General Greivous



,,I Will deal with this Jedi slime myself.,,

Alignment : Lawful Evil Race : Cyborg Class : Swordsman,Overlord

Series-Star Wars

Type-Versalite,Tank,DPS

\*General Greivous has no Ultimate Ability,instead he has an additional 7th Active ability and an additional 8th Passive Ability.These two abilities are not linked to any other abilities(eg. if you use ability 1 you also exaust ability 6,but if you use ability 7 or 8 you exaust no other ability,and vice versa).

1.Form I:Chi Cho-You deal 5 damage more,and take 5 damage less from each Source.**Stance**

2.Form II:Makashi-You take 20 damage less from all sources during this Action and the next action,the reduction may only be used up to twice per round once during each of the two actions,after that this stance must be entered again to have any effect.**Stance**

3.Form III:Soresu-You take 20 damage less from ranged attacks,and 10 damage less from melee attacks.**Stance**

4.Form IV:Ataru-You deal 10 damage more with each attack,at the end of each Action(once everyone has taken an Action),add one Stack of Tired on yourself permanently,it lasts even if you leave this Stance,but leaving this stance will prevent more Stacks being added to you at the end of each action(You take 10 damage more from all sources,can not be removed except with an ability).**Stance**

5.Form V:Djem So-you absorb up to 20 damage from a single source,once during each action,if the source was a melee attack also deal 5 damage to it.**Stance**

6.Form VI:Niman-You deal 5 damage more,and take 10 damage less from all sources.**Stance**

7.Form VII:Juyo-You deal 10 damage more,but take 20 damage more from all sources.**Stance**

8.Relentless attacks-whenever General greivous enters a Stance,he may deal 5 damage four times,to up to 4 different targets.These are all considered to be separate melee attacks.If he changes Stances more than once per combat Round,the first change does 4x attacks(as described above),the second change does 3x attacks,the third change does 2x attacks.**Passive,Melee attack**

**\*You may replace one of Greivouses abilities with Spider Jump-General Greivous ignores a single attack that would target him.Counter**