Shazam



Alignment : Lawful Good Race : Human,Avatar Class : Hero,God,Avatar

1. Wisdom of Solomon - Shazam Predicts 1 on all enemies . Shield

2. Strength of Hercules - Shazam deals 35 damage to a single target or Grapples a single target . Melee

3. Stamina of Atlas - Shazams abilities can not Exaust , he may spamm any Regular ability any number of times per Round . Passive

4. Power of Zeus - Shazam heals for 20HP or he may throw a lightning bolt dealing 30 electric damage to a single target . Shield or Ranged

5. Courage of Achilles - Shazam absorbs 40 damage from all sources this Turn if used activelly . Passivelly , Fear effects do not work on Shazam . Shield , Passive

6. Speed of Mercury - Shazam gains Flying for this and the next Turn , the next Turn his abilities Hit First . This ability Hits First but the Flying does not . Shield



Ultimate : Shazam! - Shazam starts the battle by saying ,,SHAZAM! ,, and transforms into Captain Marvel from the boy Billy Batson . Once per Round from Round 2 onwards as a Reaction Shazam may declare SHAZAM! once again if he does a thunderbolt dealing 40 damage will fly from the sky at him damaging him for that much and turning him into a 10HP max boy Billy who can not use any abilities except Shazam! . If Shazam is Grappling anyone when the Thunderbolt would strike him it strikes the Grappled target instead dealing 40 damage to it then roll a 1d6 on 1,2,3 Shazam transforms into the boy described above but takes no damage on a 4,5,6 he is unaffected by the Thunderbolt . If Shazam at any time takes 40 or more Electric/Thunder damage he will turn back into the 10 HP Boy after that attack . Passive,Trigger,Mode

\*The Boy and Shazam share all Stacks , but have a separate HP bar , however if one dies the other is dead as well.