!~DIO~!



Alignment : Chaotic Evil Race : Vampire Class : Vampire , Stand User,Time Manipulator

1. ZA WARUDO! -TIME STANDS STILL - you must scream ,, ZA WARUUUDO!!!,, for this ability to take effect.

During this Action all other characters are stunned,during the next Action characters may not use Attack Abilities ,on the action after that all their abilities hit last.May only be used if The World is in play.While Time Stands Still Dio can choose to gain Flying at the start of any action untill the end of that action.If this ability is used it can not be used again untill at least three actions after it expires have passed. Shield

\*Enemies that can freeze time are immune to Za Warudo,but dio is also immune to all other Time stoping abilities except THE WORLD (S)

\*Servants hit by THE WORLD , are Stuned for its entire duration , except Servant Stands , who act the same as their masters

2.The World- Dio Summons a 30 damage Servant who has HP always equal to his own.He may desumon it at the start of any Action(this is not an action).If Dio takes damage the world takes damage and vice versa.but The World can not take AoE damage(dio can).If Dio died the world does if dio is healed the world is healed,but they may each have dofferent stacks on them.Resummoning the world removes all of its stacks.If Dio is teleported to another plane of existance so is The World. There can only be one The world at one time.

The World is considered to be always invisible to all characters who do not have a stand and/or do not see Invisible targets.A stands attacks can hit Flying enemies. Summoning,Passive (M)

3. Knife Throw- deal 10 ranged damage to a single target.Or if you are under the effect of ZA WARUDO! choose a single target , deal 30 damage to it at the start of the turn after the world ends,before actions are taken. Ranged attack (M)

4.Flurry of Blows-Dio deals 30 damage to a single target,then if you say ,,MUDA MUDA MUDA MUDA ! ,, .The World may emediatelly attack if he is summoned (and did not Attack in this Round ) ,but can not attack more times this round.Melee (S or M)

5.Stand Shield- If the World is alive he absorbs 50 damage from a single source that would effect himself or dio. Shield (S)

6.Regenerate-Dio heals 20 damage from himself. Shield (M)

Ultimate-Body Steal 4.+5.+6.,acts last,deal 50 damage to a chosen target,if this kills it Dio heals to 100HP,the target can not return to life , Dio then takes over the targets body and inherits any stacks from both his old body and the targets body.Melee attack (M)

Alternates

Drain Life-may only be used on a character that was stunned during the last action deals 20 damage to the target and heals Dio for 20. If a living target is killed with this ability it rises as a 20/20 Zombie Servant under Dios control,if it dies again it can not be brought back to life by any means. Melee (M)

Surprise!Stingy Eyes - Surprise(you can replace any previously chosen ability with this ability , the replaced ability is not considered Exausted). Negate an enemys shield ability and if it did deal 10 damage to him.Counter (M)

Vampiric Senses - Dio and The World can attack Stealthed Characters as if they werent Stealthed.Passive (M)

Freezing Body- if Dio would be Hit by a melee attack that is not a Weapon type attack,Dio and the attacker are stunned during this action,the character in question is also stunned during his next turn,but Dio is not. Counter (M)

Alternate Ultimate : ZA ROAD ROLLAR DA! - This Ultimate triggers if you use Flurry of blows 3x times per game instead of using it for the 3rd time you may choose to use this ability. You slam a Road Roller into a single target dealing 40 damage to it.The road roller is a 0/40 Servant that can not attack , but the target that you hit(if you hit it) can not attack or damage targets other than the Road Roller. Hitting the target with a Flurry of blows while the Road roller is alive deals +10 to it with the attack. The Road Roller drop is considered a Melee attack but will hit even a Flying target. Melee,Summoning (M)