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. Melee/Counter

3. **American Clackers** - Choose a single target either deal 20 damage to it(30 if Undead) or put a Tie stack on it. Whenever you use Overdrive (either version)you hit all Tied enemies for 30 damage(35 if Undead) as well as you target, if a Tied character is also a target he takes both effects. A Tied enemy may skip a Turn to unTie himself. 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). Passive

Alternate : ***Joestar seacret technique*** - Surprise! , Joseph runs away stunning himself for this Turn , the next time he deals damage he deals + 20 damage more(Stacks). 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

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

4. Joestar Seacret Technique - Surprise! , Joseph runs away stunning himself for this Turn , the next time he deals damage he deals + 20 damage more(Stacks). 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 . Passive