Pet Shop



Alignment : Chaotic Evil Race : Bird Class : Stand User

GMs Note - Yes really

1. Bird Constitution - Pet shop has a base of 50HP instead of 100HP , but is constantly Flying . Passive

2. Predators Sight - Enemies may not enter Stealth as long as Pet Shop is alive . You are Always faster than enemies who use Shield or Counter abilities . Passive

3. Ice Shard - Surprise! , Deals 25 damage to any number of targets . Ranged

4. Frost Talons - Deals 25 damage. Melee

5. Frost Block - Absorb 20 damage from all sources this and the next Turn . Shield

6. Frost Veins - you spike the ground with veins of Ice that freeze the feet of your opponents , any enemy who is not Flying may either take 40 damage as they violently wound themselves to get free or be Grappled indefinetly untill Pet Shop dies (their choice , each ) . Field \*This will not Work again on those already Grappled this way

Ulti : Frostmend - as a Regular ability at any time may be used any number of times per Game but only once per Round , you patch your own wounds by closing them with Ice , gain 20HP each time you cast this . The HP gained this way can not exceed your HP maximum x2 (base 50x2 = 100) . You must be below your HP maximum to use this Ability . Shield