Iggy



*,, Grrrrr* ,,

Alignment : Chaotic Good Race : Dog Class : Stand User

1. Run away - Ignore any one Attack , also if you successfully did so , Unexaust this Ability (it can be used again the same Round , but not the same Turn) . Counter (M)

2. Bite Butt - deals 10 damage to a target , if full damage was dealt Iggy latches on to it , untill the end of the Round that enemy can not target Iggy and is Grappled. Melee (M)

3. Take a piss - pisses on someones foot , he gets so angry he must target Iggy and/or his stand above all other targets untill the end of the Round , if Bite Butt is in play the enemy must still target Iggy but since he cant he skips Turns instead if Iggy is alive , other effects that make Iggy untargetable temporarilly render this Ability useless for the duration . Shield (M)

4. Keen Smell - Iggy can see and Target Invisible beings (and so can his Stand ). Passive (M)

5. Stand - The Fool - 25/ immortal Stand that dissapears when Iggy dies , damaging it does not damage Iggy . The Stand can instantly attack the Turn it is Summoned , but it can not attack basically that same Round , when the Fool attacks it may instead cast Sand Shield if so Sand Manipulation is Exausted (if it already wasnt , if so it cant be used this way) but the Basic attack is not. Summoning (M) \*Unlike other Stands the Fool is a physical construct made of Sand so it is visible to other non- Stand users , but the other rules for Stands apply to it

6. Sand Manipulation - a) Sand Trap - a chosen target is Grappled for the next 3 Turns , if he is hit by the same variation of this Ability again he is Stuned that Turn but the Grapple ends . Ranged b) Sand Shield - Absorbs 30 damage from all Sources on yourself and all Allies . Shield c) Sand Wave - Deals 30 damage to all enemies , Flying enemies are Unaffected. Ranged d) Sand Influence - Negate a Sand based ability , you instantly use a copy of it that Turn if negated . Counter (S)

Ulti : Sand Mirrage - use Sand Manipulation 2x times in a Game to unlock this Ability , you may cast it as a regular ability if you do your stand takes the appearance of a trusted ally of a chosen target , that targe\_ cant take negative action against you or any of your allies for this and the next Turn (this is not Invisibility ) . Shield (S)