DARTH MAUL



Alignment : Neutral Evil Race : Zabrak(Humanoid) Class : Sith,Assassin

,,*Fear attacks the fearful,the strong,the weak,the innocent,the corrupt.Fear.Fear is my ally.*,,

Series-Star Wars

Type-DPS,Tank

1.Saber Staff-Make **two melee attacks**,both of which deal 15 damage.You may choose a single target or two different targets.

2.Force Push-Choose one deal 20 damage to a target,or a target is stunned during your next round.Counts as a **Ranged attack**.

3.Form VII:Juyo-Darth Maul enters Juyo stance,while in this stance he takes 10 damage more from all sources,but deals 10 damage more with all attacks.**Stance**

4.Block-Negate up to two melee attacks used by your opponent(s).If Darth Maul is in Juyo Stance he can only Negate one melee attack.**Counter**

5.Teraskaze(Force Imbuned Martial Arts)-Absorb up to 30 damage from a single source(must be able to target it),if the source was a melee attack,deal 10 damage to it twice,or 10 damage to it and 10 damage to another target.**Shield**

6.Mighty Leap-Darth Maul gains Flying until the end of his next action.If Darth Maul is in Juyo Stance,he can not use this ability,instead switch it with ability 6.b.**Shield**

6.b.Acrobat-Only works if Darth Maul is in Juyo Stance,he can change to Flying or non Flying at will,even during your enemies Action(s),but he can not be both Flying and non-Flying at the same time.If he is Stunned he can not change it for as long as he is Stunned,he also looses Flying if he had it.If Darth Maul is no longer in Juyo Stance he looses Flying if he had it imediately,and replace this ability with ability 6.(Mighty Leap),max use 1 per Round . **Passive Ability**

Ultimate:Phantom Menace-6+2+4,Darth Maul ignores all damage and other negative effects and abilities for this action.He may emediately use any one of his other abilities,even if it was expended during this Round. **Shield,Haste**