Apocalypse



,, *Annoying insects ! . I can not be touched , I can not be Harmed , watch me and Tremble! For I bring the purity of Oblivion to your World*.,, -to the Xmen

Alignment : Lawful Evil Race : Human,Mutant Class : Mutant,Psychic,Supervillain

1. Hammer Hand - turns his hand into a hammer and attacks dealing 35 damage to a single target , hits Flying.Melee

2. Gun Hand - Turns his hand into a Gun and fires a lasser doing 15 damage Hits First. Ranged

3. Maximise - Makes himself turn Giant gaining + 20 damage increase on all melee attacks , but he can not ignore attacks in this form . Mode

4. Indestructible - Apocalypse absorbs 30 damage from all sources this Turn , then heals 30 HP . Shield

5. Levitate - Apocalypse levitates himself in the air gaining Flying for this and the next Turn . Shield

6. Genetic Remmodification - Choose a single Mutant target , Apocalypse may switch any of his own abilities with a copy of an ability of that target(Ultimates can also be copied but only by replacing Apocalypses Ultimate).

Alternativelly Apocalypse may instead give a copy of one of his powers he currently posseseses to one of his Riders . If it is an Active ability the target may choose to use it instead of attacking , if it is a Passive ability it is always in effect . Shield

\*Alt : Ancient Mind - apocalypse takes only 1/2 psychic damage (this is absorbtion) and can not loose control of his character. Passive

Ultimate : Riders of the apocalypse - This can be used as a regular ability from Round 2 , but only if Apocalypse and his team are outnumbered by the enemy Characters. Summons 4x 40/40 Flying Servants under apocalypses control. Summoning