Count Dooku



,,*A failed apprentice makes for a foolish master*.,,-to Savage Opress  
Alignment : Lawful Evil Race : Human Class : Sith

1.Lightsaber-deal 30 damage or Negate one Melee attack.**Melee Attack,Counter**

2.Form II:Makashi-you absorb up to 20 damage from all sources during this and your next Action.Then this Stance must be entered again.**Stance**

3.Lightning-deal 20 damage to all enemies or 20 damage to a single target and put a Dun Mash Stack on him.Dooku deals 20 damage more to a target marked with Dun Mash,but may only have one Active Dun Mash at a time.Dun Mash isnt Stackable(cant have 2 or more on a single target).**Ranged Attack,Stack**

4.Force push-Deal 20 damage or the target is stunned during his next action.**Ranged attack**

5.Counter attack-Dooku absorbs 30 damage from a single attack(Stacks with Form II Makashi Absorbtion),then if he absorbed all the damage he deals 40 damage if the attack was melee attack or 20 damage if the attack was a ranged attack(this ability is not an attack).**Counter**

6.Old body,Experienced Mind-During the First Round of combat,Dookus abilities do not Exaust(each one of his Active abilities can be used more than once per round).During the Second Round of combat and all rounds after,Dooku looses this ability and must Seal two of his own abilities of his choice(can not use them).**Passive,Seal**

Ultimate-Prelude to a Dark Acsencion 1+2+4:If Dooku is slain during this Action,you may take control of the character that dealt the finishing blow it turns Evil.**Counter**