Darth Sion



Alignment : Chaotic Evil Race : Undead , Immortal Class : Sith

1. Lightsaber - depending on the conditions you MUST cast either one : a) Un-enthusiastic strike deals 20 damage to a target , used normally b) Seething Strike deals 50 damage to a target , if you took 50 or more damage during this Round prior to this Turn . Melee

2. Force Lightning - Deals 25 unstopable damage to a target . This damage can not be reduced by Dark Immortality . Ranged

3. Force Push - Deals 20 damage to a target or Stuns it during the next Turn . Ranged

4. Force Scream - Deals 20 damage to all enemies , this damage increases by 5 per 10 damage missing from your HP maximum (of 100) . At +35 damage(accumulated this way) it also Stuns all enemies this Turn . Ranged

5. Dark Immortality - whenever you should die , you are Stuned instead untill the end of the Round . At the start of the next Round heal to 100HP (even if not able to) then gain 1 Stack of Dark Whitering (deals 20 damage less with all Attacks) this Stack can never be removed from you .Finally when you acummulate 4 Stacks your spirit is so tired that you enter eternal rest you are effectivelly Dead and can not be brought back to life . Passive

6. Force of Nature - Remove all Stuns , Frozen, Grapples and Negative Stacks from yourself except Dark Whitering , this can be used even while Stuned or Frozen . Shield

Ulti : Doesnt need one