Shu



Alignment : Neutral Good Race : Human Class : Martial Artist

\*Shu is Blind but can target normally

1. Rekyaku Kubu (Air Dance of the Fierce Foot ) - Surprise ! , deals 25 damage can not be Ignored if used with Surprise ! . Melee

2. Rekyaku Zanjin (Beheading Formation ) - Deals 35 damage to all enemies . Melee

3. Shoukyuu Houdan (Soaring Aura Blast) - a kick move that fires a KI cutting projectile , choose to make this a Melee or Ranged attack after your opponent chooses his variation of his chosen Ability for this Turn . Deals 15 damage 2x times . Melee or Ranged

4. Blind Sense - Predict one target opponents next Turn , if he would make an Attack(s) during that turn Ignore it automatically (no matter how fast it is) . This does not work on those who can not be Predicted . Shield



Ulti : Nanto Hakuro Ken Ougi : Yugen Sho (South Star Seacret Technique : Alluring Illusion Palm) : 4.+1. , choose a target opponent it can not target anyone except itself with abilities while this is in effect (not even you , this is not Blindness) . You can not use your other abilities while this Ulti is in effect .Each Turn after this one make an Invisible 30 damage Melee attack or 6x Invisible 5 damage attacks against the single target chosen at the beggining of this ability (you can not attack other targets while this is in effect) . This effect ends if you are Stuned,Killed or if you Hit the target and deal no damage to it with this ability. Shield , then Melee Attack(s)

\*Note that beings that are Blind are immune to the initial casting of this effect but not its subsequent attacks .

\*Once he uses this Ulti Shu MUST attack with it each turn with either the one 30 dmg or 6x 5 dmg attacks (whicever is available) of his choice . If he can not or has no target he must leave this Ultimate at the end of this Turn , he must also leave it if his Concentration is broken.