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 2x stacks 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