Ladybug and Catnoir



Alignment : Neutral Good Race : Human Class : Hero , Avatar

Both are 50/50 HP Heroes , they take separate Turns .

Ladybug -

1.Hand to Hand - Deals 30 damage to a target and absorbs 30 damage from what it would deal this Turn . Melee

2.Yoyo

a)Lasso - a target is Stuned this turn and Grappled . Hits First.Ranged

b)Yoyo Spin - Negate a Ranged attack that would hit you . Counter

3. Lucky Charm - Select a target you create a weapon that deals 50 damage and can not be absorbed or ignored but works only on him , you must defeat that opponent to use Lucky charm again , using the weapon is a Regular ability you choose its looks and name . Summining

Ulti : De-Evilise : 1+2+3 Choose a target that is under control of another character(Mind Controlled,Body Possesed, Raised as a Zombie...) that effect instantly ends and the character returns control over his character. Ranged

Catnoir

1. Bo Staff - Deals 25 damage to all enemies . Hits first against enemies that use a melee attack. Melee

2. Staff Jump - Cat noir and up to 1 more friendly target gains Flying this Turn . Shield

3.Cats Grace - Instantly use another of Cat Noirs Un-Exausted abilities , it Hits First but is then Exausted. Shield

Ulti : Cataclysm 1+2+3 Choose a single target , as you touch it rots away and is destroyed instantly , it leaves no corpse and can not return to life. Cat Noir will never use this ability against Human beings or Humanoids (only against Machines and Monsters) . Melee