Kyle Katarn



Alignment : Chaotic Good Race : Human Class : Jedi

1. Lightsaber - Deals 30 damage , under Dark Rage if you deal damage you may instantly select a target you did not Attack with this this Turn , and Attack it . Melee

2. Superior Force Speed - Either Ignore one Attack or instantly use Lightsaber it Hits First (only if it is not Exausted , it is then Exausted) . Hits First . Shield, Haste

3. Superior Force Push - choose up to 3 targets they either take 20 damage or are Stuned the next Turn (your choice). Ranged

4. Force Lightning - Deals 30 damage to all enemies . Ranged

5. Superior Tutaminis - Negate an enemy Ranged attack . If it was a Weapon Ranged attack hit its own user with it (you choose targets if AoE). Counter

6. Adaptive Duelist - whenever Kyle Attacks a target add a +10 damage Adaptation Stack on Katarn after the Attack , if he attacks the same target again at any time before selecting another target and Attacking it all Adaptation Stacks are lost BEFORE the Attack . These Stacks can last indefinetly as long as Kyle keeps attacking different targets . Passive

7. Dark Rage - you get a +20 damage bonus , but you must Attack each Turn or this bonus is lost (even if not able to Attack, you may still choose not to Attack ). Mode

8. Form V : Djem So - Absorb 20 damage from a single attack once per Round at any time (this is not an Action) . If this completly Absorbs the damage from a Melee Attack deal 15 damage to the Attacker (this is a Melee Attack ) . Stance