Muhammad Avdol



,, *Yes , I am !* ,,

Alignment : Chaotic Good Race : Human Class : Stand User

1. Stand - Magicians Red : Summons a 20/x Stand that follows the rules for Stand Servants , his Basic Attack is a 20 damage AoE Ranged attack . Summoning (M)

2. Crossfire Hurricane - fires an ankh shaped flame , deals 35 damage to a target , this attack can not be Ignored . Ranged (S)



3. Red Bind - binds a targets limbs in flames , untill the end of the 2nd Turn after this one each Turn after this one whenever the target takes an Action it takes 20 fire damage before the Action takes place (if it dies his Action is not realised) , if the effected player is effected by this for 2 Turns and takes no Actions in the meantime , he drops unconcious from the smoke and is permanently Stuned and the end of that Turn . Shield (S)

4. Wildfire - deals 20 damage to all enemies . Ranged (S)

5. Life Detector - Mohammads flames sense life , Mohammad and his Stand can see and target Invisible beings if they are living biological creatures (by sensing their heat) , this ability is only effective when Magicians Red is on the field . Passive (M/S)

6. Perfect Flame Control - Mohammad and his stand are immune to fire damage , this is effective while Magicians Red is on the field . Passive (M/S)

Ultimate : **Crossfire Hurricane Special** - 2.+ 4.+ 5. deals 35 damage to every possible enemy target (one attack against each) , these attacks can not be Ignored . Ranged (S)

Ultimate 2 : **Master Fortune Teller** - you must posses a real life tarrot deck to use this ability (it must be in full aka have all the cards of the Major Arcana ) , if you wish to before the Game shuffle the deck and draw one card for each enemy hero.Once you draw them all assign one to each enemy Hero , it can be a possitive or negative effect , but each card drawn MUST be assigned and each Hero can be assigned only one :



*Magician - the assigned Hero takes 20 damage more from Magicians Red*

*High Priestess - Predict one Turn of any one Round of your choice before the Game starts on the assigned Hero*

*The Empress - the assigned Hero can not recieve negative Stacks*

*The Emperor - the assigned Hero can not be Stuned*

*The Hieropath - the assigned Hero predicts Round 1 Turn 3 on any of his enemies of his choice*

*The Lovers - Mohammad and his Stand and the assigned Hero (and its Stand) must target each other last , only if no one else could be targeted*

*The Chariot - the assigned Hero deals 20 damage more with all attacks , but takes 20 damage more from all attacks*

*Strength - the assigned Hero deals 10 damage more with all Attacks*

*Hermit - the assigned Hero may not cast abilities on his allies or his enemies if he could cast abilities on himself , he must always cast all possible (positive) abilities on himself if possible*

*Wheel of Fortune - the assigned Hero rolls a 1d6 on the start of each Round of combat , on a 1,2,3 he deals x rolled -10 damage with all Attacks , on a 4,5,6 he deals x rolled +5 damage with all Attacks*

*Justice - whenever the assigned Hero damages a target with an attack he takes the same damage he dealt , but all those who damage him also take the same damage they delt to him (after their Action in all cases)*

*The Hanged Man - the assigned Hero uses Random abilities (goes Mad) at every Turn 3 of each Round of combat*

*Death - the assigned Hero will instantly die at the end of Round 3 Turn 3 of combat*

*Temperance - if the assigned Hero skips his Turn (willingly or while controlled) he is immune to all effects at that and after that moment that Turn*

*The Devil - the assigned Heroes fate is tethered to another random character , whenever the character is dealt damage the Hero is dealt damage and vice versa*

*The Tower - if the assigned Hero does not enter a Mode or Stance he takes 40 unstopable damage at the end of each Round*

*The Star - the Assigned hero is guided by a mystical force his attacks can not be Ignored or Negated*

*The Moon - the assigned hero may declare that one of his Attacks (per Round) is Invisible for that Turn*

*The Sun - the assigned hero heals 30 HP at the start of each Round of combat (before Actions take place , this is not an Action) , this will not happen if the Hero is dead at that time*

*Judgement - whenever the assigned hero uses an Ability write it down , whenever the Hero uses written down abilities again he takes 20 unstopable damage (during the same Game)*

*The World - the assigned Hero is destined to rule the world , he has an absorb 10 damage from all Sources passive armor , and he can not loose control of his Character*

**\*This effect represents the very will of destiny , as such not even those who are Immune to all abilities can resist it if it is cast**

Start of Game , Passive (M)