Bane (DC )



Alignment : Neutral Evil Race : Human , Mutant Class : Martial Artist

1. Super Slam - Deals 25 damage , if the target is Grappled deal 40 to him and then end the Grapple . Melee

2. Break you little man ! - Choose a Humanoid sized target , you deal 20 samage to it and Grapple it . Melee

3. Backhand - Surprise ! , Deals 5 damage and Stuns the target , Hits First . Melee

4. Venom - You deal +10 damage with all Attacks , but you gain Hits Last on all abilities untill the end of the next Round of combat. Venom Stacks up to 3x times , taking it refreshes the duration of all previous venoms to end of the next Round (from the moment of the newest casting) . If an enemy would hit bane with a 40 or + damage attack he may instead break his Venom canister , this deals no damage but if 2x are broken Bane is permanently Stuned . Shield , Passive

5. Running Tackle - Starts Running towards a target and jumps kicking it , deals 25 damage , if this ability is Ignored you must use it during the next Turn as an Action if it does it gains Hits First and deals +10 damage , keep doing this as long as you miss even if this ability is Exausted . Melee \*Can not be used while Grappling a target or being Grappled

6. Beatdown - can only be used by a target hit with Running Tackle that dealt damage the last Turn , sits on the prone targets face and delivers a brutal Beatdown dealing 45 damage to the target and Grapples it untill the wnd of this Turn . Melee

Ulti : Backbreaker 4.+2.+1. Deals 100 damage to a target , it gains the Broken back Stack , if it needs a spine it is in so much pain it can only use one Ability per Round (of its choice , in a Turn of its choice) . Melee