Amon



,, *I am the solution* ,,

Alignment : Chaotic Neutral Race : Human Class : Bender , Martial Artist

1. Chi Blocking - deal 20 damage to a target , then Seal 1d3 of its elemental using abilities (fire,water, ice etc ... but not light of darkness ) , if this number is impossible to seal fully , seal as many as you can and the target is Stuned this turn as well . Hits First . **Melee**

2. Resolution - Amon ignores all abilities that would deal 30 or less damage to him this Turn , including abilities that do not deal damage to him (thus he ignores Attacks , Shield , Counters etc... He can not ignore Immunes this way however ) . Relativistic Speed. **Counter**

3. Supreme Bloodbending - chose a Character , if its a Servant it comes under your control permanently , if it is a Hero you control it during this Turn and the next Turn , during the next Turn you may not use your own Actions if you choose to control it , if you do not end this effect (before Actions are taken ) . This works even on those immune to normall Mind Control since it effects only the body , the target may still speak normally . If Amon takes damage,dies,his Concentration is broken or he is Stuned before he takes his Action in a turn this effect instantly ends if it was already in effect. This ability is Invisible . Only works on Characters that have blood in them . **Shield**

**\*Amon may order those under this effect to attack themselves with this Ability .**

4. Water Geyser - Amon gains Flying for this and the next Turn , can only be used as a Reaction is Amon drops to 50 HP or below the first time and only 1x per Game . **Shield**

**Ultimate :** Bloodbending Lock - cast this at any time from Round 2 , but you can only target those under your Supreme Bloodbening with this ability , Seal all of their elemental using abilities (fire , water , ice etc ... but not light or darkness ) . Can be used any number of times per Game but once per Round . Hits Last . **Melee**