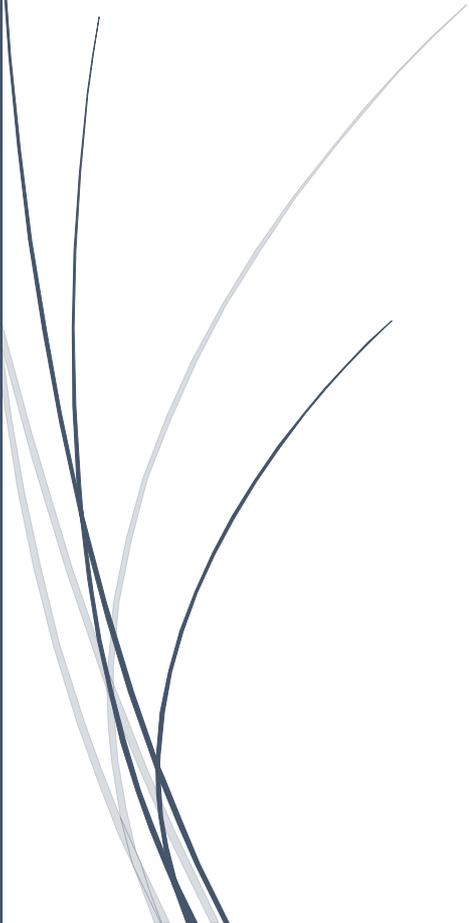




09/07/2017

SWGOH ideas

Propositions for new characters and abilities



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IN GAME NAME : TIALI SHOMLA

DISCLAIMER

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INTRODUCTION

Greetings SWGOH team! Before jumping into the core topic, I would like to thank you, all of you, for bringing to players a so fabulous game, and for providing a continuous support to allow the game's evolution.

One more thing ; you may have notice it already, but to be clear, I'm not an English speaker native, also, I may let mistakes walk in my text, despite my eagle sight and Force will. So please receive my excuses for any trouble that I could cause to your eyes.

This document has been inspired to me by you and by the Force, the purpose is to give you a point of view from a Star Wars and videogames fan. In this first issue, I restrict myself to suggest only new characters including their abilities, animation, and gameplay application. Most of it follows current gameplay developed by you, however I imagine that some of my proposals will surprise you (it is part of my goals).

If it is not a revolution for SWGOH, it is also not a fan service treaty. As I'm not part of SWGOH team, I'm not aware of your vision of the game's future, however if you could find something cool in the following pages I would be more than delighted to see you dealing with it.

CHARACTERS DESCRIPTIONS AND ABILITIES



Bastila Shan

Type : Attacker, Jedi

Weapon : Yellow dual blades light saber

Description : A fast attacker efficient against droids that can provide an important support to her allies while weakening her enemies, but for a limited time period.

1st capacity "Spin dash attack"

- *Bastila jumps into battle, delivering going & coming hit in an athletic way.*
- Infliges physical damages to one target, attack twice. If both attacks succeed, target is stunned for one turn.

2sd capacity "Droid desactivation"

- *Bastila hold a hand to an ennemy, a light goes from her to hit him.*
- Infliges special damages to one target, it avoids armor. If a critical hit occurs, target is stunned for one turn. If targer is a droid, it has capacity block and shok for two turns, and its turn meter is reduced to zero.

3rd capacity " Original battle medidation"

- *Bastila sit down in a mediation way and focus.*
- Except Bastila, all allies gain attack, defense and speed bonus equal to Bastila's tenacity. They also gain foresight for two turns. Bastila is paralyzed and confused for two turns and all enemies gain attack, defense and speed debuff for two turns. Two turns after Original battle meditation is invoked or if Bastila dies, all enemies turn meter bar is increased by 100% and their malus are removed.

4th capacity "Extraordinary Padawan" (Passive)

- Bastila's attack is increased by four times her speed. If Revan is there, Bastila loses her protection, gain expose and a 100% speed bonus until the end of the game.



Jango Fett

Type : Attacker, Mandalorian, Bounty hunter

Weapon : Dual Westar-34 pistols

Description : A deadly attacker that can inflige powerful debuffs mostly while teamed up with his Clones.

1st capacity "Quick shots"

- *Jango hold is dual pistols and shoot a salvo of lasers, then he twirls one of his pistols.*
- Infliges physical damages to one target, attack twice, if both attacks succeed, target gains two damage over time malus.

2sd capacity "Capture cable"

- *Jango launches a cable from his glove, to the ennemy that finished to be surrounded by it.*
- Infliges low physical damages to one target ennemy that gains capacity block and stagger for one turn.

3rd capacity " Flamethrower"

- *Jango active his glove to throw flames over all the ennemies.*
- Infliges special damages to all enemies, with 70% chance to inflige burns.

4th capacity "Mandalorian traditions detentor" (Chief)

- All mandalorians gain offense up, advantage and retribution for one turn each time a mandalorian ally suffered a critical hit.

