Frost



Alignment : Chaotic Evil Race : Freizas Race Class : Rogue , Martial Artist

\*Debilitating Poison - With one Stack - the target Hits Last after all others ,

With 2 Stacks the targe Hits Last after all others and each time he should make an Action he rolls a 1d6 on a 1 or 2 he is Stuned instead ,

With 3 Stacks the target Hits Last after all others and each time he should make an Action he rolls a 1d6 on a 1,2,3 he is Stuned instead

With 4 Stacks the target drops unconcious , he is Stunned untill the end of this Round of combat untill it takes damage (it can not act in the same Turn it takes damage but the Turn after that Turn) , but remove all Debilitating Poison Stacks from it instantly

1. **Dirty Tricks** - choose one :

a) Deal 20 damage and gain 1KI (regardless if it Hits) .

b) If a Chosen target could be hit by a Melee attack it gains 1 Stack of Debilitating Poison which lasts untill the end of its next Turn , if another stack is applied the duration is also reset. This always hits enemies that are Grappling you , they can not Negate or Ignore it .

\*In either version of this Attack you may choose to gain Flying for the attack . **Melee**

2. **KI blast** - Deals 20 damage , costs 1KI . **Ranged**

3. **Tail Swipe** - Choose one :

a) Deal 15 damage , Hits First , Surprise !

b) If a Chosen target could be hit by a Melee attack it gains 1 Stack of Debilitating Poison which lasts untill the end of its next Turn , if another stack is applied the duration is also reset . Surprise! . Melee

4. **Transform** - a) True Form - Gain a +20 damage bonus . Mode

b) True Form 100% - Gain a +30 damage bonus , but you Hit Last with all attacks.

5. **Needle Throw** - If a Chosen target could be hit by a Ranged attack it gains 1 Stack of Debilitating Poison which lasts untill the end of its next Turn , if another stack is applied the duration is also reset . **Ranged**

6. **Deathbeam** - Spend 3KI x ammount of times , make one x times 40 damage attack against a single target . **Ranged**

7. **Charge Up** - Gains 3KI , can not Exaust (can be Spammed) . **Shield**

8. **Smoke Bomb** - Frost throws a smoke bomb and hides , this Turn everyone except Frost is blinded and Frost enters Stealth untill the end of this Round . Frost can not Exit stealth or Attack untill the end of this Round since he is hidding like a coward . Can be used max 1 time per Game. **Shield**