JIREN



Alignment : Lawful Good Race : Jirens Race (Humanoid) Class : Martial Artist,Hero

1. Compressed Heat - Jiren gains 1 Heat each time he is dealt damage passive. Activelly Jiren can release x Heat and deal x40 damage as a ranged attack , deals damage to up to 2 targets if Jiren meditated during the last turn.Ranged , Passive

2. Begone! - Jiren absorbs spent x Heat up to x50 damage damage from all sources if they were going to damage him . Shield

3. Destruction Gaze - Hits First , spend x heat Jiren makes x times 20 damage ranged attack that is invisible. Ranged

4. Justice Strike - deals 30 damage and you may choose to gain Flying for this turn. Melee

5. Meditation - double your current Heat , you must skip all other Turns in this Round but at the end of each turn you skip this way gain 1 Heat while Jiren is concentrating the first Turn isnt counted , you can not use this ability if you were stunned during the last Round or this Round of combat,stunning breaks concentration . Only 1x per Game. Shield

6. Flash Strike - deals 15 damage to any number of targets , Hits First. Melee

\*Alt : Rising Heat - Jiren gains 1 Heat . This must replace Compressed Heat . Shield

Ulti : Power Beyond Strength - Jiren enters Heat Mode in this mode each Heat token adds +10 to the damage he deals with all attacks in the moment the attack was made(before reducing Heat) .Once per Round in this Mode he can choose to absorb damage from all sources equal to his current Heat times 10 (this is not an Action).Does not require a combo , this is a Reaction ( can be used in the same turn as another ability). Mode



Power Beyond Strength