5th capacity "Clone archetype" (Passive)

- Jango, Boba and all Clones allies gain 70% chance to inflige stagger or deathmark while using basic attacks.



Ric Olié

Type : Support, Naboo, Galactic Republic, Crew member (N-1 starfighter Pilot)

Weapon : S-5 Naboo blaster

Description : A great support that can steal protection to an enemy for providing it to his allies, and an accurate hunter never missing his target.

1st capacity "Accurate shot"

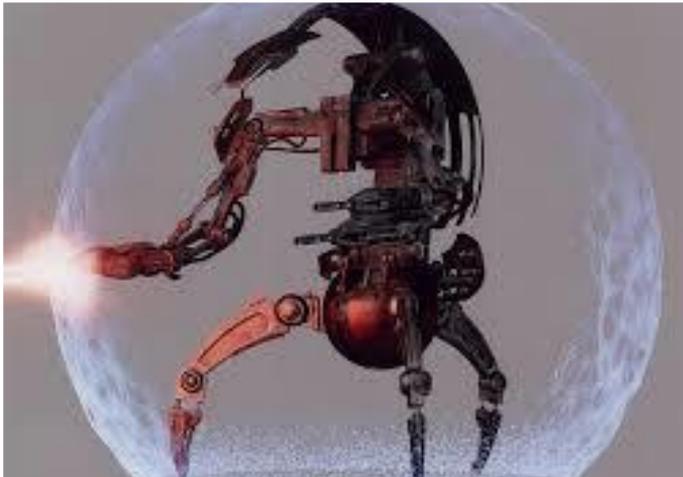
- Ric takes time to acquire his target, then fires a single green laser bolt.
- Inflicts physical damages to one target. This attack has a high critical rate and can't be avoided.

2nd capacity "Narrow escape"

- Ric points an enemy.
- Target enemy loses protection. All allies gain a protection bonus equal to the amount lost by the enemy and divided by the number of alive allies. If R2-D2 is here, it is invoked.

3rd capacity " Naboo Royal Pilot" (Passive)

- Each time an enemy is defeated, or when R2-D2 attacks, Ric gains 20% protection bonus, potency up, evasion up and advantage for one turn.



Droïdeka

Type : Support, Droïd, Separatist Alliance

Weapon : Twin blaster canon

Description : A shield specialist that can reload its protection, attire enemies' attention and expose them.

1st capacity "Fire barrage"

- *Droïdeka fires multiple red laser bolts over all enemies.*
- Infliges physical damages to all enemies, with 70% chance to inflige speed debuff.

2sd capacity "Death ball"

- *The Droïdeka curl itself and roll over an ennemy.*
- Infliges physical damages to target ennemy. Droïdekas and a random ally gain a speed bonus for two turns.

3rd capacity "Advanced personal shield" (Passive)

- Droïdekas has a protection amount increased by 100%. At the begining of a fight, Droïdekas gain Taunt for one turn. When an ennemy infliges damages to Droïdekas, this ennemy gains Expose for one turn. After each of its turns, Droïdeka recovers 5% of its protection. Thermal detonators deal 100% more damages to Droïdekas. When Droïdekas loses health, it gains a 10% protection bonus for one turn.



Airborne trooper

Type : Healer, Clone trooper, Galactic Republic

Weapon : DC-15 rifle

Description : A reckless medic that gives everything he has to help and protect his brothers.

1st capacity "Protective shot"

- *Airborne trooper run into an ennemy by emptying his charger.*
- Infliques physical damages to target ennemy. The ally with less health recovers 13% of his maximal health, if all allies have full health, a random ally gains health bonus for three turns.

2sd capacity "Frontline first aid"

- *Airborne trooper kneels and rise a hand.*
- Target ally gains 18% of Airborne trooper's maximal health, and a 13% protection bonus for one turn.

3rd capacity "Always on the first lines" (Chief)

- All clones allies increase their speed by 50%, and gain a tenacity bonus for two turns once they lose their protection.

4th capacity "Clone specialist" (Passive)

- Airborne trooper speed is increased by 50%. Healing and protection allowed by Airborne trooper are twice more powerful when targeting a Clone. Airborne trooper can't heal himself. When commander Cody join the fight, he and Airborne trooper both gain a 30% protection bonus.



Viper probe droid

Type : Support, Droid, Empire

Weapon : Anti-personnel blaster

Description : An intimidating droid that can scan and reveal any threat and providing data to the Empire helping it to crush the opponents.

