Hellboy



,,*Damn*...,,

Alignment : Neutral Good Race : Demon, Human Class : Hero

1. Good Samaritan - a hand canon made from the cross of Jesus Christ,deals 35 damage or 50 damage to Evil characters,Undead and Demons. Hits Last . Ranged

2. Vulkan Grandes - choose one:a) Vulkan 4000 deals 25 damage to all enemies

b) Vulkan 5000 deals 40 damage to all Characters. Only once per game. Ranged attack

3. Right Hand of Doom - deals 30 damage,this ability can not be Sealed.Melee

4. Excalibur - Deals 30 damage to a single target,enemies killed with this ability can never return to life or summons a Host of 10x 5/5 Skeleton Army Servants. Melee or Summoning

5. Hellish Herritage - Hellboy is Half-Demon he passivelly absorbs 10 damage from all sources. Hellboy can not take damage from Fire based attacks (this is determined by logic ) . Passive

6. Anti-Monster Charms and Fetishes : Hellboy can always attack invisible Demons and Undead and other monsters, also if he has the Chosen by Destiny Ultimate he may use it from Round 1 if he is hit by an Evil character. Passive

\*Alt : Hellish Endurance - Heals 10HP passivelly at the start of each new Round of combat . Pass

Ultimate : Chosen by Destiny - used as ability 7,when used Hellboy ignores all damage he took during this turn,even if the opponent hits first and it would kill him. Can be used once per Round. Shield

Alternate Ultimate : Anung Un Rama - the combo for this ultimate is using the Right Hand of Doom ability 3 times during one game,instead of using it for the 3rd time or any time thereafter you may use this ultimate instead. Anung-Un Rama the King of Hell , hellboy accepts his hellish herritage becoming a full demon,he enters King of Hell mode,in this mode he replaces the Good Samaritan and Vulkan with :  
a) Flight - Hellboy gains Flying for this and the next Action

b) Hells Wrath - deals 30 damage to all enemies,Hits First. Ranged attack

In this mode he deals +20 damage with all attacks.

