ideology. Connotation is placed on the second level of semiotics system. The connotative meaning can be influenced by the factors of cultural and myths. In the semiotic analysis, Barthes uses myth which concerns on the cultural values, belief and ideological critics. According to Oxford Learner’s Pocket Dictionary, the word myth is explained that myth as story from ancient time and something that many people believe but that does not exist or is false. In literal definition, myth is a story by a society which is used to explain or to understand some aspects from a reality or nature. Primitive myth is about a human and god, goodness and badness, life and death.

In Mechanic, character Balmond has several skills. There are Bloodthirst, Soul Lock, Cyclone and Lethal Counter. Bloodthirst is Balmond recovers his Max HP upon killing Minions, and recovers when killing enemy heroes. Soul Lock is

Balmond charges forward and deals of physical damage to enemy units along the way. After hitting a target, Balmond will immediately stop and slow that enemy down. Cyclone is Balmond brandishes a large axe and continuously deals physical damage to nearby enemies. Lethal Counter is Balmond raises a giant axe, dealing true damage of the target's lost HP to enemies in a fan-shaped area in front of him, and slowing them.

In narrative character above, Berserker according to Britania.com, is Norwegian berserk, Old Norse berserkr ("bearskin"), in premedieval, medieval Norse, Germanic history and folklore was a member of unruly warrior gangs that worshipped Odin, and attached themselves to royal and noble courts as bodyguards and shock troops. In Old Norse literature, berserker is described as the most feared of all warriors, and they are mentioned along with Úlfheðnar as Odin's warriors. Berserkers are warriors who spectacular, savage fury when fighting. Their antisocial, beastly behavior makes them difficult to deal with in times of peace, but their battle madness makes them invaluable allies in times of war. Berserkers usually fight with a two-handed axe or with a shield and a one-handed sword or axe. (<http://mazesandminotaurs.free.fr/VIK.pdf>).

Names and visualization have a relationship. According to Crenshaw and Nardi (2014) states that onomastics analysis about character names expresses their personalities by incorporating elements of literary references popular culture and aspects of their own personal histories. The relation between onomastics and visualization in the character's skin Berserker is in Norse mythology, Berserker

described as a warrior who have big body and hug muscle. It can indicate that the visualization and the name are related.

Based on the explanation above, the researcher is interested in conducting a research entitled “Onomastics Analysis of *Mobile Legends*’s Character’s Skins and Their Visualization”.

B. Limitation of The Problem

The study focused on the uses of onomastics that contribute to the visualization in a game. The researcher used *Mobile Legends* developed by Moonton published in 2016 as the object of the study. The researcher limits the research at the character’s skin in the form of names and skin intro in *Mobile Legends* online game in season 12 role tank (13 characters and 57 skins) and fighter (13 characters and 66 skins) and uses it to reach the aim of the research. Skin intro is a video or animation with a duration 5-15 seconds that is used to introduce character or character’s skins to the player. The researcher used theory of game design given by Schell (2008) about mechanic, narrative and aesthetic or visualization. In visualization term, the researcher used Roland Barthes (1987) about elements of semiology (connotative and denotative meaning). The reason why choose role tank and fighter because their roles are used in mythological characters that implemented in linguistics.

C. The Formulation of The Problem

Based on the background explain above, the researcher finds the problems, as follow:

1. What onomastics and visualization are the character's skins in Mobile Legends classified?
2. What is the relation between onomastics and the visualization in the character's skins in Mobile Legends?

D. The Objectives of The Study

1. To explain the classification of the character's skins in Mobile Legends in onomastics and visualization.
2. To explain the relation between the name and the visualization of the character's skins in Mobile Legends.

E. Significance of The Study

1. Theoretical Benefit

As same as the explanations from the objective of study that the study used to prove that the onomastics has a contribution in playing a game in a frame of visualization. The result of this study contributes to give more explanation about visualization and onomastics.

2. Practical Benefit

For the researcher, this research is expected to improve his ability to understand more about the relation between onomastics and visualization.

For the reader, the result of this research could be the references to study onomastics and visualization. It can also used as the additional knowledge about linguistics and video games.

For the other researches, the result of the research can be used as references and more information related to the subject.

F. Definition of Key-terms

1. Onomastic

Onomastics is the study of proper names, has been of concern to many branches of scholarship, including philosophy and history (William Bright,2003).

2. Video Games

A video game is a game which we play thanks to an audiovisual apparatus and which can be based on a story (Esposito, 2015).

3. Mobile Legends

Mobile Legends is multiplayer online battle arena game developed by Moonton which consists of several game modes that can be played, namely

classic, ranked, brawl, vs. A.I and custom. (PdfArchive:Underground Mobile Legends Diamonds Hacks, 2017)

4. Visualization

Visualization is the art of presenting large amounts of information in accessible graphical form (Jeffery, 2015).

CHAPTER II

LITERARY REVIEW

1. Theoretical Description

A. Linguistics and Semiotics

Linguistics is a study of language and language is a sign which is used to communicate. Based on Kracht (1990), language is a means to communicative. Linguistics divided into several focuses, those are, phonology, morphology, syntax and semantics. In general, semiotics is the study of sign of symbol. Based on Chander (2007) states that the most basic definition as “the study of sign”. Based on Webster's Third International Dictionary, sign is a very general term for any indication to be perceived by the senses or reason.

Semiotics is the study of symbols, signs and their interpretation. Semiotics analyzes signs and roles on a social and cultural scale. A sign is the smallest unit of meaning. Umberto Eco (1984) states that semiotics is concerned with everything that can be taken as a sign. Semiotics involves researching signs in everyday conversation, but also anything that represents something else. In semiotic, signs are like words, images, sounds, movements and objects. Many ways to analyze the signs in visual object. Barthes (1977) analyzes the signs in visual object uses the denotative and connotative ‘levels of meanings’. Barthes distinguished the analyzing of the signs into two, the verbal and non verbal signs. The verbal sign is like the texts of the poster, such as the title, the names of the actors, the date of movie releasing and many

more. The non verbal sign are the images of the poster which support the verbal signs in order to make the poster are interesting as the package of advertisement. According to Saussure (1915), a sign as “Janus head-character. It consists of signifier (any material or physical form of the sign – the object that exists) and the signified (a cultural or social concept that a signifier refers to “what it means”. To describe the illustration, it may take the diagram below:

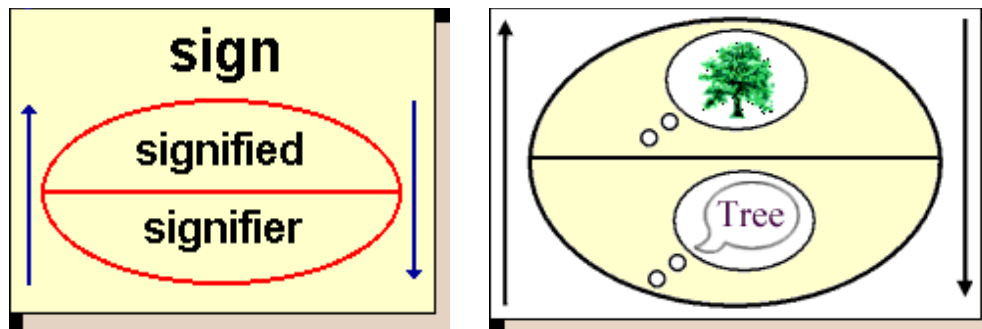


Figure 2.1 Ferdinand de Saussure models of Semiotics

In the Figure 2.1 Ferdinand de Saussure models of semiotics, the signifier refers to the sign and the signified refers to the something that is signified. The signifier is related to the expression and the signified is related to the content. According to Saussure (1915), the tree represents the concept of what we think about when we hear the word “tree” (the signified). The sound of the word “tree” brings up the mental image of an actual tree (the signifier). Between the signified and signifier represents the link the mind triggers when the two are placed together. The arrows represent that constant interaction between concept and sound or visual. Overall, the signified and the signifier make the sign of a tree and all of the cultural meanings that associate with a tree (Christmas trees, environmental issues, a tree in your backyard,

the rainforest, etc.). Types of signs are symbolic, iconic, and indexical. According to BCCC MEDIA (2016), symbolic is the signifier (the physical or material) does not resemble the signified (concept), so the relationship between the two must be taught. Some examples are traffic signs or traffic lights, foreign language or sign language, national flags, punctuation, and Morse code. Iconic is the signifier (the physical or material) resembles the signified (concept), so the relationship is obvious. The examples are a cartoon, a photograph or portrait of someone, a metaphor and or a gesture. Indexical is the signifier (the physical or material) is directly connected to the signified (concept), but the relationship is at the interpreter's discretion. Some examples are sound signals (a phone ringing or a knock at the door), natural signals (fire or footsteps), pointer signals (a finger pointing or directional) or recordings (TV show, photograph, a film, or YouTube video).

B. Onomastics

Onomastics from Greek 'onoma' means *name*. Onomastics is thus the study of proper names. Like any other words in the dictionary, personal name also has meaning. The study of proper name is called onomastics or onomatology. According to Cuddon (2013:93), onomastics as the study of names and naming practice, especially of the patterns and principles adopted by writers in the selection of proper names. George Redmonds (2007) defines names as special words that we use to identify a person, a place, an animal or a thing, they all have a meaning. The meaning will be hidden in the history of the name, but in other cases it will remain transparent.

The general category of names, people often use the word name for proper names. It is to distinguish two principal types. Based on Algeo and McArthur (1992), the study of place-names (*toponymy*) is closely allied to geography, history, and related disciplines. The study of personal names (*anthroponymy*) is related to anthropology, sociology, and genealogy. Another sub discipline is literary onomastics. Literary onomastics examines the use of proper names in literature ways. The study about the names of characters in fiction (*characteronyms*). Place names (*toponymy*) can includes are major and minor place names, changeable place names, street names, new place names. Anthroponomy divided into several types, there are dithematic names, by-names, family names, baptismal names, man's names, woman's names, new naming style and surnames.

Giving name in a thing is important. According to Hough and Izdebska (2014), names are interesting for what the people tell us about ourselves and about the people who share or have shared the world with us. The choices we make in giving names to our pets, our homes, and our children reflect the things that are important to us. Our surnames reflect the origins, characteristics of our ancestors or occupations, while the place names that surround us show what languages they spoke and how our predecessors described the world. Names are also used by writers of fiction.

C. Game

According to Salen and Zimmerman (2003), a game is a system in which players engage in an artificial conflict, defined by rules that result in a quantifiable

outcome. Different perceive from Johan Huizinga (1955), elements to define what a game are a fictional, unproductive activity with time, unpredictable, space limits and with rules, and without obligation. He also presents classifying of games. He especially identifies two orientations are *paida* and *ludus*. We can call it as freedom and constraints.

There are two sets of criteria to differentiate “games with rules” from the others. According to Wolfgang Kramer (2000), there are basic criteria and additional criteria. Basic criteria for every game are common experience, equality, freedom, activity, diving into the world of the game. And additional criteria for “games with rules” are game rules, goal, the course of the game that never the same (chance), competition. A videogame can be based on a story, but in most cases sometimes not. For example, *Tetris* (1985) is an abstract challenge and it does not need a story. They are many ways to insert narrative elements in a videogame are background stories (videos in the beginning), discussions with other characters and cut scenes between levels or to introduce a special event in the game, etc.

There are several elements to build a game. According to Elson, Breuer and Quandt (2014), three categories of variables that shape the playing phase are narrative, mechanic and playing context. Game content can be conceptualized as made up of two principal components, there are narrative and mechanic. Difference perceive from Schell (2008), states divides the video game into four equally important and interconnected elements. Not all of which are visible to the player, but

vital to connect them to the software, enabling the interactivity. The elements of game design are mechanics, story, aesthetics and technology.

1. Mechanic

Mechanic comprises all game “rules” and defines the options for interaction in and with a game. According to Reiter (2014), mechanics are the interactivity of the game, in what ways the player can interact with the simulated world and on what conditions which goals can be achieved. Mechanics are the single actions that can be taken, like jumping or running, or commanding the movement of a supply unit, all these actions combined form the gameplay

Mechanic also includes some technical characteristics of digital games, such as auditory, how feedback is delivered through visual, and haptic cues in response to user input. Some digital games feature almost no narrative, focusing only on enjoyable mechanic. While other games may focus more on telling a moving or elevating story, even narrative-heavy games require at least a minimal amount of interaction to be considered a game. Playing a game is always something that one can “succeed at”. Although winning or success does not necessarily involve a positive narrative outcome, it does require that the mechanic is used in the way intended by the developer in order to finish the game.

2. Story or Narrative

Narrative describes as the storyworld of a game, the story that is created alongside the gameworld, to create a space and certain events that the player can live

through as their own, personal story. So narrative includes every aspect of the game that is specifically designed towards revealing information in a planned context. According to Reiter (2014), narrative refers to how something is communicated, refer to the way that narrator tells a story. Stories are descriptions using narrative elements, such as characters, plot events, point of view, and other mechanical techniques. Despite the interactivity of the storyline in games, its function and role are quite similar to those of narratives in movies or literature. The narrative comprises all aspects of the game's story and setting, such as characters and their attributes, dialogues, plot, events, etc. (Bizzocchi and Tanenbaum, 2012). It is the dramaturgy of any game that tells a story. In other media, the narrative can deliver both eudaimonic and hedonic gratifications.

3. Aesthetic or Visualization

Aesthetic or visualization is the most important element in the game. According to Card, Mackinlay and Shneiderman (1998), the definition of visualization is to use computer technology as a support for performing interactive visual data depiction to strengthen observations. According to McCormick (1987) “the definition of visualization is a method of using computers to transform symbols into geometric and allows researchers in terms of observing computational summation that can enrich the scientific discovery process to make develop deeper and unexpected insights”.

Analyzing visualization based on image relates to the denotative and connotative, described in Barthes's semiotic theory. According to Barthes, denotation is in actual fact a double structure-denoted-connoted" (1977:22). Connotation is not necessarily immediately graspable at the level of the message itself (at once active, invisible, clear and implicit). It can be inferred from certain phenomena which occur at the levels of the production and reception of the message. So, the press photograph is an object that has been chosen, constructed, worked on, composed and treated to aesthetic, professional, or ideological norms which are so many factors of connotation" (1977:19).

Connotative and denotative has different meanings. Denotative is generally defined as literal or dictionary meanings of a word. Denotative of the visual image refers to what all people see without association to their society, culture, and ideology. Denotation is the real meaning and refers to the real word and can find the meaning of the word on dictionary (or sometimes called as the dictionary meaning). In the theory of Roland Barthes, denotative is primary sign and connotative is secondary sign. From this theory, Barthes explains that the primary sign (denotative) is related between signifier (expression) and signified (content) in a sign to external reality. Based on Barthes theory, denotative is the real meaning of sign.

Connotative is the deeper meaning about what we associate with the word. Connotative is the secondary sign. Interaction happens when the sign converge with feeling or emotion of the reader and also the value of the culture. Value of the culture called myth. Myth is a way of a culture explains some aspects about reality or natural

phenomena. So, in presenting the connotative meaning, myth also be explained because connotative and myth relate to one another. The term connotation is used to refer to the socio-cultural and personal associations (emotional, ideological) of the sign and myth which concerns on the beliefs, ideological and cultural values.

4. Technology

The technology is the device the software runs on and enables the interactivity through input devices. This could be a PC with mouse and keyboard, the gaming console setup in front of the TV or a mobile phone (Elson, Breuer and Quandt, 2014).

D. Mobile Legends

Game from an Old English word “gamen” means amusement (Partridge, 2006). There are ten of the genres that grip a considerable game, they are role play, action, platform, simulation, shooting, fighting, racing, sports, adventure and music. Video game devices and their game titles are categorized into five types, they are PC (Personal Computer), handheld, console, arcade video game and mobile (Purnomo, 2015).

Mobile Legends: Bang Bang is a mobile game developed and published by Moonton from Tiongkok. Release date on July 11, 2016. Mobile Legends: Bang Bang is multiplayer online battle arena. Mobile Legends assigns players into two teams of five, with each player selecting one of 85 characters called heroes. According to Online2PDF.com (2018), “The players can pick any hero based their choice from

widest range of available heroes. These heroes are further classified into varied groups are tank, fighter, marksman, mage, assassin, and support. Each hero has different qualities and unique weakness. For example are marksman that ideal for ranged combats, tanks are great for close combat encounters, assassins can use their stealth technique to stun or instantly kill enemies, mage can cause damage to multiple players with their magic and also heal their team mates, etc. There are endless customizations options such as skins, items, emblem, etc. can be used to make the hero unique.”

In season 12, there are 13 tank heroes (Hilda, Johnson, Minotaur, Franco, Akai, Tigreal, Balmond, Gatotkaca, Hylos, Grock, Lolita, Uranus, Belerick), 13 fighter heroes (Argus, Roger, Ruby, Alpha, Zilong, Bane, Alucard, Chou, Martis, Jawhead, Lapu-Lapu, Sun, Freya), 10 assassin heroes (Helcurt, Lancelot, Saber, Fanny, Karina, Gusion, Natalia, Hayabusa, Karina, Selena), 15 mage heroes (Pharsa, Zhask, Odette, Harley, Vexana, Aurora, Cyclops, Kagura, Gord, Eudora, Nana, Valir, Alice, Lunox, Chang'e), 11 marksman heroes (Karrie, Layla, Clint, Bruno, Miya, Moskov, Irithel, Yi Sun-Shin, Lesley, Hanabi, Claude), 4 support heroes (Rafaela, Angela, Digger, Estes).

The need for a game visualization is being served by game authors having to specify a style sheet along with the game rules (Mohapatra and Genesereth, 2015). Visualization has high correlation with winning rate. These statistics have a large influence on how a hero character is played and it can aid new players in learning

their priorities as each hero. (Braun, Cuzzocrea, Keding, Leung, Padzor and Sayson, 2017).

From the theory above, linguistics, semiotics and onomastics are related. Semiotics is study of sign and onomastics is the study of names. Visualization is the represented about an image.

2. Previous Related Studies

First, the researcher conducted by Jesse Schell (2008) conducted a research entitled "*The Art of Game Design: A Book of Lenses*". The aim of the research is how to be a better videogame designer. Schell divides the video game into four equally important and interconnected elements. The elements are mechanics, story, aesthetics and technology.

The Second previous study is Malte Elson, Johannes Breuer, James D. Ivory & Thorsten Quandt (2014) conducted a research entitled "*More Than Stories with Buttons: Narrative, Mechanics, and Context as Determinants of Player Experience in Digital Games*". The aim of the research is entertainment experiences through media use in general, and a portion of that research explores entertainment experiences through digital games in particular. They divide three categories of variables of playing phase there are narrative, mechanic and playing context. Game content can be conceptualized as made up of two principal components, there are narrative and mechanic. The similarity between the previous study presented above and this present research is the topic in which discusses about game design. The difference between

the previous study and this present is the component to build a game. In previous study, discusses about the component to build a game, there are mechanics, story, aesthetics and technology. In this present research discusses the component to build a game are narrative, mechanic and playing context.

Then, the researcher conducted by Veronica Zammitto (2008) conducted a research entitled "*Visualization Techniques in video Games*". The aim of the research is identifying how video games present useful visual information to the player, if principles of visualization are applied, and highlight techniques that would be addressed to games for improving their data visualization. Zammitto used First-Person Shooter (FPS), Real-Time Strategy games (RTS), and Massively Multiplayer Online (MMO) to achieve goals, given information to the player, and employed visualization techniques. The similarity between the previous study presented above and this present research is the topic in which discusses about game. The difference between the previous study and this present is, in previous study discusses about component of game, and in this present research discusses one of component of game. That is aesthetic or visualization.

The next previous study is Brian Bowman, Niklas Elmqvist and T.J. Jankun-Kelly (2012) conducted a research entitled "*Toward Visualization for Games: Theory, Design Space, and Patterns*". The aim of the research is identifying the steps toward a theoretical framework and methodology for the use of visualization in games. They focuses on the use of visualization to represent data with no intrinsic spatial form (such as health, points over time, political influence, etc. basically

performed from an information visualization (InfoVis) viewpoint to focus on the use of visualization to represent data with no intrinsic spatial form (such as health, points over time, political influence, etc). It is basically treatment performed from information visualization (InfoVis) viewpoint. The similarity between the previous study presented above and this present research is the topic in which discusses about visualization. The difference between the previous study and this present is the pattern in analyze the object.

Another research was conducted by Nicole Crenshaw and Bonnie Nardi (2014) entitled "*What's in a Name? Naming Practices in Online Video Games*". The aim of this research is identifying why players felt that character names were so important. They used participants that were recruited from email, Facebook, and snowball sampling. They examined how they embedded meaning into character names to represent, distinguish themselves within and across social contexts and why players maintained a persistent referent through their character names. The similarity between the previous study presented above and this present research is the topic in which discusses about video game. The difference between the previous study and this present is the previous study discusses about the visualization, and this present discusses about the name.

The next previous study is Muhammad Wiku Candra (2017) entitled "*Onomastics as Cognitive Tools of Zoid Robots in the Zoid Legacy*". The aim of this study is analyzing cognitive tool in Zoid Legacy video game and reflected in the theory of onomastics. The similarity between the previous study presented above and

this present research is the topic in which discusses about the game and the name. The difference between the previous study and this present is the previous study discusses about analysis the object by participant and this present discusses about analysis the object by cognitive theory.

The last previous study conducted by Farah Hanum Isfandiyary (2017) entitled "*The Aspects of Semiotics Using Barthes's Theory on a Series of Unfortunate Events Movie Poster*". The aim of this study is analyzing the picture on *A Series of Unfortunate Events* movie poster used connotation and denotation meaning by Barthes theory. The similarity between the previous study presented above and this present research is the topic in which discusses about analyzing the name. The difference between the previous study and this present is the previous study discusses about analysis the object by cognitive theory and this present discusses about analysis the object by Barthes's theory. The object between the previous study and this present is different. The object of previous study is game and this present is movie poster.

CHAPTER III

RESEARCH METHODOLOGY

A. Research Design

In this research, researcher applied descriptive qualitative method. It means that this research employs the descriptive and qualitative method of analysis. It also employs a content analysis method, because this research tempts to observe more to the specific content from a video game. According to Surakhmad (1994:139), descriptive method is a kind of research method that using technique, collecting, classifying, analyzing the data, interpreting them and drawing conclusion. It is also stated by Denzin and Lincoln (1994:2), qualitative researches is the study things in their natural settings, attempting to make sense of or interpret, phenomenon in terms of the meaning people bring to them.

The results of descriptive qualitative research shows data and in form of descriptive in analyzing of the data. The data in this research is not numeric data, because the data that is collected is in form of word, name and skin intro. This researcher uses a descriptive qualitative research to analyze about onomastics and visualization in Mobile Legends's character's skins. Related to the research, the researcher uses library research to help the researcher analyze the data, because the research leads to analyze the data in book research.

B. Data and Source of Data

Data is fact of information used to discussing something. According to Bogdan and Biklen (1982), data refers to the rough materials that researcher collected from the world they are studied and particular that form the basic of analysis. It can be concluded that data are all words, clause, phrases, paragraph, images that represented which are in line with the topic. It means the data sources in this research are words, names, and skin intro in the represented by the characters and character's skins in Mobile Legends.

The main data of the research is Mobile Legends: Bang Bang that developed and published by Moonton from Tiongkok and release date on July 11, 2016. The data contain visualization and onomastics in the form of names and the skin intro. The data of this research is character's names and character's skins from Mobile Legends. Mobile Legends is an online game developed by Moonton on 2016. The primary source of the data is the game itself.

C. The Technique of Collecting Data

This research collects the data through documentation technique. According to Moleong (2004:234), the data can be collected from interview, document, research, or composite of them. Method of collecting data is the way that used the researcher to get the data. The method of collecting data that used in this research is documentation method. Documentation is a technique of collecting data through data note that available (Rianto:2001).

According to Moh. Moehnlabib (1997), documentation is a technique of collecting data from document such as books, journals, newspaper, magazine, etc. Data are collected through playing the game. By documentation, the researcher collect the visualization and skin intro of Mobile Legends:Bang Bang online game.

The steps of collecting data that is used in the research are:

1. Playing the game
2. Collecting all images from Mobile Legends's character's skins
3. The researcher makes and matches the image with the visualization and the names.
4. The researcher tried to identify the relation between names and the visualization in the character.
5. The researcher analyzed the relation between the names and the visualization.

The data collected in form of table. The content of the table are data number, character's name, character skin's name, character's skill, mechanic, narrative, visualization that divided into connotative and denotative, and relation between visualization and narrative story.

For example:

Role	C	C.Skin	C. Skill	M	N	V		R
						C	D	

NB ::

C : Character

C. Skin : Character's Skin

C. Skill : Character's Skill

M : Mechanic

N : Narrative

V : Visualization

C/D : Connotation/Denotation

R : Relation

After collecting the data, the researcher needs to present the data in the fourth chapter to proof and support the researcher's opinion. The data can be found in appendix sheet to easier the readers find the data. The data are gathered and classified form of table.

D. The Technique of Analyzing The Data

Analyzing of the data is a process of classifying and organizing the data into category, pattern and basic unit of analysis in order to find a theme and to formulate hypothesis as data suggest (Moleong, 2002:248). The researcher not only collecting the data, but also analyze the data to obtain the research's results. In this research, the researcher uses content analysis. Ello and Kungas (2007:107) state that content analysis is a method that may be used with either qualitative or quantitative data and in an inductive or deductive way.

Based on the theories, the researcher concludes that content analysis is a method used to collect some information in the research of qualitative and quantitative. Deductive and inductive are two forms of content analysis. Deductive is

a method to analyze qualitative research and inductive is a method to analyze quantitative research. In this research, the researcher uses deductive content analysis because this research is qualitative research. In the process of analyzing the data, the researcher arranges the technique through particular steps. The steps are as follow:

1. Identifying the data from the proper name of the characters and skins in Mobile Legends.
2. Validating the data.
3. Categorizing them into what form they are in.
4. Examining the data to find out the relation of the name and the visualization through the game.
5. Applying the theories which related with the problem statements.
6. The researcher made conclusion based on analyzed the data.

E. Validity of Data

In the research, the data should be valid before analyzing. This part of research points how way the researcher can get the validity because the validity of the data is very important and needed. To check the validity of data, the researcher used triangulation.

According to Moleong (2011), triangulation is a technique that utilizes data validity that exploits something else. Outside the data for checking purpose or as a comparison against the data. Triangulation is a method to enhance researcher's understanding about what was being investigated. There are four kinds of

triangulation. There are source triangulation, method triangulation, theories triangulation and investigator triangulation.

In this study, the researcher used method triangulation in order to analyzed the research and observing the game. The researcher collected the data from documented materials. Then, the researcher crosses check the name and the visualization from the character of the game and analyze the data for several times to achieve the validity. The data checked and validated by Mr M. Romdoni Prakoso, M.Pd in order to support the data validation. He is a lecture in IAIN Surakarta. He is an english lecture which considered have high capability to validated a research data.

CHAPTER IV

RESEARCH FINDINGS AND DISCUSSION

This chapter focuses on the analysis of the data findings and discussions based on the literary review as stated in the chapter II. The researcher will show the findings of the kinds of game design, the types of visualization and the relation between onomastics and visualization.

