Captain Marvel



Alignment : Chaotic Neutral Race : Human , Kree Class : Hero

1. Photonic Blast - Deals 30 damage to up to 2 different targets . **Ranged**

2. Whack - Deals 30 damage to a target . You may choose to gain Flying when making this Attack . **Melee**

3. Supreme Energy Absorbtion - passivelly whenever you take non-weapon ranged Attack damage divide it by 2 and write the number down here . If used activelly Negate a non-weapon ranged Attack and write down the damage it would have dealt here . **Passive** , **Counter**

If you have at least 50 damage written down here , and youve already used your Binary Form Ultimate , you may use your Ultimate again during this Game (this may repeat any time you dropp below 50 damage absorbed and go to 50 or above again) . This does not Unexaust the Ultimate so it can not be used 2x times in a single Round .

4. Energy Release - after all Actions are revealed , you may add x (x is any number equal to or less than Energy Absorbed above , of your choice) to any Ranged attack you make . Then after the attack subtract this number from your Energy Absorbed written down value , you have to pay this value even if the Attack is Ignored or Negated. **Trigger**

5. Seventh Sense - all enemies must tell you that they will attack you at the start of a Turn they plan to attack you , Surprise! can not be used to change this , they dont have to tell you which attack they will use . **Passive**

6. Thick Headed - Captain Marvel absorbs 25 damage from all Sources this Turn , also all effects that would Predict or Stun her this Turn are Ignored . **Shield**

Ulti : Binary Form : From Round 2 Turn 2 as a Regular ability ,

You release all your stored energy at once , burning like a red hot torch , you deal bonus damage equal to your current Energy Absorbed value with all Ranged attacks (this Stacks with Energy Release for massive damage) , the value is calculated before Actions take place . This Mode automatically ends at the end of the Round , then you must reduce your energy Absorbed value to 0 no matter how high it is . **Mode**



\*Alt : Regeneration - Heals Captain Marvel for 25 HP . **Shield**

\*Alt Ulti : Cosmic Awareness - From Round 2 Turn 3 cast as a Regular ability , captain Marvel can see anything in the universe (but not Everything at the same time) if she focuses , choose any Round number (ex. Round 4 , Round 5). You Predict every single Turn of every character except Yourself in that Round , this works even on characters who can not be Predicted . **Shield**