CLAIR  


Alignment : Chaotic Good Race : Human,Mutant Class : Beast,Swordsman

1. Claymore - Deal 30 damage or Negate all attack of 40 or less damage that would hit you this turn ( attacks that do not deal damage work normally) . Melee

2. Windcutter - Deal 25 damage , Hits First if your opponent does not use a Ranged attack. Mel

3. Quickcut - Make 4x 5 damage attacks , they all Hit First . This attack can not be buffed by damage boosting effects . Melee

4. Regeneration - Heal 20 HP , Hits Last . Shield

5. Reckless Agility - Whenever you are about to be hit by an Attack roll a 1d6 - On a ,1, you take 20 damage more if the attack deals damage , but your next Attack Hits First . On a ,6, you take 10 damage less from the attack . On a roll of ,2,3,4,5 , nothing changes. Passive

6. Sense Yoki - You can target Invisible enemies passivelly . If used activelly select up to 2 targets , you Predict their next 2 Actions . Shield , Passive



Ultimate : Half - Awakening , can be used as a regular ability from Round 2 . When used you enter Awakened Stance in this stance you deal and heal 10 damage more , you absorb 10 damage from all Sources . Whenever you are damaged in this Stance put a Rage Stack on yourself for each Stack you deal +5 damage in addition to your regular damage boost from this ability . If you reach 6 Rage you recieve a new Ultimate : True Awakening. Stance



Second Ultimate : True Awakening , can be used as a regular ability but only in Awakened Stance if you have 6 or more Rage Stacks . You remove all Rage stacks from yourself ,you exit Awakening Stance and enter True Awakening Mode , and you heal to maximum HP . You use abilities from your True Awakening List below. Shield, Mode

1. Claymore - Deal 30 damage or Negate all attack of 40 or less damage that would hit you this turn ( attacks that do not deal damage work normally) . Melee

2. Windcutter - Deal 25 damage , Hits First if your opponent does not use a Ranged attack. Mel

3. Quickcut - Make 4x 5 damage attacks , they all Hit First . This attack can not be buffed by damage boosting effects . Melee

4. Phantom - Ignore all attacks this Turn , then if you Ignored any attack you use a copy of the Claymore ability on its user ( it is not Exausted , even if it was Exausted). Shield

5. Release Yoki - You enter Released Yoki Stance ,your attacks deal +20 damage and you absorb 10 damage from all Sources . Stance

6. Perfect Yoki Sense - You can target Invisible enemies and you always know the next Action of every enemy you could target and Predict . Passive