A. Research Findings

In the research finding, the researcher describes and identifies the kinds of game design, and the relation between onomastics and visualization. After the process of data reduction, the whole data from the kinds of game design and the relation between onomastics and visualization show are 123 data. The result of this research explained as it follows:

Role	Kind of Game Design				Relation	
	Mechanic	Narrative	Visualization		Related	Not Related
			Connotative	Denotative		
Tank	57	57	22	35	46	11
Fighter	66	66	26	40	63	3
Total	123	123	123		123	

Table 4.1 Table Analysis

The researcher has found 123 total data which includes kinds of game, kinds of visualization and the relation between onomastics and visualization through Mobile Legends's character's skins, as follows:

1. Elements of Game Design

a. Mechanic

Mechanic define as the interactivity of the game, in what ways the player can interact with the simulated world and on what conditions which goals can be achieved. Mechanic also include some technical characteristics of digital games, such as how feedback is delivered through auditory, visual and haptic cues in response to user input. According to Reiter (2014), mechanic is the single actions that can be taken, like jumping or running or commanding the movement of a supply unit, all these actions combined form the gameplay. Mechanic is found in this research 123 total data with its coding:

1/Tank/Bal/Ber	42/Tank/Gat/Sen	83/Fight/Frey/Christ
2/Tank/Bal/Pow	43/Tank/Gat/Spar	84/Fight/Chou/Kung
3/Tank/Bal/Gho	44/Tank/Hyl/Gran	85/Fight/Chou/Hip
4/Tank/Bal/SaHu	45/Tank/Hyl/Aby	86/Fight/Chou/Dra
5/Tank/Bal/SaPo	46/Tank/Hyl/Phan	87/Fight/Chou/King
6/Tank/Tig/War	47/Tank/Uran/Aethe	88/Fight/Chou/Furi
7/Tank/Tig/Dark	48/Tank/Uran/Anci	89/Fight/Chou/Iori
8/Tank/Tig/Fal	49/Tank/Uran/Mech	90/Fight/Alpha/Ulti
9/Tank/Tig/Wyrm	50/Tank/Uran/Vid	91/Fight/Alpha/Oni

10/Tank/Akai/Pan	51/Tank/Bele/Gu	92/Fight/Alpha/Fier
11/Tank/Akai/Sum	52/Tank/Bele/Tig	93/Fight/Alpha/Sea
12/Tank/Akai/Monk	53/Tank/Bele/Torch	94/Fight/Ruby/Lit
13/Tank/Akai/Aka	54/Tank/Gro/For	95/Fight/Ruby/Cat
14/Tank/Akai/Imp	55/Tank/Gro/Grave	96/Fight/Ruby/Hid
15/Tank/Frn/Fro	56/Tank/Gro/Cas	97/Fight/Ruby/Edel
16/Tank/Frn/Mas	57/Tank.Gro/Ven	98/Fight/Ruby/Lady
17/Tank/Frn/Apo	58/Fight/Alu/Dem	99/Fight/Roger/Dire
18/Tank/Frn/Loc	59/Fight/Alu/Lone	100/Fight/Roger/Dark
19/Tank/Frn/Wheat	60/Fight/Alu/Fie	101/Fight/Roger/DrB
20/Tank/Mino/Son	61/Fight/Alu/Child	102/Fight/Roger/Anu
21/Tank/Mino/Burst	62/Fight/Alu/Vis	103/Fight/Argus/Night
22/Tank/Mino/Orb	63/Fight/Alu/Rom	104/Fight/Argus/Light
23/Tank/Mino/Sac	64/Fight/Alu/Obsti	105/Fight/Argus/Dark
24/Tank/Mino/Tau	65/Fight/Alu/Emp	106/Fight/Argus/Cata
25/Tank/Loli/Steel	66/Fight/Bane/Lord	107/Fight/Lapu/Great
26/Tank/Loli/Sol	67/Fight/Bane/Count	108/Fight/Lapu/Ances
27/Tank/Loli/Imp	68/Fight/Bane/Deep	109/Fight/Lapu/Imp
28/Tank/Loli/Lion	69/Fight/Bane/Dic	110/Fight/Lapu/Vul
29/Tank/John/Mus	70/Fight/Zil/Son	111/Fight/Sun/Mon
30/Tank/John/Fire	71/Fight/Zil/Elite	112/Fight/Sun/Bat
31/Tank/John/Auto	72/Fight/Zil/Glori	113/Fight/Sun/Rock
32/Tank/John/Jeep	73/Fight/Zil/East	114/Fight/Sun/Street
33/Tank/John/Wreck	74/Fight/Zil/Blaz	115/Fight/Jaw/Steel
34/Tank/Hil/PoMe	75/Fight/Zil/Chang	116/Fight/Jaw/Girl
35/Tank/Hil/PoWi	76/Fight/Zil/Christ	117/Fight/Jaw/Space
36/Tank/Hil/Flo	77/Fight/Frey/Valky	118/Fight/Jaw/Foo

37/Tank/Hil/Sac	78/Fight/Frey/Dark	119/Fight/Mar/Ashu
38/Tank/Hil/Ari	79/Fight/Frey/Dra	120/Fight/Mar/Tyrant
39/Tank/Gat/MiLe	80/Fight/Frey/Beach	121/Fight/Mar/Sear
40/Tank/Gat/MiGu	81/Fight/Frey/War	122/Fight/Mar/God
41/Tank/Gat/Ar	82/Fight/Frey/Gla	123/Fight/Mar/Cap

Table 4.2 List of Data

The example of mechanic can be seen in the data below:

1. 2/Tank/Bal/Pow


Coding	Role	Character	Character's Skin	Visual	Character's Skill
2/Tank/Bal/Pow	Tank	Balmond	Power Source		<ul style="list-style-type: none"> -Blood thirst -Soul Lock -Cyclone Sweep -Lethal Counter

Table 4.3 Balmond: Power Source

Datum number 1 from role tank, character Balmond and character skin's name Power Source. In Mechanic, character Balmond has several skills. There are Blood Thirst, Soul Lock, Cyclone Sweep and Lethal Counter. Bloodthirst means Balmond recovers his Max HP upon killing Minions, and recovers when killing enemy heroes. Soul Lock means Balmond charges forward and deals of physical damage to enemy units along the way. After hitting a target, Balmond will stop and slow that enemy down. Cyclone means Balmond brandishes a large axe and continuously deals physical damage to

nearby enemies. Lethal Counter means Balmond raises a giant axe, dealing true damage of the target's lost HP to enemies in a fan-shaped area in front of him, and slowing them.

2. 6/Tank/Tig/War


Coding	Role	Character	Character's Skin	Visual	Character's Skill
6/Tank/Tig/War	Tank	Tigreal	Warrior of Dawn		-Fearless -Attack Wave -Sacred Hammer -Implosion

Table 4.4 Tigreal: Warrior of Dawn

Datum number 2 from role tank, character Tigreal and character skin's name Warrior of Dawn. In Mechanic, character Tigreal has several skills. There are Fearless, Attack Wave, Sacred Hammer and Implosion. Fearless means Tigreal gains a layer of blessing when using skills or being hit by basic attack. Tigreal gains immunity to the next basic attack after gaining 4 layers in total. Attack Wave means Tigreal fires and attack wave in a designated direction to enemies and slowing them. Sacred Hammer means Tigreal charges in a specified direction and collides with enemies, dealing of physical damage. After the charge, Tigreal can use the skill again to launch a second

attack and knocking enemies into the air. Implosion means Tigreal thrusts his sword into the earth, pulling surrounding enemies to himself. Then he deals physical damage to them and stuns them.

3. 10/Tank/Akai/Pan


Coding	Role	Character	Character's Skin	Visual	Character's Skill
10/Tank/Akai/Pan	Tank	Akai	Panda Warrior		-Tai Chi -Thousand Pounder -Blender -Hurricane Dance

Table 4.5 Akai: Panda Warrior

Datum number 3 from role tank, character Akai and character skin's name Panda Warrior. In Mechanic, character Akai has several skills. There are Tai Chi, Thousand Pounder, Blender and Hurricane Dance. Tai Chi means after using a skill, Akai will gain a shield that absorbs up his max HP. Thousand Pounder means Akai jumps towards a designated location. Upon landing, Akai deals physical damage to enemy units and slows them. When Akai deals damage to enemies marked with Blender and they will get stunned. Blender means Akai fires a frog-shaped wave in the designated direction. The wave explodes upon hitting enemies or once it reaches its max range.

Hurricane Dance means Akai spins like a tornado for 3,5 seconds and knocks back the surrounding enemies. Using this skill removes all debuffs from Akai immediately. He also becomes immune to slowing effect in the duration and increases of his movement speed.

4. 66/Fight/Bane/Lord


Coding	Role	Character	Character's Skin	Visual	Character's Skill
66/Fight/Bane/Lord	Fighter	Bane	Lord of the Heptaseas		-Shark Bite -Crab Claw Cannon -Rum -Deadly Catch

Table 4.6 Bane: Lord of the Heptaseas

Datum number 4 from role fighter, character Bane and character skin's name Lord of the Heptaseas. In Mechanic, character Bane has several skills. There are Shark Bite, Crab Claw Cannon, Rum and Deadly Catch. Shark Bite means Bane's weapon is infused with tidal energy. His damage is increased and deals extra splash damage to nearby enemies. Hitting an enemy hero with skills will decrease the infusion time of tidal energy. Hitting non hero units will decrease the infusion time of tidal energy. Crab Claw Cannon means Bane fires a Crab Claw Cannon in a designated direction. The cannon will rebound to an enemy unit randomly. If he uses Crab Claw Cannon and kills

the target, the damage will be increased by. Rum means Bane takes a sip of rum and regenerating his points of HP. Deadly Catch means Bane summons a school of sharks to move to a designated location.

5. 81/Fight/Frey/War


Coding	Role	Character	Character's Skin	Visual	Character's Skill
81/Fight/Frey/War	Fighter	Freya	War Angel		-Spirit Contact -Wings of Faith -Godspeed Strike -Valkyrie

Table 4.7 Freya: War Angel

Datum number 5 from role fighter, character Freya and character skin's name War Angel. In Mechanic, character Freya has several skills. There are Spirit Contact, Wings of Faith, Godspeed Strike and Valkyrie. Spirit Contact means Freya generates a sacred orb surrounding her and when she has 3 orbs around her, the orbs will move faster and each orb will damage to enemies. Wings of Faith means Freya jumps to a designated area and dealing to enemies in the area and pulling them to the center. Godspeed strike means Freya enhances her attack speed. 3rd attacks will stun the targets in a fan-shaped area and deal the enemies. Valkyrie means Freya enters Valkyrie state,

dealing and surrounding enemies and slowing them. Using this skill grants a shield that absorbs her damage. Based on the number of enemies she hits.

b. Narrative or Story

Narrative describes as the storyworld of a game, the story that is created alongside the gameworld, to create a space and certain events that the player can live through as their own or personal story. Narrative includes every aspect of the game that is specifically designed towards revealing information in a planned context. The narrative consists of all aspects of the game's story and setting, such as characters, plot, events, their attributes, and dialogues (Bizzocchi & Tanenbaum, 2012).

Narrative is found in this research 123 total data with its coding:

1/Tank/Bal/Ber	42/Tank/Gat/Sen	83/Fight/Frey/Christ
2/Tank/Bal/Pow	43/Tank/Gat/Spar	84/Fight/Chou/Kung
3/Tank/Bal/Gho	44/Tank/Hyl/Gran	85/Fight/Chou/Hip
4/Tank/Bal/SaHu	45/Tank/Hyl/Aby	86/Fight/Chou/Dra
5/Tank/Bal/SaPo	46/Tank/Hyl/Phan	87/Fight/Chou/King
6/Tank/Tig/War	47/Tank/Uran/Aethe	88/Fight/Chou/Furi
7/Tank/Tig/Dark	48/Tank/Uran/Anci	89/Fight/Chou/Iori
8/Tank/Tig/Fal	49/Tank/Uran/Mech	90/Fight/Alpha/Ulti
9/Tank/Tig/Wyrm	50/Tank/Uran/Vid	91/Fight/Alpha/Oni
10/Tank/Akai/Pan	51/Tank/Bele/Gu	92/Fight/Alpha/Fier
11/Tank/Akai/Sum	52/Tank/Bele/Tig	93/Fight/Alpha/Sea

12/Tank/Akai/Monk	53/Tank/Bele/Torch	94/Fight/Ruby/Lit
13/Tank/Akai/Aka	54/Tank/Gro/For	95/Fight/Ruby/Cat
14/Tank/Akai/Imp	55/Tank/Gro/Grave	96/Fight/Ruby/Hid
15/Tank/Frn/Fro	56/Tank/Gro/Cas	97/Fight/Ruby/Edel
16/Tank/Frn/Mas	57/Tank.Gro/Ven	98/Fight/Ruby/Lady
17/Tank/Frn/Apo	58/Fight/Alu/Dem	99/Fight/Roger/Dire
18/Tank/Frn/Loc	59/Fight/Alu/Lone	100/Fight/Roger/Dark
19/Tank/Frn/Wheat	60/Fight/Alu/Fie	101/Fight/Roger/DrB
20/Tank/Mino/Son	61/Fight/Alu/Child	102/Fight/Roger/Anu
21/Tank/Mino/Burst	62/Fight/Alu/Vis	103/Fight/Argus/Night
22/Tank/Mino/Orb	63/Fight/Alu/Rom	104/Fight/Argus/Light
23/Tank/Mino/Sac	64/Fight/Alu/Obsi	105/Fight/Argus/Dark
24/Tank/Mino/Tau	65/Fight/Alu/Emp	106/Fight/Argus/Cata
25/Tank/Loli/Steel	66/Fight/Bane/Lord	107/Fight/Lapu/Great
26/Tank/Loli/Sol	67/Fight/Bane/Count	108/Fight/Lapu/Ances
27/Tank/Loli/Imp	68/Fight/Bane/Deep	109/Fight/Lapu/Imp
28/Tank/Loli/Lion	69/Fight/Bane/Dic	110/Fight/Lapu/Vul
29/Tank/John/Mus	70/Fight/Zil/Son	111/Fight/Sun/Mon
30/Tank/John/Fire	71/Fight/Zil/Elite	112/Fight/Sun/Bat
31/Tank/John/Auto	72/Fight/Zil/Glori	113/Fight/Sun/Rock
32/Tank/John/Jeep	73/Fight/Zil/East	114/Fight/Sun/Street
33/Tank/John/Wreck	74/Fight/Zil/Blaz	115/Fight/Jaw/Steel
34/Tank/Hil/PoMe	75/Fight/Zil/Chang	116/Fight/Jaw/Girl
35/Tank/Hil/PoWi	76/Fight/Zil/Christ	117/Fight/Jaw/Space
36/Tank/Hil/Flo	77/Fight/Frey/Valky	118/Fight/Jaw/Foo
37/Tank/Hil/Sac	78/Fight/Frey/Dark	119/Fight/Mar/Ashu
38/Tank/Hil/Ari	79/Fight/Frey/Dra	120/Fight/Mar/Tyrant

39/Tank/Gat/MiLe	80/Fight/Frey/Beach	121/Fight/Mar/Sear
40/Tank/Gat/MiGu	81/Fight/Frey/War	122/Fight/Mar/God
41/Tank/Gat/Ar	82/Fight/Frey/Gla	123/Fight/Mar/Cap

Table 4.8 List of Data

The example of narrative can be seen in the data below:

1. 1/Tank/Bal/Ber


Coding	Role	Character	Character's Skin	Visual
1/Tank/Bal/Ber	Tank	Balmond	Berserker	

Table 4.9 Balmond: Berserker

Datum number 1 from role Tank, character Balmond and character skin's name Berserker. In narrative character above, Berserker, Norwegian berserk, Old Norse berserkr ("bearskin"), in premedieval, medieval Norse, Germanic history and folklore was a member of unruly warrior gangs that worshipped Odin, and attached themselves to royal and noble courts as bodyguards and shock troops (www.britannica.com).

In Old Norse literature, berserker is described as the most feared of all warriors, and they are mentioned along with Úlfheðnar as Odin's warriors. Berserkers are warriors who spectacular, savage fury when fighting. Their

antisocial, beastly behavior makes them difficult to deal with in times of peace, but their battle madness makes them invaluable allies in times of war. Berserkers usually fight with a two-handed axe or with a shield and a one-handed sword or axe. (<http://mazesandminotaurs.free.fr/VIK.pdf>).

2. 20/Tank/Mino/Son


Coding	Role	Character	Character's Skin	Visual
20/Tank/Mino/Son	Tank	Minotaur	Son of Minos	

Table 4.10 Minotaur: Son of Minos

Datum number 2 from role Tank, character Minotaur and character skin's name Son of Minos. In narrative character above, Minos In Greek mythology, Minos (/ˈmaɪnɒs,-nəs/; Greek: Μίνωϝ, Minōs) is a mythical creature portrayed in Classical times with the head and tail of bull and the body of a man, described by Roman poet Ovid, a being "part man and part bull". Minos was born from the union between Zeus and the beautiful Phoenician young girl Europa, abducted from the God turned into a bull. He was the first King of Crete, son of Zeus and Europa.

Before Minos became a king, he asked god Poseidon for a sign to approve that he would become the king of Crete and not his brother. So, god Poseidon sent a very beautiful white bull and told Minos to sacrifice it for him, but Minos excited by her beauty, sacrificed another bull hoping that the god would not notice it. Unfortunately, the god, who knew about Minos action, he became very angry, so he made Pasiphae, Minos wife, to fall in love with the white bull. After his death, Minos became a judge of the dead in the underworld. Son of Minos named Glaucus.

(<https://bwallspwalls2018.files.wordpress.com/2019/02/the-myth-of-minotaur-1.pdf>).

3. 77/Fight/Frey/Valky

Coding	Role	Character	Character's Skin	Visual
77/Fight/Frey/Valky	Fighter	Freya	Valkyrie	

Table 4.11 Freya: Valkyrie

Datum number 3 from role Fighter, character Freya and character skin's name Valkyrie. In narrative character above, valkyrie (/væl'kiəri,-

'kari,vɑ:l-, 'vælkəri/; from Old Norsevalkyrja "chooser of the slain") In Old Norse mythology, the valkyrie was a personification of battle. According to Judith Jasch (1991), "It is characteristic of military societies to personify the martial spirit as a female, removing the responsibility of war from the warriors themselves. Such projection is needed to persuade warriors to carry on fighting."

Valkyrie is female figure who choose those who may die in battle and those who may live. Valkyries are the most commonly represented mythological female figure in Old Norse art. Valkyries selecting among half of those who die in battle and the other half go to the goddess Freyja's afterlife field named Fólkvangr, the valkyries take their chosen to the afterlife hall of the slain named Valhalla, ruled over by the god Odin. Valkyrie is described as a wild girl who pushes the fighters into battle, helps them in conflict, and leads soldiers who fall to Valhalla. Valkyries formed a link between the human and divine worlds. Norse mythology paints dramatic images of these women, lodging them into our imagination. Valkyries are seen both as protectors and as hostile figures.

4. 56/Tank/Gro/Cas

Coding	Role	Character	Character's Skin	Visual
56/Tank/Gro/Cas	Tank	Grock	Castle Guard	

Table 4.12 Grock: Castle Guard

Datum number 4 from role Tank, character Grock and character skin's name Castle Guard. In narrative above, Castle Guard consists of two words, castle and guard. Based on www.oxfordlearnersdictionaries.com, Castle /'kɑ:sl/ is a large strong building with high towers and thick walls and built in the past by kings or queens or other important people to defend them against attack. Guard /gɑ:d/ is a person, such as a soldier, a police officer or a thing, who protects a place or people, or prevents prisoners from escaping. Castle guard means a person who protect a large strong building that bild in the past named castle.

5. 96/Fight/Ruby/Hid


Coding	Role	Character	Character's Skin	Visual
96/Fight/Ruby/Hid	Fighter	Ruby	Hidden Orchid Butterfly	

Table 4.13 Ruby: Hidden Orchid Butterfly

Datum number 5 from role Fighter, character Ruby and character skin's name Hidden Orchid Butterfly. In narrative character above, Hidden Orchid Butterfly consists of three words, hidden, orchid and butterfly. Based on www.oxfordlearnersdictionaries.com, Hidden (hide) /hard/ is to put or keep sight, keep out of something in a place where they or it cannot be seen or found. Orchid /'ɔ:kɪd/ is a plant with complex flowers, brightly colored flowers of unusual shapes. Butterfly /'bʌtəflaɪ/ is a nectar-feeding flying insect with a long thin body and four large, usually brightly colored wings. Hidden orchid butterfly means an insect named butterfly with orchid color in her wings that keep out of sight.

c. Aesthetic or Visualization

Aesthetic or visualization is the most important element in the game. According to McCormick (1987), visualization is a method of using computers to transform symbols into geometric and allows researchers in terms of observing computational summation that can enrich the scientific discovery process so as to develop deeper and unexpected insights”. Analyzing visualization based on image relates to the denotative and connotative described in Barthes’s semiotic theory.

a) Connotative

Connotative define as the deeper meaning about what we associate with the word. Connotative is the secondary sign. Connotative is objective. In presenting the connotative meaning, myth also be explained because connotative and myth relate to one another. According to Gremlin (1970), connotative represents the various cultural implications, social overtones, or emotional meanings associated with a sign. Connotative is found in this research 48 total data with its coding:

1/Tank/Bal/Ber	45/Tank/Hyl/Aby	90/Fight/Alpha/Ulti
2/Tank/Bal/Pow	48/Tank/Uran/Anci	91/Fight/Alpha/Oni
3/Tank/Bal/Gho	49/Tank/Uran/Mech	92/Fight/Alpha/Fier
7/Tank/Tig/Dark	52/Tank/Bele/Tig	93/Fight/Alpha/Sea
9/Tank/Tig/Wyrm	54/Tank/Gro/For	96/Fight/Ruby/Hid
10/Tank/Akai/Pan	56/Tank/Gro/Cas	97/Fight/Ruby/Edel
21/Tank/Mino/Burst	58/Fight/Alu/Dem	102/Fight/Roger/Anu

22/Tank/Mino/Orb	59/Fight/Alu/Lonev	103/Fight/Argus/Night
26/Tank/Loli/Sol	61/Fight/Alu/Child	104/Fight/Argus/Light
29/Tank/John/Mus	62/Fight/Alu/Vis	105/Fight/Argus/Dark
32/Tank/John/Jeep	64/Fight/Alu/Obsi	106/Fight/Argus/Catav
37/Tank/Hil/Sac	67/Fight/Bane/Count	107/Fight/Lapu/Great
41/Tank/Gat/Ar	75/Fight/Zil/Chang	109/Fight/Lapu/Imp
42/Tank/Gat/Sen	79/Fight/Frey/Dra	115/Fight/Jaw/Steel
43/Tank/Gat/Spar	82/Fight/Frey/Gla	119/Fight/Mar/Ashu
44/Tank/Hyl/Gran	88/Fight/Chou/Furi	120/Fight/Mar/Tyrant

Table 4.14 List of Data

The example of connotative can be seen in the data below:

1. 21/Tank/Mino/Burst


Coding	Role	Character	Character's Skin	Visualization	Visual
21/Tank/Mino/Burst	Tank	Minotaur	Bursting Yama	Connotative	

Table 4.15 Minotaur: Bursting Yama

Datum number 1 from role Tank, character Minotaur and character skin's name Bursting Yama. The Characters's skin Bursting Yama is included in connotative because Yama is myth and connotative and myth are related. Yama is the god of death in Hinduism, king of ancestors, and final judge on the soul destination. He is known as the 'Restrainer',

Dharmaraja or ‘King of Justice’, Pretaraja or ‘King of Ghosts’. Yama may also be referred to ‘Death’. Yama is also present in Iranian mythology, Japanese mythology, elements of Buddhism and traditional Chinese.

Yama is the son of god Vivasvat or Visvvasu. His mother is Saranyu-Samjna. He is the brother of Manu or Vaivasvata and twin sister, Yami or Yamuna. Yama and Yami are, in some myths, the first humans and creators of the human race. In other versions, Yama is the first human to die and the first to pass into the next world. He has three wives are Hemamala, Vijaya, and Susila. (<https://www.ancient.eu/Yama/>)

2. 45/Tank/Hyl/Aby


Coding	Role	Character	Character's Skin	Visualization	Visual
45/Tank/Hyl/Aby	Tank	Hylos	Abyssal Shaman	Connotative	

Table 4.16 Hylos: Abyssal Shaman

Datum number 2 from role Tank, character Hylos and character skin's name Abyssal Shaman. The Characters's skin Abyssal Shaman is included in connotative because Shaman is beliefs. Belief is included in

myth. Connotative and myth are related. Shaman or shamanism is a system of religious practice. It is associated with tribal societies and indigenous, and involves belief that shamans, with a connection to the otherworld, have the power to heal the sick, escort souls of the dead to the afterlife and communicate with spirits. Shamanism was widely practiced in Korea from prehistoric time until the modern era. This is a belief system that originated in northeast Asian and Arctic cultures. Although the term shamanism has since gained a wider meaning in various cultures, in ancient Korea, it retained its original form in which self-appointed practitioners promised to contact and influence the spirit world to help the living.

Shamans are given authority by people who believe in their values. Shamanism is not a religion, and there is no hierarchical priesthood, no dogma and no text to obey. shamanism mixed with elements of animism, where natural features such as mountains, trees, rivers and stones are believed to have their own spirits, and with the idea of geomancy, where each placement of temples, houses, and graves, is carefully considered to take into account and get the best benefit from the location of the spirit and life force. A shaman has the ability not only to establish contact with the spirits but also to enter their world.

(<https://www.ancient.eu/article/968/shamanism-in-ancient-korea/>)

3. 54/Tank/Gro/For


Coding	Role	Charac Ter	Charac ter's Skin	Visuali Zation	Visual
54/Tan k/Gro/ For	Tank	Grock	Fortress Titan	Connota Tive	

Table 4.17 Grock: Fortress Titan

Datum number 3 from role Tank, character Grock and character skin's name Fortress Titan. The Characters's skin Fortress Titan is included in connotative because Titan is myth. Connotative and myth are related. Titan the Titan (Greek: Τιτῶνες, Titân, singular: Τιτάν, -ήν, Titân) in Greek mythology was the pre-Olympian gods. The Titan was the former gods, the generation of gods preceding the Olympians. In Greek mythology, the terrible and powerful Titans were those deities which preceded the Olympian gods. The name Titan signifies 'Strainers', referencing their constant struggle against the order of things.

(<https://www.ancient.eu/Titan/>)

4. 82/Fight/Frey/Gla


Coding	Role	Character	Character's Skin	Visualization	Visual
82/Fight/Frey/Gla	Fighter	Freya	Gladiator	Connotative	

Table 4.18 Freya: Gladiator

Datum number 4 from role Fighter, character Freya and character skin's name Gladiator. The character's skin Gladiator is included in connotative because Gladiator is myth and connotative and myth are related. Gladiator (Latin: gladiator, "swordsmen", from gladius, "sword") was an armed warrior who entertained spectators in the Roman Republic and the Roman Empire who fought with gladiators, beasts, and other damned outlaws. Roman Gladiator was an ancient professional warrior who specialized in certain weapons and armor. They fought in public in organized games held in arenas specially built throughout the Roman Empire (Colosseum) from 105 BC to 404 CE

Gladiators fight to the death, so they have a short life expectancy. The majority of fighters are slaves, ex-slaves or convicted prisoners. Gladiator is one of the most watched popular entertainments in the Roman.

