Abeloth



HP - PNx100+50

Alignment : Chaotic Evil Race : ??? Class : Force User

Stage I - Avatars , Abeloth does not appear personally in this stage , instead splitt her HP in rows of 50 any ammount of times (minimum 1) . Per 50HP sacrificed summon one Avatar at the start of the Game . This HP is lost permanently to Abeloth . The Avatars may choose to fight enemy Heroes 1v1 or fight them all together (Abeloths choice at start of Game) . Each Avatar is a separate Hero with a HP maximum of 50 and the following abilities .

1. Force Lightning - Deals 30 unstopable damage to a target ,if it kills it use this ability again . Ranged

2. Force Push Wave - Deals 30 damage to all enemies . Ranged

3. Force Choke - Deals 10 damage to a target, then roll a 1d6 on a 1 or 2 it is also Stuned during this Turn . Ranged

4. Reform - Heal for x damage , where x is the number of damage dealt during the last attack . Shield

Stage II - Abeloth , appears once all Avatars are dead



1. Force Lightning - Deals 30 unstopable damage to a target ,if it kills it use this ability again . Ranged

2. Force Push Wave - Deals 30 damage to all enemies . Ranged

3. Force Choke - Deals 10 damage to a target, then roll a 1d6 on a 1 or 2 it is also Stuned during this Turn . Ranged

4. Reform - Heal for x damage , where x is the number of damage dealt during the last attack . Shield

5. Ultimate Tutaminis : Negate a Ranged attack , then the user hits himself with a copy of it (Abeloth chooses targets is several targets or AoE attack) . Counter

6. Ultimate Force Drain : Deals 30 damage , then heal for the damage dealt , if this kills the target you absorb its essence and may Turn into the character , gaining its Race . Untill the end of the Round when you do this the Allies of the Character may not target you or place negative effects on you . Ranged

7. Plant Surge : Vines and plants spring from the ground trapping opponents , any enemy that is not Flying is Stuned this Turn , and Grappled untill the end of this Round . Shield

8. Rage of the Force : Abeloth Hits First with all Abilities . Passive

Ulti : Mental Duel - engags a Force User in a mental battle , can be used from Round 3 as a Regular ability on a Force user (Sith/Jedi) target as a Regular ability once per Round any number of times per Game . Abeloth and the target skip all subsequent turns after this one rolling 1d6s each .

If Abeloth wins by 2 or more at any time , end this effect that turn the target is Dissintigrated turning into ash also deal 60 Unstopable damage to all other Characters except Abeloth .

If abeloth looses by 2 or more at any time , end this effect that turn and deal 60 Unstopable damage to all other Characters except Abeloth . Shield

Stage III - Rage (70% or less HP counted from the moment she steped in Stage II )



1. Force Lightning - Deals 30 unstopable damage to a target ,if it kills it use this ability again . Ranged

2. Force Push Wave - Deals 30 damage to all enemies . Ranged

3. Force Choke - Deals 10 damage to a target, then roll a 1d6 on a 1 or 2 it is also Stuned during this Turn . Ranged

4. Reform - Heal for x damage , where x is the number of damage dealt during the last attack . Shield

5. Ultimate Tutaminis : Negate a Ranged attack , then the user hits himself with a copy of it (Abeloth chooses targets is several targets or AoE attack) . Counter

6. Ultimate Force Drain : Deals 30 damage , then heal for the damage dealt , if this kills the target you absorb its essence and may Turn into the character , gaining its Race . Untill the end of the Round when you do this the Allies of the Character may not target you or place negative effects on you . Ranged

7. Force Flash - Blind every single character other than Abeloth for this and the next Turn (they can not Target anyone but themselves) . Shield

8. Fold Space - Teleports Ignoring all attacks this Turn , the attacking characters that targeted her must change their targets to friendly characters with their Attacks (they can not target themselves this way) . Alternativelly Abeloth may Teleport to any Dimension in existance . Shield

Ulti : Force Psychosis - At the start of each Round , from Round 3 , if in Stage III , Passivelly choose any target in any Dimension even if it can not be targeted . Its minds is wracked , and it treets all of its allies as its Enemies (it can not target them with beneficial abilities such as healing or buffing and they can not target it , it can no longer control its own Servants and Summoned Heroes although it can summon them , if it Hits all enemies it hits them as well , it may target them for attacks and negative abilities and they may target it and hit it with AoE attacks . Servants of this character unless they can act on their own do nothing untill further notice). If they are in another Dimension the the targets are compulsed to find seek out Abeloth , they must Teleport via any means as soon as possible to Abeloths dimension , where she is currently in if they are not in it . This Ultimate keeps repeating at the start of each Round , even if Abeloth is Stuned as long as she is not dead . Passive , Trigger

\*The effects of this Ultimate pass on all targets if Abeloth dies