Enrico Pucci



Alignment : Chaotic Neutral Race : Human Class : Stand User , Cleric

*,, The spirit, not the mind or the body, has already experienced those facts! And that is 'happiness'! Not just one person, but everyone will be able to face their 'destiny'! Ones who are able 'face' this are the ones who will be 'happy'! You might think that knowing the ill fortunes of the future is 'despair', but... It's the opposite! Even if you knew you were going to die tomorrow, it is that 'resolution' that makes one happy! One's 'resolution' eradicates 'despair'! Humanity will change! This is what is strived for! This is MADE IN HEAVEN!* ,,

\* Due to Puccis many Stands , before each combat upon choosing Pucci as your Hero , roll a 1d6 to determine which Stand you are going to have : a) 1-2 Whitesnake b) 3-4 C-moon , c) 5-6 Made in Heaven , you use only the abilities that apply to it and your own abilities :

O

Enrico Puccis Base Abilities

1. Stand - Summons a Servant specified by the dice roll above - the 20/x Whitesnake that is Invisible untill it attacks the first time whenever it is summoned , the 30/x C-moon or the 60/x Made in Heaven . They follow the standard Rules for Stands . Summoning (M)

2. Prime Numbers - count prime numbers (31 , 37, 41, 43 ,47...) outloud by saying them , if you do you may passivelly resist Fear effects and all other emotion altering abilities . (this is not an Action ) . Your Stand may also benefit from this from the same process but only if Enrico himself counts the numbers. Passive (M)

I

White-o- Snakeo



3. Soul Disc Manipulation - White snake can rip out a persons soul in the form of a disc , choose a target , if it could be hit by a melee attack Hits Last , gain a Soul Disc Stack with the name of the effected Character (if it has a Soul) you predict 2 on the effected character , also the character will die once the 6th Turn after this one has Passed . If the effected being was a Stand User you gain all of its Stand Abilities but not the stands stats or summoning ability . If Pucci dies all discs are returned to their original owners and all their ongoing effects are permanently negated (if cast again they start the countdown again) . Melee (S)

4. Hallucinogenic Illusonary Acid - White snake and Pucci can not be targeted this Turn (this is not Invisibility) , those Immune to Mind Control are immune to this as well . Shield (S)

5. Mind Control - Whitesnake touches a targets head controlling him , if it could be hit by a Melee attack during its next Turn Pucci takes control of it , if a Servant is controlled this way it is permanently under your control , but if you cast this Ability again the effect ends (or if either of you die) . Melee (S)

6. Self Disc Manipulation - Enrico Pucci and/or Whitesnake turn Blind by manipulating his own Soul , he may end this state at any time (not an Action , but casting this is) . Shield (S)

II

C-Moon



3. Inverse Gravity -the load of gravity becomes so strong all other Characters except Pucci and C-Moon Hit Last with all Abilities once this ability is cast . Lasts untill C-Moon dies or is dessumoned . Field (S)

4. Inversion Strike - C-moon makes a 30 damage attack against a target , if it is hit the strike makes the users bloodflow reverse its direction put a Twisted Stack on the target , if 2x or more are ever accumulated the target dies instantly (do not remove the Stacks , it can not return to life as long as the Stacks are on its corpse) . Melee (S)

5. Weather control - a strange rain begins to fall and all Characters that can see begin turning into froggs , at the end of the 5th Turn after this is cast Seal all of their Abilities and their HP maximum is set to 1 . Pucci is also effected by this but more slowly succumbing only at the end of the 7th Turn . He may end this effect at the start of any Turn before Actions are taken . Stands of the effected beings are Dessumoned if they Turn into froggs (their new Race). Field (S)

6. Minor Time Acceleration - instantly end an effect that lasts Turn(s) after this Turn , or an effect that needs waiting or charging (such as the Special Beam canon) it is considered ended/done waiting/charged up as if it was 3 or less Turns in the future (your Choice) , but the Actuall time of the game is not resset and remains the same . Relativistic Speed but you may choose to be slower if you wish. You may accelerate Weather Control with this but only by sending it 1 Turn in the future for everyone . Shield (S)

III

MADE IN HEAVEN



3. Supreme Time Acceleration - Abilities that last x Turns , require Charging x Turns are considered ended / charged the Turn they are Cast instantly as time passes at an abnormall rate ! If the x Turns isnt specified as a requirement to be cast count as if 3 more Turns had passed for the purpose of casting this ability . If such effects already exist when you cast this end them in this Turn .Projectiles of all kinds (physical Ranged attacks such as weapon , energy beams etc) travel at an exceptional speed and all gain Hit First . **While this effect is on the Field , Enrico and Made in Heaven Hit First Before all Others even if all others Hit First before all others** . Once cast Enrico may not recall this effect . This ability may not be Negated , and even Immune abilities do not make users immune to this effect . ***This has Relativistic Speed but you may cast it at any Slower Speed if you wish*** . Field (S)

4. The end of Time - if Supreme Time Manipulation is in play and has been for 6 Turns in total not counting the jumps forward with Supreme Passage , the Game ends at the end of the 6th Turn (even if Pucci dies) . If Pucci is alive restart the Game and play again (as destiny repeats itself) , if Pucci is dead at this time restart the Game but Pucci will not appear in it ! (destiny repeats itself but without Pucci) . Passive , Trigger (S)

5. Supreme Passage - only if Supreme Time Manipulation is in play , the next Round of combat starts INSTANTLY at the end of this Turn of combat , regardless of the Turn (if it was the final Turn of a Round , the Round after the regular Round starts , ex if it was Round 2 Turn 3 , the next Round will be Round 4 ) . Shield (S)

6. Dodge - Enrico dodges any Ability slower than himself and so does Made in Heaven in the same Turn . Requires Stand . Counter (S/M)