Gladiators most often come from slave or criminal backgrounds and prisoners of war who are forced to appear in the arena. There are also cases of bankrupt nobles who are forced to make a living with swords, for example, Sempronius, a descendant of the powerful Gracchi clan. In the Septimius Severus Empire in 200 AD, women were allowed to fight as gladiators. (<https://www.ancient.eu/gladiator/>)

5. 102/Fight/Roger/Anu


Coding	Role	Character	Character's Skin	Visualization	Visual
102/Fight/Roger/Anu	Fighter	Roger	Anubis	Connotative	

Table 4.19 Roger: Anubis

Datum number 5 from role Fighter, character Roger and character skin's name Anubis. The character's skin Anubis is included in connotative because Anubis is myth and connotative and myth are related. Anubis is the Egyptian god of mummification and the afterlife as well as the patron god of lost souls and the helpless. He is one of the oldest gods of

Egypt, who most likely developed from the earlier (and much older) jackal god Wepwawet.

He is depicted as a black canine, a jackal-dog hybrid with two pointed ears, or as a muscular man with the head of a jackal. The color black was chosen for its symbolism. Black symbolized the decay of the body as well as the fertile soil of the Nile River Valley, which represented regeneration and life. A strong black dog is a protector of the dead. he made sure those who died accepted their right to burial and stood by them in the afterlife to help their resurrection. He was known as "First Westerner", before the appearance of Osiris in the Middle Kingdom (2040-1782 BC) which meant he was the king of the dead (as "Westerner" was the Egyptian term for souls who went in the afterlife that stretched west, in the direction of the sunset). (<https://www.ancient.eu/Anubis/>)

b) Denotative

Denotative is generally defined as literal or dictionary meanings of a word. Denotative is subjective. According to Barthes (1977), denotative of the visual image refers to what all people see without association to their culture, ideology and society. Denotative is the real meaning and refers to the real word that we can find the meaning of the word on dictionary (or sometimes called as the dictionary meaning). Denotative is found in this research 75 total data with its coding:

4/Tank/Bal/SaHu	38/Tank/Hil/Ari	81/Fight/Frey/War
5/Tank/Bal/SaPo	39/Tank/Gat/MiLe	83/Fight/Frey/Christ
6/Tank/Tig/War	40/Tank/Gat/MiGu	84/Fight/Chou/Kung
8/Tank/Tig/Fal	46/Tank/Hyl/Phan	85/Fight/Chou/Hip
11/Tank/Akai/Sum	47/Tank/Uran/Aethe	86/Fight/Chou/Dra
12/Tank/Akai/Monk	50/Tank/Uran/Vid	87/Fight/Chou/King
13/Tank/Akai/Aka	51/Tank/Bele/Gu	89/Fight/Chou/Iori
14/Tank/Akai/Imp	53/Tank/Bele/Torch	94/Fight/Ruby/Lit
15/Tank/Frn/Fro	55/Tank/Gro/Grave	95/Fight/Ruby/Cat
16/Tank/Frn/Mas	57/Tank/Gro/Ven	98/Fight/Ruby/Lady
17/Tank/Frn/Apo	60/Fight/Alu/Fie	99/Fight/Roger/Dire
18/Tank/Frn/Loc	63/Fight/Alu/Rom	100/Fight/Roger/Dark
19/Tank/Frn/Wheat	65/Fight/Alu/Emp	101/Fight/Roger/DrB
20/Tank/Mino/Son	66/Fight/Bane/Lord	108/Fight/Lapu/Ances
23/Tank/Mino/Sac	68/Fight/Bane/Deep	110/Fight/Lapu/Vul
24/Tank/Mino/Tau	69/Fight/Bane/Dic	111/Fight/Sun/Mon
25/Tank/Loli/Steel	70/Fight/Zil/Son	112/Fight/Sun/Bat
27/Tank/Loli/Imp	71/Fight/Zil/Elite	113/Fight/Sun/Rock
28/Tank/Loli/Lion	72/Fight/Zil/Glori	114/Fight/Sun/Street
30/Tank/John/Fire	73/Fight/Zil/East	116/Fight/Jaw/Girl
31/Tank/John/Auto	74/Fight/Zil/Blaz	117/Fight/Jaw/Space
33/Tank/John/Wreck	76/Fight/Zil/Christ	118/Fight/Jaw/Foo
34/Tank/Hil/PoMe	77/Fight/Frey/Valky	121/Fight/Mar/Sear
35/Tank/Hil/PoWi	78/Fight/Frey/Dark	122/Fight/Mar/God
36/Tank/Hil/Flo	80/Fight/Frey/Beach	123/Fight/Mar/Cap

Table 4.20 List of Data

The example of denotative can be seen in the data below:

1. 11/Tank/Akai/Sum


Coding	Role	Character	Character's Skin	Visualization	Visual
11/Tank/Akai/Sum	Tank	Akai	Summer Party	Denotative	

Table 4.21 Akai: Summer Party

Datum number 1 from role Tank, character Akai and character skin's name Summer Party. The characters's skin Summer Party is included in denotative because it is generally defined as literal or dictionary meanings. Summer Party consists of two words, summer and party. Based on www.oxfordlearnersdictionaries.com, summer /'sʌmə(r)/ is the warmest season of the year, in the northern hemisphere from June to August and in the southern hemisphere from December to February, coming between spring and autumn or fall. Party /'pɑ:ti/ is a social occasion or social gathering, often in a person's house, at which people eat, drink, talk, dance and enjoy themselves. Summer party means a social event at which a small group of people in summer season, usually held on the beach, swimming pool or something related to water.

2. 33/Tank/John/Wreck


Coding	Role	Charac Ter	Charac ter's Skin	Visuali Zation	Visual
33/Tan k/John/ Wreck	Tank	Johnson	Wreck King	Denota Tive	

Table 2.22 Johnson: Wreck King

Datum number 2 from role Tank, character Johnson and character skin's name Wreck King. The characters's skin Wreck King is included in denotative because it is generally defined as literal or dictionary meanings. Wreck king consists of two words, wreck and king. Based on www.oxfordlearnersdictionaries.com, Wreck /rek/ is a car, plane, etc. that has been badly damaged or destroyed in an accident. King /kɪŋ/ is a person especially male ruler, an animal or a thing that is thought to be the best or most important of a particular type. Wreck king means a person or thing regarded as the finest or most important to destroy or badly damaged to something, especially a vehicle or building.

3. 57/Tank.Gro/Ven

Coding	Role	Charac Ter	Charac ter's Skin	Visuali Zation	Visual
57/Tan k.Gro/Ven	Tank	Grock	V.E.N.O.M Monitor Lizard	Denota Tive	

Table 2.23 Grock: V.E.N.O.M Monitor Lizard

Datum number 3 from role Tank, character Grock and character skin's name V.E.N.O.M Monitor Lizard. The characters's skin name V.E.N.O.M Monitor Lizard is included in denotative because it is generally defined as literal or dictionary meanings. V.E.N.O.M Monitor Lizard consists of three words, V.E.N.O.M, monitor and lizard. According to https://mobile-legends.fandom.com/wiki/V.E.N.O.M._Squad, V.E.N.O.M is a group of heroes in Mobile Legends who have difficult times are have been severely physically and mentally damaged by S.A.B.E.R. and the city. Based on www.oxfordlearnersdictionaries.com, Monitor /'mɒnɪtə(r)/ is a piece of equipment or a device used for observing, checking or record something. Lizard /'lɪzəd/ is a small reptile that typically has a long body and tail, a rough skin, four short legs and a long tail. V.E.N.O.M monitor

lizard means reptile named lizard in a group of heroes in Mobile Legends whose job is to monitor the enemy's movements.

4. 76/Fight/Zil/Christ


Coding	Role	Character	Character's Skin	Visualization	Visual
76/Fight/Zil/Christ	Fighter	Zilong	Christmas Carnival	Denotative	

Table 2.24 Zilong: Christmas Carnival

Datum number 4 from role Fighter, character Zilong and character skin's name Christmas Carnival. The characters's skin Christmas Carnival is included in denotative because it is generally defined as literal or dictionary meanings. Christmas Carnival consists of two words, christmas and carnival. Based on www.oxfordlearnersdictionaries.com, Christmas /'krɪsməs/ is 25 December, the day when Christians celebrate the birth of Christ. Christmas is identic with red, white and green color. Carnival /'kɑ:nɪvl/ is a public or annual festival, usually one that happens at a regular time each year, typically held outdoors, that involves music and dancing in the streets, for which people wear brightly colored clothes.

Christmas carnival means an annual festival and well known to many people, held at the time of Christmas.

5. 114/Fight/Sun/Street


Coding	Role	Character	Character's Skin	Visualization	Visual
114/Fight/Sun/Street	Fighter	Sun	Street Legend	Denotative	

Table 2.25 Sun: Street Legend

Datum number 5 from role Fighter, character Sun and character skin's name Street Legend. The characters's skin Street Legend is included in denotative because it is generally defined as literal or dictionary meanings. Street Legend consists of two word, street and legend. Based on www.oxfordlearnersdictionaries.com, Street /stri:t/: a public road in a city or town, typically with houses and buildings on one side or both sides. Legend /'ledʒənd/: a very famous person, especially in a particular field. Street legend means an extremely famous person in public road in city or town.

d. Relation

Visualization and the name are important components in a game. The name and visualization are related. According to Drachen (2014) states that character names had rich semiotic meaning influenced by the aesthetics or visualization and lore of a game world. Crenshaw and Nardi (2014) add that onomastics analysis about character names expresses their personalities by incorporating elements of literary references, popular culture, and aspects of their own personal histories. Players used their character names as sincere representations of their identities and expressive of whom they are by visual and character names that embedded bits of a player's interests, experiences, and preferences. The names in a game could describe the personal character, the history of the character's visualization, the power it possesses, health, magical power, and energy.

The visualization and the name that related are found in this research 109 total data with its coding:

1/Tank/Bal/Ber	46/Tank/Hyl/Phan	88/Fight/Chou/Furi
3/Tank/Bal/Gho	47/Tank/Uran/Aethe	89/Fight/Chou/Iori
4/Tank/Bal/SaHu	48/Tank/Uran/Anci	90/Fight/Alpha/Ulti
5/Tank/Bal/SaPo	49/Tank/Uran/Mech	91/Fight/Alpha/Oni
6/Tank/Tig/War	50/Tank/Uran/Vid	93/Fight/Alpha/Sea
7/Tank/Tig/Dark	51/Tank/Bele/Gu	94/Fight/Ruby/Lit
8/Tank/Tig/Fal	52/Tank/Bele/Tig	95/Fight/Ruby/Cat
9/Tank/Tig/Wyrm	53/Tank/Bele/Torch	96/Fight/Ruby/Hid

10/Tank/Akai/Pan	54/Tank/Gro/For	97/Fight/Ruby/Edel
11/Tank/Akai/Sum	55/Tank/Gro/Grave	98/Fight/Ruby/Lady
12/Tank/Akai/Monk	56/Tank/Gro/Cas	99/Fight/Roger/Dire
13/Tank/Akai/Aka	57/Tank.Gro/Ven	100/Fight/Roger/Dark
17/Tank/Frn/Apo	58/Fight/Alu/Dem	101/Fight/Roger/DrB
18/Tank/Frn/Loc	60/Fight/Alu/Fie	102/Fight/Roger/Anu
19/Tank/Frn/Wheat	61/Fight/Alu/Child	103/Fight/Argus/Night
20/Tank/Mino/Son	62/Fight/Alu/Vis	104/Fight/Argus/Light
22/Tank/Mino/Orb	63/Fight/Alu/Rom	105/Fight/Argus/Dark
23/Tank/Mino/Sac	64/Fight/Alu/Obsti	106/Fight/Argus/Cata
24/Tank/Mino/Tau	65/Fight/Alu/Emp	107/Fight/Lapu/Great
27/Tank/Loli/Imp	66/Fight/Bane/Lord	108/Fight/Lapu/Ances
28/Tank/Loli/Lion	68/Fight/Bane/Deep	109/Fight/Lapu/Imp
30/Tank/John/Fire	69/Fight/Bane/Dic	110/Fight/Lapu/Vul
31/Tank/John/Auto	70/Fight/Zil/Son	111/Fight/Sun/Mon
32/Tank/John/Jeep	71/Fight/Zil/Elite	112/Fight/Sun/Bat
33/Tank/John/Wreck	72/Fight/Zil/Glori	113/Fight/Sun/Rock
34/Tank/Hil/PoMe	73/Fight/Zil/East	114/Fight/Sun/Street
35/Tank/Hil/PoWi	74/Fight/Zil/Blaz	115/Fight/Jaw/Steel
36/Tank/Hil/Flo	75/Fight/Zil/Chang	116/Fight/Jaw/Girl
37/Tank/Hil/Sac	76/Fight/Zil/Christ	117/Fight/Jaw/Space
38/Tank/Hil/Ari	77/Fight/Frey/Valky	118/Fight/Jaw/Foo
39/Tank/Gat/MiLe	78/Fight/Frey/Dark	119/Fight/Mar/Ashu
40/Tank/Gat/MiGu	79/Fight/Frey/Dra	120/Fight/Mar/Tyrant
41/Tank/Gat/Ar	80/Fight/Frey/Beach	121/Fight/Mar/Sear
42/Tank/Gat/Sen	81/Fight/Frey/War	122/Fight/Mar/God
43/Tank/Gat/Spar	82/Fight/Frey/Gla	123/Fight/Mar/Cap

44/Tank/Hyl/Gran	86/Fight/Chou/Dra
45/Tank/Hyl/Aby	87/Fight/Chou/King

Table 4.26 List of Data

The example of relation of visualization and the name can be seen in the data below:

1. 17/Tank/Frn/Apo


Coding	Role	Charac Ter	Charac ter's Skin	Relation	Visual
17/Tan k/Frn/A po	Tank	Franco	Apocalyps e	Related	

Table 4.27 Franco: Apocalypse

Datum number 1 from role Tank, character Franco and character skin's name Apocalypse. The characters's skin Apocalypse is related with the visualization and the name. Apocalypse means the end of the world. It means that the Earth's technological civilization is collapsing or has collapsed. Apocalypse events can be in the form of destruction, such as uncontrolled natural climate change, man-made (such as nuclear holocaust or resource depletion), whether natural or man-made, medical (such as a pandemic), eschatological (such as the Last Judgment), second coming or Ragnarok or imaginative (such as cybernetic rebellion, the zombie apocalypse, dysgenic or

alien invasion and technological singularity). The visualization described as a man with futuristic-punk handcuff and post-apocalyptic outfit. It can indicate that the visualization and the name are related.

2. 40/Tank/Gat/MiGu


Coding	Role	Character	Character's Skin	Relation	Visual
40/Tank/Gat/MiGu	Tank	Gatotkaca	Mighty Guardian	Related	

Table 4.28 Gatotkaca: Mighty Guardian

Datum number 2 from role Tank, character Gatotkaca and character skin's name Mighty Guardian. The characters's skin Mighty Guardian is related with the visualization and the name. Mighty guardian means a strong person who protects something. Mighty guardian described as Gatotkaca who guards Arjuna (Bimasena's brother) because he wants to return the favor. In the story said that no one can cut his umbilical cord and only Arjuna can cut it using a keris gloves named Kontawijaya. Gatotkaca guard Arjuna even with his own life. Gatotkaca died during te Baratayudha war. Gatotkaca died because the Kuntawijayadanu weapon which was planned to be used to kill

Arjuna but was stuck on his body. Gatotkaca was killed by Adipati Karna. Based on “Garudayana” comic series created by Is Yuniarto, inspired from Indonesian traditional shadow puppets. In the visualization, his clothe is more armored than others because he is a guardian. It can indicate that the visualization and the name are related.

3. 94/Fight/Ruby/Lit

Coding	Role	Charac Ter	Charac ter’s Skin	Relation	Visual
94/Fight/Ruby/Lit	Fighte r	Ruby	Little Red Hood	Related	

Table 4.29 Ruby: Little Red Hood

Datum number 3 from role Fighter, character Ruby and character skin’s name Little Red Hood. The characters’s skin Little Red Hood is related with the visualization and the name. Little red hood means a person who wears a coat with red color. Little Red Hood refers to European fairy tale entitled "Little Red Riding Hood". The story is about a young girl and an evil wolf. The origins of the Little Red Riding Hood story can be traced to several versions pre-17th century from various European countries. This story has

changed a lot in various versions which are then retold and undergo many modern adaptations and readings. The stories are "Little Red Riding Hood", "Little Red Cap" or simply "Red Riding Hood". In the visualization described as a girl who wears a red coat. She holds long sickle. It can indicate that the visualization and the name are related.

4. 103/Fight/Argus/Night


Coding	Role	Charac Ter	Charac ter's Skin	Relation	Visual
103/Fight/Argus/Night	Fighter	Argus	Nightstalker	Related	

Table 4.30 Argus: Nightstalker

Datum number 4 from role Fighter, character Argus and character skin's name Nightstalker. The characters's skin Nightstalker is related with the visualization and the name. Nightstalker means a person who stalks in the night. Nightstalker refers to incubus story. Incubus comes from the Latin word "Incubo" means "nightmare caused by a demon". Incubus is a demon in the form of men, according to mythological and legendary traditions, tempting sleeping women to engage in sexual activity with them. Incubus raped and impregnated women and the victim might wake up during rape, or might not

know anything that happened until her health suddenly deteriorated or when the parasitic baby from Incubus grew. In the visualization described as a demon holds green sword. He wears garden lamp mask. It can indicate that the visualization and the name are related.

5. 112/Fight/Sun/Bat


Coding	Role	Character	Character's Skin	Relation	Visual
112/Fight/Sun/Bat	Fighter	Sun	Battle Budha	Related	

Table 4.31 Sun: Battle Budha

Datum number 5 from role Fighter, character Sun and character skin's name Battle Budha. The characters's skin Battle Budha is related with the visualization and the name. Battle Budha means a warrior from the person on whose hostile the Buddhist religion. Battle Budha refers to Wukong from Chinese novel and film entitled "Journey to the West". Wukong is a Buddhist enemy. Because of his arrogance, he devastated heaven. One day, the jade emperor begged the Buddha living in the western village to capture Wukong. Finally Wukong can be captured. Buddha crushed him with a palm turned into

a mountain. The mountain is sealed with the mantra Om Mani Padme Hum in gold letters. Wukong was locked in there for five centuries. The visualization described as a monkey king who hanging with a stick. The monkey hung around Buddhist scriptures is under the monkey's feet. It indicates that the Buddha is being trampled. It can indicate that the visualization and the name are related.

The visualization and the name that not related are found in this research 14 total data with its coding:

2/Tank/Bal/Pow	25/Tank/Loli/Steel	52/Tank/Bele/Tig
14/Tank/Akai/Imp	26/Tank/Loli/Sol	59/Fight/Alu/Lone
15/Tank/Frn/Fro	29/Tank/John/Mus	67/Fight/Bane/Count
16/Tank/Frn/Mas	46/Tank/Hyl/Phan	92/Fight/Alpha/Fier
21/Tank/Mino/Burst	48/Tank/Uran/Anci	

Table 4.32 List of Data

The example visualization and the name that not related can be seen in the data below:

1. 16/Tank/Frn/Mas


Coding	Role	Charac Ter	Charac ter's Skin	Relation	Visual
16/Tan k/Frn/Mas	Tank	Franco	Masterchef	Not Related	

Table 4.33 Franco: Masterchef

Datum number 1 from role Tank, character Franco and character skin's name Masterchef. The characters's skin Masterchef is not related with the visualization and the name. Masterchef means a professional cook. The visualization described as a man wears a prone, butcher knife and chef's hat. The visualization more on butcher than chef. The visualization and the name are not related.

2. 21/Tank/Mino/Burst


Coding	Role	Character	Character's Skin	Relation	Visual
21/Tank/Mino/Burst	Tank	Minotaur	Bursting Yama	Not Related	

Table 4.34 Minotaur: Bursting Yama

Datum number 2 from role Tank, character Minotaur and character skin's name Bursting Yama. The character's skin Bursting Yama is not related with the visualization and the name. Bursting Yama means Yama that burst something. Yama is the god of death in Hinduism, king of ancestors, and final judge on the soul destination. Yama usually described with judge outfit. In the visualization, Yama looks like a Viking rather than the visualization of Yama in Hindu. It is not related with the visualization and the name.

3. 25/Tank/Loli/Steel

Coding	Role	Character	Character's Skin	Relation	Visual
25/Tank/Loli/Steel	Tank	Lolita	Steel Elf	Not Related	

Table 4.35 Lolita: Steel Elf

Datum number 3 from role Tank, character Lolita and character skin's name Steel Elf. The characters's skin Steel Elf is not related with the visualization and the name. Steel elf means a small person with pointed ears. In the visualization, Lolita is a small person. Her tall is less than the hummer. She has pointed ears, looks like elf in mythology. Steel means magicless. Steel symbolizes that the elf out of the fairy order. It can not indicate that the visualization and the name are related.

4. 67/Fight/Bane/Count


Coding	Role	Character	Character's Skin	Relation	Visual
67/Fight/Bane/Count	Fighter	Bane	Count Dracula	Not Related	

Table 4.36 Bane: Count Dracula

Datum number 4 from role Fighter, character Bane and character skin's name Count Dracula. The characters's skin Count Dracula is not related with the visualization and the name. Count Dracula refers to a person named Vlad Teppes who satay of those who oppose him from the rectum to the head. In the visualization described as a rich-pirate of octopus. He has blue skin. He has much gold. He holds an umbrella in the right hand. It is not related with the visualization and the name.

5. 92/Fight/Alpha/Fier


Coding	Role	Character	Character's Skin	Relation	Visual
92/Fight/Alpha/Fier	Fighter	Alpha	Fierce Dragon	Not Related	 A screenshot from a mobile game showing a character skin named 'Fierce Dragon'. The character is a warrior with golden armor and a large, ornate sword. The background is a dark, futuristic cityscape. The skin name 'Fierce Dragon' is visible in the top left corner of the screenshot.

Table 4.37 Alpha: Fierce Dragon

Datum number 5 from role Fighter, character Alpha and character skin's name Fierce Dragon. The characters's skin Fierce Dragon is not related with the visualization and the name. Fierce dragon means a large aggressive animal with wings and a long tail that can breathe out fire called dragon who angry and aggressive. In the visualization described as a warrior who wears golden clothes. He drives a small plane. Then, the small plane changes into a stick. It is not related with the visualization and the name.

B. Discussion

In this discussion, the researcher discusses this study based of the research finding above which discuss about the kinds of game design, the types of visualization and the relation between onomastics and visualization in Mobile Legends's character's skin. The findings are discussed below:

1. Analysis of game designs are found in Mobile Legends's character's skins in season 12 role tank and fighter

In this research, the researcher uses theory of game design given by Schell (2008) about mechanic, narrative and aesthetic or visualization. In visualization term, the researcher uses Roland Barthes (1987). There are two kinds of visualization, connotative and denotative meaning.

Based on the data, there are 123 collected as a data for this research. Each of them has different mechanic and narrative aspect. In term of mechanic, the researcher correlates with the characters and the character's skins in every single action. In term of narrative, the researcher analyzed the name of character's skins based on the story that develops in the community.

In visualization terms, there are two kinds of visualization stated by Barthes. There are connotative and denotative. In 123 data, there are 48 total data of connotative (role tank 22 data and role fighter 26 data). In denotative, there are 75 total data (role tank 35 data and role fighter 40 data).

Based on the analysis in the research findings, the researcher concludes that from the two kinds of visualization, the most dominant type of visualization is denotative with 75 total data. Denotative is the real meaning and refers to the real word that we can find the meaning of the word on dictionary. The least dominant type of visualization is connotative with 48 total data. Connotative is the deeper meaning about what we associate with the word.

2. The relation between the name and visualization in Mobile Legends's character's skins

Based on theory of Drachen (2014) states that character names had rich semiotic meaning influenced by the aesthetics or visualization and lore of a game world. From the data, the researcher found 109 out of 123 data that related with the name and the visualization in Mobile Legends's character's skins. The researcher also found 14 out of 123 total data that not related with the name and the visualization. The name and visualization is related becomes the most dominant. This is shows that the statement is correct.

CHAPTER V

CONCLUSION AND SUGGESTIONS

After analyzing some terms related to the name and visualization of *Mobile Legends*'s character's skins and their relation, the researcher goes to the conclusion. This chapter presents two terms, namely conclusions and suggestions.

A. Conclusions

From the analysis about the form of character's skins from online games, the researcher draws four conclusions in term to search the relation between onomastics and visualization. The researcher has drawn the conclusion as follows:

1. 123 out of 123 data (57 data of Tank and 66 data of Fighter) refer to mechanics aspect. It indicates that every single character has special ability in the battleground. It gives a chance to the player in recognizing the ability as they want.
2. 123 out of 123 data (57 data of Tank and 66 data of Fighter) refer to narrative aspect. This aspect is used to strengthen the character's skin's name through the personal story. The narrative aspect leads the player to recognize the story line and to identify the special characteristics of the character's skins.
3. Visualization divided into two types, connotative and denotative. 48 out 123 data refer to connotative and 75 out of 123 data refer to denotative. It

indicates that visual character based on the name is more attractive to the player because real word is well-known.

4. 109 out of 123 data are related to the name and visualization. 14 out of 123 data are not related to the name and visualization. Players used their character names as representations of characters identities and express by visual. Visualization and character names give player's experiences, interests, and preferences.

B. Suggestions

In this part, the researcher would like to make suggestions for the readers and the next researcher related to the research about onomastics and visualization through the data from Mobile Legends online game. The suggestions are compiled as follows:

1. For the readers, the result of this research can be used as a reference related to onomastics analysis. The researcher hopes that the readers would understand more about name, visualization and the relation.
2. For the next researcher, this research can be used as a reference related to the onomastics and the researcher hopes the next research can develop their knowledge in the same topic although in different field to complete this research.

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APPENDICES

VALIDATION

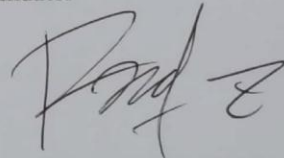
The thesis entitled "*Onomastics Analysis of Mobile Legends's Character's Skins and Their Visualization*" has been validated by M. Romdoni Prakoso, M.Pd in:

Day : Monday

Date : 23 December 2019


Kartasura, 16 January 2020

Validator


A handwritten signature in black ink, appearing to read 'Romdoni Prakoso', written in a cursive style.

M. Romdoni Prakoso, M.Pd


NIP.

Data	Role	Character	Character's Skin	Visual	Character's Skill	Mechanic	Narrative	Visualization	Relation
1/Tank/Bal/Ber	Tank	Balmond	Berserker		-Blood thirst -Soul Lock -Cyclone Sweep -Lethal Counter	- Bloodthirst : Balmond recovers his Max HP upon killing Minions, and recovers when killing enemy heroes. -Soul Lock: Balmond charges forward and deals of physical damage to enemy units along the way. After	Berserker, Norway rages, Old Norse berserkr ("bear skin"), in pre-medieval and medieval Norse and German history and folklore, members of the gang of rogue warriors who worship Odin, the supreme Norse god, and associate themselves	Connotative	Berserker in Norse mythology is described as a warrior. Warrior identical with big body and hug muscle. It can indicate that the visualization and the name are related.


