HIT



Alignment : Lawful Neutral Race : Hits Race(Humanoid) Class : Martial Artist,Assassin

1. Time Leap - Choose a single target , if this attack is not negated or ignored deal 30 damage to him at the start of his next Turn . During the turn this attack deals damage the damage can or its effects can not be prevented in any way . This damage can not be absorbed. Hits Flying enemies . Melee Attack

2. Pummel - deals 20 damage to a single target , Hits First if you use Time Leap during your last Turn. Melee or Ranged

3. Assassins Endurance - absorbs 20 damage from all sources during this and the next Turn. During the next turn you can use any other ability normally , this ability stacks with itself.Shield

4. Killers Stance - The damage from your attacks can not be absorbed . Each Hit after the first in succession on the same target deals 10 more damage than the last . If Hit attacks another target the hit counter is reset to 0 for the damage bonus of this ability . Stance



5. Constant Evolution - if any opponent gains a damage bonus (through a Stack , stance or ability) Hit also gains the same bonus . If any opponent gains a damage reduction effect on him (through a stack, stance or ability) Hit also gains the same bonus. Several bonuses stack. Passive

6. Tactical Reserve - If Hit willingly skips an Action (is not Stunned , Hypnotized etc...) choose a single target , you Predict his next 2 Actions . Passive

Ultimate : Preassure Point Barrage : 1.+2.+3. Deals X damage to a single target , where X is the totall ammount of Time Leaps used in this Game times 30. Hits First and hits Flying enemies . Melee

\*Alternate : Time Prison : Can only be used once per game , if this attack Hits the target Hits Last after all others for his next Turn and 2 Turns after that turn. Melee

Alt Ultimate : Time Dimension , does not require a Combo , can be used from Round 2 of combat but only if Time Leap was used during the last 3 Turns. This turn Hit is immune all attacks that deal less than 100 damage and all attacks that do not deal damage at all. Hits First before all others. Shield

\*This Ultimate can be used as a regular ability , any ammount of times.