Darth Revan

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*By its very nature the dark side invites rivalry and strife. This is the greatest strength of the Sith.*

Race: Human Alignment: Neutral Star Wars

1. Double Lightsabers –

Passive: Revan can freely control the length of his Lightsabers, allowing him to switch between melee or ranged attacking as he launches an attack.

Active: Revan attack with his Lightsabers, dealing 2x15 damage. If attacking from melee, hits first and will block ranged attacks that do not hit first. If attacking from range, dodges one attack this turn.

1. Force Mastery: Lightsabers –

Revan activates two more Lightsabers which he controls using the force. They are 15/10 servants that attack when he uses his double lightsaber active ability. The range adjustment he chose applies to them as well. Can only have 2 at a time.

1. Force Mastery: Barrier –

Revan creates a force barrier around himself or an ally, which blocks 30+2d6 damage. It lasts 2 turns. If the barrier is broken, it cannot be used for 2 rounds, while if it expires, it is still usable normally.

1. Force Awakening –

Unleashes the force upon all enemies, shooting lightning and throwing all nearby objects at them, dealing 30 ranged damage. All enemies that took damage must roll a d6, and are stunned in the next turn if they roll 1.

1. Teleport –

Either dodges all attacks that targeted Revan this turn, or teleports behind an opponent, allowing Revan to hit before hits first in the next turn should he attack. He may choose which he will do after all the actions for this turn are declared. Hits first.

1. Force Recovery –

Heals for 20 health per turn for the next 3 turns. Buff. Does not stack. 3/Game.

Ultimate: Force drain - 2+5+1 – Instead of attacking with his lightsabers after teleporting, deals 60 damage and removes all buffs from the target, also returning them to their base form if they were in a stance, transformation or mode.