Polnareff



Alignment : Chaotic Good Race : Human Class : Stand User

1. Stand : Charioto ! - Summons a 25/inf Stand , see Dios stand for more Info , if the Chariot Attacks (regular or with an Ability) it gains Hits First for its next Turn . Summoning (M)

2. Slice and dice - Deals 25 damage to a target , can not Exaust . Melee (S)

3. Puncturing wounds - Can only effect a single target once , Deals 30 damage to them , the target then Bleeds for 10HP at the start of each Turn untill it dies or recieves a Healing effect , in which case remove this Stack . Melee (S)

4. Throat Stabb - Surprise ! , must be used with Surprise , the target must be Attacking , stabs him through the throat dealing 40 damage to it and Grappling it permanently also negate a word based ability the target was about to cast (ex. Shikai) , Polnareff may no longer use Abilities other than summon or dessumon Chariot . If Chariot or Polnareff die , or Chariot is dessumoned the Grapple ends , otherwise.Polnareff may not end it willingly . Hits Last. Melee \*If the target dies while under this , its corpse remains impaled on the sword and Polnareff is still Grappling it , making him at a huge disadvantage. (S)

5. Neck Break - only usable on a target effected by Throat Jabs Grapple , ignoring its non ability restriction , Polnaref moves his sword leftwards and breaks the neck of the impaled target dealing 50 damage to it , only usable if it is at 30 HP or bellow . Only usable 1x per Game . Melee(S)

6. Riposte - Negate all enemy melee attacks , then deal 25 damage against each Attacker at the same time (this is not an Attack) . Counter (S)

\*Alt : Jump to safety - you jumo out of the way of a devastating blow , when attacked Ignore any one attack but take 30 damage from your own ability as an after effect . Counter (M)

**Ulti : Dropp the Weight** - if Chariot at any time takes 40 or more damage from a single Source (from itself or Polnareff ) its armor breaks . It now Hits First with all abilities untill the end of the Game . Can only trigger once . Trigger , Passive (S)