Darth Lumiya



Alignment : Lawful Evil Race : Human , Cyborg Class : Sith

1. Light- Whip - deals 30 damage to a target , also if the target made a Melee attack this Turn negate it (even if this attack deals no damage) . Melee

2. Superior Mind Trick - takes control of any enemy Servant permanently , does not work on Force users . Shield

3. Force Cloack - Lumiya gains Stealth untill the end of the next Turn or untill she Attacks. Force based powers that allow the user to target Invisible beings do not work against this ability . Shield

4. Lumiyas Sith Illusion - creates a 0/20 Clone of herself , the enemy rolls a 1d6 whenever he targets Lumiya hitting a Clone on a 1 instead , this chance increases by 1 per Clone after the 1st alive. If the clone is damaged the attacker also takes his own damage as Force damage when the clone is destroyed . Summoning

5. Master Tutaminis - Negate all enemy Ranged attacks that would Hit you this Turn.Counter

6. Cybernetic Armor - Aborbs 10 damage from all Sources. Passive

7. Battlemeditation - Lumiya can only use this at Turn 1 of any Round. She skips that Turn , the next Turn and the Turn after that. At the start of the new Round as long as she keeps skipping Turns all her allies deal +40 damage on all attacks . If Lumiya uses any ability or is Stuned during preparation or in Battle meditation thid bonus is lost and has to be restarted . Lumiya may cast Battle Mind from this as an Action. Stance

Ulti : Battle Mind - can only be used in activated Battle Meditation Stance . Exit it then you enter Battle Mind Mode . In this mode you deal +50 damage with all Attacks . Mode