Robocop



Alignment : Neutral Good Race : Human , Machine (Human mind) Class : Sharpshooter

1. Auto - 9 : An autocannon pistol taken from a hidden compartment in Murhpys legg , deals 30 damage hits first. Ranged

2. Tactical Ordinance Grenade - Throws a sticky grenade , if this attack hits Robocop may declare when he wants to detonate it(at any time) dealing 25 damage to all enemies . Can only be used 2x times per game . Ranged

3. Cobra Anti- Material Rifle - Deals 40 unstopable damage to a target , Hits Last . Ranged

4. Adjustable Firearm - a hand which morphs into a firearm that murphy needs choose one at the start of each Round of combat :

a) Flamethrower - Deals 25 damage to all enemies Hits Last. Melee

b) Machinegun - Deals 30 damage to an enemy. Ranged

c) Anti-Vehicle Tracking Rocketlauncher - Fires a 35 damage rocket that can not be ignored by Machines or Tech targets , only once per Game. Ranged

5. Decoding Spike - Surprise ! , Deals 10 damage to a target , Hits First before all others . Melee

6. Titanium Body - Murphy absorbs 20 damage from all sources , but Hits Last with all of his abilities (-1 Speed rating). From Round 2 onwards murhpys batter depleetes heavily he is at 75% and deals 1/4 less damage with all attacks,Round 3 hes at 50% he deals 1/2 his printed damage , Round 4 hes at 25% he deals 3/4 less damage and at Round 5 he shuts of at 0% and is permanently Stuned. This ability can not be replaced even if Sealed the batter drain effect stil persists. Pasive

\*Alt : Anchor Boots - Murphy can not be forced to Fly via any ability and can not gain Flying by any means , ignore such abilities. Passive

\*Alt : Jetpack - Gains Flying for this and the next Turn .Can only be used 2x times per Game. Shield

7. Ultimate : Automatic Targeting System : From Turn 1 , Murhpy may anylaze an opponent passivelly one at the end of each Turn , if Murphy has spent at least 3 full Turns anylizing a target the target can not ignore/dodge his attacks (but can negate them) . Passive