Shin of the Southern Cross



Alignment : Chaotic Evil Race : Human Class : Martial Artist,Overlord

1. ***Nanto Senshuryu Geki*** (Thousand Head Dragon Attack) - a rappid series of slashes and stabs , Hits First if the target does not , deals 30 damage . Melee

2. ***Nanto Gokusatsu Ken*** ( South Star : Hell Slaughter Fist ) -you gain Flying untill the end of this Turn , then you may attack a Flying target , deal 50 damage to it negate all of its Attacks and force it to loose Flying , unless he would Negate this attack . Melee

3. ***Hand Jab*** - Shin does what Shin does best , stabs his hand throug people ,dealing 25 damage to a single target . Melee

4. ***Army of Goons*** - Summons 3x 5/5 Goons Servants and unique Servant via 1d6 dice roll -

1. Heart - 10 / 80 , takes 1/2 from non Cutting attacks

2. Joker - 40/40 , gains Flying when he attacks Ranged attack

3. Club - 10/30

4. Spade - 40/20

5. Jack - 20/20 , has Ranged attack

6. General Malkom - 50/50 always has Invisible attacks , at the start of each new Round of combat roll a 1d6 on a 1,2,3 if Malkom is alive he and all your other Servants betray you and join a Random enemy.

\*If a same Unique Servant is rolled 2x times , reroll the dice untill one that was not rolled this Game is selected . Summoning

5. ***Opportunistic Hunter*** - Dodge any one attack (ignore its effects) , then then if you did your next Attack can not be Dodged/Ignored (but can be Negated). Counter

6. ***Fist of the Lone Eagle*** - your Attacks damage can not be Absorbed (but can be ignored,negated , or prevented by other means ) . Passive

Ulti : **Nanto Sei Ken Ougi : Hiryu Ken** (South Star Seacret Technique : Flying Dragon Fist) :

3.+5.+1. - Deals 50 damage to a single target , then apply a Shattered Stack on the target from now on it takes 2x damage more from everything . Melee



Alt : ***Nanto Raishin Sho*** (South Star Tremor Thunder Palm ) - a wave of energy bursts from the ground dealing 25 damage to all non-Flying enemies . Ranged

Alt : ***Nanto Senkyaku So*** (South Star Spinning Burial ) - Surprise! , Shin spins wildly sweeping the opponent of their Feet , Hits First if the target is slower than you it is Stuned this Turn . Melee

Alt : ***Aerial Master*** - Passivelly while you are Flying and attacking Flying enemies your speed is relativistic (the fastest in the Game) . If used activelly Shin leaps into the air gaining Flying for the next Turn (he may still take an Action normally that Turn). Passive , Shield

Alt Ulti : **Nanto Sei Ken Ougi : Shoshu Tokyaku** (South Star Seacret Art : Soaring Eagle Slaughter Kick ) - can be used without a Combo as a Regular ability from Round 2 , deal 40 damage to a single target you force it to Fly during this and its next Turn if it is not already Flying (it can not loose Flying) , you also gain Flying before or after this attack untill the end of the next Turn . Melee