Darth Kreia



,,*If you seek to aid everyone that suffers in the galaxy , you will only weaken yourself and weaken them . It is the internal struggles when fought and won on their own that yield the strongest rewards* . ,,

Alignment : True Neutral Race : Human Class : Sith

1. Supreme Knowledge - All of Kreias abilities have Surprise! the first time they are used (each) even if not written in their text. Passive

2. Lightsaber - Traiya deals 25 damage to a single target . Melee

3. Force Lightning - deals 30 damage to a single target and Stuns them for this Turn . Ranged

4. Master Force Wave - Choose one either deal 30 damage to all enemies or Stun all enemie for the next Turn . Ranged

5. Force Drain - Hits Last , Kreia deals 20 damage to a single target , then Heals for the ammount of damage she dealt . Ranged

6. Mind Shatter - Choose a single target , Treya must concentrate for 1 Turn , if she is Stunned this ability fails . As her Action next Turn , Kreiya rolls a 1d6 vs the targets 1d6 if Treya wins the roll or ties with it she shatters the targets mind and he faints unconcious the target is Stunned untill the end of this Round of combat . Taking any damage will awaken the target after the damage is dealt , but non-damaging abilities can be used normally on him . Ranged

Alt Ulti : Intune with Destiny , If Treiya is injured by an attack she always Predicts ( the opponent must tell her) that same attack the next time it would be used on her . The Prediction only works from Round 2 but abilities used in Round 1 count for Predictions in Round 2. Passive

Ultimate : Saber Manipulation - 2.+ 4.+ 3.Treya summons 3x 30/30 Flying lightsaber Servants , while they are on the field she may not use any of her other abilities , but they may attack every Turn including the one they are summoned in . The Lightsabers can not be Stunned and they are immune to all effects that would make them loose control of their character(s). Summoning