Juuza of the Clouds



Alignment : Chaotic Good Race : Human Class : Rogue , Martial Artist

\*Unique Mechanic -free form fighting style ,each Turn Juuza uses 3x combinations from the list below as an action that Turn combiing ability types and effects into one effect(several attacks are merged into one with damage being added together, except Blood Spill). You may not use the same ability 2x times in a Turn and you may not use it more than once per Round. Note that Juzas abilities can not Exaust or be Predicted due to his unique nature,if an ability of yours is Sealed you seal only one of your below options but is is your opponents choice in relation to his own ability. You must write down chosen combinations before the ability takes place.Your Ulti must be used without adding other effects to it.

\*At the start of the Game Juuza chooses 9 of the 15 abilities listed below (writing down their numbers) to use in this Game by rolling 2d6 an taking the first nine numbers below the result if possible or if it isnt taking the ones below the 2d6 roll and adding from the number 12th ability downards (11,10,9... ) . Juzas Ultimate is always present as a 10th Ability .

1. Rushing Strike -Hits First , deals 5 damage to a target.If used while Flying +5 damage and Hits First before all others after the attack loose Flying if you use this. Melee

2. Kicking Flurry -Deals 20 damage splitt between any number of enemies. Melee

3. Bone Breaking Strike -Hits Last a devastating kick deals 30 damage to a target ,if this damage should be absorbed increase its damage by +15. Melee

4. Aura Release - your attacks deal +15 damage during this Turn can not buff Blood Spill. Shield

5. Sparrow Strike - Gains Flying for this attack. Shield

6. Charm and Sass - Choose a single target if its Female you Stun it ,if its Male it must Attack you each Turn until the end of this Round if possible . Shield

7. Impossible ! - This attack cant be Blocked/Negated . Shield

8. In and Out -Juuza ignores one attack this Turn . Shield

9. Blood Spill - Juuza sprays some of his own blood into the enemies eyes. Make an additional Ranged attack if a target is hit it is Blinded this Turn (can not target anything but itself). Must be injured to use this ability. Ranged

10. Freedom of the Clouds - Juuza can not die due to anything untill the end of this Round . If he should die at the end of this Round he makes one more attack with one ability and then dies . It must not have been used previously this Round. Since this is after Turn 3 an enemy may not even Act against this. Stance

11. Ride off - choose an enemys Mount/Bike/Horse etc... Servant ,you take control of it permanently if you could target it . Melee

12. Indominable Will - end all Stuns , Slow and Grapple Stacks and effects on you . This can be used even while Stuned , the speed of this ability is always Speed Rating : 3 and can not be slower than this( but can be faster). Shield

13. Headbut - Deals 10 damage , if you use this with Freedom of the clouds attack it can not be Ignored. Melee

14. Distracting Strike - your attacks this turn deal 0 damage (you must use an Attack this Turn for this to work).During the next Turn you may choose your 3 ability combination after youve seen the enemies ability not before Actions take place ( A,B,C abilities are chosen before this takes place if Speed is the same or theirs is Faster). Shield

15. Sarcrifice - Juuza can not ignore attacks this Turn if an Melee attack hits him he Grapples the target after the attack . Each Turn at start of Turn from now on roll a 1d6 if you roll more you may break the opponents arm end this Grapple and Seal the ability used to trigger this(if not you may continue the Grapple). If you roll less or equal the opponent is freed end this Grapple. This Grapple will not end at the end of a Round. Counter



Ulti : Gekiheki Haisui Sho (Strike Wall Backwater Fist) - Combo is 9 different abilities used during Round 2 onwards ,instead of the abilities you would use during Turn 3 use this ability . Deals 50 damage to a single target . All damage dealt by this that isnt absorbed is doubled (ex. Juuza Hits Vader with 50-10 armor for 40dmg . This damage is doubled 40×2 = 80). Melee