Jack Hammer



Alignment : Chaotic Neutral Race : Human , Mutant Class : Beast

,, *Money ... Drink .... Women ... Pleasure ... Fame ... None of that matters to me . All I want is to become stronger . I train every day , untill I piss myself . I inject steroids into my body untill I nearlly die . I will defeat that man , it is my destiny .* ,,

1. Chop Blow - Deals 30 damage to a target or 50 damage if Jack already attacked it the last turn . Melee

2. Shin Kick - Deals 10 damage to a target Hits First , negate any ability that uses Leggs to attack this Turn used by the target , only effects a single target once per Game . For the rest of the Game all of the targets Ignore abilities have Hits Last . Melee

3. Cartwheel Kick - Surprise ! , a full spining force kick deals 40 damage to a target . Melee

4. Throw - choose a target that is Grappling you , end the Grapple and deal 30 damage to it . Melee

5. Spear Tackle - choose a target it is Grappled during this Turn , at the end of this Turn after all actions end it takes 50 damage only 1x per Game . Melee

6. Bite - choose a target who is Grappling you or a target that just attacked you with a melee attack , deal 30 damage to it , the damage is unabsorbable , unpreventable and can not be redirected back at Jack . Melee

Ulti : STEROIDS - Jack may activate his ROID RAGE MODE at the start of any Game Turn (before Actions are chosen ) by declaring it from Round 2 , but he must have been damaged during this Game to use it . Choose a +10 , +20 , +30 or +40 damage bonus to all Attacks (only one ) , Jack also takes the chosen bonus as damage at the end of each of his Turns after his Action resolves this damage is unstopable . This is a Reaction . Mode