					<p>hitting a target, he will immediately stop and slow that enemy down.</p> <p>-Cyclone: Balmond brandishes a large axe and continuously deals physical damage to nearby enemies.</p> <p>-Lethal Counter: Balmond raises a giant axe, dealing true damage of the target's lost HP to</p>	<p>with royal courts and aristocrats as bodyguards and shock troops (Britannica.com).</p>		
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						enemies in a fan-shaped area in front of him, and slowing them.			
2/Tank/Bal/Pow	Tank	Balmond	Power Source		<ul style="list-style-type: none"> -Blood thirst -Soul Lock -Cyclone Sweep -Lethal Counter 	<ul style="list-style-type: none"> - Bloodthirst: Balmond recovers his Max HP upon killing Minions, and recovers when killing enemy heroes. -Soul Lock: Balmond charges forward and deals of physical damage to enemy units along the 	<p>Power /'paʊə(r)/: the ability or capacity to control people or things.</p> <p>Source /sɔ:s/: a place, person or thing that you get something from or something originates or can be obtained.</p>	Connotative	Power source means a person that controls something that they get something from. The visualization described as a man with big body holds an ax. The visualization and the name are not related.


					<p>way. After hitting a target, he will immediately stop and slow that enemy down.</p> <p>-Cyclone: Balmond brandishes a large axe and continuously deals physical damage to nearby enemies.</p> <p>-Lethal Counter: Balmond raises a giant axe, dealing true damage of the target's</p>			
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						lost HP to enemies in a fan-shaped area in front of him, and slowing them.			
3/Tank/Bal/Gho	Tank	Balmond	Ghoul's Fury		<ul style="list-style-type: none"> -Blood thirst -Soul Lock -Cyclone Sweep -Lethal Counter 	<ul style="list-style-type: none"> - Bloodthirst: Balmond recovers his Max HP upon killing Minions, and recovers when killing enemy heroes. -Soul Lock: Balmond charges forward and deals of physical damage to enemy units 	<p>Ghoul, Arabic ghul, in popular legend, demons are believed to inhabit burial sites and other lonely places. In ancient Arabic folklore, ghul belongs to the evil jin (spirit) class and is said to be the fountain of Iblis, the</p>	<p>Connotative</p>	<p>Ghoul in mythology is a demon. Ghoul's fury means demon anger. Demon is described in dark color. He shouted indicating that he was angry. It can indicate that the visualization and the name are related.</p>


					<p>along the way. After hitting a target, he will immediately stop and slow that enemy down.</p> <p>-Cyclone: Balmond brandishes a large axe and continuously deals physical damage to nearby enemies.</p> <p>-Lethal Counter: Balmond raises a giant axe, dealing true damage of</p>	<p>prince of darkness in Islam. (Britannica.com)</p>		
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						the target's lost HP to enemies in a fan-shaped area in front of him, and slowing them.			
4/Tank/Bal/SaHu	Tank	Balmond	Savage Hunter		<ul style="list-style-type: none"> -Blood thirst -Soul Lock -Cyclone Sweep -Lethal Counter 	<ul style="list-style-type: none"> - Bloodthirst: Balmond recovers his Max HP upon killing Minions, and recovers when killing enemy heroes. -Soul Lock: Balmond charges forward and deals of physical damage to 	Savage/'sævid ʒ/: uncontrolled, aggressive, fierce, and violent; causing great harm. Hunter /'hʌntə(r)/: a person or animal who hunts or searching for something.	Denotative	Savage hunter means a person who hunts something aggressively. In visualization of Savage hunter described wear a coat made from tiger skin. It can indicate that the visualization and the name are related.


					<p>enemy units along the way. After hitting a target, he will immediately stop and slow that enemy down.</p> <p>-Cyclone: Balmond brandishes a large axe and continuously deals physical damage to nearby enemies.</p> <p>-Lethal Counter: Balmond raises a giant axe, dealing true</p>			
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						damage of the target's lost HP to enemies in a fan-shaped area in front of him, and slowing them.			
5/Tank/Bal/SaPo	Tank	Balmond	Savage Pointguard		<ul style="list-style-type: none"> -Blood thirst -Soul Lock -Cyclone Sweep -Lethal Counter 	<ul style="list-style-type: none"> - Bloodthirst: Balmond recovers his Max HP upon killing Minions, and recovers when killing enemy heroes. -Soul Lock: Balmond charges forward and deals of physical 	Savage/'sævid 3/: uncontrolled, aggressive, fierce, and violent; causing great harm. Pointguard /'pɔɪnt ɡɑ:d/: (in basketball) the player who directs the team's offense or attacking players.	Denotative	Savage pointguard means a player in basketball playing aggressively. In visualization of Savage Pointguard is a person wear basketball uniform plays basketball with fire ball and put it in the ring. It can indicate that


					<p>damage to enemy units along the way. After hitting a target, he will immediately stop and slow that enemy down.</p> <p>-Cyclone: Balmond brandishes a large axe and continuously deals physical damage to nearby enemies.</p> <p>-Lethal Counter: Balmond raises a giant axe,</p>			<p>the visualization and the name are related.</p>
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						dealing true damage of the target's lost HP to enemies in a fan-shaped area in front of him, and slowing them.			
6/Tank/Tig/War	Tank	Tigreal	Warrior of Dawn		<ul style="list-style-type: none"> -Fearless -Attack Wave -Sacred Hammer - Implosion 	<p>-Fearless: Tigreal gains a layer of blessing when using skills or being hit by basic attack. He gains immunity to the next basic attack after gaining 4 layers in total.</p> <p>-Attack</p>	<p>Warrior (/ˈwɒrɪə(r)/: (especially in the past) a brave or experienced soldier or fighter who fights in a battle or war. The Dawn: where the two battlefields and the background of the heroes in Mobile Legends are.</p>	Denotative	Warrior of Dawn means a warrior who fights in Dawn area. In the visualization described as a warrior who holds sword and shield. It can indicate that the visualization and the name are related.


					<p>Wave: Tigreal fires and attack wave in a designated direction.</p> <p>-Sacred Hammer: Tigreal charges in a specified direction and collides with enemies, dealing of physical damage.</p> <p>-Implosion: Tigreal thrusts his sword into the earth, pulling surrounding enemies to himself. Then he</p>			
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						deals physical damage to them and stuns them.			
7/Tank/Tig/Dark	Tank	Tigreal	Dark Guardian		<p>-Fearless</p> <p>-Attack Wave</p> <p>-Sacred Hammer</p> <p>- Implosion</p>	<p>-Fearless: Tigreal gains a layer of blessing when using skills or being hit by basic attack. He gains immunity to the next basic attack after gaining 4 layers in total.</p> <p>-Attack Wave: Tigreal fires and attack wave in a</p>	<p>Dark /da:k/ with little or no light, especially because it is night.</p> <p>Guardian /'ga:diən/: a person who protects or defends something.</p>	<p>Connotative</p>	<p>Dark guardian means a person who protects an area in little light. The visualization described as a warrior wears blue clothes. The blue clothes can light the darkness. It can indicate that the visualization and the name are related.</p>


					<p>designated direction.</p> <p>-Sacred Hammer: Tigreal charges in a specified direction and collides with enemies, dealing of physical damage.</p> <p>-Implosion: Tigreal thrusts his sword into the earth, pulling surrounding enemies to himself. Then he deals physical damage to</p>			
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					them and stuns them.				
8/Tank/Tig/Fal	Tank	Tigreal	Fallen Guard		-Fearless -Attack Wave -Sacred Hammer - Implosion	-Fearless: Tigreal gains a layer of blessing when using skills or being hit by basic attack. He gains immunity to the next basic attack after gaining 4 layers in total. -Attack Wave: Tigreal fires and attack wave in a designated direction. -Sacred Hammer:	Fall /fɔ:l/: to drop down from a higher level to a lower level, typically rapidly or without control. Guard /gɑ:d/: a person, such as a soldier, a police officer or a prison officer, who protects or defends a place or people, or prevents prisoners from escaping.	Denotative	Fallen guard means a soldier who falls from hell to protect something. The visualization described as a warrior who holds sword and shield full of fire. Hell is identic with fire. It can indicate that the visualization and the name are related.


					<p>Tigreal charges in a specified direction and collides with enemies, dealing of physical damage.</p> <p>-Implosion:</p> <p>Tigreal thrusts his sword into the earth, pulling surrounding enemies to himself.</p> <p>Then he deals physical damage to them and stuns them.</p>			
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<p>9/Tan k/Tig/ Wyr m</p>	<p>Tan k</p>	<p>Tigreal</p>	<p>Wyrmsl ayer</p>		<p>-Fearless -Attack Wave -Sacred Hammer - Implosio n</p>	<p>-Fearless: Tigreal gains a layer of blessing when using skills or being hit by basic attack. He gains immunity to the next basic attack after gaining 4 layers in total. -Attack Wave: Tigreal fires and attack wave in a designated direction. -Sacred Hammer: Tigreal charges in a specified</p>	<p>Wyrn (pronounced worm or vurm) is a type of dragon that appeared in British and Norse mythology. These dragons have no legs or arms and only a long, scaly snake's body. They are often given poisonous breath and the ability to regenerate or reattach the broken parts of their bodies. Slayer /sleier/: someone who kills somebody or something in a war, a</p>	<p>Connot ative</p>	<p>Wyrmslayer is someone who kills with dragon appearance. In the visualization described as a warrior holds a sword and a shield. The sword that he grabs is symbolized as dragon that put off the fire. It can indicate that the visualization and the name are related.</p>
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					<p>direction and collides with enemies, dealing of physical damage.</p> <p>-Implosion: Tigreal thrusts his sword into the earth, pulling surrounding enemies to himself. Then he deals physical damage to them and stuns them.</p>	fight or violent way.		
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10/Tank/Akai/Pan	Tank	Akai	Panda Warrior		<p>-Tai Chi - Thousand Pounder - Blender - Hurricane Dance</p>	<p>-Tai Chi: After using a skill, Akai will gain a shield that absorbs up his max HP. -Thousand Pounder: Akai jumps towards a designated location. -Blender: Akai fires a frog-shaped wave in the designated direction. -Hurricane Dance: Akai spins like a tornado for 3,5 seconds and knocks back the surrounding</p>	<p>Panda /'pændə/: a large bearlike mammal with characteristic black and white markings, like a bear who lives in China and is very rare. Warrior /'wɒriə(r)/: (especially in the past) a brave or experienced soldier or fighter or a person who fights in a battle or war.</p>	Connotative	Panda warrior means panda that fights in a battle. The visualization described as a panda hold a bamboo as a sword. It can indicate that the visualization and the name are related.
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						enemies.			
11/Tank/Akai/Summer	Tank	Akai	Summer Party		-Tai Chi - Thousand Pounder - Blender - Hurricane Dance	- Tai Chi : After using a skill, Akai will gain a shield that absorbs up his max HP. - Thousand Pounder : Akai jumps towards a designated location. - Blender : Akai fires a frog-shaped wave in the designated direction. - Hurricane Dance : Akai spins like a tornado for 3,5 seconds and knocks back the	Summer /'sʌmə(r)/: the warmest season of the year, in the northern hemisphere from June to August and in the southern hemisphere from December to February, and coming between spring and autumn or fall. Party /'pɑ:ti/: a social occasion of invited guest, often in a person's house, at which people eat, drink, talk, dance and	Denotative	Summer party means a party was held in summer season. Summer season also means fishing party. Summer season is hot and its good time for fishing. The visualization described as a panda hold fishing rod and wear a hat. It can indicate that the visualization and the name are related.

						surrounding enemies.	enjoy themselves.		
12/Tank/Akai/Monk	Tank	Akai	Monk		<p>-Tai Chi</p> <p>- Thousand Pounder</p> <p>-Blender</p> <p>- Hurricane Dance</p>	<p>-Tai Chi: After using a skill, Akai will gain a shield that absorbs up his max HP.</p> <p>-Thousand Pounder: Akai jumps towards a designated location.</p> <p>-Blender: Akai fires a frog-shaped wave in the designated direction.</p> <p>-Hurricane Dance: Akai spins like a tornado for 3,5 seconds and knocks</p>	<p>Monk /mʌŋk/: a member of a religious community of men who often live apart from other people in a monastery and who do not marry or have personal possessions and living under vows of poverty, chastity, and obedience.</p>	Denotative	<p>Monk means a religious people in Buddha. The visualization described as a panda wears gold-monk clothes. Buddha identical with gold accessories. It can indicate that the visualization and the name are related.</p>


						back the surrounding enemies.			
13/Tank/Akai/Aka	Tank	Akai	Akazonae Samurai		<p>-Tai Chi</p> <p>- Thousand Pounder</p> <p>-Blender</p> <p>- Hurricane Dance</p>	<p>-Tai Chi: After using a skill, Akai will gain a shield that absorbs up his max HP.</p> <p>-Thousand Pounder: Akai jumps towards a designated location.</p> <p>-Blender: Akai fires a frog-shaped wave in the designated direction.</p> <p>-Hurricane Dance: Akai spins like a tornado for 3,5 seconds</p>	<p>Akazonae: a name of samurai group.</p> <p>Samurai /'sæmurai/: a member of a powerful military caste in Japan.</p>	Denotative	<p>Akazonae samurai means group of military class. The visualization described as a panda wears akazonae clothes. Akazonae identic with red color. Samurai identic with harness and horned head. It can indicate that the visualization and the name are related.</p>

						and knocks back the surrounding enemies.			
14/Tank/Akai/Imperial	Tank	Akai	Imperial Assassin		<p>-Tai Chi</p> <p>-Thousand Pounder</p> <p>-Blender</p> <p>-Hurricane Dance</p>	<p>-Tai Chi: After using a skill, Akai will gain a shield that absorbs up his max HP.</p> <p>-Thousand Pounder: Akai jumps towards a designated location.</p> <p>-Blender: Akai fires a frog-shaped wave in the designated direction.</p> <p>-Hurricane Dance: Akai spins like a tornado for</p>	Imperial Assassin /ɪmˈpɪəriəl/ /əˈsæsm/: is a class of bounty hunters or magnificent that was awarded a license for their role in hunting down targets for the empire.	Denotative	Imperial Assassin means a people that hunting a target for the empire. The visualization described as panda intelligence officer wear armor. Assassin identical with swords, armor and warrior hats. But this panda wear monocle that is not related with the names and the visualization.


						3,5 seconds and knocks back the surrounding enemies.			
15/Tank/Fran/Fro	Tank	Franco	Frozen Warrior		<ul style="list-style-type: none"> - Wasteland Force -Iron Hook -Fury Shock -Bloody Hunt 	<p>-Wasteland Force: Franco increases movement speed if he takes no damage for a short time.</p> <p>-Iron Hook: Franco launches an iron hook to a designated direction. The hook will snag the first unit and dragging the unit back to Franco.</p>	<p>Frozen /'frəʊzn/:</p> <p>people or parts of the body that extremely cold or in low temperature.</p> <p>Warrior /'wɒriə(r)/:</p> <p>(especially in the past) a brave or experienced soldier or fighter or a person who fights in a battle or war.</p>	Denotative	Frozen warrior means a person who fights in extremely temperature. The visualization is not related. Because the visualization described a pirate.


						<p>-Fury Shock: Franco lashes out to nearby enemies and slowing them.</p> <p>-Bloody Hunt: Franco suppresses a designated enemy unit and hacks them.</p>			
16/Tank/Fran/Mas	Tank	Franco	Masterchef		<p>- Wasteland Force</p> <p>-Iron Hook</p> <p>-Fury Shock</p> <p>-Bloody Hunt</p>	<p>-Wasteland Force: Franco increases movement speed if he takes no damage for a short time.</p> <p>-Iron Hook: Franco</p>	<p>Masterchef : having very great skill or a professional to cook, especially the most senior cook in a restaurant, hotel, etc.</p>	<p>Denotative</p>	<p>Masterchef means a professional cook. The visualization described as a man wears a prone, butcher knife, chef's hat. The visualization</p>

					<p>launches an iron hook to a designated direction. The hook will snag the first unit and dragging the unit back to Franco.</p> <p>-Fury Shock: Franco lashes out to nearby enemies and slowing them.</p> <p>-Bloody Hunt: Franco suppresses a designated enemy unit and hacks them.</p>		<p>more on a butcher than a chef. The visualization and the name are not related.</p>
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<p>17/Tank/Franco/Apo</p>	<p>Tank</p>	<p>Franco</p>	<p>Apocalypse</p>		<p>- Wasteland Force - Iron Hook - Fury Shock - Bloody Hunt</p>	<p>-Wasteland Force: Franco increases movement speed if he takes no damage for a short time. -Iron Hook: Franco launches an iron hook to a designated direction. The hook will snag the first unit and dragging the unit back to Franco. -Fury Shock: Franco lashes out to nearby</p>	<p>Apocalypse /ə'pɒkəlɪps/: the complete final destruction of the world.</p>	<p>Denotative</p>	<p>Apocalypse means the end of the world. It means that the Earth's technological civilization is collapsing or has collapsed. The apocalypse event may be climatic, such as runaway climate change; natural, such as an impact event; man-made, such as nuclear holocaust or resource depletion; medical, such as a pandemic, whether natural or man-made;</p>
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					<p>enemies and slowing them.</p> <p>-Bloody Hunt: Franco suppresses a designated enemy unit and hacks them.</p>			<p>eschatological, such as the Last Judgment, Second Coming or Ragnarök, or imaginative, such as a zombie apocalypse, cybernetic revolt, technological singularity, dysgenics or alien invasion and the visualization described as a man with futuristic-punk handcuff and post-apocalyptic outfit. It can indicate that the visualization</p>
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									and the name are related.
18/Tank/Frn/Loc	Tank	Franco	Locomotive		<ul style="list-style-type: none"> - Wasteland Force -Iron Hook -Fury Shock -Bloody Hunt 	<p>-Wasteland Force: Franco increases movement speed if he takes no damage for a short time.</p> <p>-Iron Hook: Franco launches an iron hook to a designated direction. The hook will snag the first unit and dragging the unit back to Franco.</p> <p>-Fury Shock: Franco</p>	Locomotive /ˌləʊkəˈməʊtɪv /: a powered railway engine that pulls a train.	Denotative	Locomotive means a railway engine. In the visualization described as a robot wears armor that looks like a locomotive with two chimneys. It can indicate that the visualization and the name are related.


						lashes out to nearby enemies and slowing them. -Bloody Hunt: Franco suppresses a designated enemy unit and hacks them.			
19/Tank/Franco/Wh	Tank	Franco	Wheatfield Nightmare		- Wasteland Force -Iron Hook -Fury Shock -Bloody Hunt	-Wasteland Force: Franco increases movement speed if he takes no damage for a short time. -Iron Hook: Franco launches an iron hook to a designated	Wheatfield /wi:t/ /fi:ld/: a plant grown for its grain that is used to produce the flour for bread, cakes, pasta, etc, that planted in area of open land. Nightmare /'naɪtmɛə(r)/: a very frightening and	Denotative	Wheatfield nightmare means a nightmare that appeared in a wheat field. In the visualization described as a scarecrow in a field. It can indicate that the visualization and the name


					<p>direction. The hook will snag the first unit and dragging the unit back to Franco.</p> <p>-Fury Shock: Franco lashes out to nearby enemies and slowing them.</p> <p>-Bloody Hunt: Franco suppresses a designated enemy unit and hacks them.</p>	<p>unpleasant experience, or very difficult to deal with.</p>		<p>are related.</p>
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<p>20/Tank/Minotaur/Son</p>	<p>Tank</p>	<p>Minotaur</p>	<p>Son of Minos</p>		<p>-Rage Mode -Despair Stomp - Motivation Roar -Minoan Fury</p>	<p>-Rage Mode: Hitting enemies with skills will recover rage of Minotaur. -Despair Stomp: Minotaur jumps towards a designated location. Upon landing, he will deal and slow them. -Motivation Roar: Minotaur motivates himself and surrounding allies. -Minoan</p>	<p>In Greek mythology, Minos (/ˈmaɪnɒs, -nəs/; Greek: Μίνως, Minōs) was the first King of Crete, the son of Zeus and Europa. After his death, Minos became a judge of the dead in the underworld. Minos's son was named Glaucus. (Wikipedia.com).</p>	<p>Denotative</p>	<p>Son of Minos is Glaucus. Minos is nation of bull-headed people in mythology. The visualization described as a people with bull-headed people called Minos. It can indicate that the visualization and the name are related.</p>
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						<p>Fury: Minotaur enters a rage-save state where he continuously recover rage. This longer this skill is charged, the more rage he recovers.</p>			
21/Tank/Minotaur/Burst	Tank	Minotaur	Bursting Yama		<ul style="list-style-type: none"> -Rage Mode -Despair Stomp - Motivation Roar -Minoan Fury 	<p>-Rage Mode: Hitting enemies with skills will recover rage of Minotaur.</p> <p>-Despair Stomp: Minotaur jumps towards a</p>	<p>Bursting (burst) /bɜːst/ to break open or apart, suddenly and violently, especially because of pressure from inside; to make something break in this way.</p>	<p>Connotative</p>	<p>Bursting Yama means Yama that burst something. Yama usually described as a judge. In the visualization of Yama looks like a Viking rather than the</p>


					<p>designated location. Upon landing, he will deal and slow them.</p> <p>-</p> <p>Motivation Roar: Minotaur motivates himself and surrounding allies.</p> <p>-Minoan Fury: Minotaur enters a rage-save state where he continuousl y recover rage. This longer this skill is</p>	<p>Yama is the god of death in Hinduism, the ancestral king, and the final judge of soul destination. He is also known as the 'Controller', Pretaraja or 'Ghost King', Dharmaraja or 'King of Justice'. Yama can also be referred to as 'Death'. Yama is also present in traditional Chinese and Japanese mythology, Iranian mythology and</p>	<p>visualization of Yama in Hindu. It is not related with the visualization and the name.</p>
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						charged, the more rage he recovers.	elements of Buddhism (Ancient.eu)		
22/Tank/Minotaur/Orbiter	Tank	Minotaur	Orbiter		<p>-Rage Mode</p> <p>-Despair Stomp</p> <p>- Motivation Roar</p> <p>-Minoan Fury</p>	<p>-Rage Mode: Hitting enemies with skills will recover rage of Minotaur.</p> <p>-Despair Stomp: Minotaur jumps towards a designated location. Upon landing, he will deal and slow them.</p> <p>-</p> <p>Motivation Roar: Minotaur motivates himself and</p>	<p>Orbiter /'ɔ:bitə(r)/: a spacecraft designed to go into orbit or move around a planet or moon rather than to land on it.</p>	<p>Connotative</p>	<p>Orbiter means a person who orbit solar system. The visualization described as a Minos holds a hammer. A hammer held by Mino looks like an earth light. It can indicate that the visualization and the name are related.</p>


						<p>surrounding allies. -Minoan Fury: Minotaur enters a rage-state where he continuously recovers. This longer this skill is charged, the more rage he recovers.</p>			
23/Tank/Minotaur	Tank	Minotaur	Sacred Hammer		<p>-Rage Mode -Despair Stomp - Motivation Roar -Minoan Fury</p>	<p>-Rage Mode: Hitting enemies with skills will recover rage of Minotaur. -Despair Stomp:</p>	<p>Sacred /'seikrɪd/: connected with God or a god or dedicated to a religious purpose; considered to be holy. Hammer</p>	<p>Denotative</p>	<p>Sacred hammer means a tool named hammer that connected with God. The visualization described as a Minos holds a hammer. The</p>


					<p>Minotaur jumps towards a designated location. Upon landing, he will deal and slow them.</p> <p>-</p> <p>Motivation</p> <p>Roar: Minotaur motivates himself and surrounding allies.</p> <p>-Minoan</p> <p>Fury: Minotaur enters a rage-state where he continuously recovers rage. This</p>	<p>/'hæmə(r)/: a tool with a heavy metal head and a handle, used for breaking things or hitting nails.</p>	<p>hammer can destroy the plasma. It can indicate that the visualization and the name are related.</p>
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						longer this skill is charged, the more rage he recovers.			
24/Tank/Minotaur	Tank	Minotaur	Taurus		-Rage Mode -Despair Stomp - Motivation Roar -Minoan Fury	- Rage Mode: Hitting enemies with skills will recover rage of Minotaur. - Despair Stomp: Minotaur jumps towards a designated location. Upon landing, he will deal and slow them. - Motivation Roar: Minotaur	Taurus (Latin for bull, derived from the Greek word Ταῦρος) is the first sign of the zodiac that was established among ancient Mesopotamians, and called it "The Great Bull of Heaven". Cult-centered sacred cults began to form in Assyria, Egypt, and	Denotative	Taurus is a zodiac's name established among the ancient Mesopotamians. Mesopotamians identify with bull and the visualization described Minos as a bull. It can indicate that the visualization and the name are related.


