Deadpool



Alignment : Chaotic Chaotic Neutral Race : Human , Mutant Class : Swordsman , Sharpshooter

1. Katanas - make 2x 15 damage attacks. Melee

2. Pistols - make 2x 15 damage attacks. Ranged

3. Hyper Regeneration - Heal for 50HP you can still use this ability up to -100HP even if it would not bring you to above 0HP but can not use other abilities while dead. Shield

4. Living Cancern - Deadpool is immune to cancern since he already has it , he can continue speaking in character even if he is dead , at the start of every combat Round except the 1st roll a 1d6 on a 1 Deadpool gets bored forgets what hees doing and leaves ( he is considered to have forfited the match) . Can not be Replaced. Passive

5. Totally Mad - Deadpool always uses random abilities ,except if below 0HP in which case he always uses Hyper Regeneration . (He can thus never be Predicted) . Deadpool can not loose control of his character. Deadpool rolls a 1d6 but can add a +1 to the roll if he wishes he may not choose Passives when selecting which ability to cast this way. Can not be Replaced . Passive

6. Magical Bag of Goodies - Roll a 1d6 : 1-2 Grenade - deal 25 damage to all enemies . Ranged 3 Machine Gun - deal 30 damage to a target it can not be absorbed . Ranged 4 Personal Cloacking Device turns the user into an image of someone else , Deadpool is Invisible this Turn . Shield 5-6 Unstable Teleporter - Roll a 1d6 again on a 1 or 2 you ignore everything this Turn , on a 3 you teleport into your opponents way and take an ability (friendly or hostile) intended at another target (s) instead of the target , 4 doesnt work daaaamn (nothing happens) , 5 you ignore everything this turn but teleport to another continent you are out of the Game but return at the start of the next Round the same as you were before teleporting (in Game effects or Stacks do not affect you while out of the Game) , 6 you teleport into another Dimension if it exists in this Game if it does not you create a Random dimension and teleport there if in Random dimension you are returned to the main Dimension at the start of the next Round of combat. Shield

7. Break the Fourth Wall - Deadpool as a character can speak to any Player (not hero) playing the Game . Deadpool may use his abilities on enemy Players (not their Heroes) dealing damage to them each enemy player has 100HP and is a separate entity to his Hero . No one other than Deadpool can interact with Players , the Players have no abilities but can talk to Deadpool . If the Player dies his Hero(es) die in Game. If Deadpool uses this ability activelly , say ,,Slap him for me,, well you heard Deadpool...Slap the player to your Right and deal 20 damage to his Player in real life. Passive ,Shield

Ulti : Anti - Healing Factor Sword auto triggered if you damage an enemy that can heal , for 80 or more damage during a single Game : Your ability 1 (Katanas) now reads : ,, Deal 40 damage to a target , this damage can never be healed , if a target is killed by this attack it can not be brought back to life ,, instead of its previous text. Shield

\*Alt : Shoryuken - deals 20 damage to a target send him Flying for this Turn , you may also choose to gain Flying for this attack . Melee

\*Alt : Blessing of Death - if an attack that effects the Soul (such as Shang Tsungs , Palpatines Force Essence Transfer...) is used against Deadpool roll a 1d6 on a 1-5 ignore it . Passive

\*Alt : I see Dead people - Deadpool can passivelly see and target Invisible beings ,and Ghosts to...He sometimes talks to them . Passive