MACE WINDU



Alignment : Neutral Good Race : Human Class : Jedi

,,*Jedi do not fight for peace. That's only a slogan, and is as misleading as slogans always are. Jedi fight for civilization, because only civilization creates peace. We fight for justice because justice is the fundamental bedrock of civilization: an unjust civilization is built upon sand. It does not long survive a storm,*,

Series-Star Wars

Role-DPS,Durable,Versalite

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

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.Teraskaze(Force Imbuned Martial Arts)-Absorb up to 30 damage from a single attack(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**

4.Ultimate Force Speed-Choose one a)Mace ignores all effects that would effect him during this action or b) Mace 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.This ability(in any variant) may only be used once per game,if version a is used version b is also considered used,and vice versa.**Shield,Haste**

5.Form VII Vapaad-Mace enters Vapaad stance, whenever you make an attack gain a +10 damage Thrill of Battle Stack on yourself afterwards .**Stance**

6.Shatter Points-Mace sees every weakness that an enemy has exposed,deal damage to a target enemy equal to the ammount of HP lost during this game,(ex. Alucard has lost 70 hp but healed 30,he is now at 60,but Shatter Point Kills him because it deals 70 damage to him).Hits Last. Shatter Points can not be buffed by damage buffs . **Melee Attack**

Ultimate-Valiant Sacrifice,**Melee attack,Shield**

1.+2.+3. This ability acts first before all other abilities.If another ability also acts first they act in the same time.Mace can not die until the end of this action,he deals 30 damage to all opponents(adding the Shatter Points to the damage) this damage can not be prevented or absorbed by any means,although the ability can be prevented.At the beggining of Maces next action if this ability was not prevented,Mace dies instantly(he is considered to be at 0hp exactly for the purpose of abilities),no other ability can prevent Maces death via this ability.