KAKYOIN



Alignment : Lawful Good Race : Human Class : Stand User

1. Hieropath Green - Summons a 20 Attack Servant that shares his health pool with Kakyoin (see Dios ability 1. for rules about Stand Servants) and follows the Rules for Stands. Summoning (M)

2. Dissolve - Hieropath Green can not take damage this Turn , except the damage caused to Kakyoin. Shield (S)

3. Puppet Master - Requires Hieropath Green , choose a single Servant target except a Stand or Stand User . Hieropath Green dissapears from the Game (is unaffected by Stacks and other abilities) as he enters the body of the chosen Servant and takes control of them forever . Hieropath Green may leave a possesed body at the start of any Turn (this is not an Action) , but this will always kill the host dropping it to 0HP. If the host body is killed Hieropath Green reenters the battlefield where Kakyoin is and has the same ammount of HP as he does. Shield(S)

4. Emerald Splash - Requires Hieropath Green,Choose one :

a) Hieropath Green deals 25 damage to a target. Ranged

b) Set one Emerald Splash Trap . Whenever you use an Ability after this Turn , you may trigger some or all Emerald Splash traps at the same time as that ability , each triggered Emerald Splash trap deals 25 damage to all enemies as a Ranged attack . Shield,Haste,Trigger (S)

\*This ability can be used 2x times per Round (but only 1x per Turn) in any variation

\*Alternate : Stalking , Kakyoin enters the game in Stealth and remains in it untill he takes damage. Passive,Start of Game (M)

\*2nd Alternate : Deduction , if Kakyoin uses this ability and is hit by an attack the same Turn, he Predicts the exact moment that enemy(-ies) will use that attack next time (the exact Turn and Round number). Shield (M)

Ultimate : Emerald Barrier - When Kakyoin sets his 3rd Emerald Splash Trap this ability triggers automatically at that moment . Kakyoin makes a field of glowing green strings that cut anyone and anything upon contact . From now on anyone who uses a Melee attack takes 25 damage before the attack . Passive,Field,Trigger (S)