DARTH KRAYT  


Alignment : Neutral Evil Race : Human Mutant Class : Sith,Wizard

1. Jarkai Dualblades - You make 2x 15 damage attacks . Melee

2. Force Field - Select any 1 target (friend or foe) it is stunned for this Turn but ignores any other abilities that would effect it this turn . Shield

3. Force Lightning - Deal 30 damage to all enemies . Ranged

4. Tutaminis - Negate any one Ranged attack . Counter

5. Opportunistic Duelist - This ability activates from Round 2 of combat , if an enemy attacked during its last turn Krayt absorbs 10 damage from all of its attacks (if they would effect him) and if an enemy used a Shield type ability during its last turn Krayt deals 10 damage more to it with all of his attacks . Passive

6. Yuzhan Vong Implants - Darth Krayt starts the game with 120HP . Passive

Alt : Force Push - Deal 20 damage to a single target or that target is stunned during its next Turn. Ranged

Alt : Force Drain - Hits Last , deal 20 damage to an enemy and Krayt heals for the ammount of damage he dealt . Melee

Ultimate : Shatter Point Manipulation , 3.+2.+1. choose a single target either set its hp to 100 (this is not Healing or gaining HP) or set its HP to 0 (this isnt an attack , and is not considered as dealing damage) it then dies instantly. Shield

Alt Ulti : Will the Soul to live , if Darth Krayt falls to 0HP or below , he continues to live and fight normally , roll a 1d6 at the end of each Turn giving it a -1 per 10HP below 0HP at the end of the Turn , if you roll a 1 or below Krayt dies permanently and can not return to life if you roll above continue this process and live each Turn untill you fail . Abilities that kill without dealing damage or erase from existance can not be survived by using this Ultimate and they will kill you normally . Passive

\*In tournament play check for death after the action , Krayt is dead if he fails this then even if all enemies already are