THE JOKER



,,*Madness as you know , is a lot like gravity , all it takes is a little push.,,*

Alignment : Chaotic MAD Race : Human,Mutant Class : Psychopath,Overlord

1. BANG! - Surprise! , Choose an enemy and roll a 1d6 on a 1 the Gun explodes in Jokers hand whooops! deal 20 damage to Joker and seal this ability , on a 2,3 the shot is a harmless firework nothing happens(this is not an attack) , on a 4,5,6 deal 40 damage to the enemy . Ranged

2. Crowbar - the very same crowbar which killed robin , deals 20 damage to a target or 40 damage if it is Stuned or under 1/2 its maximum HP , Joker oh-so enjoys his games with helpless prisoners muhahahhahahah. Melee

3. Acid Flower - Surprise! , deal 10 damage to a target with the flower on your suit as it shoots acid into its eyes , if hit the target is Blinded (can not target anything) for the rest of the Round , Hits First . Only once per Game.Ranged

4. Put Her There ! - Surprise! The Joker extends a firm hand of friendship , only to electrocute the enemy with his electric buzzer , if the enemy makes a Melee attack negate it and then deal 20 damage to the target while laughing maniaclly.Hits First. Counter

5. Goons and Cronies - Summons 4x 10/10 Goon Servants . Summoning

6. Selective Madness - During 2 Turns of a Round the Joker is sane , his player chooses 1 Turn per Round for the Joker to be insane (at any time) , while Insane the Joker uses random abilities instead of choosing which ability he will use he can not use Surprise! at this time . The Joker is immune to all Predict and Mind Controling effects. If the Joker ever goes sane if this ability is Sealed , he commits suicide and dies instantly . Passive

Ultimate : Joker Virus (Element Ha) - Triggers automatically at the same time when Joker goes Mad the 3rd time during a Game , this is not an Action and goes along his other action , a cloud of Joker gass is released into the atmosphere ,all creatures that can breathe and are not immune to poison roll 1d6 each Turn , on a 1 or 2 they become Joke-ified.

While Jokeified the characters turn on all allies and enemies , use Random abilities and selects random targets at all times and become Chaotic MAD in alignment and become Mutans as a race. Field

Alt : Insane Disguise - The Joker enters the game disguised as a trusted friend of the enemy , he is treated as the ally of the enemy team untill he attacks . Start of Game

Alternate Ultimate : Hidden Atomic Bomb , use Goons and cronies 3x times , instead of the 3rd times you may spawn a 0/10 Prisoner servant with an atomic bomb embeded in its chest via plastic surgery , Good characters may not attack or damage the Servant the servant may not attack . At the end of the next Round the servant explodes dealing 200 damage to all characters (even Joker) , the explosion is a Ranged attack. Summoning, Trigger, Ranged

The Joker Endgame



*,, I jUst wAnTEd to bring doWn your Grim faCadE , and for ONCE ... Let you see the world as I see it !... GiGGling in the COrner and BLEEDING ...* ,, - to Batman

\*This is the Jokers alter ego , a different character the Jokers player can choose to start at instead of the regular Joker at the start of the game . He is even more insane than the regular Joker , as he cares more about having the last laugh than laughing all the time.

1. Slashy Slash - Deals 25 damage . Can not Exaust (can be spammed). Melee

2. Stabby Stab - Deals 15 damage . Hits First. Can not Exaust . Melee

3. Dionesium Blood - The Joker can regenerate at an increase rate due to drowning himself in Dionisium , he heals 30HP . The Joker can not age . Shield , Passive

4. Face Mask - The Joker has cut off his own face and stitched it back on , for shits and giggles , he starts the game with 80hp which is his HP maximum , but his appearance is so frightening all characters deal -10 damage to him with all Melee attacks . Passive

5. Modified Joker Virus ( Element Ha) - throws a bottle of Joker virus at an enemy if it hits , the target becomes Joke-ified permanently while Jokeified the characters turn on all allies and enemies , use Random abilities at all times and chooses random targets and become Chaotic MAD in alignment and become Mutans as a race. Ranged

6. Methodic Madness - During 1 Turn of a Round the Joker is sane , his player chooses 2 Turns per Round for the Joker to be insane (at any time) , while Insane the Joker uses random abilities instead of choosing which ability he will use he can not use Surprise! at this time . The Joker is immune to all Predict and Mind Controling effects. This ability can not be Sealed. Passive

Ultimate : The Last Laugh - Any 2 abilities while under Madness + 1 more ability while Sane , the Joker tosses pictures to a target of the targets tortured family and loved ones (if he has any in lore), the target must attack Joker above all others but at the end of each Round recieves a -20 to all damage he deals Depression Stack , this continues even if Joker is dead. Shield