Jotaro



*,,Yare yare daze...,,*

Alignment : Chaotic Good Race : Human Class : Stand User,Time Manipulator

1. Star Platinum-a 30/x Stand Servant follows Rules for Stands .Summoning. (S)

2.Ora Ora Ora!- Say Ora,Ora,Ora,Ora!Star Platinun deals 30 damage.This ability can not exaust and can be spammed.Star platinum must be on the field. Melee Attack (S)

3. Guardian spirit-Jotaro may skip an action to gain Flying for that and the next Action.Once per round Jotaro may choose to absorb 20 damage from all sources during 1 turn,passivelly. Requires stand. Reaction,Passive (S)

4. Sucker Punch-Deal 20 damage to a single target,brake any Stance he is in,if he tried to use a shield negate it. Does not require Stand active.Melee (M)

5. Jotaros Rage- while Jotaro has 25HP or less HP he can use his ultimate without a need for a combo,as if it was a regular ability if it is round 2 or later.Requires stand.Passive(S)

6. Intercept- Jotaro absorbs up to 30 damage from all sources or negate a single attack from any character.Star Platinum must be on the field.Requires stand.Shield (S)

THE WORLD! Time Stands Still- 2.+4.+6. Pronounce ,,Star Platinum za Warudo!,,. All characters except Jotaro and Star Platinum are stunned for this and the next Turn ,if used with a combo while under 25HP stuns for one more Turn.Shield (S)

\*Alternate : ***Joestar seacret technique*** - Surprise! , Jojo runs away stunning himself for this Turn , the next time he deals damage he deals + 20 damage more(Stacks) this also applies to his Stand but if either one attacks he uses up this bonus . Shield(M)

\* Alternate : ***Star Finger*** - Surprise ! , deals 15 damage Hits First . Melee (S)

\*Alternate : ***No holding Back*** - if Jotaros Rage has been triggered , this Triggers as well as a Passive ability , all Star Platinums Attacks deal +10 damage and Hit First . Trigger, Passive

\*Alternate : ***Phasing Attacks*** - Star Platinums attacks phase through matter , physical things can not Absorb damage from Star Platinums attacks (such as walls , force fields, physical blocks , shields etc...) . Passive