						<p>motivates himself and surrounding allies.</p> <p>-Minoan Fury: Minotaur enters a rage-save state where he continuously recover rage. This longer this skill is charged, the more rage he recovers.</p>	<p>Crete during the Taurus Period, or "The Age of the Earth, Agriculture, and Buffalo".</p>		
25/Tank/Lolita/Steel Elf	Tank	Lolita	Steel Elf		<p>- Noumenon Energy Core</p> <p>-Charge</p> <p>- Guardian</p>	<p>-Noumenon Energy Core: if Lolita takes no damage, Noumenon Energy Core will</p>	<p>Steel /sti:l/: a hard, strong metal that is made of a mixture of iron and carbon, used as a structural and</p>	<p>Denotative</p>	<p>Steel elf means a small person with pointed ears. In the visualization, Lolita is a small person. Her tall</p>


					<p>'s Bulwark - Noumen on Blast</p> <p>provide a shield and Lolita's nearby allies can get shields while approaching her. -Charge: Lolita dashes in the designated direction. - Guardian's Bulwark: Lolita raises her shield to block all incoming attacks and projectiles. -Noumenon Blast: Lolita gains a shield from her</p>	<p>fabricating material. Elf /elf/: in stories, is a supernatural creature of folk tales like a small person with pointed ears, who has magic power.</p>	<p>less than the hummer. She has pointed ears, looks like elf in mythology. Steel means magicless. Steel symbolizes that the elf out of the fairy order. It can not indicate that the visualization and the name are related.</p>
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						passive. She deals in a fan-shaped area in front of her.			
26/Tank/Lolita/Sol	Tank	Lolita	Soldier in Training		<ul style="list-style-type: none"> - Noumenon Energy Core - Charge - Guardian's Bulwark - Noumenon Blast 	<p>-Noumenon Energy Core: if Lolita takes no damage, Noumenon Energy Core will provide a shield and Lolita's nearby allies can get shields while approaching her.</p> <p>-Charge: Lolita dashes in the designated direction.</p> <p>-</p>	<p>Soldier /'səʊldʒə(r)/: a person or a member of an army, especially one who is not an officer.</p> <p>Training /'treɪnɪŋ/: the process of learning the skills or type of behavior.</p>	Connotative	<p>Soldier in training means a member of army who learning her skills. Soldier identical with armor and weapons of war. It is not related with the visualization.</p>


						<p>Guardian's Bulwark: Lolita raises her shield to block all incoming attacks and projectiles.</p> <p>-Noumenon Blast: Lolita gains a shield from her passive. She deals in a fan-shaped area in front of her.</p>			
27/Tank/Lolita/Imp	Tank	Lolita	Impish Trickster		<ul style="list-style-type: none"> - Noumenon - Energy Core - Charge - Guardian's Bulwark 	<p>-Noumenon Energy Core: if Lolita takes no damage, Noumenon Energy Core will provide a shield and</p>	<p>Impish /'impɪʃ/: showing a lack of respect for somebody or something in a way that is slightly naughty things for fun</p>	<p>Denotative</p>	<p>Impish trickster means a people who trick and showing a lack of respect for somebody. Trickster describe with magic clothes,</p>

					<p>- Noumen on Blast</p> <p>Lolita's nearby allies can get shields while approaching her.</p> <p>-Charge: Lolita dashes in the designated direction.</p> <p>-</p> <p>Guardian's Bulwark: Lolita raises her shield to block all incoming attacks and projectiles.</p> <p>-Noumenon Blast: Lolita gains a shield from her passive. She</p>	<p>Trickster /'trɪkstə(r)/: a person who tricks, deceives or cheats people.</p>	<p>flying broom, holds candy cane and witch's hat. It can indicate that the visualization and the name are related.</p>
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						deals in a fan-shaped area in front of her.			
28/Tank/Loli/Lion	Tank	Lolita	Lion Dance		<ul style="list-style-type: none"> - Noun - Energy Core - Charge - Guardian's Bulwark - Noun Blast 	<p>-Noun Energy Core: if Lolita takes no damage, Noun Energy Core will provide a shield and Lolita's nearby allies can get shields while approaching her.</p> <p>-Charge: Lolita dashes in the designated direction.</p> <p>- Guardian's</p>	<p>Lion /'laɪən/: a large tawny-colored powerful animal of the cat family, which hunts in groups and lives in parts of Africa and southern Asia.</p> <p>Dance /dɑːns/: a series or rhythmically of movements and steps that are usually performed to music; a particular example of these movements</p>	Denotative	<p>Lion dance means "barongsai" in China's language. Barongsai is Chinese culture. In the visualization, Lolita wear Chinese traditional clothes and plays head of lion. It can indicate that the visualization and the name are related.</p>

						<p>Bulwark: Lolita raises her shield to block all incoming attacks and projectiles.</p> <p>-Noumenon Blast: Lolita gains a shield from her passive. She deals in a fan-shaped area in front of her.</p>	and steps.		
29/Tank/Johnson/Mus	Tank	Johnson	Mustang		<p>-Electro-airbag</p> <p>-Deadly Pincers</p> <p>- Electromag Rays</p> <p>-Rapid Touchdown</p>	<p>-Electro-airbag: when Johnson's HP is lower than 30%, he generates a shield.</p> <p>-Deadly Pincers: Johnson</p>	Mustang /'mʌstæŋ/: a small American wild horse typically small and lightly built.	Cannot	Mustang is an animal small wild horse. The visualization of mustang is car. It is not related on it.


					<p>throws a spanner in the designated direction. Enemies in the area that the spanner lands will be stunned.</p> <p>-</p> <p>Electromag Rays: Johnson raises his shield, slowing enemies in a fan-shape range.</p> <p>-Rapid Touchdown: Johnson jumps up and transforms into a car, accelerating</p>			
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						over time. The car will explode upon hitting an enemy hero and stunning the target and nearby enemies.			
30/Tank/John/Fire	Tank	Johnson	Fire Chief		<ul style="list-style-type: none"> -Electro-airbag -Deadly Pincers - Electromag Rays -Rapid Touchdown 	<ul style="list-style-type: none"> -Electro-airbag: when Johnson's HP is lower than 30%, he generates a shield. -Deadly Pincers: Johnson throws a spanner in the designated direction. Enemies in the area that 	Fire /'faɪə(r)/: the flames, bright light and heat, and often smoke, that are produced when something burns. Chief /tʃi:f/: a leader or highest in rank.	Denotative	Fire chief means a person that professionally controls fire. The visualization described as firefighters. It can indicate that the visualization and the name are related.

					<p>the spanner lands will be stunned.</p> <p>-</p> <p>Electromag Rays: Johnson raises his shield, slowing enemies in a fan-shape range.</p> <p>-Rapid Touchdown: Johnson jumps up and transforms into a car, accelerating over time. The car will explode upon hitting an enemy hero and</p>			
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						stunning the target and nearby enemies.			
31/Tank/John/Auto	Tank	Johnson	SABER Automata		<ul style="list-style-type: none"> -Electro-airbag -Deadly Pincers - Electromag Rays -Rapid Touchdown 	<ul style="list-style-type: none"> -Electro-airbag: when Johnson's HP is lower than 30%, he generates a shield. -Deadly Pincers: Johnson throws a spanner in the designated direction. Enemies in the area that the spanner lands will be stunned. - Electromag Rays: Johnson 	<p>SABER: Saber is a squad that collection of skins in Mobile Legends that have designs like the police from the future. Saber stands for Special Anti Brutality Emergency Response. Automata /ɔ:'tɒmətə/: a moving machine device that moves without human control.</p>	Denotative	S.A.B.E.R automata mean a squad from the future without human control. It also means as robot. In visualization described as police robot. He can change himself into robot or car. It can indicate that the visualization and the name are related.

					<p>raises his shield, slowing enemies in a fan-shape range.</p> <p>-Rapid Touchdown</p> <p>n: Johnson jumps up and transforms into a car, accelerating over time. The car will explode upon hitting an enemy hero and stunning the target and nearby enemies.</p>			
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<p>32/Tank/John/Jep</p>	<p>Tank</p>	<p>Johnson</p>	<p>Jeepney Racer</p>		<p>-Electro-airbag -Deadly Pincers - Electromag Rays -Rapid Touchdown</p>	<p>-Electro-airbag: when Johnson's HP is lower than 30%, he generates a shield. -Deadly Pincers: Johnson throws a spanner in the designated direction. Enemies in the area that the spanner lands will be stunned. - Electromag Rays: Johnson raises his shield, slowing enemies in a</p>	<p>Jeepney is a jeep that is transformed into a form of public transportation. Jeepney emerged after World War 2, when Filipinos began collecting jeeps damaged by the war & became civil transportation. Racer /'reɪsə(r)/: a person or an animal that competes in races.</p>	<p>Cannot</p>	<p>Jeepney racer means competes of jeepney. The visualization described as jeepney that won the competition. It can indicate that the visualization and the name are related.</p>
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						<p>fan-shape range.</p> <p>-Rapid Touchdown</p> <p>n: Johnson jumps up and transforms into a car, accelerating over time. The car will explode upon hitting an enemy hero and stunning the target and nearby enemies.</p>			
33/Tank/John/Wreck	Tank	Johnson	Wreck King		<p>-Electro-airbag</p> <p>-Deadly Pincers</p> <p>- Electromag Rays</p>	<p>-Electro-airbag:</p> <p>when Johnson's HP is lower than 30%, he generates</p>	<p>Wreck /rek/: a car, plane, etc. that has been very badly damaged or destroyed in an accident.</p>	<p>Denotative</p>	<p>Wreck king means a ruler that has been very badly damaged in an accident. In the</p>


					<p>-Rapid Touchdown</p> <p>wn</p> <p>a shield.</p> <p>-Deadly Pincers:</p> <p>Johnson throws a spanner in the designated direction. Enemies in the area that the spanner lands will be stunned.</p> <p>-</p> <p>Electromag Rays:</p> <p>Johnson raises his shield, slowing enemies in a fan-shape range.</p> <p>-Rapid Touchdown:</p> <p>Johnson jumps up and</p>	<p>King /kɪŋ/: a male person, an animal or a thing that is thought to be the best or most important of a particular type.</p>	<p>visualization, Johnson gives damage to the road and change into drill car. It can indicate that the visualization and the name are related.</p>
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						transforms into a car, accelerating over time. The car will explode upon hitting an enemy hero and stunning the target and nearby enemies.			
34/Tank/Hil/PoMe	Tank	Hilda	Power of Megalith		<ul style="list-style-type: none"> -Blessing of Wilderness -Combat Ritual -Art of Hunting -Power of Wildness 	<p>-Blessing of Wilderness : when entering the bush, Hilda's HP regeneration speed increases and she gains a shield.</p> <p>-Combat Ritual:</p>	<p>Power /'paʊə(r)/: the ability or capacity to control people or things.</p> <p>Megalith /'megəlθ/: a large stone, especially one put in a place that forms a prehistoric</p>	Denotative	Power of Megalith means a large stone for ceremonies in past time that have ability to control things. Visualization of Power of Megalith describe she wears ancient


					<p>Hilda activates the runic power of great sword and increasing her movement speed.</p> <p>-Art of Hunting: Hilda locks onto an enemy target and attack them.</p> <p>-Power of Wildness: Hilda jumps toward the target and slashes powerfully.</p>	<p>monument, it was used for ceremonies in ancient times.</p>		<p>clothes and bull's cranium in her shoulder. It identified that Hilda come from past time. It can indicate that the visualization and the name are related.</p>
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35/Tank/Hil/Power/Wildness	Tank	Hilda	Power of Wildness		<p>-Blessing of Wilderness</p> <p>-Combat Ritual</p> <p>-Art of Hunting</p> <p>-Power of Wildness</p>	<p>-Blessing of Wilderness : when entering the bush, Hilda's HP regeneration speed increases and she gains a shield.</p> <p>-Combat Ritual: Hilda activates the runic power of great sword and increasing her movement speed.</p> <p>-Art of Hunting: Hilda locks onto an enemy target</p>	<p>Power /'paʊə(r)/: the ability or capacity to control people or things.</p> <p>Wildness /'waɪldnəs/: the quality in scenery or land of being uncultivated, undomesticated, inhospitable or being in its natural state and not changed by people.</p>	Denotative	<p>Power of wildness means ability to control things from natural scenery or land. In the visualization, Hilda wears clothes made from animal skin and it identify that Hilda come from wildness. It can indicate that the visualization and the name are related.</p>
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						<p>attack them.</p> <p>-Power of Wildness:</p> <p>Hilda jumps toward the target and slashes powerfully.</p>			
36/Tank/Hil/Flo	Tank	Hilda	Flower of the Wastes		<p>-Blessing of Wildness</p> <p>-Combat Ritual</p> <p>-Art of Hunting</p> <p>-Power of Wildness</p>	<p>-Blessing of Wilderness : when entering the bush, Hilda's HP regeneration speed increases and she gains a shield.</p> <p>-Combat Ritual: Hilda activates the runic power of great sword and increasing</p>	<p>Flower /'flaʊə(r)/: the coloured part of a plant from which the seed or fruit develops, consisting of reproductive organs. Flowers usually grow at the end of a stem and last only a short time.</p> <p>Waste /weɪst/: to use more or expand carelessly of</p>	Denotative	<p>Flower of the wastes means waste flower that useful. In the visualization, Hilda holds lawn mower to cut the flowers. In her shoulder, there is grinder for the grass. Her hair is symbolizes as a red flower. It can indicate that the visualization and the name</p>

						<p>her movement speed.</p> <p>-Art of Hunting: Hilda locks onto an enemy target and attack them.</p> <p>-Power of Wildness: Hilda jumps toward the target and slashes powerfully.</p>	<p>something than is necessary or useful.</p>		<p>are related.</p>
37/Tank/Hil/Sac	Tank	Hilda	Sacred Guard		<p>-Blessing of Wilderness</p> <p>-Combat Ritual</p> <p>-Art of Hunting</p> <p>-Power of Wildness</p>	<p>-Blessing of Wilderness : when entering the bush, Hilda's HP regeneration speed increases and she gains a</p>	<p>Sacred /'seɪkrɪd/: connected with God or a god or dedicated to a religious purpose, considered to be holy. Guard /'gɑ:rd/: a person, such</p>	<p>Connotative</p>	<p>Sacred guard means a person who protects something that connected with God. In the visualization, Hilda wears shield on her back, have</p>


					<p>shield.</p> <p>-Combat Ritual: Hilda activates the runic power of great sword and increasing her movement speed.</p> <p>-Art of Hunting: Hilda locks onto an enemy target and attack them.</p> <p>-Power of Wildness: Hilda jumps toward the target and slashes powerfully.</p>	<p>as a soldier, a police officer or a prison officer, who protects or control a place or people, or prevents prisoners from escaping.</p>	<p>wings and looks like an angel. It can indicate that the visualization and the name are related.</p>
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<p>38/Tank/Hil/Ari</p>	<p>Tank</p>	<p>Hilda</p>	<p>Aries</p>		<p>-Blessing of Wilderness -Combat Ritual -Art of Hunting -Power of Wilderness</p>	<p>-Blessing of Wilderness: when entering the bush, Hilda's HP regeneration speed increases and she gains a shield. -Combat Ritual: Hilda activates the runic power of great sword and increasing her movement speed. -Art of Hunting: Hilda locks onto an enemy target</p>	<p>Aries (♈) / 'ɛəri:z / (Latin for "ram") from March 21 to April 19 is the first astrological sign on the zodiac. The zodiac symbol is ram. In Greek Mythology, the symbol of the ram is based on Chrysomallus, the flying ram that saved Phrixus and Helle, children of the Boeotian king, Athama, and provided the Golden</p>	<p>Denotative</p>	<p>Aries is first astrological sign in the zodiac in Greek Mythology. Aries symbol is ram or female sheep. In the visualization, Hilda wears symbol of sheep in her shoulder. The floor that he steps on, there is circle of 12 zodiac sign. It can indicate that the visualization and the name are related.</p>
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						attack them. - Power of Wildness: Hilda jumps toward the target and slashes powerfully.	Feather.		
39/Tank/Gate/Mile	Tank	Gatotkaca	Mighty Legend		-Steel Bones -Blast Iron Fist -Unbreakable -Avatar of the Guardian	- Steel Bones: Gatotkaca converts of his lost HP to physical defense. - Blast Iron Fist: Gatotkaca shatters the ground in front of him and slow the enemies. - Unbreakable: Gatotkaca charges and	Mighty /'maiti/: very strong, impressive power, strength and powerful. Legend /'ledʒənd/: a traditional story from ancient times popularly about people and events that may or may not be true.	Denotative	Mighty legend means a strong person from ancient times. In the visualization, Mighty Legend described as Gatotkaca. Gatotkaca is a strong and mighty people from Indonesia in ancient times. Gatotkaca is the son of <i>Bima</i> , the strongest of the <i>Pandawa</i> , in the


						loudly shouts towards a designated direction and taunting enemies to attack him. -Avatar of the Guardian: Gatorkaca jumps to the designated area, knocking nearby enemies into the air and dealing them.			<i>Mahabharata</i> , a great Hindu epic. It can indicate that the visualization and the name are related.
40/Tank/Gat/MiGu	Tank	Gatorkaca	Mighty Guardian		-Steel Bones -Blast Iron Fist -Unbreak	-Steel Bones: Gatorkaca converts of his lost HP to physical	Mighty /'maiti/: very strong, impressive power, strength and	Denotative	Mighty guardian means a strong person who protects something. In the

					<p>able -Avatar of the Guardian</p>	<p>defense. -Blast Iron Fist: Gatatkaca shatters the ground in front of him and slow the enemies. - Unbreakab le: Gatatkaca charges and loudly shouts towards a designated direction and taunting enemies to attack him. -Avatar of the Guardian: Gatatkaca jumps to the designated</p>	<p>powerful. Guardian /'gɑ:diən/: a person who protects or defends something.</p>	<p>visualization, mighty guardian described as Gatatkaca who guards Arjuna because he wants to return the favor. In the story said that no one can cut his umbilical cord and only Arjuna can cut it using a keris named Kontawijaya. His clothes is more armored than others. It can indicate that the visualization and the name are related.</p>
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						area, knocking nearby enemies into the air and dealing them.			
41/Tank/Gat/Ar	Tank	Gatotkaca	Arhat King		<p>-Steel Bones -Blast Iron Fist -Unbreakable -Avatar of the Guardian</p>	<p>-Steel Bones: Gatotkaca converts of his lost HP to physical defense. -Blast Iron Fist: Gatotkaca shatters the ground in front of him and slow the enemies. - Unbreakable: Gatotkaca charges and loudly</p>	<p>The Sanskrit word arhat (Pāli Arahant) is a word that comes from the root √arh "to deserve", "deserves, deserves"; arhaṇa "has a claim, is given rights"; arhita (past participle) "honored, worshiped". This word is used in vedagveda with the meaning</p>	Connotative	Arhat king means a king who foe-destroyer. In the visualization, Arhat king described as venerable Gatotkaca. He wears a belt. A belt is Leak. Gatotkaca identify that he is a strong people who can destroy enemies. It can indicate that the


					shouts towards a designated direction and taunting enemies to attack him. -Avatar of the Guardian: Gatokaca jumps to the designated area, knocking nearby enemies into the air and dealing them.	"proper". The etymology of the common people comes from ari (enemy) and hanta from the root of √han (cf. Hunter) "to attack, kill"; hence the translation "enemy-destroyer".		visualization and the name are related.	
42/Tank/Gatot/Sen	Tank	Gatokaca	Sentinel		-Steel Bones -Blast Iron Fist -Unbreakable	-Steel Bones: Gatokaca converts of his lost HP to physical defense.	Sentinel is a variety of mutant-hunting robots appearing in	Denotative	Sentinel means mutant-hunting robots. In the visualization, it described as robot who can


					<p>-Avatar of the Guardian</p> <p>-Blast Iron Fist: Gatokaca shatters the ground in front of him and slow the enemies.</p> <p>-</p> <p>Unbreakable: Gatokaca charges and loudly shouts towards a designated direction and taunting enemies to attack him.</p> <p>-Avatar of the Guardian: Gatokaca jumps to the designated area,</p>	<p>American comic books published by Marvel Comics that typically depicted as antagonists to the X-Men.</p>	<p>hunt a thing. It can indicate that the visualization and the name are related.</p>
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						knocking nearby enemies into the air and dealing them.			
43/Tank/Gatot/Spark	Tank	Gatotkaca	Spark		<ul style="list-style-type: none"> -Steel Bones -Blast Iron Fist -Unbreakable -Avatar of the Guardian 	<ul style="list-style-type: none"> -Steel Bones: Gatotkaca converts of his lost HP to physical defense. -Blast Iron Fist: Gatotkaca shatters the ground in front of him and slow the enemies. -Unbreakable: Gatotkaca charges and loudly shouts 	Spark /spa:k/: a small burning piece of material that is produced by fire or something that is burning or by hitting two hard substances together.	Connotative	Spark means burning peace of material. Identical with red fire. The visualization of Spark described as Gatotkaca wears red accessories illustrate fire. It can indicate that the visualization and the name are related.


					<p>towards a designated direction and taunting enemies to attack him.</p> <p>-Avatar of the Guardian: Gatorkaca jumps to the designated area, knocking nearby enemies into the air and dealing them.</p>			
44/Tank/Hybrid/Grand	Tank	Hylos	Grand Warden	 <p>- Thickened Blood -Law and Order -Ring of Punishment</p>	<p>-Thickened Blood: Hylos gains of HP when gaining of max mana from equipments</p>	<p>Grand /grænd/: magnificent, impressive and large or important. Warden /'wɔ:dn/: a person</p>	<p>Connotative</p>	<p>Grand warden means an impressive person who responsible for taking cares something. In</p>


					<p>- Glorious Pathway</p> <p>and emblems. -Law and Order: Hylos stores natures energy to lock down, deals and stuns the target. -Ring of Punishmen t: every second dealing to surrounding enemies and slowing them. -Glorious Pathway: Hylos creates a pathway. He recovers of Max HP and immune</p>	<p>responsible for taking care of a particular place and making sure that the rules are obeyed.</p>	<p>the visualization, Hylos described looks like centaur. Centaur is human- headed horse and dressed like a king in Greek mythology. Centaur is warriors who are famous for being creepy and evil. It can indicate that the visualization and the name are related.</p>
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						to slowing effect while on the pathway.			
45/Tank/Hyl/Aby	Tank	Hylos	Abyssal Shaman		<ul style="list-style-type: none"> - Thickened Blood -Law and Order -Ring of Punishment - Glorious Pathway 	<p>-Thickened Blood: Hylos gains of HP when gaining of max mana from equipments and emblems.</p> <p>-Law and Order: Hylos stores natures energy to lock down, deals and stuns the target.</p> <p>-Ring of Punishment: every second dealing to surrounding</p>	<p>Shaman or shamanism is a system of religious practice. Historically, it has often been associated with indigenous peoples and tribal communities, and involves the belief that shamans, with connections to other worlds, have the power to heal the people who sick, communicate with spirits, and escort the souls of the</p>	<p>Connotative</p>	<p>Abyssal Shaman means language demon in religious practice. In the visualization, Abyssal Shaman described as a demon with human-headed horse and horned sheep. It can indicate that the visualization and the name are related.</p>


					<p>enemies and slowing them.</p> <p>-Glorious Pathway: Hylos creates a pathway. He recovers of Max HP and immune to slowing effect while on the pathway.</p>	<p>dead to the afterlife. Shamanism is mainly associated with indigenous Siberian communities in northern Asia, where shamanistic practices have been noted for centuries by Western and Asian visitors. Abyssal is the language of the devil, sahuagin and gnoll.</p>			
46/Tank/Hy l/Phan	Tank	Hylos	Phantom Seer		<p>- Thickened Blood -Law and Order -Ring of Punishment -</p>	<p>-Thickened Blood: Hylos gains of HP when gaining of max mana from equipments and</p>	<p>Phantom /'fæntəm/: a ghost, a thing that exists only in your imagination. Seer /sɪə(r)/: a person of</p>	<p>Denotative</p>	<p>Phantom Seer means a person who claims that they can see what is going to happen in the future but actually exists</p>

					<p>Glorious Pathway</p> <p>emblems.</p> <p>-Law and Order: Hylos stores natures energy to lock down, deals and stuns the target.</p> <p>-Ring of Punishment: every second dealing to surrounding enemies and slowing them.</p> <p>-Glorious Pathway: Hylos creates a pathway. He recovers of Max HP and immune to slowing</p>	<p>supposed supernatral insight who claims that they can see what is going to happen in the future.</p>	<p>only in their imagination. In the visualization, it described as a demon with human-headed horse, horned demon in his head and buffalo horn on the shoulder. His tail looks like a hook. It's not related to the visualization and the name.</p>
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						effect while on the pathway.			
47/Tank/Uran/Aethe	Tank	Uranus	Aethereal Defender		<ul style="list-style-type: none"> - Radiance -Ionic Edge - Transcendent Ward - Consecration 	<p>-Radiance: Uranus absorbs the energy generated by attacks made against him to strengthen himself.</p> <p>-Ionic Edge: Uranus releases 2 energy spheres that orbit around him.</p> <p>- Transcendent Ward: Uranus charges towards the targeted</p>	<p>aethereal is something that is fragile, or something that is light and airy, or something that is from heaven.</p> <p>Defender /dɪ'fendə(r)/: a person who defends, protects and believes in something.</p>	Denotative	<p>Aethereal Defender means someone who protects something that is light and airy. In the visualization, Aethereal Defender described as a gold robot and flies in the air and looks light. It can indicate that the visualization and the name are related.</p>


						location, dealing and slowing to enemies in the location. - Consecration: Uranus unleashes energy stored within his body to remove the slow effect on himself and restore it.			
48/Tank/Uran/Anci	Tank	Uranus	Ancient Soul		- Radiance -Ionic Edge - Transcendent Ward -	-Radiance: Uranus absorbs the energy generated by attacks made against him to	Ancient /'emfənt/: belonging to the very distant past or a period of history that is thousands of years in the	Connotative	Ancient soul means inner character from period history. In the visualization described as a metal robot and

					<p>Consecra tion</p> <p>strengthen himself.</p> <p>-Ionic Edge: Uranus releases 2 energy spheres that orbit around him.</p> <p>-</p> <p>Transcendent Ward: Uranus charges towards the targeted location, dealing and slowing to enemies in the location.</p> <p>-</p> <p>Consecration: Uranus unleashes energy stored</p>	<p>past.</p> <p>Soul /səʊl/: the spiritual or immaterial part of human or inner character.</p>	<p>fly in the air. It's not related with the visualization and the name.</p>
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						within his body to remove the slow effect on himself and restore it.			
49/Tank/Urban/Mech	Tank	Uranus	Mech Protector		<ul style="list-style-type: none"> - Radiance - Ionic Edge - Transcendent Ward - Consecration 	<p>-Radiance: Uranus absorbs the energy generated by attacks made against him to strengthen himself.</p> <p>-Ionic Edge: Uranus releases 2 energy spheres that orbit around him.</p> <p>-Transcende</p>	<p>Mech: in Japanese movies, films, comics, games and is a large fighting machine of an animal or person, usually controlled by a person who rides inside it.</p> <p>Protector /prə'tektə(r)/: a person or thing or an organization that protects someone or something.</p>	Connotative	Mech protector means a large fighting machine of an animal or person who protects something. In the visualization described as a robot that can fly in the air. He has propeller in his shoulder. It can indicate that the visualization and the name are related.

