Anubis



Alignment : Lawful Evil Race : Stand , Ghost inhabiting a Human body Class : Swordsman

\*Unlike all other Stands who are slaves of their Masters , Anubis is a Stand which controls Humans , its true body is a gigantic scimitar sword , and it controls a Human host at the start of the Game . The sword needs a host to function , the starting host has 100HP. Anubis has a Physical body and does not follow the rules for stands and is just a normall character.

1. Vorpall Blade - when Anubis cuts it ignores all Physical matter that it wants , it thus Ignores all Physical Absorbtion and Negation (of attack and damage) dealing 25 damage to the target . Melee

2. Flurry - After each Vorpall Blade strike (no matter if it hit or not) Recharge it , and give it a +10 damage increase Flurry Stack . Passive

3. Ultimate Adaptability - note down any Ability Anubis has seen activelly used , if he Attacks and the target uses any such Ability the same Turn he Hits First . If he sees the same Ability again he Hits First before all others , and so on (increase Speed Rating by 1 each time) . Passive

4. Full Control - if someone is holding the Anubis Sword he becomes possessed by it , he is still alive but under Anubisess control , his Alignment becomes Lawful Evil and Anubis shares his Race , if Anubis dies or this ability is Sealed he is free. Anubis has the hosts HP and Stacks (at the moment of possesion) while possessing someone this way and has ALL of the hosts abilities and also his own. Passive

\*Any Servants alive at the momment of possession are under Anubises control , while their Master is .

\*\*Anubises host body at the start of the Game is just a Human and has not additional abilities

5. Fake Strike - Surprise ! , if an opponent used a Shield or Counter this Turn ignore it , during the next Turn he can not use Shields or Counters if he did this Turn . Melee

6. Fight As One - if Anubis is dominating a Stand user and the stand has Hands , he may give himself (aka his sword) to the Stand if so he keeps dominating the stand master , and each time the Stand uses a Melee attack , also use Vorpall Blade in addition to that effect . You can not use Vorpall Blade normally (by just casting it on its own ) while this Stance is in effect . Dessumoning the Stand ends this Stance . Stance

Ulti : Tempting Possession - if the Host is dead , this is the only Ability Anubis can use, instantly once each time his host body dies , choose a target and roll a 1d6 on a ,1, or ,2, the target is magically compulsed to draw the blade , if it is done Anubis takes control of him with ability 4. If ability 4 is Sealed this ability can not be used . From Round 1. Passive