Hyoh



Alignment : Chaotic Neutral Race : Human Class : Martial Artist

1. Matoki no Aura - Deals 20 more damage with all Attacks , takes 10 damage more from all Sources in this Stance . Stance

2. Hokuto Ryuken : Anryu Hiha (Dark Stone Falling Destruction ) - Deals 20 damage to a target , and 1 to yourself . Ranged

3. Hokuto Ryuken : Anryu Tenha (Imperfect Dark Stone Heaven Destruction ) - choose a target it does not act this Turn , during the next Turn you choose its Action (from the list of available Actions to it ) but can not willingly skip Actions for it if its hostile to enemies it can only effect enemies , if its friendly to allies it can only effect allies . If you choose a Sealed active ability for it to cast , it skips its Turn instead . Must be in Matoki no Aura Stance , can only be used 1x per Game . Ranged

4. Hokuto Soke : Joma Kosho (Scouring Light Palm ) - Deals 40 damage to a target , cant be Negated , Ignored or Absorbed . Using this ability instantly puts you out of the Matoki no Aura Stance before this abilities effect is realised . Melee

5. Cape Throw Net trick - 1x per Game , chose a Flying target , negate its attacks this Turn then deal 30 damage to it , it looses Flying (apply all 3 if possible ) . Counter

6. Preassure Point Negation - Deal 10 damage to yourself at any moment to negate a pressure point effect or Stack on you . This is not an action . Passive , Trigger



**Ulti : Hokuto Soke Ougi - Manju Maon Ken (Ten Thousand Hand Demon Sound Fist )** - You may declare that you are casting this Ultimate at any time from Round 2 Turn 1 as a Regular ability . Using this ability instantly puts you out of the Matoki no Aura Stance before this abilities effect is realised . As your action the next Turn deal 100 damage to a target , Hits Last . Melee