Dr. Doom



,,*Hmph... What a farce*.,,

Alignment : Lawful Evil Race : Human Class : Wizard, Villain , Tech , Overlord

1. Techno-Magic Blast - deal 30 damage to up to 2 different targets . **Ranged**

2. Force Field - Doom absorbs up to a collective of 50 damage from all sources this turn.Then all enemies that attacked Doom with a melee attack this turn take 50- the total damage absorbed with this ability this turn as damage.**Shield**

3. Legions of Hell - Doom summons current round X+1 20/20 Demon . **Summoning**

4.Armor of Doom - passively Doom is resistant to all effects that would Predict his actions or force him to loose control of his character.If used acitvelly Doom gains flying for this and his next turn.This ability can not be replaced. **Shield , Passive**

5. Crimson Bands of Cytorrak - choose any number of enemy targets you could target , they are all stunned for this or their next turn(your choice but one choice for all of them) if they could be hit by a Ranged attack. Roll a 1d6 for yourself and a 1d6 for each would be target, you roll once if you roll higher or equal to the target(s) this ability works on them. **Ranged Attack**

6. Doombot -Surprise! , summon a 20/10 Doombot , Doom can not be targeted as long as at least 1 Doombot is alive . **Summoning**

Ultimate : Ovoid Mind Transfer ,Hits last you can use this ability as a regular ability from turn 3 of round 1 but only once per game. Choose an enemy target , both of you roll a 1d6 if you win or draw with him the two of you switch bodies. You gain his HP and he takes yours and you swap all Stacks on your persons. He can not use your abilities and can only use his abilities minus his Weapon abilities and you can use your abilities but may replace any of your basic abilities with a Weapon basic ability of your target. You may at the start of any turn return to your own body if your current host is not dead in which case you die instantly.Switching back returns the host to his original body. You swap HP and stats again. If Doom is Stuned in his new Body return him to his original body instantly .

\*While this is in effect Seal Dooms ability : Armor of Doom and Motions Sensors.

Wheter this ability succeds or fails you may only use it once per game . **Shield**

Alternate : Foot Dive , deals 20 damage to a single target , this ability can not be ignored or negated.This ability can not Exaust . **Melee**

Alternate : Matter Manipulation , choose one - either deal 20 damage to all enemies with an attack they can not ignore or negate any 1 ranged attack that would hit Doom,then during your next attack you deal bonus damage equal to 1/2 the damage the Ranged attack would have dealt if any. **Ranged attack or counter**

Alternate : Teleportation , Dr.Doom ignores all effects this turn. Or he may go into another Dimension if there is another Character present there.**Shield**

Alternate : Master of Machines - choose any one machine Servant and take control of it permanently or take control of 1 machine like character,android or character in power armor for this 1 turn. **Shield**

Alternate : Motion Sensors - Doom Predicts 1 on all enemies that are not Invisible/Stealthed this turn. **Shield**

