Vanilla Ice



Alignment : Lawful Evil Race : Vampire Class : Stand User , Gay

1. Vampiric Strike - Deals 25 damage . If this kills the target , heal for the damage dealt . Melee (M)

2. Stand - Cream ! - Read rules for Stand , 25/x Stand when this stand Attacks you may Grapple the target and deal no damage instead of attacking nornally , this stand may not Attack the it uses ability 3. Or 4., if it Attacks it may not use those abilities. Summoning (M)

3. Dimension of Emptyness Sphere - You and your Stand go Blind and Turn Invisible for the duration of this ability , are Immune to everything other than your own effects this Turn except Predictions and Ignores. Then choose a target if able , as your Action the next Turn he instantly dissapears from existance and dies permanently (he can not return to life ) , Hits Last . This Ultimate can not be used again in the same Round as the one its effect takes place , just as all Act in the next Turn abilities . Melee (S/M) \*When you cast this end all Grapples on you and your Stand and all Grapples you are currently using \*Requires both M and S at the same time , and both being able to act

4. Devouver - Only if you are Grappled or Grappling deal 40 Unstopable damage to the Grappler/Grappled target or if he is at 40HP or below you swallow his head he is dead permanently and can not return to life . Cream makes this attack , but the Grapple / Grappled applies both to him and his Master. Melee (S)

5. Vampiric Regeneration - Heals for 20HP . Shield (M)

6. Blind Targeting - target one Target this Turn , you may Attack it by Targeting even if you are Blind for the next 3 Turns(but not if it is Invisible ) . Both you and Cream can target it . Note that being Invisible at the moment of casting this Ability will make it impossible for you to target the Character , but if the character turns invisible after being hit and effected by this he can still be targeted by your attacks for the duration . Shield (M/S)

Ulti : Dimension of Emptyness Spiral - use ability 3 at least 3x times per Game , instead of the 3rd time onwards you may use this ability instead . You are Immune to everything(except your own Abilities,Predicts and Ignores) and Blind as is your Stand untill this ability ends , then each Turn including this one and each subsequent Turn (x Turns where x is the number of enemies alive at the moment of casting if only 1 enemy then only this Turn) . Each Turn while under this Ultimate you can not take other Actions , roll a 1d6 on a 1, 2 nothing on a 3,4 Deal 40 Unstopable damage to a random enemy on a 5,6 instantly kill a Random enemy character . You must Announce that you will be using this ability the Turn you use it before Actions are revealed. MeleeAttack \*You do not have to target enemies to Attack them in this Ultimate (S and M)

