Asajj Ventress



Alignment : Chaotic Neutral Race : Zabrak(Humanoid) Class : Sith

1. Jarkai - Chose two targets then choose one effect for each (you can choose the same effect twice) : a) Deal 30 damage b) Absorb 30 damage from a single Source of that target . Melee , Shield

2. Force Push - Deals 20 damage or the target is Stuned the next Turn . Ranged

3. Superior Force Cloack - can only be used if Asajj was not damaged the last Turn , Turns Invisible untill the end of the next Turn , this Invisibility will not break if she Attacks . Shield

4. Force Speed - Ignore any one Attack that would target you , or instantly use another Ability it Hits First . Shield

5. Form VI : Niman - in this Stance Ventress absorbs 10 damage from all sources and deals 10 damage more with each Attack . Stance

6. Force Jump - Ventress gains Flying untill the end of her next Turn . Shield

Ulti :Force Choke - 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 Ventress 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**

Alt :Teraskaze - like Darth Maul Alt : Debilitating Strikes - whenever you Attack a target with Jarkai put a debilitate Stack on it (regardless if you dealt damage) , if the target accumulates 2 the next time you Attack it with any ability they dissapear but you ignore all their abilities that Turn . Passive

Alt : Nightsister Bloodtrail - Assaje can always target any creature she has personally damaged during this Game , no matter if they are Invisible or can not be targeted in other ways . Passive