Mara Jade



Alignment : Lawful Neutral Race : Human Class : Jedi , Sith , Assassin

1. Lightsaber - Deals 30 damage . Melee

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

3. Superior Danger Sense - Predict the entire Turn of your choice in this or the next Round , you Predict every character even those that can not be Predicted except yourself . Shield

4. Force Cloack - Turns Invisible for this and the next Turn untill you attack . Shield

5. Deft Dodge - Ignore any one Attack this Turn . Counter

6. Form IV : Ataru - in this Stance whenever you use a Lightsaber Attack you may instantly follow it up with a Force based Ranged Attack , they are both then Exausted (the Attacks must not be Exausted prior to use) . Stance

7. Blaster - Deals 20 damage , Hits First . Ranged

8. Force Blinding - emits a blinding flash of light from ones hand , Blinding a target that can see for this and the next Turn (Blinded characters can not target anyone but themselves with abilities) . At least 2 Turns must pass after the effect ends (not counting that Turn) in order for this to effect the same target again . Shield

Alt : Force Push - Deals 20 damage or Stuns a single target for its next Turn . Ranged