Magneto



,, *Peace was never an option* ,,

Alignment : Chaotic Neutral Race : Human,Mutant Class : Mutant,Overlord

1. Total Magnetism - Magneto can not be injured by attacks that have metal in them (except vibranium).If used activelly choose a single target with metal armor, a machine or anyone with metal parts on or in their body.Magneto deals 40 damage to them or either Stun them or Seal one of their Weapon abilities. Ranged , Passive

2. Flight -Magneto gains Flying for this and his next Action. Shield

3. Force Field - Magneto absorbs all damage that would be dealt to him this Turn . Shield

4. Electromagnetic Pulse - fires an electric beam at a target dealing 35 damage to it. Ranged

5. Bend Light - Magneto becomes invisible for this Turn. Shield

6. Failing Body - If Magneto is at 70hp he can not use Electromagnetic Pulse or Bend Light , if he is at 30hp or below roll a 1d6 whenever he would use an active ability on a ,1, or ,2, he must skip his Turn instead. This ability can not be replaced. Passive

Ultimate : Reverse Gravity 3.+2.+1. All characters that are not Flying gain Flying untill the end of the next Round and are stunned for this and the next Turn. All Flying characters loose Flying , are stunned this turn and take 50 damage as they violently plummit to the ground.

Untill the end of the next Round Flying can not be gained/lost through the use of abilities other than this one. Magneto may choose to personally ignore the effects of this ability. Ranged

Alt : Mask of Magneto -Magneto is immune to all mind-effecting abilities and can not loose control of his character. Passive

Alt : Deflect - Magneto negates any metal or weapon based Ranged attack and uses a copy of it against any chosen enemy(-ies). Counter