

# HOKU



## FLUIDITY

Passive

- +1 in • are not difficult terrain

## HEALTH

Cross 1 Anywhere



Since Hoku values freedom and fun above all else, their rivals often disregard them as frivolous. What they don't know? There's nothing Hoku finds more fun than battle.

## SPEED VALUE



Lowest wins ties

## UNUSED DICE

Cross off after announcing   
Add total value to your

+1 +1 +2 +3

## BONUSES

Mark Off  
Cross Off

+1/-1	+2/-2	+3/-3
+1/-1	+2/-2	+3/-3
+1	+1	+2

## ULTIMATE ATTACK 6

### TSUNAMI BLITZ

Mark exact #'s per

?	?	?	=
3	3	4	6

• Deal 5

• All in AOE

If damage dealt, +1

## MOVEMENT

Choose 1

### BASIC MOVEMENT

1-3

- If ending on , Gain GUARD

3-5

- Move up to

5-6

- JUMP up to   
If ending on , you take 1

## BASIC ATTACKS

Choose 1

### HYDRO SURGE

2

1-3

- Deal =   
If = 1, 2  
If = 2, 2

### TIDAL DART

2

? ?

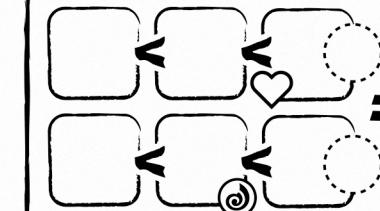
- Deal 3  
If sum greater than 6, 2 2

## SPECIAL ATTACKS

### RIDE THE WAVE

Mark #'s increasing in value

2



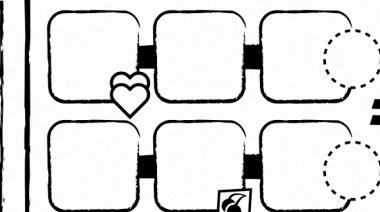
- If in , deal

- If in , move up to 5, ending on Then, 3 3

### RIPTIDE RAGE

Mark #'s ODD or EVEN

3



- Deal

If in , this attack has 2

You may cross off a to gain or ENTANGLE

## STATUS

