Grand Admiral Thrawn



,, *History is on the move . Those who cannot keep up will be left behind to watch from a distance. And those who Stand in our way will not watch at all.* ,,

Alignment : Lawful Evil Race : Chiss (Humanoid) Class : Overlord

1. Blaster - Deals 20 damage, Hits first . Ranged

2. Imperial Martial Arts - deals 25 damage to a target , if this damages him Seal one of his weapon abilities ( he can not use it) . Melee

3. Ysalamir Force Beast -Thrawn enters the Game with a 0/30 Servant , while it is alive all Force based powers are Sealed . Summoning,Start of Game

4. Thrawns Diligence - all your Hero allies gain a copy of this Ability which they can use as a Basic ability as long as Thrawn is alive . Remove all negative Stacks , Stuns and Grapples or other effects from yourself or an ally . You can use this even while Stuned . Shield

5. Tactical Mastermind - Predict 3 on all enemies who you have seen Attacking at least once during this Game . Shield

6. Mark - Marks a target friend or enemy Hero ,enemies Marked can not Dodge/Ignore your attacks (but can Negate them) allies Marked are emboldened by Thrawn . Whenever it is their Turn they may skip their Turn and give another Action to Thrawn that Turn , or Thrawn may skip his Action to give all Marked allies a bonus Action that Turn . Any number of Marks can exist but a person can only be Marked once . Shield

Alt : Noghri Assassins - Thrawn summons 2x 40/30 permanently Invisible Servants (they can never be targeted). They can only attack Marked targets. There is a chance that these Servants will betray him at any time ,whenever Thrawn is at 40 HP or below at the ned of a Round of combat and if at least one of these Servants is alive at that time ,Thrawn instantly takes 40 damage from their Assassination attempt (this is not an Attack) . Summoning

Ulti : Orbital Bombardment - 6.+5.+4. You order your ship to fire on your enemies with a gigantic deathlaser from Orbit ,deal 80 damage to all Enemies . Ranged