Darth Malgus



Alignment : Neutral Evil Race : Human Class : Sith

1. Saber Assault - Deals 30 damage , if you used this during the last Turn against the same target , the enemy can not use Shields or Counters against this Attack . If this attack knocks an opponent to 50HP or less for the first time in a Game instantly use a Ranged attack of your choice against it (if it is not Exausted , it is then Exausted) . Melee

2. Force Push Wave - Deals 20 damage to all enemies , or all enemies are Stuned during their Next Turn (your choice ) . Ranged

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

4. Form V : Djem So - Once per Round , at any time you may Absorb 30 damage from all Sources , if the Source was a Melee Attack and the damage was completly Absorbed you deal 15 damage to the Attacker . Stance

\*Djem So does not have a duration , it is maintained in effect unless canceled or Malgus dies

5. Saber Throw - Deals 30 damage to up to 3 targets . Ranged

6. Force Barrier - creates an invisible bouble around a target , the Target is Stuned this Turn but Absorbs all damage it would take . You can cast this on Enemies or Allies , or yourself . Shield

Ulti : Force Maelstrom - 2.+3.+6. - The user creates a Barrier around himself which spews Lightning , you Absorb all damage for this and the next Turn and deal 30 damage to all enemies this and the next Turn (but you may not take other Actions the next Turn ) . Shield , Ranged



Alt Ulti : Force Choke - 1.+2.+4. : A target opponent rolls a 1d6,on a 6 he is stunned for this round and takes 20 damage,he must check for this until the end of each round,while Malgus is alive.For each 10hp below 50 reduce his dice roll by 1(At 40HP he is effected on a 5 and 6,on 30HP he is effected on 6,5,4,on 20 HP he is affected on a 6,5,4 and 3…).**Ranged Attack**

\*Alt : Force Scream deals 20 damage to all enemies , or 40 damage and Hits First if he is below 50HP at the moment he chooses this ability . This ability can not be ignored by characters that can hear . Ranged

\*Alt : Control Machines - take control of a target Machine, Cyborg etc. character , you control its Actions during the next Turn . You may force it to Attack itself or allies with an Ability . Shield

\*Alt : Jarkai - can only replace Saber Assault , uses two sabers instead of one , when this ability is used deal 30 damage to up to 2 enemies or deal 30 damage to an enemy and Negate a Melee Attack or Negate up to 2 Melee Attacks . Melee , Counter



\*Alt : Tutaminis - Negate any one Ranged attack . Counter