Superman



Alignment : Lawful Good Race : Kryptonian Class : Hero

1. Infinite Mass Punch - deals 120 damage to a single target. Superman may choose to gain Flying during this attack.Melee attack

2. Heat Vision - deals 100 damage to a single target,hits first. Ranged attack

3. Super Breath - superman either stuns 1 target this turn or deals 80 damage to all enemies.Ranged Attack

4. Magnetic Vision - Superman can see and attack Invisible enemies as if they were visible.Passive

5. Kryptonian Endurance - Superman absorbs 30 or Heals damage this turn (you choose) , he in addition absorbs 10 damage passively at all times from all sources . Healing will not restore xs to the Holding Back even though it increases HP . Shield,Passive

6. Holding Back - Superman deals 10x less damage then he should with all attacks, whenever he takes damage a portion of his power returns. Whenever he takes 10 damage remove 1x ,,less damage,, from the text above.This ability can not be replaced. Passive

\*Alt : Carry Away - Grapples a target , you may choose to Gain Flying for this and/or the next Turn . Melee

\*Alt : No more Mr. Nice Guy - Superman automatically removes 2x ,,less damage,, from his Holding Back ability . Shield

Ultimate : Super Flare - Superman must use Heat Vision 4x times in the same game,instead of the last one he uses the ultimate. Super Flare deals either 200 damage to all enemies or 500 damage to all characters except Superman. After this ability is used ALL of Supermans abilities are permanently sealed. Ranged Attack,Seal

Alternate Ultimate : Punch to the Moon - Use Infinite mass punch 3x times in a single Game the 3rd time is this Ultimate instead , deal 300 damage to a single target if it survives it lands on the Moon , Superman follows it there (they are now in the Moon dimension) . Anyone with Flying can skip a Turn while Flying to go there as well , returning from the Moon has the same process. Melee

Alternate Ultimate : Roll Back Time - does not require a combo, can only be used if an ally hero died during this game. Superman returns the game to the beggining of the last Round before this one. All effects used after that point in time are treated as never have been used , except this ability which can not be used again during this game. Shield