The Terminator (T-800)



,,*I'll be back* ,,

Alignment : True Neutral Race : Machine Class : Android , Gunslinger,Assassin,Bodyguard

1. .45 Longslide Pistol - Deals 20 damage,Hits First (before the enemy hits). Ranged

2. SPAS-12 Shotgun - Deals 35 damage. Ranged

3. M79 Grenade Launcher - deals 25 damage to all enemies , this hits even Stealthed characters. Negate any Heal ability used by the Hit character during this Turn/Action. Ranged

4. M134 Minigun - Deals 30 damage splitt beetween any number of enemies.You may repeat this ability on your next Turn if you do no other abilities. Ranged

5. Titanium Endoskeleton - The Terminator has way more endurance than a Human,he starts the game with 140 HP instead of 100HP. In addition the Terminator is immune to all Poisons and Diseases as he is a machine and does not have circulation. The Terminator has a Blind spot on his back,if he is hit by an enemy from Stealth he takes 20 more damage from each attack.Passive Ability

6. Hydrogen Fuel Cell- if he Terminator takes 60 damage or more he must use an Action to throw the Hydrogen Fuel cell out of his body.If he does not he explodes dealing 60 damage to all characters in the game(including himself),if he does it deals 40 damage to all enemies. Ranged

\*He must throw it out the next Turn after he falls to 60 HP or below .

7. Ultimate: Asta la vista baby - 1.+2.+3. The Terminator deals 30 damage to a single target this ability and this damage can not be prevented.Hits First.Ranged Attack