Green Lantern



Alignment : Chaotic Good Race : Human Class : Lantern , Hero

,,*In brightest day in blackest night , no Evil shall escape my Sight . Let those who worship Evils might , beware my power , Green Lanterns Light!* ,,

1.Green Lantern Ring( Will )- G.L. has 1hp but 99 Will which he may choose to loose or to gain/heal instead of HP.Can not be replaced. Passive

2. Flight - Gains Flying for this and the next Turn . Shield

3. Energy Projection Close - give x Will and describe a real world object , it deals x energy damage to a target and gains an additional non-damaging effect depending on your description (ex . Airplane is a Flying attack , Net cancels Flying , Truck Hits First , Hand Grapples , Sword ignores absorbtion, a bat deals damage to all enemies ... You may describes one such attack ) . Melee

\*Cant add Stacks other than Flight or Stuns , can only create effects for the Turn this ability is cast (Ex. Stuned this Turn or Green Lantern Gains Flying for this Turn) , cant make an Attack faster than Hits First (but can make Hits First itself). Cant Teleport , gain HP or Heal targets .

4. Energy Projection Far - same as 3. But it is a Ranged attack . Ranged

5. Will Shield - absorbs damage from all sources this Turn equal to the Will you have remaining at the moment before casting , on yourself or another chosen friendly target . Shield

6. Ringbearer - if Hal Jordan dies his ring flies of to find a Good aligned Hero character with the most HP on the field (friend or foe) , he may then accept the ring , if he does replace his powers with Hal Jordans , he keeps all stacks on his previous body . If he refuses the ring it flies of to the next possible candidate , accepters have their HP but 1hp turn into Will points. If this ability is Sealed Hal Jordan can not use any of his other abilities , if another ringbearera (this) ability is sealed he reverts to his old set of abilities and his Will is gained as HP. This ability can not be replaced. Passive

\*Alt : Sense Perril - you can target Invisible enemies passivelly. Passive

\*Alt : Sucker Punch - Surprise! ,deals 10 damage to a target. Hits First. Melee

Ulti : Brigtest Day - use energy projection 3x times in a single Game , the 4th time or afterwards you may use this ability instead of using Energy Projection. Summon your current will (at the moment of casting) times x 20/20 Flying Ranged attack Green lantern servants. Summoning