Daredevil



Alignment : Lawful Good Race : Human , Mutant Class : Martial Artist

1. Sticks - Deals 20 damage 2x times Melee or throw a Baton dealing 20 damage Ranged. Melee or Ranged

2. Blindsense - Passively is Blind but can target normally , can target Invisible beings . If used activelly Predict 2 on all enemies in the current Dimension. Passive ,Shield

3. Prowess - Ignore all Attacks youve Predicted this Turn and one more attack of your choice regardless if it was predicted or not . Counter

4. Mixed Martial Arts - can be used instantly after using Sticks or on its own (Activelly) . Deals 15 damage to a chosen target . Melee

5. Summersault - gains Flying for the next Turn . Can be used instantly after making any attack after the attack is finished (even if it was negated or had no effect) . Shield

6. Daring - Each one of Daredevils abilities can be used 2x times Per Turn before being exausted . Passive

Ulti : Brutalise - use Blindsense activelly + 1 +4 instantly unexaust all of your abilities (back to 2 uses per Round) then use each available Attack ability against any number of targets or all on one target . Using this triggers your Regular abilities normally ( Summersault and Mixed Martial Arts) . Shield , Haste