Sale



Alignment : Chaotic Evil Race : Human Class : Rogue , Stand User

1. Stand Kraft Werk - summons a 30/x HP Servant , following the guidline to stands as described in Dio . Instead of attacking normally Sale may choose to Negate a physical Ranged attack in that time . This Stand and all of its Attacks and abilities Hit First. Summoning (M)

2. Kinetic Stop - used as a Reaction activelly , Negate any one Ranged attack , write such attacks down on a single piece of Paper if negated . Passivelly you can not take more than 20 damage from physical attacks as you steal kinetic energy from them , making their wounds shallow , this is not Absorbtion . Kraftwerk must be Summoned in order for this ability to function . Shield , Passive (S)

\*Attacks stopped this way must be at least semi-Physical (ex. Psychic attacks can not be effect)

3. Levitate Terrain - Sale and Kraftwerk gains Flying for this and the next Turn , but Hits Last . Shield (S)

4. Kinetic Propulsion - choose a Ranged attack written down on Kinetic Stops list , beggin tapping with your finger IRL on a solid surface and end your Turn , you may keep tapping , and the game goes on normally . When you use this ability again , and you are currently tapping stop taping , then make a copy of the Ranged attack (you choose targets if any) and deal bonus pure damage equal to the ammount of taps youve made up to this point (+1 for each) . You are not allowed to stall your turns while this is in effect and must decide upon an Action immediatelly after your enemy decides his. If you make an Attack this way or you are Stuned scratch the selected attack of the Kinetic Stops list . (S or M)

Ulti : Kinetic Lock - use Kinetic stop activelly at least 2x times during a Game , from the second time onwards you may cast this instead . A target of your choice is locked in place and is unable to move as it can not produce Kinetic energy . It is permanently Grappled and may not make Melee attacks , but may still use Ranged attacks if any . This Ultimate may be used any number of times per Game but only 1x per Round . Shield (S)

\* The death of Sale or his dissapearance from the current dimension ends this effect