Exar Khun



Alignment : Chaotic Evil Race : Human , Force Ghost (Ghost) Class : Sith

1. Khuns Saberstaff - Make 2x 15 damage attacks . You may choose for any one of these attacks that they can not be Blocked as you adjust the length of your lightsaber via push of a button . Melee

2. Force Push - Deal 20 damaget to a target or it is Stuned during the next Turn . Ranged

3. Dark Side Blast - only 1x per Game make an Undodgable/Unblockable 40 damage attack against all enemies , its damage can not be absorbed . Ranged

4. Form VI Niman - Khun deals 10 damage more with all Melee attacks and takes 10 damage less from all attacks in this Stance . Stance

5. Sith Sorcery - Khun vandalizes the minds of all beings in the vicinity , everyone except Khun is Stuned awakening from the Stun only the Turn after the Turn in which Khun makes an Attack . Only 1x per Game. Shield

6. Feint and Flurry - Block(Negate) any two attacks this Turn that would hit Khun , then deal 15 damage via melee attack to any one negated attacker who just used a Melee attack against you (this is increased by Niman damage). Counter

Ulti : Overpowering Force - Use Saberstaff 2x or more times in a Game against a single target to unlock this as a Regular Ability . Either make a single 50 damage attack against them that can not be Blocked (Negated) or put a Staggered Stack on them as long as they have this Stack they can not Ignore/Dodge or Negate/Block attacks the Turn you attack them (including your attack). Melee/ Shield

\*Alt : Force Lightning - Deal 30 damage to all enemies . Ranged

\*Alt Ulti : Force Ghost - 5.+3.+2. If Khun dies and looses the Game after casting this write the name of his slaying character on his character Sheet . During any combat involving the character from now on Khun may choose to appear as a 40HP Force Ghost which Levitates and can use the following abilities :

Force Push

Dark Side Blast

Force Lightning

As above , if the Ghost is slain or Khuns side wins write the character off from Khuns revenge list. Khun may choose to appear at the start of Any Turn of combat but must announce it one Turn prior . Khun and the Characters enemy team up. Shield , Trigger

