Wolverine



,,*Im the best at what I do,but what I do isnt very nice*.,,

Series-Marvel(XMen)

Alignment : Chaotic Good Race : Human,Mutant Class : Hero,Beast

Role-Tank

Difficulty-1/5

1.Claws-Wolverine deals 10 damage.Put a Furry stack on Wolverine,it lasts untill the end of the combat ,for each Furry stack Wolverine deals 5 damage more with each Claw attack.This ability can not exaust.If Wolverine kills a target using claws he may instantly attack again.Melee,Stack

2.Lunge-Wolverine gains Flying and deals 15 damage to a single target.If the target was Flying it looses Flying.If Wolverine is at 30HP or less he also instantly uses Claws against the same target that was hit by Lunge as part of the same Action.Melee

3.Adamantium Skeleton-Wolverine starts the game with 120HP instead of 100HP.Passive

4.Healing Factor-Wolverine heals 30 damage . Wolverine can still use this Healing ability if hes at -30HP or more up to 0HP.But can not use any other abilities while below 0HP. Does not Exaust can be used any ammount of times per Round (but once a Turn) . Shield

5.Wild Senses-Wolverine can attack Stealthed characters as if they did not have Stealth(Passive) if used Actively Wolverine predicts the next 2 abilities an opponent will use.Passive,Shield

6.Prowl-Wolverine enters the Game Stealthed . Passive

Ultimate-1+1+2 Berserk Rage,Wolverine enters Berserk Stance,dealing 2x damage with all attacks from now on.Stance

