Joseph Joestar



Alignment : Chaotic Good Race : Human Class : Martial Artist

,, He-*llo*? Could you say that again? More slowly? In a language I understand? Depending on what you said, I might kick your ass! ,, - to an Arab in Saudia

\*Choose wheter youll use Old or Young Joseph before battle.

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. **Overdrive** - choose one : deal 25 damage or 35 to Undead or deal 20 damage to all characters who hit you with a melee attack this turn or 30 if they are Undead,this negates any such attacks that would hit you , Relativistic Speed if b variation is used . Melee/Counter

3. **American Clackers** - Your throw two clackers tied to a chain wielding Hamon you either deal 10 damage 2x times (2x attacks) to a single target or 15 damage 2x times (2x attacks) to a target if it is Undead . If this attack is Ignored or Negated write it down (partially or completly) , the next time you would use this attack use it again instantly , this stacks a maximum of 1 times and can only be restacked once used successfully . Ranged

4. **Hamon Breathing-** Activelly Joseph heals himself for 15HP .If Joseph is stunned he can not deal damage or heal except with Tommygun during the turn after he is stunned. Shield,Passive

5. ***Tommygun - Surprise !*** , Hits First deal 40 damage to a single target , can only be used once per game. Ranged

6. ***Your next line is...*** - at the start of each Round of combat after the first Joseph must choose a target and say ,,Your next line is...(any ability of that character).To you.,,

The character targeted by this must then say ,,NANI?!,, and must use the specified ability if able during Turn 1 of that Round (if he can not he is free to act) , Surprise ! can not be used to change Your next Line is... effect , Predicted abilities can be changed by using Your next line is ... effect . Passive

Alternate : ***Joestar seacret technique*** - Joseph runs away stunning himself for this Turn , the next time he deals damage he deals + 30 damage more(Stacks). Shield

***Beat Punch*** - deals 25 damage to a target , or 40 if the target is undead , can not be Absorbed . If the damage of this attack is returned to the caster he personally takes 0 damage , while others take damage normally . Melee

***Hair Needles*** - the user hardens his own hairs with Hamon and throws them like needles , making 10x 1 damage attacks that each deal +1 damage to Undead beings.This ability Hits First before all others . Ranged

***Scarf Attack*** - A scarf that channels Hamon at 100% , Graples a target , if either Joseph or the target take fire damage or use a Fire type ability this effect ends , the target may also willingly skip one Action to destroy the scarf and end the Grapple, but this ability will not end before that . Whenever Joseph uses Overdrive the Grappled target (grappled this way) also takes 20 damage or 30 if Undead . Can only be used 1x per Game . Shield

***Ult : Brilliant Mind*** - Triggers automatically if Jojo damages or is damaged by an attack in Round 3 of combat or afterwards , Jojo Predicts the next 3 actions that character will take , he can change one of those if your Next Line is... triggers. Passive

Old Joseph



,,OH NO , OH MY GOD , HOLY SHIT!!!,,

Alignment : Chaotic Good Race : Human Class : Martial Artist , Stand User

1. Purple Hermit - a target is Stunned for this Turn , this attack is Invisible except to other stand users and hits Flying enemies.Then apply one of these 2 effects :

a) Hamon - deal 30 damage to the target or 50 damage if the target is undead.Melee

b) Truthtelling - ask a single question directed at the effected character , he must answer truthfully if he knows the answer it is also Grappled for this Round of combat . Melee

\*This is a Stand Ability

2.Sendo Ripple Overdrive !-Joseph deals 30 damage to all characters who would target him with a melee attack this Turn and all characters that are Grappled by him, if the target is Undead it takes 50 damage instead. Counter

3. Thorn Shield - Joseph absorbs 30 damage from all sources , then if he absorbed damage from a melee attack(s) deal 10 damage to their user(s) or 20 damage if they are undead . Shield

\*This is a Stand Ability

4. Joestar Seacret Technique - Joseph runs away stunning himself for this Turn , the next time he deals damage he deals + 30 damage more(Stacks) as does his Stand. Shield

***Ult : Brilliant Mind*** - Triggers automatically if Jojo damages or is damaged by an attack in Round 2 of combat or afterwards , Jojo Predicts the next 3 actions that character will take . Passive