					<p>nt Ward: Uranus charges towards the targeted location, dealing and slowing to enemies in the location.</p> <p>-</p> <p>Consecrati on: Uranus unleashes energy stored within his body to remove the slow effect on himself and restore it.</p>			
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50/Tank/Uran/Vid	Tank	Uranus	Video Game Dominator		<ul style="list-style-type: none"> - Radiance -Ionic Edge - Transcendent Ward - Consecration 	<p>-Radiance: Uranus absorbs the energy generated by attacks made against him to strengthen himself.</p> <p>-Ionic Edge: Uranus releases 2 energy spheres that orbit around him.</p> <p>- Transcendent Ward: Uranus charges towards the targeted location, dealing and slowing to</p>	<p>Video game /'vidiəʊ geɪm/: a game played by electronically in which you press buttons to control and move images on a screen. Dominator is somebody or something that control or have influence or power over somebody or something, especially in an unpleasant way.</p>	Denotative	<p>Video Game Dominator means somebody or something that control video game. In the visualization described as a console game. It shows how to play the game by arranging the characters of Kaja. It can indicate that the visualization and the name are related.</p>
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						<p>enemies in the location.</p> <p>-</p> <p>Consecration: Uranus unleashes energy stored within his body to remove the slow effect on himself and restore it.</p>			
51/Tank/Belle/Guard	Tank	Beleric	Guard of Nature		<ul style="list-style-type: none"> -Flower of Life -Nature's Vine -Nature's Strike -Nature's Shield 	<p>-Flower of Life: the HP obtained from equipment are increased. The Flower of Life first attacks nearby enemy units</p>	<p>Guard /ga:d/: a person, such as a soldier, a police officer or a prison officer, who protects or control a place or people, or prevents prisoners from escaping.</p>	<p>Denotative</p>	<p>Guard of nature means a person who protects all the plants, animals and things that exist in the universe that are not made by people. In the visualization</p>

					<p>marked with Nature's Seed.</p> <p>-Nature's Vine: Belerick casts vines in a designated area, dealing to enemies on the path, and immobilizing them.</p> <p>-Nature's Strike: Belerick sacrifices his HP to increase his movement speed, strengthen his next attack and slow the</p>	<p>Nature /'neɪtʃə(r)/: all the plants, animals, the landscape and things that exist in the universe that are not made by people.</p>	<p>described as a monster of tree with green color. He protects a land full of plants. It can indicate that the visualization and the name are related.</p>
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						target. - Nature's Shield: Belerick recovers his HP and creates a guarded area. The teammates who have entered the area will enjoy the effect of lower of Life shortly.			
52/Tank/Belle/Tig	Tank	Beleric k	Tiger's Claw		-Flower of Life -Nature's Vine -Nature's Strike -Nature's Shield	- Flower of Life: the HP obtained from equipment are increased. The Flower of Life first attacks	Tiger /'taɪgə(r)/: a very large wild animal of the cat family that has yellowish fur with black lines, native to the forests in parts of Asia.	Connot ative	Tiger's claw means sharp curved nails from a large wild animal of the cat family called tiger. The visualization described as a


					<p>nearby enemy units marked with Nature's Seed.</p> <p>-Nature's Vine: Belerick casts vines in a designated area, dealing to enemies on the path, and immobilizing them.</p> <p>-Nature's Strike: Belerick sacrifices his HP to increase his movement speed, strengthen his next</p>	<p>Claw /klo:/: one of the sharp curved pointed horny nails on the end of an animal's or a bird's foot.</p>	<p>monster of tree with orange color. . He protects a land full of plants. It is not related with the name and the visualization.</p>
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					<p>attack and slow the target.</p> <p>-Nature's Shield: Belerick recovers his HP and creates a guarded area. The teammates who have entered the area will enjoy the effect of lower of Life shortly.</p>				
53/Tank/Belerick/Torch	Tank	Belerick	Torch Guardian		<p>-Flower of Life -Nature's Vine -Nature's Strike -Nature's Shield</p>	<p>-Flower of Life: the HP obtained from equipment are increased. The Flower</p>	<p>Torch /tɔ:tʃ/: a long piece of wood or cloth soaked that has material at one end that is set on fire and that people carry to</p>	<p>Denotative</p>	<p>Torch guardian means a person who protects a long piece of wood, in end is set on fire that people carry to</p>


					<p>of Life first attacks nearby enemy units marked with Nature's Seed.</p> <p>-Nature's Vine: Belerick casts vines in a designated area, dealing to enemies on the path, and immobilizing them.</p> <p>-Nature's Strike: Belerick sacrifices his HP to increase his movement speed,</p>	<p>give light. Guardian /'gɑ:diən/: a person who protects or defends something.</p>	<p>give light called torch. In the visualization described as a monster of locomotive, in the mid of his head, there is a torch that put out fire. It can indicate that the visualization and the name are related.</p>
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					<p>strengthen his next attack and slow the target.</p> <p>-Nature's Shield:</p> <p>Belerick recovers his HP and creates a guarded area. The teammates who have entered the area will enjoy the effect of lower of Life shortly.</p>			
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<p>54/Tank/Gr o/For</p>	<p>Tank</p>	<p>Grock</p>	<p>Fortress Titan</p>		<ul style="list-style-type: none"> - Ancestral Gift -Power of Nature - Guardian's Barrier -Wild Charge 	<p>-Ancestral Gift: when Grock is near a wall or turret, his movement speed will be increased.</p> <p>-Power of Nature: Grock raises weapon to sweep nearby enemies and slowing them.</p> <p>- Guardian's Barrier: Grock releases a shockwave towards a designated location. Then the</p>	<p>Fortress /'fɔ:trəs/: a military stronghold or a building or place that has been made stronger and protected against attack.</p> <p>Titan In Greek mythology, Titan (Greek: Τιτῶνες, Titân, singular: Τιτῶν, -ήν, Titân) are pre-Olympic gods.</p> <p>Titan is a former god, god's generation before the Olympians.</p>	<p>Connot ative</p>	<p>Fortress Titan means the pre-Olympian gods that build a place to become strong. The visualization described as a monster that looks like a castle. His body consists of stone and grass. It can indicate that the visualization and the name are related.</p>
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						<p>shockwave become a stone wall that blocks enemies.</p> <p>-Wild Charge: Grock charges toward, and dealing to enemies on the path.</p>			
55/Tank/Grave	Tank	Grock	Grave Guardian		<ul style="list-style-type: none"> - Ancestral Gift -Power of Nature - Guardian's Barrier -Wild Charge 	<p>-Ancestral Gift: when Grock is near a wall or turret, his movement speed will be increased.</p> <p>-Power of Nature: Grock raises weapon to sweep</p>	<p>Grave /greiv/: a place in the ground where a dead body is buried typically marked by a stone or mound.</p> <p>Guardian /'ga:diən/: a person who protects or defends</p>	Denotative	Grave guardian means a person who protects a place where a dead person is buried. In the visualization described as a monster looks like a grave stone. He carried a mummy box on


					<p>nearby enemies and slowing them.</p> <p>-</p> <p>Guardian's Barrier: Grock releases a shockwave towards a designated location. Then the shockwave become a stone wall that blocks enemies.</p> <p>-Wild Charge: Grock charges toward, and dealing to enemies on the path.</p>	something.		his shoulder. It can indicate that the visualization and the name are related.
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<p>56/Tank/Gr o/Cas</p>	<p>Tank</p>	<p>Grock</p>	<p>Castle Guard</p>		<ul style="list-style-type: none"> - Ancestral Gift -Power of Nature - Guardian's Barrier -Wild Charge 	<p>-Ancestral Gift: when Grock is near a wall or turret, his movement speed will be increased.</p> <p>-Power of Nature: Grock raises weapon to sweep nearby enemies and slowing them.</p> <p>- Guardian's Barrier: Grock releases a shockwave towards a designated location. Then the</p>	<p>Castle /'ka:sl/: a large strong building with thick high walls, battlements and towers, built in the past by kings or queens, or other important people, to defend them against attack.</p> <p>Guard /gɑ:d/: a person, such as a soldier, a police officer or a prison officer, who protects or control a place or people, or prevents prisoners from escaping.</p>	<p>Connot ative</p>	<p>Castle guard means a person who protects a large strong building. In the visualization described as a warrior with harness. In the right hand, he holds drill-shaped sticks and in the left hand, he wears rhino head-shaped accessories. A warrior can describe as a guard and it is related with the visualization and the name.</p>
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						<p>shockwave become a stone wall that blocks enemies.</p> <p>-Wild Charge: Grock charges toward, and dealing to enemies on the path.</p>		
57/Tank.Gro/Ven	Tank	Grock	V.E.N.O.M Monitor Lizard	 <p>- Ancestral Gift -Power of Nature - Guardian's Barrier -Wild Charge</p>	<p>-Ancestral Gift: when Grock is near a wall or turret, his movement speed will be increased.</p> <p>-Power of Nature: Grock raises weapon to sweep</p>	<p>V.E.N.O.M is a group of heroes in Mobile Legends who are having a hard time physically and mentally damaged by S.A.B.E.R. Monitor /'mɒnɪtə(r)/: a piece of equipment</p>	Denotative	V.E.N.O.M monitor lizard means enemy of S.A.B.E.R looks like a small reptile that can monitor his enemies. The visualization described a monster of lizard in a research room.


					<p>nearby enemies and slowing them.</p> <p>-</p> <p>Guardian's Barrier: Grock releases a shockwave towards a designated location. Then the shockwave become a stone wall that blocks enemies.</p> <p>-Wild Charge: Grock charges toward, and dealing to enemies on the path.</p>	<p>used for checking, observing or record something.</p> <p>Lizard /'lɪzəd/: a small reptile with a rough skin, four short legs, a long body and tail.</p>	<p>He brought a gas cylinder. From the research room, he can monitor his enemies. It can indicate that the visualization and the name are related.</p>
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58/Fight/Alu/Demon	Fighter	Alucard	Demon Hunter		<p>-Pursuit</p> <p>- Groundsplitter</p> <p>- Whirling Smash</p> <p>-Fission Wave</p>	<p>-Pursuit: If Alucard's skill hit only enemy, it deal 1.2 damage and the next attack will takes him to the target.</p> <p>-</p> <p>Groundsplitter: Alucard jumps to a designated location and leaps forward to launch strikes and slowing enemies.</p> <p>-Whirling Smash: Alucard slashes at nearby enemies.</p>	<p>Demon /'di:mən/: an evil spirit or devil.</p> <p>Hunter /'hʌntə(r)/: a person or animal who looks for and collects a particular kind of thing.</p>	Connotative	<p>Demon hunter means a person who looks for evil spirit. In the visualization described as a prince wears blue clothes. He holds a sword which shows that he is a hunter. It can indicate that the visualization and the name are related.</p>
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						<p>-Fission Wave: Alucard increases his physical lifesteal and locks onto an enemy.</p>			
59/Fight/Alu/Lone	Fighter	Alucard	Lone Hero		<p>-Pursuit - Grounds plitter - Whirling Smash -Fission Wave</p>	<p>-Pursuit: If Alucard's skill hit only enemy, it deal 1.2 damage and the next attack will takes him to the target. - Grounds plitter: Alucard jumps to a designated location and leaps forward to launch</p>	<p>Lone /lʌn/: having no companions, other people or things. Hero /'hɪərəʊ/: a person, especially a man, who is admired by many people for their courage, outstanding achievements, noble qualities, or doing something</p>	<p>Connot ative</p>	<p>Lone hero means a person, especially a man, who is admired by many people for doing something brave without any other people or things. In the visualization described as a prince wears green clothes. He holds a sword. It is not related with the</p>

					<p>strikes and slowing enemies.</p> <p>-Whirling Smash: Alucard slashes at nearby enemies.</p> <p>-Fission Wave: Alucard increases his physical lifesteal and locks onto an enemy.</p>	brave or good.		visualization and the name.	
60/Fight/Alu/Fie	Fighter	Alucard	Fiery Inferno		<p>-Pursuit</p> <p>- Grounds plitter</p> <p>- Whirling Smash</p> <p>-Fission Wave</p>	<p>-Pursuit: If Alucard's skill hit only enemy, it deal 1.2 damage and the next attack will takes him to the target.</p>	<p>Fiery /'faɪəri/:</p> <p>quick-temperatre or easily becoming angry.</p> <p>Inferno /ɪn'fɜ:nəʊ/: a very large that is dangerously</p>	Denotative	<p>Fiery inferno means a person who easily becoming angry and can put out fire. In the visualization described as a prince with black-gold</p>


					<p>Groundsplitter: Alucard jumps to a designated location and leaps forward to launch strikes and slowing enemies.</p> <p>-Whirling Smash: Alucard slashes at nearby enemies.</p> <p>-Fission Wave: Alucard increases his physical lifesteal and locks onto an enemy.</p>	fire that is out of control.		clothes, hold a sword which can put out fire. It can indicate that the visualization and the name are related.
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61/Fight/Alu/Child	Fighter	Alucard	Child of the Fall		<p>-Pursuit</p> <p>- Groundsplitter</p> <p>- Whirling Smash</p> <p>-Fission Wave</p>	<p>-Pursuit: If Alucard's skill hit only enemy, it deal 1.2 damage and the next attack will takes him to the target.</p> <p>- Groundsplitter: Alucard jumps to a designated location and leaps forward to launch strikes and slowing enemies.</p> <p>-Whirling Smash: Alucard slashes at nearby enemies.</p>	<p>Child /tʃaɪld/: a young human being who is not yet an adult or below the age of puberty.</p> <p>Fall /fɔ:l/: move from high level to lower without control.</p>	Connotative	<p>Child of the fall means a young human who fall from something. In the visualization described as a prince wears black clothes with gold gloves. He holds a sword. He gets the sword by flying in the air. It can indicate that the visualization and the name are related.</p>
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						<p>-Fission Wave: Alucard increases his physical lifesteal and locks onto an enemy.</p>			
62/Fight/Alu/Vis	Fighter	Alucard	Viscount		<p>-Pursuit - Grounds plitter - Whirling Smash -Fission Wave</p>	<p>-Pursuit: If Alucard's skill hit only enemy, it deal 1.2 damage and the next attack will takes him to the target. - Grounds plitter: Alucard jumps to a designated location and leaps forward to launch</p>	<p>Viscount /'vaɪkaʊnt/ for male, viscountess /'vaɪkaʊntɪs/ for female: is a title used in certain European countries for a noble of varying status, above a baron and below an earl.</p>	<p>Connotative</p>	<p>Viscount means a noble of varying status in European countries. In the visualization described as a prince of vampire who holds a sword. He gets highly respected by their society. It can indicate that the visualization and the name are related.</p>

					<p>strikes and slowing enemies.</p> <p>-Whirling Smash: Alucard slashes at nearby enemies.</p> <p>-Fission Wave: Alucard increases his physical lifesteal and locks onto an enemy.</p>				
63/Fight/Alu/Rom	Fighter	Alucard	Romantic Fantasy		<p>-Pursuit</p> <p>- Grounds plitter</p> <p>- Whirling Smash</p> <p>-Fission Wave</p>	<p>-Pursuit: If Alucard's skill hit only enemy, it deal 1.2 damage and the next attack will takes him to the target.</p> <p>-</p>	<p>Romantic /rəʊ'mæntɪk/: showing or expression of feelings of love.</p> <p>Fantasy /'fæntəsi/: an activity that product of</p>	<p>Denotative</p>	<p>Romantic fantasy means an imagination of feeling love. The visualization described as a prince of love. There are lots of heart-pink</p>


					<p>Groundsplitter: Alucard jumps to a designated location and leaps forward to launch strikes and slowing enemies.</p> <p>-Whirling Smash: Alucard slashes at nearby enemies.</p> <p>-Fission Wave: Alucard increases his physical lifesteal and locks onto an enemy.</p>	imagination.		<p>balloons flying in the air. Pink symbolizes love. It can indicate that the visualization and the name are related.</p>
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64/Fighter/Alucard/Obsidian Blade	Fighter	Alucard	Obsidian Blade		<p>-Pursuit</p> <p>- Groundsplitter</p> <p>- Whirling Smash</p> <p>-Fission Wave</p>	<p>-Pursuit: If Alucard's skill hit only enemy, it deal 1.2 damage and the next attack will takes him to the target.</p> <p>-</p> <p>Groundsplitter: Alucard jumps to a designated location and leaps forward to launch strikes and slowing enemies.</p> <p>-Whirling Smash: Alucard slashes at nearby enemies.</p>	<p>Obsidian /əb'sɪdiən/: a type of hard or dark rock that looks like glass and comes from volcanoes without crystallization.</p> <p>Blade /bleɪd/: the flat cutting edge of a knife, saw, weapon, tool or machine, which has a sharp edge or edges for cutting.</p>	Connotative	<p>Obsidian blade means the flat part of a knife that made from a dark rock. The visualization described as a prince with dark clothes looks like a dark motorcycle. He wears everything dark. It can indicate that the visualization and the name are related.</p>
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						<p>-Fission Wave: Alucard increases his physical lifesteal and locks onto an enemy.</p>			
65/Fight/Alu/Emp	Fighter	Alucard	Empire Agent		<p>-Pursuit - Grounds plitter - Whirling Smash -Fission Wave</p>	<p>-Pursuit: If Alucard's skill hit only enemy, it deal 1.2 damage and the next attack will takes him to the target. - Grounds plitter: Alucard jumps to a designated location and leaps forward to launch</p>	<p>Empire /'empaiə(r)/: an extensive group of states or countries that are controlled by one ruler or government. Agent /'eidʒənt/: a person whose job is to act on behalf, or manage the affairs of, other people in business, politics, etc.</p>	Denotative	<p>Empire agent means a person whose job controlled by one ruler or government. In the visualization described as an agent wears formal clothes with brown coat, holds a sword. It can indicate that the visualization and the name are related.</p>


						<p>strikes and slowing enemies.</p> <p>-Whirling Smash: Alucard slashes at nearby enemies.</p> <p>-Fission Wave: Alucard increases his physical lifesteal and locks onto an enemy.</p>			
66/Fight/Bane/Lord	Fighter	Bane	Lord of the Heptaseas		<ul style="list-style-type: none"> -Shark Bite -Crab Claw Cannon -Rum -Deadly Catch 	<p>-Shark Bite: Bane's weapon is infused with tidal energy. His damage is increased and deals extra splash damage to</p>	Lord of the Heptaseas is nickname given to Bane as the lord of ocean.	Denotative	Lord of the Heptaseas means a ruler from a sea named Heptaseas. In the visualization described as an orange-pirate of octopus that


					<p>nearby enemies.</p> <p>-Crab Claw Cannon: Bane fires a Crab Claw Cannon in a designated direction. The cannon will rebound to an enemy unit randomly.</p> <p>-Rum: Bane takes a sip of rum and regenerating his points of HP.</p> <p>-Deadly Catch: Bane summons a school of</p>			<p>catch a fish, burn it and eat the fish. He holds a sword in the right hand. Pirate is master of the sea. It can indicate that the visualization and the name are related.</p>
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						sharks to move to a designated location.			
67/Fight/Bane/Count	Fighter	Bane	Count Dracula		<ul style="list-style-type: none"> -Shark Bite -Crab Claw Cannon -Rum -Deadly Catch 	<p>-Shark Bite: Bane's weapon is infused with tidal energy. His damage is increased and deals extra splash damage to nearby enemies.</p> <p>-Crab Claw Cannon: Bane fires a Crab Claw Cannon in a designated direction. The cannon will rebound to an enemy</p>	<p>Count Dracula is a nickname given to Romanian aristocrat Vlad Teppes. Vlad Tepes was born in 1431. He was the ruler of the kingdom of Wallachia in Transylvania (now Romania). The name Dracula comes from the order that Vlad Tepes's father had, "Dracul" or</p>	Connotative	Count dracula means a person who satay of those who oppose him from the rectum to the head. In the visualization described as a rich-pirate of octopus. He has blue skin. He has much gold. He holds an umbrella in the right hand. It is not related with the visualization and the name.


					<p>unit randomly.</p> <p>-Rum: Bane takes a sip of rum and regenerating his points of HP.</p> <p>-Deadly Catch: Bane summons a school of sharks to move to a designated location.</p>	<p>Dragon. Vlad is known as the son of Dracula. The true vampire story is about the cruelty of Vlad during his reign in Wallachia, Transylvania. He has the cruel habit of stabbing those who oppose him from the rectum to the head.</p>			
68/Fight/Bane/Deep	Fighter	Bane	Deep Sea Monster		<p>-Shark Bite -Crab Claw Cannon -Rum -Deadly Catch</p>	<p>-Shark Bite: Bane's weapon is infused with tidal energy. His damage is increased and deals</p>	<p>Deep Sea /'di:p si:/: the deeper parts of the sea, especially those beyond the edge of the continental shelf.</p>	<p>Denotative</p>	<p>Deep sea monster means a monster that lie in deep sea. In the visualization described as a green-pirate of</p>


					<p>extra splash damage to nearby enemies.</p> <p>-Crab Claw Cannon: Bane fires a Crab Claw Cannon in a designated direction. The cannon will rebound to an enemy unit randomly.</p> <p>-Rum: Bane takes a sip of rum and regenerating his points of HP.</p> <p>-Deadly Catch: Bane summons a</p>	<p>Monster /'mɒnstə(r)/: an imaginary creature that is ugly, very large, and frightening.</p>	<p>octopus that catches a fish, burn it and eat the fish. He holds a sword in the right hand. Octopus can be a monster in deep sea. It can indicate that the visualization and the name are related.</p>
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						school of sharks to move to a designated location.			
69/Fight/Bane/Dic	Fighter	Bane	Dictator		-Shark Bite -Crab Claw Cannon -Rum -Deadly Catch	- Shark Bite: Bane's weapon is infused with tidal energy. His damage is increased and deals extra splash damage to nearby enemies. - Crab Claw Cannon: Bane fires a Crab Claw Cannon in a designated direction. The cannon will rebound to	Dictator /dik'tertə(r)/: a ruler who has complete power over a country, especially one who has obtained it using military force.	Denotative	Dictator means a person who behaves as if they have complete power over other people. In the visualization described as an orange-monster of octopus who walks and has a haughty style, and acts like a dictator. It can indicate that the visualization and the name are related.

						<p>an enemy unit randomly.</p> <p>-Rum: Bane takes a sip of rum and regenerating his points of HP.</p> <p>-Deadly Catch: Bane summons a school of sharks to move to a designated location.</p>			
70/Fight/Zilong/Son	Fighter	Zilong	Son of the Dragon		<p>-Dragon Flurry</p> <p>-Spear Flip</p> <p>-Spear Strike</p> <p>- Supreme Warrior</p>	<p>-Dragon Flurry: Every 6s, Zilong's next basic attack will land a combo on the target in</p>	<p>Son /sʌn/: a boy, a man or person's male child.</p> <p>Dragon /'dræɡən/: a mythical monster like</p>	Denotative	<p>Son of the dragon means a male child from a dragon, an aggressive animal with wings and a long tail, which</p>


					<p>front of him for multiple times.</p> <p>-Spear Flip: Zilong lifts an enemy over his back.</p> <p>-Spear Strike: Zilong dashes toward the target.</p> <p>-Supreme Warrior: Zilong increases movement speed and attack speed, and becoming immune to slowing effect.</p>	<p>giant reptile or large aggressive animal with wings and a long tail, which can breathe out fire.</p>	<p>can breathe out fire. The visualization described as a warrior which brought out the ability and appeared the dragon symbol. It can indicate that the visualization and the name are related.</p>
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<p>71/Fight/Zilong/Elite</p>	<p>Fighter</p>	<p>Zilong</p>	<p>Elite Warrior</p>		<p>-Dragon Flurry -Spear Flip -Spear Strike - Supreme Warrior</p>	<p>-Dragon Flurry: Every 6s, Zilong's next basic attack will land a combo on the target in front of him for multiple times. -Spear Flip: Zilong lifts an enemy over his back. -Spear Strike: Zilong dashes toward the target. -Supreme Warrior: Zilong increases movement</p>	<p>Elite /eɪ'li:t/: a select group in small number but powerful and with a lot of influence, because they are rich, intelligent, etc. Warrior /'wɒriə(r)/: (especially in the past) a brave and experienced soldier who fights in a battle or war.</p>	<p>Denotative</p>	<p>Elite warrior means a person who fights in a battle or war and has powerful influence. In the visualization described as a warrior who wears gold clothes, indicate that he is a rich man and from the elite. It can indicate that the visualization and the name are related.</p>
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						speed and attack speed, and becoming immune to slowing effect.			
72/Fight/Zilong/Glorious	Fighter	Zilong	Glorious General		-Dragon Flurry -Spear Flip -Spear Strike - Supreme Warrior	- Dragon Flurry: Every 6s, Zilong's next basic attack will land a combo on the target in front of him for multiple times. - Spear Flip: Zilong lifts an enemy over his back. - Spear Strike: Zilong dashes	Glorious /'glɔːriəs/: having, deserving or bringing great fame and success. General /'dʒenrəl/: affecting or concerning all or most people, places or things.	Denotative	Glorious general means a people with great fame and success. In the visualization described as warrior wears great clothes. He holds a scepter that can put out fire. It can indicate that the visualization and the name are related.

						toward the target. - Supreme Warrior : Zilong increases movement speed and attack speed, and becoming immune to slowing effect.			
73/Fight/Zilong/East	Fighter	Zilong	Eastern Warrior		-Dragon Flurry -Spear Flip -Spear Strike - Supreme Warrior	- Dragon Flurry : Every 6s, Zilong's next basic attack will land a combo on the target in front of him for multiple times. - Spear Flip : Zilong	Eastern /'i:stɒn/: located, situated in the east or facing east. Warrior /'wɔ:riə(r)/: a brave person who fights in a battle or war.	Denotative	Eastern warrior means a warrior that came from east country. In the visualization described as a handsome warrior with eastern clothes. It can indicate that the visualization


						<p>lifts an enemy over his back.</p> <p>-Spear Strike: Zilong dashes toward the target.</p> <p>-Supreme Warrior: Zilong increases movement speed and attack speed, and becoming immune to slowing effect.</p>			<p>and the name are related.</p>
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<p>74/Fight/Zilong/Blazing</p>	<p>Fighter</p>	<p>Zilong</p>	<p>Blazing Lancer</p>		<p>-Dragon Flurry -Spear Flip -Spear Strike - Supreme Warrior</p>	<p>-Dragon Flurry: Every 6s, Zilong's next basic attack will land a combo on the target in front of him for multiple times. -Spear Flip: Zilong lifts an enemy over his back. -Spear Strike: Zilong dashes toward the target. -Supreme Warrior: Zilong increases movement</p>	<p>Blazing /'bleizɪŋ/: very or extremely angry or full of strong emotion. Lancer /'lɑ:nsə(r)/: a soldier or a member of a regiment that used lances.</p>	<p>Denotative</p>	<p>Blazing lancer means a group of people that used lances who extremely angry. The visualization described as a warrior with iron clothes, holds a sticks who these edges can drill. The sticks also can use as a lances. It can indicate that the visualization and the name are related.</p>
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						speed and attack speed, and becoming immune to slowing effect.			
75/Fight/Zilong/Chang	Fighter	Zilong	Changbanpo Commander		-Dragon Flurry -Spear Flip -Spear Strike - Supreme Warrior	-Dragon Flurry: Every 6s, Zilong's next basic attack will land a combo on the target in front of him for multiple times. -Spear Flip: Zilong lifts an enemy over his back. -Spear Strike: Zilong dashes	Changbanpo is a place located in Dangyang, Hubei. this place was a famous battleground during the Three Kingdoms Period. During the battle, the Changbanpo commander named Zhao Zilong, helped save the prince from the	Connotative	Changbanpo commander means a warrior commando from a place named Changbanpo that located in Dangyang. The visualization described as a warrior who showing his ability in uses a sword. It can indicate that the visualization and the name are related.

