TASSADAR



"My friends, this is our final hour. Not all of us may survive the coming conflict. Yet, death may be a blessing should we fail here. We seek now to destroy a foe that has ravaged its way across the universe consuming all in its path. And now it has reached the end of its long journey. The Overmind has come to destroy all that we hold dear and assimilate us into itself. And I say to thee, this shall not come to pass! [Aiur](https://starcraft.fandom.com/wiki/Aiur) shall not fall! [Executor](https://starcraft.fandom.com/wiki/Artanis), I stand ready!"

Alignment : Lawful Good Race : Protoss Class : Templar, Warrior, Hero

Source: Starcraft – Game - Blizzard Entertainment

Role-Executor of the Khalais

Difficulty- 2/5

1.Psi-blades - Tassadar makes a furious volley of hits at an enemy. 2 X 15dmg **Melee attack**

2. Armor – Gives Tassadar passive protection of 10 p against all attacks.. **Passive Ability**

3. Shield –Gives Tassadar passive protection against all attacks. Note, the shield has 50hp

**Passive Ability**

4.Psionic Storm-Tassadar lets loose a large field of chaoic lightning that deals heavy damage to all enemies. 30 dmg **Ranged, AoE**

5.Hallucination- Tassadar can make a copy of himself so that the enemy can‘t target him**. Shield**

6.Feedback -Negates enemy‘s attack and the enemy recieves damage equal to half of their prevous damage. **Shield, Effect.**

Alternate move: Regenerate shields. Shields recharge by 15p per turn. Player must skip turn.

Ganthrithor Collision-Ultimate: Can be activated from turn 5 onwards. Tassadar channels both light and dark energies into the hull if the Ganthrithor while speeding towards the target at blinding rate. The impact detroys both the target and Tassadar.