Trixx

The Mischievous Kitsune



High Burst, High Adaptability, High Mobility

Passive: Tails of the Kitsune

Heal | Energy Gain

Trixx begins the game with one tail and gains more as he levels up. Trixx still gains his abilities at levels 2-5 but may level up to level 9. Each time Trixx gains a tail he receives a heal, if the level was obtained from slaying a Monster, the heal is reduced. Once Trixx reaches level 9 he enters his **9-Tails** form, gaining additional effects.

Heal: 4 (2 from Monsters)

Basic Attack: Flaming Fangs

Targeted | Debuff

Bite a target within range dealing damage and leaving them **singed**, taking the damage from this attack again at the start of their next turn (cannot stack).

9-Tails

Singed enemies are now damaged at the start **and** end of their next turn.

Damage: 3
Energy: 1
Range: Adjacent Spaces

Ability 1: Kitsune's Discretion

Dash | Debuff (Targeted)

Dash in a chosen direction traveling equal to the number of tails you have, then fire a bolt at a targeted enemy within range, dealing damage and applying a *debuff*. This target deals 50% less damage on the next attack they make (cannot stack).

If you reach an enemy mid dash, you may choose to cancel the rest of the dash.

9-Tails

Debuff (AoE)

After the dash, the damage and debuff is now dealt to everything in a 2 space AoE around you.

Damage: 9
Damage Decrease: 50% on next attack
Dash Distance: 2-9 Spaces
Bolt Range: 2 Spaces
Energy: 2

Ability 2: Inazuma Claws

Leap (Targeted)

Trixx pounces at a target dealing damage. If there is another targetable enemy within range of the initial target, lightning will shoot out to them dealing damage and spreading any *debuffs* from the initial target to them.

Then flip your coin, if the coin lands on tails the lightning bounces to another target within range of the target the lightning just hit, prioritizing enemies who have not been hit yet. As long as there is a targetable enemy in range the lightning continues to bounce until you flip heads. If the lightning bounces from a *debuffed* enemy it will also spread their *debuffs* to the next target.

If cast while Transformed, the leap distance is doubled and your current transformation ends.

9-Tails

The bounced lightning's damage is increased by +1 every time it bounces, and pounce damage is increased.

Pounce Damage: 6 (8 at **9-Tails**)
Lightning Damage: 3 (+1 per bounce at **9-Tails**)
Leap Distance: 2 Spaces (4 if shapeshifted)
Lightning Range: 3 Spaces
Energy: 2

Ability 3: Dangerous Deceit

Transformation | Taunt | Global | Heal

Take the guise of a beautiful geisha, *Taunting* all enemies, but you cannot attack. This ability ends at the start of your next turn, or the next time you take damage. If you are attacked while in this form, flip your coin, if the coin lands on tails you dodge this attack, negating it and healing yourself. You may dodge a maximum of one attack this way.

9-Tails

There is no maximum to the amount of attacks you can dodge.

Heal: 2

Energy: 1

Ultimate: Kitsunetsuki

Transformation | Stance Change

Steal the form of another player in the game, replacing your own abilities with theirs. While in this form you cannot use your own attacks besides **Inazuma Claws**. This form lasts until the end of your turn, but you may choose to end it early if you desire. If you are below level 9 when this *Transformation* ends, gain a level granting you another tail.

If any enemies have been defeated, you may still transform into them if you got the kill credit.

9-Tails

While at 9-Tails, this ability costs 0 energy to transform

Energy: 2 (0 when at **9-Tails**)