Rissoto Nero



Alignment : Neutral Evil Race : Human Class : Assassin , Stand User

1. Blood to Metal Transmutation - transmutes a target Blood into metal objects INSIDE the targets body , dealing 40 unstopable damage to it this can not be Ignored . Ranged

\*Enemies that do not have blood are Immune

2. Metalic Control - takes control of a target Servant or Hero that is a Machine or has metallic parts as a natural part of its body (Robots , Golems , metal skin etc... ) . If cast on a Hero lasts only during this Turn , if cast on a Servant lasts untill Rissoto dies starting from this Turn . This is not considered Mind Control and can not be resisted by effects that would resist it. Shield

3. Bend Light - Rissoto turns Invisible untill he takes damage , if he is Predicted , enemies can hit him normally even though he is Invisible in those Turns . Shield

4. Knife Levitation - Makes 4x 5 damage attacks . Ranged

5. Pulling Magnetism - Place an Anchor on any target damaged by your Knife Levitation , yourself if affected by Mettalic Stitch or any being that could be effected by Mettalic Control . All metall based attacks that would hit anyone hit the Anchor instead . Such attacks can not be Ignored . If a new Anchor is placed , the old one is removed . If Rissoto dies the Anchor is removed . Shield

6. Metallic Stitch - Rissoto sowes his own body together with metal stitches , gain HP equal to the last wound you recieved (damage instance) . You can only do this 1x per Game . Shield

Ulti : Iron Draining - whenever Rissoto damages someone (from Round 1 ) put an Iron Draining stack on them ,max 1 can be placed per Turn .If a person gets 3x or more Iron Drain he beggins to choke and suffocate , dying instantly at the end of the Round if he still has 3x or more Iron Drain on them . Passive

\*Enemies that do not have Blood are Immune

\***All abilities except Knife Levitation are conisdered Stand Abilities and are Invisible to non-Stand users as per the rules for Stands .**