						<p>toward the target.</p> <p>-Supreme Warrior: Zilong increases movement speed and attack speed, and becoming immune to slowing effect.</p>	<p>enemy. The battle became one of the most famous in China.</p>		
76/Fight/Zil/Christ	Fighter	Zilong	Christmas Carnival		<p>-Dragon Flurry -Spear Flip -Spear Strike - Supreme Warrior</p>	<p>-Dragon Flurry: Every 6s, Zilong's next basic attack will land a combo on the target in front of him for multiple times.</p> <p>-Spear Flip: Zilong</p>	<p>Christmas /'krɪsməs/: 25 December, the day when Christians celebrate Christ's birth. Identical with red, white and green colour. Carnival /'kɑ:nɪv/: a public event or</p>	Denotative	<p>Christmas carnival means a public festival which is held in December, in which Christians celebrate. In the visualization described as a warrior who is celebrating Christmas with</p>


					<p>lifts an enemy over his back.</p> <p>-Spear Strike: Zilong dashes toward the target.</p> <p>-Supreme Warrior: Zilong increases movement speed and attack speed, and becoming immune to slowing effect.</p>	<p>celebration, usually one that happens at a regular time each year, that involves music and dancing in the streets, for which people wear brightly coloured clothes.</p>		<p>snow and Christmas presents. He wears a red coat that is identical to Christmas event. It can indicate that the visualization and the name are related.</p>
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77/Fight/Frey/Valkyrie	Fighter	Freya	Valkyrie		<p>-Spirit Contact</p> <p>-Wings of Faith</p> <p>-Godspeed Strike</p> <p>-Valkyrie</p>	<p>-Spirit Contact: Freya generates a sacred orb surrounding her and when she has 3 orbs around her, the orbs will move faster and each orb will damage to enemies.</p> <p>-Wings of Faith: Freya jumps to a designated area and dealing to enemies in the area and pulling them to the center.</p> <p>-Godspeed</p>	<p>valkyrie (/væl'kræri, -'kæri, vɑ:l-, 'vælkæri /;) of Old Norse valkyrja "voters of the slaughtered")</p> <p>In Norse mythology, Valkyrie is one of a number of female figures who chose those who might die in battle and those who might be slain life. Choosing among those who died in battle (the other half went to the goddess</p>	Dennotative	Valkyrie means a goddess who choose and selecting warriors who may die in battle and those who may live. In the visualization described as a beautiful woman who carried the sword and a shield in her hand and had the wings in her back. She wears clothes made of steel. It can indicate that the visualization and the name are related.
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					<p>strike: Freya enhances her attack speed. 3rd attacks will stun the targets in a fan-shaped area and deal the enemies.</p> <p>-valkyrie: Freya enters Valkyrie state, dealing and surrounding enemies and slowing them.</p>	<p>Freyja named Fólkvangr), the Valkyries took their choice to the hall of life after death named Valhalla, ruled by the god Odin.</p>		
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78/Fight/Frey/Dark	Fighter	Freya	Dark Rose		<p>-Spirit Contact</p> <p>-Wings of Faith</p> <p>- Godspeed Strike</p> <p>- Valkyrie</p>	<p>-Spirit Contact: Freya generates a sacred orb surrounding her and when she has 3 orbs around her, the orbs will move faster and each orb will damage to enemies.</p> <p>-Wings of Faith: Freya jumps to a designated area and dealing to enemies in the area and pulling them to the center.</p> <p>-Godspeed</p>	<p>Dark /dɑ:k/: with little or not light; closer in shade to black than to white.</p> <p>Rose /rəʊz/: a flower with a sweet smell that grows on a prickly bush with thorns (sharp points) on its stems.</p>	Denotative	<p>Dark rose means a person with dark-rose color. In the visualization described as a goddess wears black-red color. Rose identical with red color and dark identical with black color. In the shield that she holds, has a picture of rose. It can indicate that the visualization and the name are related.</p>
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					<p>strike: Freya enhances her attack speed. 3rd attacks will stun the targets in a fan-shaped area and deal the enemies.</p> <p>-valkyrie: Freya enters Valkyrie state, dealing and surrounding enemies and slowing them.</p>			
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79/Fight/Frey/Dr a	Fighter	Freya	Dragon Hunter		<p>-Spirit Contact</p> <p>-Wings of Faith</p> <p>- Godspeed Strike</p> <p>- Valkyrie</p>	<p>-Spirit Contact: Freya generates a sacred orb surrounding her and when she has 3 orbs around her, the orbs will move faster and each orb will damage to enemies.</p> <p>-Wings of Faith: Freya jumps to a designated area and dealing to enemies in the area and pulling them to the center.</p> <p>-Godspeed</p>	<p>Dragon /'drægən/: a mythical monster like a giant reptile or large aggressive animal with wings and a long tail that can breathe out fire.</p> <p>Hunter /'hʌntə(r)/: a person or animal who looks for and collects a particular kind of thing.</p>	Connotative	<p>Dragon hunter means a people who hunt an aggressive animal with wings and a long tail that can breathe out fire named dragon. In the visualization described as a goddess who has horns. She holds a sword and shield. Her sword made from bones. In her shield, there is a picture of dragon's head. It can indicate that the visualization and the name are related.</p>
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					<p>strike: Freya enhances her attack speed. 3rd attacks will stun the targets in a fan-shaped area and deal the enemies.</p> <p>-valkyrie: Freya enters Valkyrie state, dealing and surrounding enemies and slowing them.</p>			
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80/Fight/Frey/Beach	Fighter	Freya	Beach Sweetheart		<p>-Spirit Contact</p> <p>-Wings of Faith</p> <p>- Godspeed Strike</p> <p>- Valkyrie</p>	<p>-Spirit Contact: Freya generates a sacred orb surrounding her and when she has 3 orbs around her, the orbs will move faster and each orb will damage to enemies.</p> <p>-Wings of Faith: Freya jumps to a designated area and dealing to enemies in the area and pulling them to the center.</p> <p>-Godspeed</p>	<p>Beach /bi:tʃ/: an area of sand or small stones, beside the sea or a lake between high and low water.</p> <p>Sweetheart /'swi:θɑ:t/: a person with whom someone is having a romantic relationship.</p>	Denotative	<p>Beach sweetheart means a person in romantic relationship in area of sand called beach. The visualization described as a goddess who wears swim suit, riding a swimming tire. She holds a paddle. It can indicate that the visualization and the name are related.</p>
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					<p>strike: Freya enhances her attack speed. 3rd attacks will stun the targets in a fan-shaped area and deal the enemies.</p> <p>-valkyrie: Freya enters Valkyrie state, dealing and surrounding enemies and slowing them.</p>			
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81/Fight/Frey/War	Fighter	Freya	War Angel		<p>-Spirit Contact</p> <p>-Wings of Faith</p> <p>-Godspeed Strike</p> <p>-Valkyrie</p>	<p>-Spirit Contact: Freya generates a sacred orb surrounding her and when she has 3 orbs around her, the orbs will move faster and each orb will damage to enemies.</p> <p>-Wings of Faith: Freya jumps to a designated area and dealing to enemies in the area and pulling them to the center.</p> <p>-Godspeed</p>	<p>War /wɔ:(r)/: a situation in which different countries or groups of people fight against each other over a period of time.</p> <p>Angel /'eɪndʒl/: a spiritual being believed to be a servant of God, and is sent by God to deliver a message or perform a task and often shown dressed in white, with wings.</p>	Denotative	<p>War angel means a spirit who is believed to be a servant of God, and is sent by God to deliver a message or perform a task in a war. In the visualization described as a goddess with golden clothes, has two horns, holds a sword and a shield. She carried a book and become a grim reaper. It can indicate that the visualization and the name are related.</p>
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					<p>strike: Freya enhances her attack speed. 3rd attacks will stun the targets in a fan-shaped area and deal the enemies.</p> <p>-valkyrie: Freya enters Valkyrie state, dealing and surrounding enemies and slowing them.</p>			
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82/Fight/Frey/Gladiator	Fighter	Freya	Gladiator		<p>-Spirit Contact</p> <p>-Wings of Faith</p> <p>-Godspeed Strike</p> <p>-Valkyrie</p>	<p>-Spirit Contact: Freya generates a sacred orb surrounding her and when she has 3 orbs around her, the orbs will move faster and each orb will damage to enemies.</p> <p>-Wings of Faith: Freya jumps to a designated area and dealing to enemies in the area and pulling them to the center.</p> <p>-Godspeed</p>	<p>Gladiator (Latin: gladiator, "swordsmen", from gladius, "sword") is an armed warrior who entertains spectators in the Roman Republic and the Roman Empire. They fought with the gladiators, wild beasts and other damned criminals.</p>	<p>Connotative</p>	<p>Gladiator means an armed combatant who entertained audiences in violent confrontations with other gladiators, wild animals, and condemned criminals. The visualization described as a beautiful warrior wears gladiator clothes from Roman Empire. She holds a sword and a shield and ready to fight. It can indicate that the visualization and the name</p>
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					<p>strike: Freya enhances her attack speed. 3rd attacks will stun the targets in a fan-shaped area and deal the enemies.</p> <p>-valkyrie: Freya enters Valkyrie state, dealing and surrounding enemies and slowing them.</p>			are related.
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83/Fight/Frey/Christ	Fighter	Freya	Christmas Carnival		<p>-Spirit Contact</p> <p>-Wings of Faith</p> <p>-Godspeed Strike</p> <p>-Valkyrie</p>	<p>-Spirit Contact: Freya generates a sacred orb surrounding her and when she has 3 orbs around her, the orbs will move faster and each orb will damage to enemies.</p> <p>-Wings of Faith: Freya jumps to a designated area and dealing to enemies in the area and pulling them to the center.</p> <p>-Godspeed</p>	<p>Christmas /'krɪsməs/: 25 December, the day when Christians celebrate Christ's birth. Identical with red, white and green color.</p> <p>Carnival /'kɑːnɪv/: a public event or celebration, usually one that happens at a regular time each year, that involves music and dancing in the streets, for which people wear brightly colored clothes.</p>	Denotative	<p>Christmas carnival means a public festival which is held in December, in Christians celebrate. In the visualization described as beautiful woman who is celebrating Christmas with snow and Christmas presents. He wears a red clothes and red accessories. She holds a lance and a shield in red-green colors that are identical to Christmas event. It can</p>
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					<p>strike: Freya enhances her attack speed. 3rd attacks will stun the targets in a fan-shaped area and deal the enemies.</p> <p>-valkyrie: Freya enters Valkyrie state, dealing and surrounding enemies and slowing them.</p>			indicate that the visualization and the name are related.
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84/Fight/C hou/K ung	Figh ter	Chou	Kung Fu Boy		<p>-Only Fast</p> <p>-Jeet Kune Do</p> <p>-Shunpo</p> <p>-The Way of Dragon</p>	<p>-Only Fast: after every 8 yards</p> <p>Chou moves, his next basic attack will deal higher damage and shortly slow enemies.</p> <p>-Jeet Kune Do: Chou punches forward for 3 times continuously. The 3rd attack knocks nearby enemies into the air.</p> <p>-Shunpo: Chou dashes forward, becoming immune to</p>	<p>kung fu or kungfu or gung fu or gongfu (/ ,kʌŋ'fu:) / (listen) or / ,kʊŋ'fu: /; 功夫, Pinyin: gōngfu) are Chinese martial arts, also called wushu and quanfa. In China, this refers to studies, learning, or practices that require patience, energy, and time to complete. In its original meaning, kung fu can refer to the discipline or skills achieved</p>	Denotat ive	Kung Fu boy means a young male person that doing Chinese martial art called kung fu. In the visualization described as a male person wears kung fu clothes showing his ability about kung fu. It can indicate that the visualization and the name are related.
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					control effects during the dash and obtains a shield. -The Way of Dragon: Chou casts a roundhouse kick to knock back enemies and Chou will chase up the enemies in the air.	through hard work and practice, not necessarily martial arts. The Chinese literal equivalent of "Chinese martial arts" is 中國 武術 zhōngguó wǔshù. Boy /bɔɪ/: a male child, a young male person or a person's son.			
85/Fight/C hou/Hip	Fighter	Chou	Hip Hop Boy		-Only Fast -Jeet Kune Do -Shunpo -The Way of Dragon	-Only Fast: after every 8 yards Chou moves, his next basic attack will deal higher damage and shortly slow	Hip Hop / 'hip hɒp /: the culture of young African-Americans and others who enjoy this type of this music, including special art	Denotative	Hip Hop boy means a young male person that doing hip hop art, dancing, dress, etc. in the visualization described as a

					<p>enemies.</p> <p>-Jeet Kune Do: Chou punches forward for 3 times continuously. The 3rd attack knocks nearby enemies into the air.</p> <p>-Shunpo: Chou dashes forward, becoming immune to control effects during the dash and obtains a shield.</p> <p>-The Way of Dragon: Chou casts a</p>	<p>styles, dancing, dressing, etc.</p> <p>Boy /bɔɪ/: a male child or a young male person or a person's son.</p>	<p>male person wears hip hop clothes with black glasses doing kung fu. It can indicate that the visualization and the name are related.</p>
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						roundhouse kick to knock back enemies and Chou will chase up the enemies in the air.			
86/Fighter/Chou/Dora	Fighter	Chou	Dragon Boy		-Only Fast -Jeet Kune Do -Shunpo -The Way of Dragon	- Only Fast: after every 8 yards Chou moves, his next basic attack will deal higher damage and shortly slow enemies. - Jeet Kune Do: Chou punches forward for 3 times continuously. The 3 rd attack knocks	Dragon /'dræɡən/: a mythical monster like a giant reptile or a large aggressive animal with wings and a long tail that can breathe out fire. Boy /bɔɪ/: a male child or a young male person or a person's son.	Denotative	Dragon boy means a young male person with a large aggressive animal with wings and a long tail that can breathe out fire called dragon. In the visualization described as a young person wears Chinese traditional clothes, with a dragon as his

					<p>nearby enemies into the air.</p> <p>-Shunpo: Chou dashes forward, becoming immune to control effects during the dash and obtains a shield.</p> <p>-The Way of Dragon: Chou casts a roundhouse kick to knock back enemies and Chou will chase up the enemies in the air.</p>			<p>pet. It can indicate that the visualization and the name are related.</p>
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87/Fighting/Chou/King	Fighter	Chou	King of Muay Thai		<p>-Only Fast</p> <p>-Jeet Kune Do</p> <p>-Shunpo</p> <p>-The Way of Dragon</p>	<p>-Only Fast: after every 8 yards Chou moves, his next basic attack will deal higher damage and shortly slow enemies.</p> <p>-Jeet Kune Do: Chou punches forward for 3 times continuously. The 3rd attack knocks nearby enemies into the air.</p> <p>-Shunpo: Chou dashes forward, becoming immune to</p>	<p>King /kɪŋ/: a person, an animal or a thing that is thought to be the best, finest or most important of a particular type. Muay Thai (Thai: มวยไทย, muai thai, [mūaj tʰāj] or literally Thai boxing is a Thai combat sport that uses direct attacks with various guarding techniques. Known as "eight-limbed art" as such) is characterized by the</p>	Denotative	<p>King of Muay Thai means a person that professionally doing uay Thai or Thai boxing. In the visualization described as master person with Muay Thai clothes, showing his ability of Muay Thai. It can indicate that the visualization and the name are related.</p>
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						control effects during the dash and obtains a shield. -The Way of Dragon: Chou casts a roundhouse kick to knock back enemies and Chou will chase up the enemies in the air.	combined use of boxing, elbows, knees, and shins.		
88/Fight/Chou/Furi	Fighter	Chou	Furious Tiger		-Only Fast -Jeet Kune Do -Shunpo -The Way of Dragon	-Only Fast: after every 8 yards Chou moves, his next basic attack will deal higher damage and shortly slow	Furious /'fjʊəriəs/: with extremely, great energy, speed or anger. Tiger /'taɪgə(r)/: a very large wild animal of	Connotative	Furious tiger means a large wild animal of the cat family that has yellowish fur with black lines called tiger with great energy and

					<p>enemies.</p> <p>-Jeet Kune Do: Chou punches forward for 3 times continuously. The 3rd attack knocks nearby enemies into the air.</p> <p>-Shunpo: Chou dashes forward, becoming immune to control effects during the dash and obtains a shield.</p> <p>-The Way of Dragon: Chou casts a</p>	<p>solitary cat family that has yellowish fur with black lines (stripes) and lives in parts of Asia.</p>	<p>speed. In the visualization described as a tiger-warrior. He wears rocker clothes with tiger's head picture in the pant. It can indicate that the visualization and the name are related.</p>
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						roundhouse kick to knock back enemies and Chou will chase up the enemies in the air.			
89/Fight/C hou/I ori	Fighter	Chou	Iori Yagami		-Only Fast -Jeet Kune Do -Shunpo -The Way of Dragon	- Only Fast: after every 8 yards Chou moves, his next basic attack will deal higher damage and shortly slow enemies. - Jeet Kune Do: Chou punches forward for 3 times continuously. The 3 rd attack knocks	Iori Yagami (八神 庵, Yagami Iori) is the first character in The King of Fighters 1995. He is a central character, and has an enemy named Kyo Kusanagi. He is the heir of one of the three clans that sealed the legendary snake entity, Orochi, 1,800 years ago. His	Denotative	Iori Yagami means a character from The King of Fighters in 1995. In the visualization described as a male person from character in game showing his ability in fighting. There is a fire in his hand. The visualization and the name

					<p>nearby enemies into the air.</p> <p>-Shunpo: Chou dashes forward, becoming immune to control effects during the dash and obtains a shield.</p> <p>-The Way of Dragon: Chou casts a roundhouse kick to knock back enemies and Chou will chase up the enemies in the air.</p>	<p>clan, formerly known as Yasakani (八尺瓊, Yasakani), had pyrokinetic powers.</p>		are related.
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90/Fight/Alpha/Ulti	Fighter	Alpha	Ultimate Weapon		<p>-Beta, Advance!</p> <p>-Rotary Impact</p> <p>-Force Swing</p> <p>-Spear of Alpha</p>	<p>-Beta, Advance!: Alpha summons Beta to attack and mark a target and attack the target continuously after 2 marks.</p> <p>-Rotary Impact: Alpha launches a slash forwards to enemies along the way and slowing them.</p> <p>-Force Swing: after charging for a while, Alpha</p>	<p>Ultimate /'ʌltɪmət/: most extreme, greatest, best, worst, most important, etc.</p> <p>Weapon /'wepən/: an object such as a knife, gun, bomb, etc. that is used for inflicting, fighting or attacking physical damage.</p>	Connotative	<p>Ultimate weapon means a person who have ultimate object such as a knife, gun, bomb, etc. that is used for fighting or attacking somebody. The visualization described as a person drive a small plane. Then, the small plane changes into a weapon stick. It can indicate that the visualization and the name are related.</p>
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						<p>strikes forward in a fan-shaped area to enemies and slow them.</p> <p>-Spear of Alpha: Alpha wields the light spear powerfully, stunning enemies and pulling himself to them.</p>			
91/Fight/Alpha/Oni	Fighter	Alpha	Onimusha Commander		<p>-Beta, Advance!</p> <p>-Rotary Impact</p> <p>-Force Swing</p> <p>-Spear of Alpha</p>	<p>-Beta, Advance!: Alpha summons Beta to attack and mark a target and attack the target continuously</p>	Onimusha (鬼武者, literally 'Oni Warrior') is a series of video games published and developed by Capcom. It uses historical figures that	Connotative	Onimusha commander means a commander of supernatural elements from Japan's history. The visualization

					<p>y after 2 marks.</p> <p>-Rotary Impact: Alpha launches a slash forwards to enemies along the way and slowing them.</p> <p>-Force Swing: after charging for a while, Alpha strikes forward in a fan-shaped area to enemies and slow them.</p> <p>-Spear of Alpha: Alpha wields the light spear</p>	<p>shaped Japanese history, retelling their stories with supernatural elements.</p> <p>Commander /kə'mɑ:ndə(r)/: a person in authority who is in charge of something, especially an officer in charge of a particular group of soldiers or a military operation.</p>	<p>described as a rock, given power by a fly-eyeball. Then the rock changes into a demon warrior. It can indicate that the visualization and the name are related.</p>
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						powerfully, stunning enemies and pulling himself to them.			
92/Fight/Alpha/Fier	Fighter	Alpha	Fierce Dragon		<p>-Beta, Advance!</p> <p>-Rotary Impact</p> <p>-Force Swing</p> <p>-Spear of Alpha</p>	<p>-Beta, Advance!: Alpha summons Beta to attack and mark a target and attack the target continuously after 2 marks.</p> <p>-Rotary Impact: Alpha launches a slash forwards to enemies along the way and</p>	<p>Fierce /fiəs/: haing or displaying angry and aggressive in a way that is frightening.</p> <p>Dragon /'drægən/: a mythical monster like a giant reptile or a large aggressive animal with wings and a long tail that can breathe out fire.</p>	Connot ative	<p>Fierce dragon means a large aggressive animal with wings and a long tail that can breathe out fire called dragon who angry and aggressive. In the visualization described as a warrior who wears golden clothes. He drives a small plane. Then, the small plane changes into a</p>

					<p>slowing them.</p> <p>-Force Swing: after charging for a while, Alpha strikes forward in a fan-shaped area to enemies and slow them.</p> <p>-Spear of Alpha: Alpha wields the light spear powerfully, stunning enemies and pulling himself to them.</p>			stick. It is not related with the visualization and the name.
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93/Fight/Alpha/Sea	Fighter	Alpha	Sea Gladiator		<p>-Beta, Advance!</p> <p>-Rotary Impact</p> <p>-Force Swing</p> <p>-Spear of Alpha</p>	<p>-Beta, Advance!: Alpha summons Beta to attack and mark a target and attack the target continuously after 2 marks.</p> <p>-Rotary Impact: Alpha launches a slash forwards to enemies along the way and slowing them.</p> <p>-Force Swing: after charging for a while, Alpha</p>	<p>Sea /si:/: the expanse of salt water that covers most of the earth's surface and surrounds its continents and islands.</p> <p>Gladiator (Latin: "swordsman", from gladius, "sword") is an armed warrior who entertains spectators in the Roman Republic and the Roman Empire who fight gladiators, beasts, and other damned outlaws.</p>	Connotative	<p>Sea gladiator means a gladiator who fights in the salt water. In the visualization described as a warrior wears blue clothes. Blue color I symbol of the sea. He accompanied by a fish as a pet. It can indicate that the visualization and the name are related.</p>
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						strikes forward in a fan-shaped area to enemies and slow them. -Spear of Alpha: Alpha wields the light spear powerfully, stunning enemies and pulling himself to them.			
94/Fighter/Ruby/Lit	Fighter	Ruby	Little Red Hood		-Let's Dance! -Be Good! -Don't Run, Wolf King! -I'm Offended	-Let's Dance!: Ruby has ore physical lifesteal effect of her own. After anyskill is cast, Ruby can jump to another	Little /'lɪtl/: not big; small; smaller in size than others. Red /red/: having the color of blood, fire or rubies. Hood /hud/: a part of a coat,	Denotative	Little red hood means a person who wears a coat with red color. In the visualization described as a girl who wears a red coat. She


					!	<p>place.</p> <p>-Be Good!: Ruby quickly slashes her scythe forward. At the same time, she casts a shockwave forward and slowing them.</p> <p>-Don't Run, Wolf King!: Ruby wields her giant scythe to attack twice, stunning enemies and slowly pulling them to her.</p> <p>-I'm Offended!:</p>	<p>etc. that you can pull up to cover the head and neck, typically forming part of a coat or cloak.</p>	<p>holds long sickle. Little Red Hood refers to European fairy tale entitled "Little Red Riding Hood". The story has been changed considerably in various retellings and subjected to numerous modern adaptations and readings, the story are: "<i>Little Red Ridinghood</i>", "<i>Little Red Cap</i>" or simply "<i>Red Riding Hood</i>". It can indicate that</p>
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						Ruby uses the scythe to attack in a wide range, pulling the enemies to her and stunning them.			the visualization and the name are related.
95/Fight/Ruby/Cat	Fighter	Ruby	Cat Girl		<p>-Let's Dance! -Be Good! -Don't Run, Wolf King! -I'm Offended!</p>	<p>-Let's Dance!: Ruby has ore physical lifesteal effect of her own. After anyskill is cast, Ruby can jump to another place. -Be Good!: Ruby quickly slashes her scythe forward. At</p>	<p>Cat /kæt/: a small domesticated carnivorous mammal with soft fur that people often keep as a pet. Girl /gɜ:l/: a female child or a young woman.</p>	Denotative	<p>Cat girl means a female child wears accessories a small animal with soft fur called cat. The visualization described as a girl wears cat costume. She holds long sickle made from fish bone. It can indicate</p>


					<p>the same time, she casts a shockwave forward and slowing them.</p> <p>-Don't Run, Wolf King!: Ruby wields her giant scythe to attack twice, stunning enemies and slowly pulling them to her.</p> <p>-I'm Offended!: Ruby uses the scythe to attack in a wide range, pulling the</p>			<p>that the visualization and the name are related.</p>
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					enemies to her and stunning them.				
96/Fight/Ruby/Hidden	Fighter	Ruby	Hidden Orchid Butterfly		<p>-Let's Dance! -Be Good! -Don't Run, Wolf King! -I'm Offended!</p>	<p>-Let's Dance!: Ruby has ore physical lifesteal effect of her own. After anyskill is cast, Ruby can jump to another place.</p> <p>-Be Good!: Ruby quickly slashes her scythe forward. At the same time, she casts a shockwave forward and slowing them.</p>	<p>Hidden (hide) /hard/: keep or to put something in a place where they or it cannot be seen or found.</p> <p>Orchid /'ɔ:kɪd/: a plant with brightly colored flowers of unusual shapes.</p> <p>Butterfly /'bʌtəflaɪ/: a nectar-feeding insect with a long thin body and four large, usually brightly</p>	Connot ative	<p>Hidden orchid butterfly means a flying insect named butterfly that hide in orchid flowers. In the visualization described as a girl wears flower purple costume and has an owl as a pet. Orchids are generally has purple color. It can indicate that the visualization and the name are related.</p>

					<p>-Don't Run, Wolf King!: Ruby wields her giant scythe to attack twice, stunning enemies and slowly pulling them to her.</p> <p>-I'm Offended!: Ruby uses the scythe to attack in a wide range, pulling the enemies to her and stunning them.</p>	coloured wings.		
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97/Fighter/Ruby/Edelweiss	Fighter	Ruby	Edelweiss		<p>-Let's Dance! -Be Good! -Don't Run, Wolf King! -I'm Offended!</p>	<p>-Let's Dance!: Ruby has more physical lifesteal effect of her own. After any skill is cast, Ruby can jump to another place. -Be Good!: Ruby quickly slashes her scythe forward. At the same time, she casts a shockwave forward and slowing them. -Don't Run, Wolf King!: Ruby</p>	<p>Edelweiss /'eɪdlvaɪs/: a European mountain plant with small white flowers and downy grey-green leaves.</p>	<p>Connotative</p>	<p>Edelweiss means flowers that grow in European mountain. In the visualization described as a girl wears white-blue costume. She has a long sickle and uses it for sledding in snow. Blue is symbolic of snow and white is symbolic of edelweiss. It can indicate that the visualization and the name are related.</p>
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					<p>wields her giant scythe to attack twice, stunning enemies and slowly pulling them to her.</p> <p>-I'm Offended!:</p> <p>Ruby uses the scythe to attack in a wide range, pulling the enemies to her and stunning them.</p>			
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98/Fighter/Ruby/Lady	Fighter	Ruby	Lady Zombie		<p>-Let's Dance! -Be Good! -Don't Run, Wolf King! -I'm Offended!</p>	<p>-Let's Dance!: Ruby has more physical lifesteal effect of her own. After any skill is cast, Ruby can jump to another place. -Be Good!: Ruby quickly slashes her scythe forward. At the same time, she casts a shockwave forward and slowing them. -Don't Run, Wolf King!: Ruby</p>	<p>Lady /'leɪdi/: a word used to mean 'woman' that some people, especially older people, consider is more polite and formal. Zombie /'zɒmbi/: a dead body that has been made alive again by witchcraft.</p>	Denotative	<p>Lady zombie means a woman that becomes a zombie. In the visualization described as a girl become vampire with Chinese traditional clothes. She jumps in a circle bearing Ying and Yang. Vampire is same with zombie. It can indicate that the visualization and the name are related.</p>
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					<p>wields her giant scythe to attack twice, stunning enemies and slowly pulling them to her.</p> <p>-I'm Offended!: Ruby uses the scythe to attack in a wide range, pulling the enemies to her and stunning them.</p>				
99/Fight/Roger/Dire	Fighter	Roger	Dire Wolf Hunter		<p>-Full Moon Curse -Open Fire - Hunter's</p>	<p>-Full Moon Curse: in human for, Roger's basic attack slows enemies</p>	<p>Dire /'daɪə(r)/: very extremely serious. Wolf /wolf/: a large wild carnivorous animal of the</p>	<p>Denotative</p>	<p>Dire wolf hunter means a people who hunt a large wild animal of the dog family</p>


					<p>Steps -Wolf Transfor mation</p> <p>down. In wolf form, his basic attack deals extra damage. -Open Fire: Roger rapidly shoot twice. The first Hunter Net slows enemies. The second one reduces physical defense of enemies. -Hunter's Steps: Roger increases his movement speed. -Wolf Transform ation:</p>	<p>dog family, that lives and hunts in groups. Hunter /'hʌntə(r)/: a person or animal who looks for and collects a particular kind of thing.</p>	<p>called wolf seriously. In the visualization described as a man hold a gun. He can change into wolf. It can indicate that the visualization and the name are related.</p>
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						Roger lunges forward and turns into a wolf. In wolf form, Roger increases physical, magic defense, and his movement speed.			
100/Fight/Roger/Dark	Fighter	Roger	Dark Gent		<ul style="list-style-type: none"> -Full Moon Curse -Open Fire - Hunter's Steps -Wolf Transformation 	<p>-Full Moon Curse: in human form, Roger's basic attack slows enemies down. In wolf form, his basic attack deals extra damage.</p> <p>-Open Fire:</p>	Dark /da:k/: with little or no light. Gent /dʒent/: a gentleman or a man.	Denotative	Dark gent means mobster. In the visualization described as a man wears agent clothes, holds a gun. He can change into wolf. It can indicate that the visualization


						<p>Roger rapidly shoot twice. The first Hunter Net slows enemies. The second one reduces physical defense of enemies.</p> <p>-Hunter's Steps: Roger increases his movement speed.</p> <p>-Wolf Transformation: Roger lunges forward and turns into a wolf. In wolf form,</p>			and the name are related.
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						Roger increases physical, magic defense, and his movement speed.			
101/Fight/Roger/DrB	Fighter	Roger	Dr Beast		<p>-Full Moon Curse</p> <p>-Open Fire</p> <p>- Hunter's Steps</p> <p>-Wolf Transformation</p>	<p>-Full Moon Curse: in human form, Roger's basic attack slows enemies down. In wolf form, his basic attack deals extra damage.</p> <p>-Open Fire: Roger rapidly shoot twice. The first Hunter Net slows</p>	<p>Dr: doctor</p> <p>Beast /bi:st/:</p> <p>an animal or a person who is cruel and whose behavior are uncontrolled and dangerous.</p>	Denotative	Dr Beast means a doctor who has bad behavior. The visualization described as a doctor. He injected green liquid into his body and changes into wolf. It can indicate that the visualization and the name are related.

