Venom



,,*We are poison for Spiderman...We are Venom*!,,

Alignment : Chaotic Evil Race : Human,Mutant merged with Symbiote Class : Beast,Villain

Series-Marvel

Role-DPS,Durable

Difficulty-3/5

1.Claws and Tentacles-Choose one a)Venom deals 30 damage Melee to a single target,and +20 damage if the target is Webbed or b)Venom deals 30 damage to a flying target,and it looses flying (this Melee attack can hit Flying targets).**Melee**

2.Regenerate-Venom heals 20HP and absorbs up to 20 damage from all sources this action.**Shield**

3.Web-Hits up to two targets dealing 20 damage,then the targets loose Flying if they had it.The targets then gain a stack of Webbed.If two stacks of Webbed are ever present on a single target it looses the Stacks but is stunned for its next Action.Webbed targets can not Fly.The Webbed stacks dissapear after 3 Actions have passed since they were first placed.**Ranged attack,Stack**

4.Spidder Sense-Venom can not be hit by attacks during this action,he ignores all effects that would couse him damage(such as burning stacks or counters) during this action.**Shield**

5.Absorb-Venom skips his current Action,on his next Action he deals 50 damage to a single target,if he kills it,he Heals to 100HP.The damage from this ability can not be absorbed.**Melee attack.**

6.Clone Spore-Venom creates a 10/30 Clone Spore,which creates a 20/20 Clone Servant under Venoms control each action after the one it was summoned.The Clone Spore can not spawn Clones the turn it was used to attack.**Summoning**

\*Venom may replace one of his abilities with Spider Slide-Venom gains Flying untill the end of this round,he may skip as many Actions afterwards to retain Flying for the duration.**Shield**

Ultimate:Devouver from within 1+3+2:Venom dissolves into a liquid substance and enters a chosen target through its nostrils dealing 300 damage to him.Venom only takes 1/2 damage from all sources during this action.**Ranged Attack,Shield**

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