

**JIM RAYNOR**

Alignment : Chaotic Good Race : Human Class : Gunslinger , Rogue , Hero

* 1.Gauss rifle - This classic piece of confederate machinery dishes out a powerful volley of high-velocity rounds when used as a ranged weapon. 20 damage, **ranged**  
  In addition, a thick-edged battle knife can be extended out of the rifles tip, creating a bayonet-style weapon. **Melee,** 15 damage

You may choose to use both of these effects but against up to 2 different targets

* 2.Power armor - Raynor sports a spiecially made combat suit only meant for top-level commanders. Provides lasting and durable protection to the wearer and the combat augmentation visual system allows Raynor to see an enemy attack from very far away. Absorbs 10 damage from all sources passively .**Passive**
* 3.HEV sniper - Even though the gauss rifle is a masterpiece among confederate machinery, when one needs a quick precise shot, NOTHING beats a good ole sniper. This bad boy hits quick and hard. However, ammunition limited, therefore use it wisely. Ranged, 30 dmg, hits first, can only ne used 3 times in battle if it kills a target the same shot also hits one more target, continue this process as long as you kill a target. **Ranged Attack**
* 4.Grenade - Who says explosives are risky for the user? Not Raynor, at least. A ground shaking explosive doubled with his experience makes quite a combination. 20 dmg, AOE, **ranged**
* 5.Vulture bike - Raynor calls his trusty hovering vehicle via remote control and it comes flying at blinding speeds. Allows Raynor to ignore 3 times any ranged attack during this turn. **Counter**
* 6.Summon marines - Raynor misses a turn and gives place to 3 of his best marines (each having 10p damage and 20p health).**Summoning**

Alternate : Stimpak , Raynor heals 20 from himself or another target , hits first , then during the next turn the target effect with this hits first. **Shield**

Alternate : Leadership , Raynor chooses a Hero character , either that hero character or all of the Servants under the Hero characters control may instantly take another action(if Hero) or may instantly attack. If a Servant attacks like this he may also attack normally in the same Round(but a Hero ability used like this is Exausted). **Shield**

ULTIMATE

SUMMON HYPERION - Can be activated when Raynor is heavily damaged at 40hp or below and has summoned his marines in turn 2. At this point, they can call the Hyperion for backup. The Hyperion has 70 hp and its health decreases like and live character,The Hyperion is treated as a summoned Hero and is not a Servant.The Hyperion may act only 1 turn after it is summoned , but acts like a Hero character.Summoning Hyperion weapons:

1. Laser volley- fires a volley of 50 laser bolts each dealing 1 dmg. ( 50 damage all together) to any designated target.. **Ranged**

2. Yamato cannon - The yamato unit delivers a heavy punch that has the simisliar damage of a nuclear bomb. 50 damage , AoE hits all enemies. ( can only be used twice).**Ranged attack**

3. Flight - The Hyperion is always Flying . **Passive**

**\*Even if Raynor dies , if the Hyperion is Summoned it will continue fighting under the control of Raynors Player , in Tournaments if the Hyperion wins Raynor is considered alive.**



Raynor dealing heavy damage to zerg units while riding his Vulture bike.



A similiar ship firind the Yamato cannon.

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