Juggernaut



,, *IM THE JUGGERNAUT BITCH*!,,

Alignment : Chaotic Neutral Race : Human ,Avatar Class : Beast,Avatar,Villain

1. **Punch** - Deals 30 damage to a single target + 5 per Momentum Stack on Juggernaut . Melee

2. **Super Regeneration** - Juggernaut heals for 40 HP . He can use this even if Dead up to -40HP , if it would bring him above 0HP , he is then considered alive. Shield

3. **Helm of Cytorak** - The Juggernaut is immune to all Psychic damage and abilities that would make him loose control of his Character . Passive

4. **Force Field Projection** - Juggernaut absorbs 40 damage from all sources this Turn . Shield

5. **Momentum** - Juggernaut beggins running towards a single foe , gaining 2 Momentum Stacks but he can not attack targets other than this target. To attack a different character (other than the one chosen with Momentum) the Juggernaut must first target him with the Momentum ability . Only one target at a time . Shield

\* If the Juggernaut dies or is Stunned / Skips a Turn he looses all Momentum Stacks.

\*The Juggernaut must be able to target the character with Momentum to gain it

6. **The Unstoppable Juggernaut** - Depending on how many Stacks of Momentum he has on himself the Juggernaut gains the following abilities .

2x Momentum - The Juggernaut can no longer be Stunned

4x Momentum - The Juggernaut Hits First with all attacks , but if his Attack misses the target (is Ignored , the Target Teleports) Juggernaut must skip his next Turn

6x Momentum - The Juggernaut unlocks the Ram ability (see below) as long as he has Momentum

8x Momentum - The Juggernaut Hits First before all others with all attacks , but if his Attack misses the target (is Ignored , the Target Teleports) Juggernaut must skip his next Turn

10x Momentum - Also requires Blessing of Cytorak on himself , the Juggernauts Punches can now rip through the Space-Time continuum , instead of dealing damage with the attack , you may choose any other Dimension in the Game . The juggernaut punches space and creates a Portal to it . From now on any character in his current or the chosen dimension may spend an Action to go through the Portal to the other dimension (Speed : 3 , the Portal is 2 Sided , there can be any number of Portals created this way).

\* You at all times have all lower momentum tiers unlocked as well (ex. a 6x Momentum Juggernaut has , can not be Stuned from 2x Momentum , and Hits First from 4x Momentum as well as the Ram ability from 6x Momentum) . Jugg can have inf. number of Momentum stacks.

7. **Ram** - can only be used if unlocked via ability 6. Juggernaut deals 45 damage to his current target of momentum , this attack can not be negated , its damage can not be negated or absorbed. Melee

Alternate **: Blessing of Cytorak** - From Round 2 Turn 3 The Juggernaut gains 20HP passivelly and his HP maximum is increased to 120 , he is immune to all Poison damage . Passive,Trigger

Ultimate : The Juggernaut doesnt need an Ultimate , BITCH!