Yoda



,,*Fear is the path to the dark side.Fear leads to anger.Anger leads to hate.Hate leads to suffering*.,,

Alignment : Neutral Good Race : Yodas Race Class : Jedi

Series-Star Wars

Roles-Tank,Versalite

Difficulty- 2,5/5

1.Lightsaber-Does 30 damage.For each Stack of wild Dance on Him he also absorbs 10 damage on himself,when he uses this ability.**Melee attack,Shield**

2.Ultimate Teleckenesis- Choose one a)Deal 20 damage or the target is stunned next Action or b)The target is stunned this and his next Action,you can not use version b of this ability again during this game.**Ranged attack**

3.Ultimate Tutaminis-Negate a single Ranged attack that would hit Yoda.Yoda then instantly uses a copy of it on the caster(if it is AOE it hits multiple targets of Yodas choice).This is not considered an attack.**Counter**

4.Form IV:Ataru-Yoda deals +20 damage with all attacks,but must gain a Stack of Tired(takes +10 damage from all sources) at the start of each new combat Round.**Stance**

5.Wild Dance-Yoda ignores all attacks during this Action,then add one stack of Wild Dance to himself.**Counter,Stack**

6.Telephatic Link-Yoda and his allies can not be effected by Predicts,Seals or abilities that would make them loose control of their character(s) as long as Yoda is alive.**Passive**

Ultimate-Force Ghost 1+3+5:If Yoda dies while this Mode is Active,Yoda rises as a Force Ghost in a new body(no status effects on him) with 100HP.Yodas abilities can not exaust as a Ghost.**Mode**