Boba Fett/Jango Fett



,,*You can run,but you will only die tired*.,,

Alignment : Lawful Neutral Race : Human, Clone Class : Sharpshooter,Assassin

Series-Star Wars,Type-Assassin,Difficulty-2/5

\*Boba/Jango has no Ultimate Ability,instead he has an additional 7th Active ability and an additional 8th Passive Ability.These two abilities are not linked to any other abilities(eg. if you use ability 1 you also exaust ability 6,but if you use ability 7 or 8 you exaust no other ability,and vice versa).

1.Jetpack-Boba Fett gains Flying untill the end of his next Action.If an attack would hit Boba in the Action in which he uses this ability roll a 1d6 on a 4,5,6 ignore it.This ability may only be used twice per game.**Shield,Counter**

2.Pistols-Deals 15 damage 2x times(to one or two targets).While Flying Boba deals +10 damage with both attacks.**Ranged Attack**

3.Rifle-Deal 30 damage,or 40 damage if Boba is Flying.**Ranged attack**

4.Viroblade-Negate a melee attack,then deal 20 damage to the user.**Counter**

5.Bombs-deal 30 damage to all enemies.Can only be used 2x times per game.**Ranged attack**

6.Electric Whip-A target is stunned during this action,and takes 15 damage at the start of his next Action.Can only be used once per game.**Melee attack**

7.Flame Thrower-Acts First.Deal 25 damage to up to two enemies.Can only be used once per game.**Ranged attack**

8.Mandalorian Armor-Fett takes 10 damage less from all attacks,but not damage over time abilities.**Passive**

\*Alternative ability,replace any ability from 1. to 6. with this ability-Rocket-Choose a target and roll a 1d6 if you roll a 5 or 6 a target is Stunned this action and takes 40 damage.Can only be used once per game.**Ranged attack**

\*Alternative ability,replace any ability from 1. to 6. with this ability-Dart Launcher-Whenever Fett takes damage he deals 5 damage to its source(this includes damage over time).Or 10 damage if he is Flying when he takes the damage.This is not an attack.**Passive**