Starkiller/Gallen Marek



,,*You have taken everything from me*!,,-To Darth Vader

Series-Star Wars,Role-Assassin,Durable,Versalite,Theme- <https://www.youtube.com/watch?v=TAumBkRESuY>

Alignment : Neutral Good Race : Human,Clone Class : Jedi,Sith

Difficulty- 4/5

1.Saber-deal 30 damage melee or 20 damage Ranged.If you used Force Push Barrage in the Action prior to this one add another Force Stack to an opponent hit with this ability.If you used Lightning Volley in the Action prior to this one add another Burn Stack to an opponent hit with this ability.Only the melee variant of this ability can add Stacks.**Melee/Ranged Attack,Stack**

2.Force Push Barrage-A target is Stunned during this Action.Then add one Force Stack on him.If 3 Force stacks are ever on a single target he looses them but is stunned during his next action.**Ranged Attack,Stack**

3.Lightning Valley-Deal 20 damage to all enemies and put a Burn stack on each enemy hit.Deal 5 damage to each enemy with Burn stack at the beggining of their Action(S) for 3 Actions.(Severa; Burn Stacks,Stack).**Ranged attack,Stack**

4.Force Speed-Starkiller uses 2 other non-Expended abilities(that he hasnt used this Action).Then he must Expend them.Or Starkiller ignores all attacks this Action and may gain Flying for this Action if he so chooses.**Counter,Shield**

5.Form VII:Juyo-Starkiller deals +20 damage with all attacks(but not with Burn damage).But he takes 10 damage more from all sources.**Stance**

6.Force Repulse-Deal 20 damage to all enemies and they loose Flying and Stealth if they had them,he ignores all abilities that would effect him during this action.Can only be used once per game.**Ranged Attack,Shield**

Ultimate:Dark Rage-1+2+4 Gallen Marek gains 200HP.He deals 2x damage with all attacks while in this Mode.After two Actions(after the first)after this one has been used have passed,he looses 200HP instantly and leaves this Mode.(He can die from this damage as normal).**Mode**

\*Gallen Mareck May replace His Saber ability for a Double Saber Ability but then he must also switch form VII:Juyo for form VI:Niman.

Double Saber-deal 15 damage melee 2x times.If you used Force Push Barrage in the Action prior to this one add another Force Stack to an opponent hit with this ability.If you used Lightning Volley in the Action prior to this one add another Burn Stack to an opponent hit with this ability.Only the melee variant of this ability can add Stacks.**Melee/Ranged Attack,Stack**

Form VI:Niman-Gallen Marrek deals 10 damage more with all attacks(but not burns) and takes 10 damage less from all attacks(but not burns).**Stance**

**\*\*Alternate Ultimate-**Force Choke-Ultimate:1.+2.+3.:A target opponent rolls a 1d6,on a 6 he is stunned for this round and takes 20 damage,he must check for this until the end of each round,while Vader is alive.For each 10hp below 50 reduce his dice roll by 1(At 40HP he is effected on a 5 and 6,on 30HP he is effected on 6,5,4,on 20 HP he is affected on a 6,5,4 and 3…).**Ranged Attack**

