Darth Nihilus



,, ... ,,

Alignment : Chaotic Evil Race : Force Revenant(Undead) Class : Sith,Revenant

1. Force Drain - drains 30 HP from all other characters (this is not damage it can not be absorbed abilities that prevent damage do not stop it , it can not hurt them below 0HP) , then Nihilus heals for the ammount he drained . For each character he reduces to 0HP with this ability Nihilus gets a +10 damage bonus (this is not a Stack) untill the end of the game ,this damage bonus will not buff this ability. Ranged

\*Does not effect Undead , lifeless beings or Wounds in the Force.

2. Lightsaber - deals 30 damage to a single target . Melee

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

4. Force Scream - Nihilus 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

5. Master Telekinesis - Nihilus makes himself and any other character he chooses or all characters gain Flying for this and the next Turn . Shield

6. Wound in the Force - at the end of each Turn of combat Nihilus must give up a +10 damage bonus he currently has on him with his own abilities , if he does not he takes 10 damage. Passive

Ultimate : Deadening Force Drain - Must be at least Round 4 of combat , Nihilus must have at least +50 damage from his Force Drain ability , once used Nihilus drains the life of all living beings in his current Dimension , dropping them all to 0HP , this ability can not be ignored, then Nihilus gains a +10 damage bonus for each character he kills this way . Ranged

\*Does not work on Undead , lifeless beings or Wounds in the Force

Alternate Abilities

Master Telepathy - Nihilus takes control of all Servants that are currently in the game . Ranged

Sever Force - Choose a single force user character (Jedi , Sith .... ) , you Seal two of their abilities of your choice . Ranged