					<p>enemies. The second one reduces physical defense of enemies. -Hunter's Steps: Roger increases his movement speed. -Wolf Transformation: Roger lunges forward and turns into a wolf. In wolf form, Roger increases physical, magic defense, and</p>			
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						his movement speed.			
102/Fight/Roger/Anu	Fighter	Roger	Anubis		<p>-Full Moon Curse</p> <p>-Open Fire</p> <p>- Hunter's Steps</p> <p>-Wolf Transformation</p>	<p>-Full Moon Curse: in human form, Roger's basic attack slows enemies down. In wolf form, his basic attack deals extra damage.</p> <p>-Open Fire: Roger rapidly shoot twice. The first Hunter Net slows enemies. The second one reduces physical defense of enemies.</p>	<p>Anubis is the god of mummification and the afterlife in Egypt and the guardian god of the lost and helpless souls. He is one of Egypt's oldest deities, which is most likely to have developed from the previous (and much older) wolf god Wepwawet.</p>	<p>Cannot</p>	<p>Anubis means the Egyptian god of mummification and the afterlife as well as the patron god of lost souls and the helpless. Anubis has jackal head. In the visualization described as a black jackal that can change into Pharaoh, ancient Egyptian history. It can indicate that the visualization and the name are related.</p>

					<p>-Hunter's Steps: Roger increases his movement speed.</p> <p>-Wolf Transformation: Roger lunges forward and turns into a wolf. In wolf form, Roger increases physical, magic defense, and his movement speed.</p>			
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103/Fight/Argus/Night	Fighter	Argus	Nightstalker		<ul style="list-style-type: none"> - Warmonger - Demonic Grip - Meteoric Sword -Eternal Evil 	<ul style="list-style-type: none"> - Warmonger: when Argus takes or deals damage, the blade is empowered. -Demonic Grip: Argus puts out a demonic hand at the designated direction and moving to the front of the target. -Meteoric Sword: After a short period of charging, Argus strikes enemies with his 	<p>Nightstalker /nait/ /'stɔ:kə(r): a person who harasses, follows and watches another person over a long night in a way that is annoying or frightening.</p>	<p>Connotative</p>	<p>Nightstalker means a person who stalks in the night. In the visualization described as an incubus story. Incubus is a demon in male form, according to mythological and legendary traditions, lies upon sleeping women in order to engage in sexual activity with them. It can indicate that the visualization and the name are related.</p>
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						<p>demonic blade and slowing the enemies.</p> <p>-Eternal Evil: Argus transforms into a fallen angel, clearing all his debuffs. Meanwhile, he recharges his blade once and becomes immune to death.</p>			
104/Fight/Argus/Light	Fighter	Argus	Light of Dawn		<ul style="list-style-type: none"> - Warmonger - Demonic Grip - Meteoric 	<ul style="list-style-type: none"> - Warmonger: when Argus takes or deals damage, the blade is empowered. 	<p>Light /laɪt/: the energy from the sun, a lamp, etc. that makes things possible to see.</p> <p>Dawn /dɔːn/: from an Old</p>	<p>Connotative</p>	<p>Light of dawn means energy of light in the time that marks the beginning of twilight before sunrise. The</p>


					<p>Sword -Eternal Evil</p> <p>-Demonic Grip: Argus puts out a demonic hand at the designated direction and moving to the front of the target.</p> <p>-Meteoric Sword: After a short period of charging, Argus strikes enemies with his demonic blade and slowing the enemies.</p> <p>-Eternal Evil: Argus transforms into a fallen</p>	<p>English verb dagian: "to become day", is the time that marks of light in the sky in the beginning of twilight before sunrise.</p>	<p>visualization described as a demon holds white sword that can put out the fire. Light can symbolic by white color. It can indicate that the visualization and the name are related.</p>
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						angel, clearing all his debuffs. Meanwhile, he recharges his blade once and becomes immune to death.			
105/Fight/Argus/Dark	Fighter	Argus	Dark Draconic		<ul style="list-style-type: none"> - Warmonger - Demonic Grip - Meteoric Sword -Eternal Evil 	<ul style="list-style-type: none"> - Warmonger: when Argus takes or deals damage, the blade is empowered. -Demonic Grip: Argus puts out a demonic hand at the designated direction and moving 	Dark /dɑ:k/: with little or no light. Draconic is an adjective derived from the Latin word draco means characteristic of or resembling a dragon.	Connotative	Dark draconic means dragon with dark color. In the visualization described as a demon holds purple color which emits blue light. The warrior comes from dark mist. It can indicate that the

					<p>to the front of the target.</p> <p>-Meteoric Sword: After a short period of charging, Argus strikes enemies with his demonic blade and slowing the enemies.</p> <p>-Eternal Evil: Argus transforms into a fallen angel, clearing all his debuffs. Meanwhile, he recharges his blade once and becomes</p>		<p>visualization and the name are related.</p>
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						immune to death.			
106/Fight/Argus/Cata	Fighter	Argus	Catastrophe		<ul style="list-style-type: none"> - Warmonger - Demonic Grip - Meteoric Sword -Eternal Evil 	<ul style="list-style-type: none"> - Warmonger: when Argus takes or deals damage, the blade is empowered. -Demonic Grip: Argus puts out a demonic hand at the designated direction and moving to the front of the target. -Meteoric Sword: After a short period of charging, Argus 	Catastrophe /kə'tæstrəfi/ Catastrophe or catastrophic comes from the Greek κατά (kata) = down; στροφή (strophē) = turning (Greek: καταστροφή). It may refer to disaster or an event causing great and usually sudden damage.	Connotative	Catastrophe means disaster. In the visualization described as a demon, identical with red-black color, holds a sword under the sun. The presence of demons is a bad sign that can lead to disaster. It can indicate that the visualization and the name are related.

					<p>strikes enemies with his demonic blade and slowing the enemies.</p> <p>-Eternal Evil: Argus transforms into a fallen angel, clearing all his debuffs. Meanwhile, he recharges his blade once and becomes immune to death.</p>			
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107/F ight/L apu/G reat	Figh ter	Lapu- Lapu	Great Chief		<p>-Hero's Faith -Justice Blade -Brave Stance - Chieftain 's Rage</p>	<p>-Hero's Faith: Lapu-Lapu will gain a stack of Bravery Blessing after hitting an enemy hero or a creep with his skills. -Justice Blade: Lapu-Lapu hurls two boomerangi ng blades of light forward. -Brave Stance: Lapu-Lapu charges with his twin blades. If he hits an enemy hero, his</p>	<p>Great /greit/: very large, impressive, much bigger than average in size or quantity. Chief /tʃi:f/: the head of organization that most important.</p>	<p>Connot ative</p>	<p>Great chief means a person that important with great ability. In the visualization described as a man holds two swords in his hand made from the rock. It shows that he is very strong. It can indicate that the visualization and the name are related.</p>
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						<p>movement speed will be increased.</p> <p>-</p> <p>Chieftain's Rage: Lapu-Lapu combines twin blades into one heavy sword and slashes forward and stunning the enemies.</p>			
108/Fight/Lapu/Ancest	Fighter	Lapu-Lapu	Ancestral Blade		<p>-Hero's Faith</p> <p>-Justice Blade</p> <p>-Brave Stance</p> <p>-</p> <p>Chieftain's Rage</p>	<p>-Hero's Faith: Lapu-Lapu will gain a stack of Bravery Blessing after hitting an enemy hero or a</p>	<p>Ancestral /æn'sestrəl/: connected with or that belonged or inherited to people in your family who lived a long time ago.</p>	Denotative	<p>Ancestral blade means a blade or a knife from a long time ago. In the visualization described as an ancestral man holds two</p>

					<p>creep with his skills.</p> <p>-Justice Blade: Lapu-Lapu hurls two boomeranging blades of light forward.</p> <p>-Brave Stance: Lapu-Lapu charges with his twin blades. If he hits an enemy hero, his movement speed will be increased.</p> <p>-</p> <p>Chieftain's Rage: Lapu-Lapu combines</p>	<p>Blade /bleid/: the flat cutting edge of a knife, tool or machine.</p>	<p>swords made from wood. It can indicate that the visualization and the name are related.</p>
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						twin blades into one heavy sword and slashes forward and stunning the enemies.			
109/Fight/Lapu/Imp	Fighter	Lapu-Lapu	Imperial Champion		-Hero's Faith -Justice Blade -Brave Stance -Chieftain's Rage	-Hero's Faith: Lapu-Lapu will gain a stack of Bravery Blessing after hitting an enemy hero or a creep with his skills. -Justice Blade: Lapu-Lapu hurls two boomeranging blades of light forward.	Imperial /ɪm'piəriəl/: connected with an empire or emperor. Champion /'tʃæmpiən/: a person, team, etc. who has surpassed all rival in a competition.	Connotative	Imperial champion means an empire that won in a competition. In the visualization described as a man receive an award that is two swords. It can indicate that the visualization and the name are related.

					<p>-Brave Stance: Lapu-Lapu charges with his twin blades. If he hits an enemy hero, his movement speed will be increased.</p> <p>-</p> <p>Chieftain's Rage: Lapu-Lapu combines twin blades into one heavy sword and slashes forward and stunning the enemies.</p>			
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110/F ight/L apu/V ul	Figh ter	Lapu- Lapu	Vulcan		<p>-Hero's Faith -Justice Blade -Brave Stance - Chieftain's Rage</p>	<p>-Hero's Faith: Lapu-Lapu will gain a stack of Bravery Blessing after hitting an enemy hero or a creep with his skills.</p> <p>-Justice Blade: Lapu-Lapu hurls two boomeranging blades of light forward.</p> <p>-Brave Stance: Lapu-Lapu charges with his twin blades. If he hits an enemy hero, his</p>	<p>Vulcan (Latin: Volcānus [wɒl'ka:nʊs] or Vulcānus [wɒl'ka:nʊs] is a god of fire including volcanoes, deserts, metalworking, and religious formations and ancient Roman myths. He is often portrayed with a hammer and a blacksmith.</p>	Dennot ative	Vulcan means the god of fire. The visualization described as a demon of volcano, holds two swords. the power he have is can put out fire. It can indicate that the visualization and the name are related.
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						<p>movement speed will be increased.</p> <p>-</p> <p>Chieftain's Rage: Lapu-Lapu combines twin blades into one heavy sword and slashes forward and stunning the enemies.</p>			
111/Fight/Sun/Mon	Fighter	Sun	Monkey King		<p>-Simian God</p> <p>-Endless Variety</p> <p>- Instantaneous Move</p> <p>-Clone Technique</p>	<p>-Simian God: Physical defense of enemies will be reduced higher when they take damage</p>	<p>Monkey /'mʌŋki/: a primate with a long tail that climbs trees and lives in tropical countries.</p> <p>King /kɪŋ/: the male ruler of</p>	Denotative	<p>Monkey king means a male ruler from an animal with a long tail called monkey. The visualization refers from Chinese novel</p>

					es	<p>from sun or his Doppelgang ers.</p> <p>-Endless Variety: Sun hrls his Golden Staff towards a designated direction to enemies along this path.</p> <p>-</p> <p>Instantaneous Move: Sun and his Doppelgang ers launch an instantaneo us attack against a designated enemy.</p> <p>-Clone Techniques</p>	<p>an independent state, especially who inherits and has a royal family.</p>	<p>and film entitled “Journey To The West”. A monkey king described as Sun Wukong. It can indicate that the visualization and the name are related.</p>
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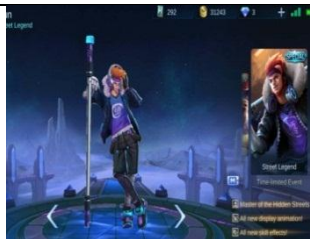
						<p>: Sun summons a Doppelganger that has higher attributes. Doppelgangers take more damage, while each of their attacks recover Sun's HP. (Doppelganger: Shadow)</p>			
112/Fight/Sun/Bat	Fighter	Sun	Battle Budha		<ul style="list-style-type: none"> -Simian God -Endless Variety - Instantaneous Move -Clone 	<p>-Simian God: Physical defense of enemies will be reduced higher when they take</p>	<p>Battle /'bætl/: a sustained fight between armies, ships or planes, especially during a war, a violent fight between</p>	<p>Denotative</p>	<p>Battle Budha means a warrior from the person on whose hostile the Buddhist religion. The monkey hung</p>

					<p>Techniques</p> <p>damage from sun or his Doppelgang ers.</p> <p>-Endless Variety: Sun hurls his Golden Staff towards a designated direction to enemies along this path.</p> <p>-</p> <p>Instantaneous Move: Sun and his Doppelgang ers launch an instantaneous attack against a designated enemy.</p> <p>-Clone</p>	<p>groups of people.</p> <p>Budha /'bʊdə/: a title given to the founder of Buddhism, Sidharta Gautama.</p>	<p>around Buddhist scriptures is under the monkey's feet. It indicates that the Buddha is being trampled. The visualization described as Wukong. Wukong is a Buddhist enemy. Because of his arrogance, he devastated heaven. One day, the jade emperor begged the Buddha living in the western village to capture Wukong. Finally Wukong</p>
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						<p>Techniques : Sun summons a Doppelganger that has higher attributes. Doppelgangers take more damage, while each of their attacks recover Sun's HP. (Doppelganger: Shadow)</p>			<p>can be captured. Buddha crushed him with a palm turned into a mountain. The mountain is sealed with the mantra Om Mani Padme Hum in gold letters. Wukong was locked in there for five centuries. It can indicate that the visualization and the name are related.</p>
113/Fight/Sun/Rock	Fighter	Sun	Rock Star		<p>-Simian God -Endless Variety - Instantaneous Move</p>	<p>-Simian God: Physical defense of enemies will be reduced higher when</p>	<p>Rock /rɒk/: a type of loud popular music, with a strong beat played on electric guitars and drums. Star /stɑ:(r)/: a</p>	<p>Denotative</p>	<p>Rock star means a famous and excellent singer in music of rock. The visualization described as a</p>

					<p>-Clone Techniques</p> <p>they take damage from sun or his Doppelgang ers.</p> <p>-Endless Variety: Sun hrls his Golden Staff towards a designated direction to enemies along this path.</p> <p>-</p> <p>Instantaneous Move: Sun and his Doppelgang ers launch an instantaneo us attack against a designated enemy.</p>	<p>famous, talented and excellent singer, performer, sports player, etc.</p>		<p>man wears rocker clothes and acts like rock singer with the mic in his hand. It can indicate that the visualization and the name are related.</p>
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						<p>-Clone Techniques : Sun summons a Doppelganger that has higher attributes. Doppelgangers take more damage, while each of their attacks recover Sun's HP. (Doppelganger: Shadow).</p>			
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<p>114/F ight/S un/Str eet</p>	<p>Figh ter</p>	<p>Sun</p>	<p>Street Legend</p>		<p>-Simian God -Endless Variety - Instantan eous Move -Clone Techniqu es</p>	<p>-Simian God: Physical defense of enemies will be reduced higher when they take damage from sun or his Doppelgang ers. -Endless Variety: Sun hrls his Golden Staff towards a designated direction to enemies along this path. - Instantane ous Move: Sun and his</p>	<p>Street /stri:t/: a public road in a city, town or village that has houses and buildings on one side or both sides. Legend /'ledʒənd/: an extremely famous person, especially in a particular field, who is admired by other people.</p>	<p>Denotat ive</p>	<p>Street legend means a famous person in a public road in a city or town. In the visualization described as a man with modern clothes showing his dancing in a stage. It can indicate that the visualization and the name are related.</p>
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					<p>Doppelgang ers launch an instantaneo us attack against a designated enemy. -Clone Techniques : Sun summons a Doppelgang er that has higher attributes. Doppelgang ers take more damage, while each of their attacks recover Sun's HP. (Doppelgan ger:</p>			
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115/Fight/Jaw/Steel	Fighter	Jawhead	Steel Sweetheart		<p>-Mecha Suppression</p> <p>-Smart Missiles</p> <p>-Ejector</p> <p>- Unstoppable Force</p>	<p>Shadow)</p> <p>-Mecha Suppression: Each time Jawhead deals damage to a target, he inflicts a stack of Compression on it.</p> <p>-Smart Missiles: Jawhead's body-mounted missiles enter Launch State, randomly firing up to 12 missiles at nearby targets.</p> <p>-Ejector: Jawhead enters Fling</p>	<p>Steel /sti:l/: a strong hard metal, strong grey or bluish-grey alloy of iron that is made of a mixture of iron and carbon.</p> <p>Sweetheart /'swi:tha:t/: a person with someone is having a romantic relationship.</p>	<p>Connotative</p>	<p>Steel sweetheart means a sweetheart from a strong hard metal that is made of a mixture of iron and carbon. In the visualization described as a girl with red clothes, is cried. A robot come and helps the girl. The robot made from ancient steel. It can indicate that the visualization and the name are related.</p>
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					<p>State, gaining higher of movement speed and a shield that absorbs higher damage.</p> <p>-</p> <p>Unstoppable Force: Jawhead locks onto an enemy hero, charging into them and stunning them briefly, while knocking back enemy units around the target.</p>			
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116/F ight/J aw/Gi rl	Figh ter	Jawhea d	Girl Scout		<p>-Mecha Suppres ion</p> <p>-Smart Missiles</p> <p>-Ejector -</p> <p>Unstopp able</p> <p>Force</p>	<p>-Mecha Suppression : Each time Jawhead deals damage to a target, he inflicts a stack of Compressio n on it.</p> <p>-Smart Missiles: Jawhead's body- mounted missiles enter Launch State, randomly firing up to 12 missiles at nearby targets.</p> <p>-Ejector: Jawhead enters Fling State,</p>	<p>Girl /gɜ:l/: a female child or a young woman.</p> <p>Scout /skaʊt/: a boy or girl who is a member of the Scouts. The Scout is a member of Scout Association or similar organization originally for boys, which trains young people in practical skills and does a lot of activities with them, for example camping.</p>	Denotat ive	<p>Girl scout means a female child who joins in member of scouts. In the visualization described as a girl with brown clothes, is cried. A robot come and helps the girl. Brown color is symbol of scout. It can indicate that the visualization and the name are related.</p>
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					<p>gaining higher of movement speed and a shield that absorbs higher damage.</p> <p>-</p> <p>Unstoppable Force: Jawhead locks onto an enemy hero, charging into them and stunning them briefly, while knocking back enemy units around the target.</p>			
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117/F ight/J aw/Sp ace	Figh ter	Jawhea d	Space Explore r		<p>-Mecha Suppressi on -Smart Missiles -Ejector - Unstopp able Force</p>	<p>-Mecha Suppression : Each time Jawhead deals damage to a target, he inflicts a stack of Compression on it. -Smart Missiles: Jawhead's body- mounted missiles enter Launch State, randomly firing up to 12 missiles at nearby targets. -Ejector: Jawhead enters Fling State,</p>	<p>Space /speɪs/: a continuous area or expanse of a place that is empty or that is available for use. Explorer /ɪk'splɔːrə(r)/: a person who travels to unknown or unfamiliar places in order to find out more about them.</p>	<p>Denotat ive</p>	<p>Space explorer means a person who travels in empty area. In the visualization described as a girl and a robot travel in space. They wear air helmet and outer space clothing. It can indicate that the visualization and the name are related.</p>
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					<p>gaining higher of movement speed and a shield that absorbs higher damage.</p> <p>-</p> <p>Unstoppable Force: Jawhead locks onto an enemy hero, charging into them and stunning them briefly, while knocking back enemy units around the target.</p>			
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<p>118/F ight/J aw/Fo o</p>	<p>Figh ter</p>	<p>Jawhea d</p>	<p>Foo Quarter back</p>		<p>-Mecha Suppressi on -Smart Missiles -Ejector - Unstopp able Force</p>	<p>-Mecha Suppression : Each time Jawhead deals damage to a target, he inflicts a stack of Compression on it. -Smart Missiles: Jawhead's body- mounted missiles enter Launch State, randomly firing up to 12 missiles at nearby targets. -Ejector: Jawhead enters Fling State,</p>	<p>Foo is used by computer scientists as a container, to represent the name of the desired object or function. Quarterback /'kwɔ:təbæk/: the player who directs the team's offensive play to other players at the start of each attack.</p>	<p>Denotat ive</p>	<p>Foo Quarterback means <i>place holder in baseball game.</i> <i>The visualization described as a girl and a robot giving cheers for baseball player.</i> It can indicate that the visualization and the name are related.</p>
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					<p>gaining higher of movement speed and a shield that absorbs higher damage.</p> <p>-</p> <p>Unstoppable Force: Jawhead locks onto an enemy hero, charging into them and stunning them briefly, while knocking back enemy units around the target.</p>			
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119/Fight/Mar/Ashu	Fighter	Martis	Ashura King		<p>- Ashura's Wrath -Ashura Aura -Mortal Coil - Decimate</p>	<p>-Ashura's Wrath: each time Martis uses a skill, his attack speed will be increased. -Ashura Aura: Martis draws enemies to a fan-shaped area in front of him and slowing them. -Mortal Coil: Martis strikes the enemies within the rectangle-shaped area in front of him. -Decimate: Martis</p>	<p>Ashura or asura (Sanskrit / Pali: असुर, असुरो) in Buddhism is the deity or titan of Kāmadhātu. They are described as having three heads with three faces each and four or six arms. King /kɪŋ/: a male person, an animal or a thing that is thought to be the best or most important of a particular type.</p>	Connotative	<p>Ashura king means a male ruler of demigod or titan from India Buddhism history. The visualization described as a titan who has a dot on the forehead. He has two swords. Dot on the forehead is a tradition in India. It can indicate that the visualization and the name are related.</p>
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						charges to the targeted enemy.			
120/Fight/Mar/Tyrant	Fighter	Martis	Tyrant		<ul style="list-style-type: none"> - Ashura's Wrath -Ashura Aura -Mortal Coil - Decimate 	<p>-Ashura's Wrath: each time Martis uses a skill, his attack speed will be increased.</p> <p>-Ashura Aura: Martis draws enemies to a fan-shaped area in front of him and slowing them.</p> <p>-Mortal Coil: Martis strikes the enemies within the rectangle-shaped area in front of</p>	Tyrant /'taɪrənt/: a person who has complete power in a country and uses it in a cruel, unfair way and oppressive ruler.	Connotative	Tyrant means a person who has complete power in a country and uses it in a cruel and unfair way.in the visualization described as a warrior, holds two swords. He has dark shadow shows something weird. It can indicate that the visualization and the name are related.

						him. -Decimate: Martis charges to the targeted enemy.			
121/Fight/Mar/Sear	Fighter	Martis	Searing Maw		- Ashura's Wrath -Ashura Aura -Mortal Coil - Decimate	-Ashura's Wrath: each time Martis uses a skill, his attack speed will be increased. -Ashura Aura: Martis draws enemies to a fan-shaped area in front of him and slowing them. -Mortal Coil: Martis strikes the enemies within the	Searing /'siəriŋ/: extremely hot, strong that it seems to burn. Maw /mɔ:/: something that seems like a big mouth or gullet that swallows things up completely.	Denotative	Searing maw means a big mouth and looks so strong and can make it something burn. In the visualization described as a demon with fire, holds two swords. Fire can burn us. It can indicate that the visualization and the name are related.

						rectangle-shaped area in front of him. -Decimate: Martis charges to the targeted enemy.			
122/Fight/Mar/God	Fighter	Martis	God of War		- Ashura's Wrath -Ashura Aura -Mortal Coil - Decimate	-Ashura's Wrath: each time Martis uses a skill, his attack speed will be increased. -Ashura Aura: Martis draws enemies to a fan-shaped area in front of him and slowing them. -Mortal Coil: Martis	God /gɒd/: the creator and ruler that is worshipped and is believed to have created the universe. War /wɔ:(r)/: a situation in different countries or groups of people fight against each other over a period of time.	Connotative	God of war means a spirit that is worshipped and is believed to have created the universe about war. In the visualization described as Guan Yu because the armor is looks

					<p>strikes the enemies within the rectangle-shaped area in front of him.</p> <p>-Decimate: Martis charges to the targeted enemy.</p>			<p>like Chinese outfit. Guan Yu is a famous ancient general in Three Kingdoms. He was born in 162 in Shanxi. He married and had a son named Guan Ping who was born in 178. It can indicate that the visualization and the name are related.</p>
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123/F ight/ Mar/ Cap	Figh ter	Martis	Caprico rn		<ul style="list-style-type: none"> - Ashura's Wrath -Ashura Aura -Mortal Coil - Decimate 	<p>-Ashura's Wrath: each time Martis uses a skill, his attack speed will be increased.</p> <p>-Ashura Aura: Martis draws enemies to a fan-shaped area in front of him and slowing them.</p> <p>-Mortal Coil: Martis strikes the enemies within the rectangle-shaped area in front of him.</p> <p>-Decimate: Martis</p>	<p>Capricorn is the tenth astrological sign of twelve total zodiac signs, which come from the constellation Capricorn. has a horned goat symbol.</p>	<p>Denotative</p>	<p>Capricorn is the tenth astrological sign in the zodiac out of twelve total zodiac signs. In the visualization described as a man with two goat-horns in his head. Capricorn symbol is goat. It can indicate that the visualization and the name are related.</p>
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						charges to the targeted enemy.			
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