Judge Dread



,,The Law ?! I AM THE LAW!!!,,

Alignment : LAWful Neutral Race : Human Clone Class : Gunslinger, Judge

1. Lawgiver - a high precision hand canon/pistol which deals 30 damage to a single target . If anyone but dread attempts to use the Lawgiver it will explode in their hand instantly dealing 20 damage to them and Sealing itself , as it is hotwired to Dredds DNA. Ranged

2. Arbitrator - A shotgun which deals 25 damage splitt between any number of targets . Ranged

3. Daystick - a titanium cudgel , deal 25 damage or absorb 25 damage from a single melee attack. Melee/Shield

4. Judgement of Steel - Whenever Dread uses the Lawgiver attack he may also apply one of these effects to it, Passive -

Rubber Ricochet - if this attack hits a target it instantly ricochets and hits another target for the same ammount of damage , it must be a different target than that of the original attack . The Ricochet then ricochets again if there are more targets but no target can be hit twice with this attack in the same Turn.

Armor Piercing - this attack ignores 1/2 damage effects or absorbiton this Turn.

Heat-Seeking - this attack can not be ignored

Incendiary - each target hit by this attack burns for 5 damage at the start of each of its turn for the next 3 Turns . Stacks with itself (this is a Stack)

Hi-Ex - if this attack Hits , regardless if it deals damage , it explodes dealing 20 damage to all other enemies

5. Boot Knife - Surprise ! , deals 20 damage . Melee

6. The LAW ! - proclaim any accusing sentence then say ,,The Verdict is x years,, (ex. ,, Violence , homicide and murder the sentence is 180 years , I hope you rot creep,, ),

Choose a single target with 20 or less HP and Judge dread puts a pair of shock handcuffs on the target , if this attack Hits the target is permanently Stunned. The Handcuffs have 5HP and anyone can destroy them with an attack. If all enemies are dead and/or under the effect of The LAW ! Judge dread Wins the Game. Cant handcuff beings larger than Human size or creatures that have no arms. Melee

Ultimate : The Lawmaster - To activate this ability you must call it from Round 2 onwards by using this ability as a regular ability and calling Lawmasters name. At the start of the third Turn after this ability is used The Lawmaster arives on the battlefield.

Judge dread summons a 40/40 Servant with an AoE Ranged attack that Hits all enemies , while it is alive , Judge dread Hits First with all of his attacks. At the start of any turn once per Round, while Lawmaster is alive , Judge dread may choose that he and the Lawmaster gain Flying for this and the next Turn (if the Lawmaster dies this effect instantly ends) . Summoning



\*Alt : Knuckle Sandwitch - Hits First , 10 damage if the target hit Attacked but was slower than you , Negate their attack . If the attack is an Ultimate , this also has Surprise ! for that Turn . Melee

Alt Ulti : Riot Foam - can only be used if the enemy characters outnumber your teams characters at least 3 to 1 (even if no Teams are present) . From Round 2 Turn 3 as a Regular ability , choppers come down from the skies dropping tons of Riot foam , a sticky substance that quickly hardens rock sollid trapping the victims . Anyone who is not Flying and not your Ally gets hit by the Riot foam and is permanently Stuned , you can use the LAW ability on such characters at any time . Shield