1st capacity "Warning shot"

- *Viper droid turns on itself then shoot two red laser bolts to target enemy.*
- *Infliges physical damages to one ennemy with 50% chance to block his abilites for two turns. If the ennemy resists, Viper prob droid has 50% chance to stun him. Viper prob droid gain a generic buff that can't be dispel.*

2sd capacity "Telemetric spy"

- *An antenna rises from the top of the Viper droid to spread waves of informations with the famous sound.*
- *All ennemies are exposed for two turns. All stealth ennemies are unlocked. All allies of the Empire gain Foresight.*

3rd capacity " Self-destruction device" (Passive)

- *When Viper probe droid has, at least, one generic buff on it, it gains retribution for two turns. When Viper probe droid has three or more generic buff on it, it is destroyed and retired from the game ; this inflige special damages to all ennemies indexed to Viper probe droid life amount.*



Tarfful

Type : Attacker,
Wookie, Galactic
Republic

Weapon : Wookie rifle

Description : A
powerful attacker
showing good
emphases with
Chewbacca and Yoda.

1st capacity "Explosive rifle"

- *Tarfful load his rifle and deliver one green and explosive laser bolt.*
- Infliges physical damages to one ennemy, with 55% chance to hit another one. Damages are three times higher against ennemy with protection.

2sd capacity "Kachiro gift"

- *Tarfful jumps to target ennemy and put on a sticky bomb.*
- Infliges special damages to target ennemy, with 60% chance to deal damages to a second ennemy and 40% chance to deal damages to a third ennemy. If three ennemies are hit this ways, Tarfful gain offense up for one turn. Chewbacca is invoked if present, he deals 50% more damages.

3rd capacity " Kashyyyk soul" (Chief)

- Wookies allies have a speed up bonus for two turns at the begining of the encounter, they inflige damage over time malus while using their basic attack. Yoda gain stealth for one turn each time he suffered a critical hit. Clone allies receive a 10% protection bonus for two turns at the begining of the encounter. All Galactic Republic allies have 20% chance to recieve a free attack while a wookie uses his basic attack.



Jon Vander, Gold leader

Type : Rebel Alliance, Crew member (Y-wing starfighter pilot), Support

Weapon : Blaster pistol

Description : A support specialized in shutting down enemies' protections and preventing them to reload it.

1st capacity
"Disabling
strike"

- *Jon fires two red laser bolts to an enemy.*
- *Infliges physical damages to one enemy, with 100% chance to inflige buff immunity.*

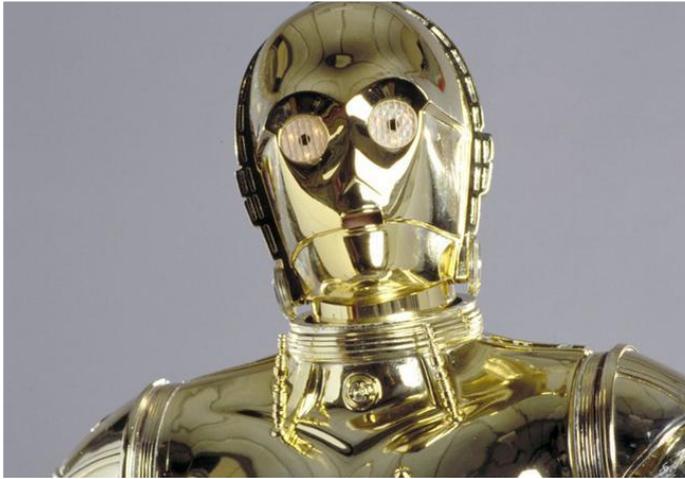
2sd capacity
"Ionic bombing
raid"

- *Jon calls for Y-wing squadron aerial support.*
- *Infliges special damages to all enemies. If an enemy is hit this way he loses his protection and can't regain it until his next turn at least.*

3rd capacity "
Squadron
leader" (Chief)

- *All crew members gain Potency up and Retribution for one turn while they lose their protection, and gain Health up and Defense up for one turn while they regain protection. All crew members allies have 25% chance to gain a 10% Bonus protection buff each time they avoid a critical hit.*

A sneak peak of what is to come...



C-3PO, gold body

Type : Support, Galactic Republic, Rebel Alliance

Weapon : Voice

Description : An uncorrigible chatter that can get enemies confused, has no attack hability but a perfect synergy with R2-D2.



Revan

Type : Jedi, Sith, Tank

Weapon : Two light sabers, one red the other purple

Description : A powerful tank, reborn specialist, drawing his strenght from his allies, with unique hability to reverse his role from tank to attacker.



Jar Jar Binks

Type : (un)Support(able), Gungan, Naboo, Galactic Republic

Weapon : Boomas

Description : A support that can either give an enormous advantage to his team, or be the worst handicap ever. Has great synergies with Captain Tarpals and C-3PO.

And this is not a joke messa says!

Conclusion

This is it for first issue.

I wish this document can bring a dialogue between us, or at least that you may add something of this in a future update. It has been really funny to make it and I loved to think on this characters and abilities, building something with your own rules of SWGOH.

Creative tasks always makes me boiling for the right purpose!

At the end, I'm thinking of making issue #2 more participative by including my friends and Guild mates... and why not putting SWGOH world community inside the project?

May the Force be with you...always...