Big Boss



,, *Im no hero,never was never will be.*,,

Alignment : Lawful Neutral Race : Human , Clone Class : Sharpshooter,Rogue

1. 1911 Operator - Deals 20 damage , Hits First . Ranged

2. Stun Knife - Deals 25 damage , put a Shocking Stack on the target . If 2 Stacks acummulate on a single target , remove them , they are Stuned during their next Turn . Melee

3. QCQ - Close Quarters Qombat , deals 30 damage to a single enemy target , negate all melee attacks that would hit you during this Turn . Then if you did also deal 30 damage to all enemies you didnt target with this attack but whos attacks you negated (you make an attack against all of them). Melee,Counter

4. Octo Cammo - Snake can not be seen while Invisible even by characters that can see Invisible characters . Passive

5. Cardboard Box - Snake enters Stealth/Invisibility untill he attacks . Can only fool enemies once but snake may choose to enter the Game Stealthed with this ability. Shield , Start of Game

6. Solid Eye - Snake can see and target Invisible enemies . Passive

7. Nanomachines (Son) - Heals Big Boss for 20HP , his next attack Hits First . But after he makes it his Speed rating is permanently reduced by 1 (Hits Last with all abilities). When he reaches Speed rating 1 with this ability his body is commatised and he is stuned for that and the next Turn but after that his Speed rating goes back to normal (where he started the Game). Shield

8. Armory - Whenever Snake makes a Melee attack against a target and damages them , seal one of their weapon abilities of your choice , Snake may then take the weapon and replace one of his own abilities with it (Ultimates may also be taken, they do not Replace anything). Passive

\*Alternate : Quiet , summons a 40/30 permanently Stealthed Servant , which attacks with permanently Stealthed, Ranged attacks. Only once per Game. Summoning

\*Alternate : Air Support , Summons a 40/20 Flying Helicopter Servant or deals 30 damage to all non-Stealthed characters . Summoning, Ranged

\*Alternate : Hacking , choose a single Tech,Robot or Android enemy, you take control of them if a Servant or they are stuned during their next Turn . Shield