Jolyne Kujo



,, *Yare , yare Dawa (What a pain ... )* ,,

Alignment : Chaotic Good Race : Human Class : Stand User , Rogue

*\*Spread Thin - a unique mechanic of Jolyne , she can cast her Abilities through both her Stand and herself (most of them , some of them only through herself) . If Jolyne casts 3x Abilities per Round from herself (and not her Stand) she takes 30 unstopable damage , as she shreds her own body to produce the necceseary string , this damage is taken after the Action is resolved.*

1. String Slice - Deals 30 damage to a target , can not be Absorbed . Ranged (M/S)

2. Defensive Net - Absorbs 30 damage from all Sources this Turn on yourself and your Stand. Shield (M/S)

3. Big Fking Net - all enemies are Grappled , if you use String slice on any enemy Grappled this way all enemies Grappled this way are damaged (even though you didnt target them) . Shield (M/S)

4. Choke String - choose a single target it is Grappled also deal 20 damage to it . Ranged (M/S)

5. Stitch Wounds - Jolyne heals for 20 HP or heals another character for 20HP , this ability will only effect a single character 3x times per Game , if applied to Stone free it does not count as being used for the 3x times on Jolyne (counted separatelly) but will normally heal them both as they share a HP pool . This ability can not Exaust (can be used any number of times per Round). Shield (M/S)

6. String Barrier - as long as this Field is in play , whenever a Stealthed enemy takes an Action (any Action) he looses Stealth at the moment of the Action . Field (M/S)

7. Swing - Jolyne and/or her Stand gain Flying for this and the next Turn . Shield (M/S)

8. Stand - Stone Free - Summons a 30/x Stand Servant , which follows the rules for stands . This Stand can attack any number of times per Round but once per Turn basically as long as you keep screaming the words ,, Ora,Ora,Ora,Ora ! ,, each time she attacks . Summoning (M)

\*Alt : Fck you up - Jolyne beats the shit out of a person dealing 20 damage . This is not a Stand power at all so this effect isnt counted towards the Spread Thin mechanic . Melee (M)

Ulti : Untangle Body - as a Reaction to any attack , ignore it or choose not to take damage from it once per Round (both you and your Stand do so for that Attack) from Round 2 onwards . You are in addition passivelly immune to Inversion Strike of Enrico Puccis effect . Shield , Passive (M/S)

