BATMAN



,, I am the night ,,

Alignment : Lawful Good Race : Human Class : Martial Artist , Hero

\*Batman does not have 6 abilities instead he starts with 2 abilities and may have ANY NUMBER of Gadgets that he buys.Batmans abilities are not linked to each other in any way. His starting budget is 9 billion $ . Batman may buy and use more than 1 Ultimate Gadget but all ultimate Gadgets can be used only from Round 2 and only once per game just like all Ultimates.

Starting Abilities -

Martial Arts - Batman deal 20 damage to any number of targets.Or Batman absorbs 10 damage from all sources this turn.Melee Attack

Stealth - Batman enters Stealth during this turn , on his next turn his Martial Arts hits first and deals 10 more damage to the first enemy it hits. Shield

Gadgets -

Battarangs(0.3 Billion $ )- Choose one each time you use it:

a) Deal 15 damage to all enemies

b) Deal 30 damage to a single target

Both are Ranged attacks

Electric Gauntlents ( 0.5 Billion $) - Batmans Martial Arts ability deals 10 and absorbs more damage in addition each time you hit someone with Martial Arts put a Shocked Stack on them.If 3 Shocked Stacks are on a single target,remove them they are stunned during their next turn.

Passive

Batclaw(0.2 Billion $) - Choose one each time you use it:

a)Batman gains flying this turn

b)Choose a single target negate all of its ranged attacks this turn and it looses Flying if it had it.During the next turn it can not ignore Melee attacks.

Shield or Ranged Attack

Glide Cape(1 Billion $) - Choose one each time you use it:

a) Batman uses his cape as a shield absorbs 20 damage from all sources.

b) Passivelly if Batman is Flying and should loose Flying,he does not have to loose Flying untill the end of his next turn.

Shield or Passive

Glue Bomb(0.5 Billion $ per Set ) - Each set of Glue Bombs comes with 3 , place a Bat Symbol stack on batman,if he should be hit by a Melee attack you may remove any number of these Stacks and deal 30 damage to all Melee attackers that would hit Batman this turn.This damage Hits First and is not an attack.

Shield

Freeze Grenade( 1 Billion $ per Set) - Each set comes with 2 , choose a single target it is stunned during this turn if it could be hit by a Ranged attack.

Ranged Attack

Distruptor( 2 Billion $) - Choose a single enemy target Seal one of its Weapons that uses electricity or machinery permanently. If the target is a Machine deal 40 damage to it .

Ranged Attack

Electric Discharger( 1.5 Billion $) - Choose a single target deal 30 damage to it , then put a Shocked Stack on them.If 3 Shocked Stacks are on a single target,remove them they are stunned during their next turn.

Ranged Attack

Smoke Pellets(0.5 Billion $ per Set) - Each set comes with 3 , during this and the next turn your enemies can not target you or your teammates with Ranged attacks.

Shield

Electric Protection System( 1.5 Billion $) - whenever Batman is hit by a Melee attack he passivelly deals 15 damage to the attacker.Put one Stack of Shocked on them.If 3 Shocked Stacks are on a single target,remove them they are stunned during their next turn.

Passive

Kryptonite Ring (3 Billion $) - punches with a Kryptonite Ring dealing 20 damage , or 50 damage to Kryptonians and if the target is one also Stuns them during this and their next Turn (if damage was dealt) . Melee

Ultimate Gadgets :

Power Armor ( 5 Billion $) -Requires no Combo. Batman enters his Superman buster armor. Batmans Martial arts now deal 20 damage more in addition to all other buffs,as well he absorbs 20 damage from all sources passivelly.Passive



Batmobile(6 Billion $) - Batman summons a 30/50 Batmobile Servant.Batman may choose to apply all damage and effects he would recieve to the Batmobile instead.When the Batmobile attacks it hits all enemies with a ranged attack. Summoning

Batcoppter(3 Billion $) - Batman Summons a 20/40 Flying Servant.Batman may choose to gain Flying at the start of any turn before Players decide what action they will take.The Batcoppter attacks with Ranged attacks and hits all enemies. Summoning