# Hisoki Souta

## Stealth Striker

*High Burst, High Energy Gain*

### Passive: Mindfulness

*Energy Gain*

The energy you gain from gain energy spaces is doubled, and you're immune to energy swap spaces.

### Basic Attack: Precise Strike

*Targeted | Projectile (Global) | Energy Steal*

Throw your dagger at an enemy dealing damage. If the target is in range, they are slashed instead for increased damage and you steal one energy from them.

Throw Damage: 2
Slash Damage: 5
Slash Range: 2 Spaces
Energy: 1
Energy Steal: 1

### Ability 1: Kemuri Form

*True Stealth | Buff*

Vanish into smoke gaining *True Stealth* and the ability to walk through *Player-Made Walls*. While in this form your attacks apply additional damage. Being affected by *Hard CC* removes you from this form.

Additional Damage: 3
Energy: 3
Duration: 2 Rounds

## Ability 2: **Shadow Kunai**

*Projectile | Untargeted | Debuff | Teleport*

Throw a kunai in the direction of your choosing that stops upon hitting an enemy, dealing damage and getting stuck in them. If the Kunai does not hit an enemy, it will land on the space at the end of its range.

**Can travel through player-made walls, without damaging them.**

The kunai will persist until the end of your next turn. Any time during your attack phase, you may teleport to an active kunai for no additional energy cost or cooldown, removing the kunai.

Damage: 8
Energy: 2
Range: 6 Spaces

## Ability 3: **Meditation**

*Cleanse | Reaction*

*Cleanse* yourself. May be cast as a **reaction** to completely negate incoming CC or *Debuff* effects.

Energy: 2

## Ultimate: **Assassinate**

*Targeted | Execute*

Instantly *Executes* an enemy player within adjacent spaces. This ability's energy cost is dependent on the target's current HP.

Range: Adjacent Spaces

| Target HP | Energy Cost | Target HP | Energy Cost |
|---|---|---|---|
| 91 - 100 | 40 | 41 - 50 | 16 |
| 81 - 90 | 36 | 31 - 40 | 10 |
| 71 - 80 | 32 | 21 - 30 | 6 |
| 61 - 70 | 28 | 20 or lower | 4 |
| 51 - 60 | 23 | | |