Gengetsu Hozuki



Alignment : Chaotic Good Race : Human Class : Ninja

1. Liquid Body - Hits First , the Mizukage turns to liquid and reforms afterwards , he is immune to all abilities this Turn and ends all Grapples on himself . Shield

2. Water Style : Water Cutter - Deals 20 damage . Ranged

3. Water Style : Water Bubble - this Turn and each subsequent Turn , in which the Mizukage does not attack deal 15 damage to any enemy you could target . Stance , Ranged Attack \*If used again has no additional effect , but can be cast for the combo , using this again will trigger its attack

4. Summoning Jutsu : Illusion Clam - a giant 0/40 Clam , whenever an enemy Character would target someone in your team he rolls a 1d6 on a 1 or 2 he hits an illusion instead and his attack is useless (but still used ). This effect ends if the Clam is dead . Only 1x per Game . Summoning

Ulti : Giant Oil Clone - 1.+3. Summons a Gigantic Clone with 0/40 , at the end of each Round the Clone explodes dealing 40 damage to all Non- Flying characters and then reforms with 0/40 HP (even if Stuned or otherwise unable to act ). If the clone is destroyed by damage it will also explode dealing 40 damage to all Non-Flying characters and will then reform with 40HP . The only way to stop the clone is to Seal his abilities or to kill the Mizukage which will Dessumon him . Summoning