Jonathan Joestar



Alignment : Lawful Good Race : Human Class : Martial Artist,Vampire Hunter

*,,Furueru zo hāto! Moetsukiru hodo hīto!! Kizamu zo, ketsueki no bīto!*

*My heart resonates! My blood Burns! The beat of my blood shines with the sharpness of the Sun*!,,

Hamon Stacks - an Undead being effected with a Hamon Stack will loose 5hp each turn per Stack of Hamon while at least 1 Stack of Hamon remains.Hamon lasts forever unless removed.

1. Zoom Punch - Jonathan deals 25 damage to a single target,if that target just used a Melee attack this ability hits first. Melee

2. Sendo Ripple OVERDRIVE! - Jonathan deals 20 damage +1/4 his current HP before the attack as damage to a single target.If the target enemy is Undead in nature,the bonus damage increas es to 1/2 Hp instead of 1/4.Undead targets hit by Ripple are affected with one Stack of Hamon(see above).Melee

3. Scarlet Overdrive ! - Jonathan focuses his energy into a Fire Fist, Jonathan deals 20 fire damage then,the target burns for 1/10 of Jonathans health at the moment of casting for 3 turns after it had been hit with Scarlet Overdrive.If an Undead is hit with this ability it also gains a Stack of Hamon. Melee,Stack

4. Hamon

a)Art of Healing - Choose a single target then heal it for 20 and remove up to two negative stacks from it.A single character can only be effect by this heal 2x times per game.Can not heal Undead targets. Shield

b) Breathing Technique - if Jonathan is stunned he does not gain bonuses to damage or burning in his attacks and can not use Hamon untill the start of the 2nd turn after the stun has passed(this also counts for all secondary abilities of all attacks)He also can not use Art of Healing or Great Jump.Passive

c) Great Jump - Jonathan gains Flying for this and the next Turn. Shield

d) Ultimate : SCARLET YELLOW OVERDRIVE !!! - Hits First, deals 40 damage + Jonathans current HP before the attack,also if the target was Undead it is instantly destroyed if hit and can never return to life. Melee

Jonathan can use his ultimate as a regular ability from Round 2 but only if he took at least 50 damage during this game.

ALTERNATE ABILITIES:

Reasonating Hamon - Jojo negates any one Melee attack that would hit him ,then deals 30 damage to its attacker , then if the Attacker was Undead he gains 1 Stack of Hamon. Counter

(P)Luck - a metal longsword perfect for generating Hamon , deals 30 damage plus an additional 20 damage to Undead beings , then put a Stack of Hamon on them. Melee