Doomsday



Alignment : Chaotic Evil Race : Doomsday (Kryptonian Mutant) Class : Beast , Supervillain

1. Crush - deals 25 damage to a single target , the damage increases by 10 each time you hit the same target with this ability ( does not have to be in a row) . Melee

2. Spikes - deals 20 damage to a chosen target , this damage can not be absorbed . This damage increases by 10 for each 25HP missing from Doomsdays HP maximum at the moment of casting . Melee

3. Hyper Regeneration - Doomsday heals for 30HP , he can do this even when below 0hp up to -30 hp , if he heals to HP above 0 he returns to life. If using this ability Doomsday must purge 3 Stacks from himself positive or negative( including his own Ultimate lifeform stacks). Shield

4. Monstrous Leap - Doomsday gains Flying for this turn , this is considered a Reaction and another Action can be used at the same time but only if Doomsday rolled a 1,2 or 3 on Mindless beast this turn . Shield

5. The Ultimate Lifeform - whenever Doomsday is damaged by an attack put a name ,, that attack ,, stack on him . If he is hit by that attack again he recieves a passive 10 damage absorbtion to it , the he gains another Stack of this . This stacks indefinetly. Passive

6. Mindless beast - if Doomsday should take an Action roll a 1d6 on a 6 he uses the intended Action on a 1 to 5 he uses a random Action instead , he can not repeat already used Actions from this Round.Passive

\*Alt : Aura of Decay - Doomsday emits a severe Miasma around himself which weakens the molecular structure of all other beings on the Battlefield (including allies) . At the start of each Turn from the 2nd Turn, each Player effected must choose to either take 10 Unstopable damage that will never Heal or to gain a Molecular Weaking Stack that increases all damage it takes by 5 (Stacks indefinetly and lasts indefinetly). Passive

Ultimate - Spinecrusher - use spikes ability 3x times in one game , instead of using it the third time you cast this Ultimate . Chose a single target you deal 300 damage to it which can not be absorbed or ignored , this attack can not be ignored . Melee