LUKE SKYWALKER



,,*I am a Jedi,like my father before me*!,,

Alignment : Neutral Good Race : Human ,Avatar(OWTF) Class : Jedi,Avatar(OWTF)

Series-Star Wars

Role-Tank,Disabler,Versalite

\*Luke has two Ultimates,once the game starts he must choose one of them to use for the remainder of the game.

1.Lightsaber-deals 30 damage or negate a single attack that would have Luke as a target.**Melee**

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

3.Ultimate Force Push- Choose one

a)Luke deals 20 damage to a target opponent he is stunned during this Action

b)All opponents are Stuned during their next Action This version of the ability can only be used once per game.**Ranged attack**

4.Tutaminis-Negate one of your enemies Ranged attacks(Treat it as if he skipped a turn it is wasted).**Counter**

5.Ultimate Force Speed-Choose one

a)Luke ignores all effects that would effect him during this action or

b) Luke uses any of his other two abilities,that he hasnt yet used during this combat round,they are considered expended for this round of combat.

Both variants of this ability may only be used once per game ,once each.**Shield,Haste**

6.Dark Rage-Whenever Luke takes damage from any source,put a Rage stack on the hero from which the damage originates from.Whenever Luke deals damage to that hero,he deals an additional 10 damage to him for each Rage stack on that hero.If three or more stacks are present on a hero which Luke attacks,he is stunned for the action in which luke damages him,but the Rage tokens are removed after this Actions damage calculation from all enemy heroes.**Passive**

**Alt : Force Lightning -** Deals 30 damage to all enemies **. Ranged**

**Alt : Shoto Saber -** Whenever you make a Lightsaber attack you may also use this at the same time , deals 20 damage . Can be used activelly on its own . If its used in either case it is Exausted , it must not have been used before in the same Round to work . **Melee**

Ultimate:Shatter Point:1.+5.+3. :Luke targets a single opponent,who must be below his/her current hp maximum(must have been injured during this game),and instantly kills him without dealing damage(the target drops to 0hp instantly).This ability is not considered to be an attack,and thus can not be prevented by abilities that prevent attacks or abilities that prevent or absorb damage.**Shield Ability**

or

One With the Force:2.+4.+1.:Luke enters One with the Force Mode,he looses Djem So Stance if he had it active.He ignores all damage during this and his next action(but can still be killed by abilities that cause no damage).While in this mode Luke switches his regular set of Abilities with the following one-**Mode**



1.Disintegrate-Luke deals 300 damage to a single target.**Ranged attack**

2.Force Wave-Luke deals 50 damage to all opponents,this damage can not be prevented but the ability can.**Ranged attack**

3.Force Spirit-Luke dies instantly,but attaches his soul to a single allied hero,that hero heals to full HP.While attached to a hero in this way,Luke can keep using his regular set of abilites(Light Saber,Tutaminis...) for as long as the hero which he is attached to is alive.All stances activated by Luke go to the hero,but Skywalker can not be effected by any abilities while in spirit form(but his attached hero can be affected normaly) such as attacks,damage over time or heals...When the hero dies Luke dies with him instantly.**Shield**