Fantastic Four



Alignment : Chaotic (Torch , Thing ) , Lawful (Mr. Fantastic) , Neutral Good (Invisible Woman )

Race : Human Mutants

Class : Hero

\* The fantastic four a 4x 25HP Heroes who are passivelly immune to AoE damage and effects and multi targeting abilities (one can be effected by such per Turn) . Each one has an Ability linked to him , they all take one Common Turn and only one can act each Turn -   
  
A) Human Torch -  
1. Flight - The Human Torch is passivelly always Flying . Passive  
2. Fire Immunity - you are immune to fire based abilities . Passive  
3. Flame On - Deals 35 damage to a target or 20 damage to all enemies . Ranged  
4. Fire with Fire - Negate a fire based ability . Counter  
  
B) The Thing  
1. Its Clobbering Time - Deals 35 damage to a target , Hits Last . Melee  
2. Watch Out ! - the thing becomes the target of one targeting Ability instead of the intended target , which must be an ally of the Thing . Shield  
3. Rock Hard - The Thing Passivelly Absorbs 1/2 damage from all sources . Passive  
  
C) Mr. Fantastic   
1. Stretch Coil - Grapples a target for this and the next two Turns , if it is Grappled again and its already Grappled by this it is Stuned untill the duration ends , if it is Grappled again this way and it is Stuned this way it instantly falls unconious and is permanently Stuned . Note this works only on Human sized enemies and those that need to breathe (the Stun part ) . The Grapple extends its duration each time it hits again . Hits Flying . Melee  
2. Stretchy Shield - Absorbs 1/2 damage from all sources on yourself and up to 3 more allies , only works on physical damage . Shield  
3. Stretch Punch - Deals 15 damage , Hits First can hit Flying . Melee  
4. Super Genious - declare a Round name other than this Round , predict the 1st two Turns of that Round on all enemis . Shield  
  
D) Suzan Storm   
1. Invisible Force Field - Absorbs 50 damage from all Sources , this is Invisible . Shield  
2. Invisible Cutting Disc - deals 25 unstopable damage to a target , this is an invisible attack . Ranged  
3. Invisible Platform - a Flying platform , you or a chosen target gain Flying untill the end of the next Turn . Shield  
4. Invisibility - you and any number of targets turn Invisible untill you attack , Suzan Storm turns visible after she attacks only 50% of the time (1,2,3 roll on a 1d6) . All members loose invisibility individually (when THEY personally attack). Shield  
5. Invisible Push - Stuns a target this Turn , Hits First . This attack is Invisible. Ranged  
6. Invisible Crush - two invisible walls crush an enemy dealing 40 damage to it , this attack is Invisible. Ranged  
  
Ulti : Invisibility Globe - combo : Suzan uses any one ability and any other two different Fantastic form members each use one unique ability (any one ) the last one in line is used up for the combo and Susan Storm casts the ultimate - the targets head is enveloped in an invisible ball , if it needs to breathe it suffocates and drops unconcious and is permanently Stuned if hit , this attack is Invisible . Ranged