**DOOMGUY**



**\*When Doomguy uses a Gun with Bullets , he may use one , some or none of the bullets , if the Gun chooses targets each bullet used makes 1x attack against a target of his choice (ex. he fires 4x Bullets from the pistol in one Turn he may shoot up to 4 different targets once or one target 4x times ) . If there are no bullets inside the weapon it can not be used , Reloading restores a weapon to max bullets**

* 1. Shotgun- 2 bullets 15 single target damage each.
* 2.Plasma Gun- 30 dmg once per round
* 3. Rocket Launcher- 30 AoE dmg once per game
* 4. Pistol- 4 bullets 5 single target dmg. Hits First
* 5. Chaingun- 30 bullets 1 damage each
* 6. Chainsaw- If Doomguy deals less than 50 dmg in the first round a chainsaw is equipped. 10 dmg Hits First. 20 Dmg if a targeted enemy is below 30 HP.
* 7. Reload- Reload a weapon to max bullets. Inexhaustible.
* 8.Doomarmor - Doomguy passivelly Absorbs 10 damage from all Sources . Passive
* 9. Rage Meter - whenever Doomguy damages someone or is damaged passivelly put a Bloody Rage Stack on him , you may at any time activelly let go of the Rage spend all your Bloody Rage Stacks and make that many x 15 damage Hits First attacks against any target(s) you choose for each . Melee , Passive

**Doomguy starts with all weapons loaded**

**ULT**- 1+2+6 BFG 9000 Deals 30/40/50 single target damage per round used.