Anakin Skywalker



Alignment : Chaotic Good Race : Human Avatar(of the Force) Class : Jedi

,,Dont you see,we do not have to run away anymore.I have brought peace to the republic.,,-To Padme

1. Lightsaber : Deal 30 damage.Roll a 1d6 if you roll a 5 or 6 Anakin negates any Shield or Counter used against him during this Turn.**Melee Attack**

2. Force Push Wave : Deal 20 damage to all enemies or all enemies are stunned for their next Action/Turn. **Ranged Attack**

3. Form V: Djem So : Once per Round(every Three Turns),Anakin may absorb up to 30 damage from all sources then deal 15 damage to all of the attackers who attacked and were absorbed fully by this ability.The 15 damage is considered a melee attack.**Stance**

4. Rage: Anakin may only use Rage if he took damage during this game.As long as he is in this Mode he deals 20 damage more.This mode ends if he does not attack during any of his turns after the one this ability was used.**Mode**

5. Advanced Force Speed: Anakin uses any one of his other non-Exausted abilities it hits first but is exausted or he may also ignore any one ability that would target him during this turn.**Shield**

6. Block: Negate any one melee attack or ignore one ranged attack that would hit Anakin.**Counter**

Force Choke-Ultimate:1.+4.+5.:A target opponent rolls a 1d6,on a 6 he is stunned for this round and takes 20 damage,he must check for this until the end of each round,while Vader is alive.For each 10hp below 50 reduce his dice roll by 1(At 40HP he is effected on a 5 and 6,on 30HP he is effected on 6,5,4,on 20 HP he is affected on a 6,5,4 and 3…).**Ranged Attack**