Lex Luthor



,, *A life, some would argue, is a series of problems. There’s no denying the truth in that – but why get lost in it? Why not rise above the truth… and lead a good life? Shouldn’t we all look at problems as a chance for us to find… solutions?* ,,

Alignment : Neutral Evil Race : Human Class : Tech , Villain

\*Lex starts the Game with 50HP as his Max HP.

1. Pummel - deals 25 damage to a target , or 45 if the target is a Kryptonian . Melee

2. Homming Missile - Choose one :

a) Homming Missile Ground - select a non-Flying target deals 20 damage , can not be Dodged

b) Homming Missile Air - select a Flying or Non-Flying target , if its Flying deal 20 damage to it it can not be Dodged, if its not Flying the Missile strikes it during your next Action (you may take Actions normally next Turn) dealing 20 damage to it , can not be Dodged . Ranged

3. Kryptonite Laser - Fires a green Cryptonite laser dealing 30 damage to all enemies , and 50 to any Kryptonians hit . Ranged

4. Kryptonite Axe - Deals 35 damage , or 55 damage to a Kryptonian . Melee

5. Thrusters - this is a Reaction (can be used at the same time as another Action) , Choose one :

a) Gain Flying this Turn

b) Choose one attack that would target you , it can not target you this Turn

6. Force Field Armor - At the start of the Game you have a 50 HP shield (ontop of your regular HP) which absorbs a total of 50 damage from all sources per Round . The Shield passivelly recharges to 50 at the start of each new Round of combat . Passive

\*Alt : Flamethrower Gauntlent - Deals 20 damage to all enemies . Ranged

\*Alt : Electric Mine - Throws an Electric mine at the ground , any non Flying character who attacks Lex with a Melee attack triggers one of it , taking 10 damage and rolls a 1d6 beings Stuned on a 1 or 2 this Turn (this always takes place before his attack if the Mine is already placed) . Shield

\* Alt : Evil Plan - Predict 1 on any Turn in this Round of combat of your choice on up to 3 enemies . If used a 3rd time , your enemies also Predict 1 on Lex in one Turn of their choice in this Round (all enemy Heroes may Predict in this way) . Shield

Ulti : Orbital Laser - At the start of each Round of combat including the 1st , write down on a piece of paper a seacret prediction what number ability or Ultimate any/all enemy characters will take . Once you accumulate 6 Succesfull predictions per single character (not in total , individual for every character) reveal them, deal 200 damage to that character instantly before his Action for that Turn takes place (you may still take other Actions that Turn ) . Once used the Predictions count for that characters resets to 0 . Any ammount of laser firings can be done in a single Turn/Round as long as Lex accumulates 6 Predictions per Character . Passive

\*The Laser strike counts as a Ranged attack , but its Source is not Luther

\*\*Being in another Dimension meens you are safe from the strike and it resets to 0 since it must strike when it reaches 6 Predictions

\*\*\*If Lex is dead at the start of the Round he may not predict for that round , but any predictions already placed while he was alive still count after his death/when he returns to life . If Lex is dead and his Predictions still add up to 6 on a single Character the Orbit Laser will fire on them even without Lex taking direct Action .