Darth Bane



,, *Peace is a Lie! There is only Passion . Through Passion I gain Strength. Trhough Strength I gain Power . Through Power I gain Victory. Through Victory my chains are broken .*

*The Force shall set me free. ,,* - the Sith Code

Alignment : Lawful Evil Race : Human Class : Sith

1. Lightsaber - Deal 30 damage or absorb all damage from all attacks that would hit Bane this Turn. Melee/Shield

2. Force Push - Deals 20 damage to a target or Stuns them for their next Turn , your choice . Ranged

3. Force Drain - Hits Last deal 20 damage and heal for the damage you dealt .Once per game you may instead use Dark Sphere , if you do this hits all enemies and heals for damage dealt but you gain a Stack of Tired when this ability ends(take 10 damage more) . Ranged

4. Cryokinesis - Bane drains the heat from a targets body dealing 20 damage to it and putting a Frozen Stack on it. On 2 Stacks the target Hits Last with all abilities on 3 the target dies instantly as it turns to ice and crumbles. Hits Last. Melee

5. Heat Manipulation - anyone who hits Bane with a non-weapon melee attack takes 15 damage eminating heat from Banes body if they deal damage to him. Passive

6. Djem So - You enter Djem So Stance . In this Stance you may once per Round at any time as a Reaction choose to Absorb 30 damage from any attack , then if you completly absorbed the damage and the attack was a melee attack deal 15 damage to the attacker this is an Attack . Stance

Ultimate : Force Essence Transfer - 2.+3.+1. Choose a single target , you push its soul from its body and transfer your own soul into it . If this attack hits the target instantly dies , your old body is ,,dead,, and you now possess the targets body with its current HP and all of its Stacks at the moment of casting . You keep all of your abilities in your new body . Hits Last . Ranged

Alt Ultimate : Orbalisk Armor - Bane enters the game with this Ultimate activated , he deals 20 damage more with all attacks and absorbs 10 damage from all sources. But at the start of each new Round of combat he gains a stack of Tired(this annuls his damage absorbtion ) + 20 damage to what he takes. Passive , Trigger

Alt : Force Lightning - Deals 30 damage to all enemies or hits a target dealing 10 damage to it and stunning it this Turn on a 1d6 roll of 5 or 6. Ranges

 Darth Bane Orbalisk Armor