



HOKU



FLUIDITY

Passive

- are not difficult terrain

HEALTH

Cross 1 Anywhere



IN-TRAINING

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

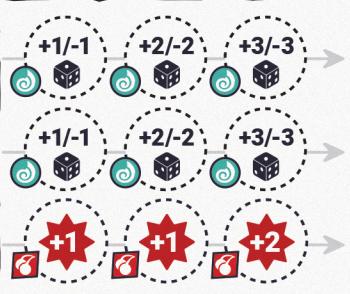
UNUSED DICE

Cross off after announcing
Add total value to your

+1 +1 +2 +3

BONUSES

Mark Off
Cross Off



SURROUND BONUSES TO EARN THEM

| | | | | | |
|---|---|---|---|---|---|
| 4 | 6 | 3 | 4 | 5 | X |
| 1 | 3 | 6 | 5 | 2 | 1 |
| 1 | 1 | 2 | 3 | 3 | 4 |
| 3 | 5 | 3 | 2 | 4 | 3 |
| 6 | 1 | 5 | 1 | 3 | 6 |
| X | 4 | 4 | 3 | 6 | 3 |



Place up to 2 Cross 2 per

#1 +1 per

#2 Any +

#3 Any + Any

#4 You Win!

ULTIMATE ATTACK

6

TSUNAMI BLITZ

Mark exact #'s per AoE

3 3 4 6

• Deal 8

If damage dealt, +1

MOVEMENT

1-6

- Move up to

BASIC ATTACKS

Choose 1

HYDRO SURGE

1-4

- Deal =
- If = 1 or 2,

SPECIAL ATTACKS

RIDE THE WAVE

Mark all #'s EVEN



- If in , Deal 3
- If in , Deal 5

RIPTIDE RAGE

Mark all #'s ODDS



- Move up to 5
- Deal 3
-

STATUS

