Stranglehold – Occamy

Description: A 4’ 11” Stand with a silver, blue and yellow color scheme and a slightly below average humanoid build. The Stand has an overall appearance of on wearing European-style armor, similar to Silver Chariot, but also has a mechanical aesthetic, as can be seen by the various ball sockets cables connecting body parts to each other. There is also a crescent moon motif in its design, as it appears as engravings all over the Stranglehold’s body as textures, and even as its visor.

Type – Direct

Range: E Power: C Speed: B Learning: E Growth: B Durability: C Precision: C

- Cat Scratch Fever

Anything that Stranglehold touches with its palms is instantly turned to silver. So long as the object is 9’x9’x9’, transmutation is immediate. However, if not, this ability requires multiple uses to transmute large structures and objects. Affects all solid matter, with the exception of living human tissue. It is unknown why CSF doesn’t affect live humans.

- Critical Luck

Any action taken with this Stand is likely to either fail miserably or succeed spectacularly, with no middle ground.

*Stranglehold Fever – Advanced Occamy*

Description: A 5’ 2” Stand with a silver, yellow and purple color scheme and an average humanoid build. Similar to its previous incarnation, but with a more bestial appearance. The previously blue parts are now bright yellow, and it’s previously yellow eyes and joints are now a deep purple. Any crescent moon on its body previously has become a full moon, and as all of the moons were previously a docile blue, they are now a vibrant yellow.

Type – Direct

Range: E Power: B Speed: A Learning: D Growth: B Durability: B Precision: C

- *Silver World*

After growing into its new form, Stranglehold Fever learns the ability to move itself and its user through any silver it has created in the same manner as a portal, so long as the two silver objects are within 100’ of each other. This allows for rapid transportation and sneak attacks on the unwary.

Black Parade – Headstone Genesis

Description: The tombstones produced by this stand have a tablet shape with a rounded top typical of any headstone, with a large Christian cross in the center of the front. While considered a Weapon type Stand, it does have a small mechanical body separate from its tombstones. This body is 5” in height with a similar design to that of the tombstones, with a head resembling a squat upside-down tombstone with two headlight-like eyes on either side of the cross, and two diagonal crosses on either side of the head. The torso is a thin, upside-down tombstone with a large cross on the back, and possesses arms and hands that wouldn’t look out of place in an episode of *The Jetsons*. Finally, there is a single stalk on the bottom of the torso with a single, small wheel attached. Black Parade possesses a spritely personality in spite of its ability, appearance and namesake, and frequently sits on the user’s shoulder or in their shirt pocket.

Type: Weapon

Range: D Power: D Speed: A Learning: C Growth: C Durability: C Precision: B

- Headstone Materialization

Can produce tombstones on any surface, relative in size to that of the target. Can not produce tombstones on any surface smaller than 2’. Recedes a few seconds after appearing.

- Headstone Launcher

Propels anything directly above the chosen surface into the air with great force. Oddly, lethality from the impact of hitting the ground after falling does not apply to the user.

*Black Parade Requiem – Fiery Headstone Genesis*

Description:

Type: Direct

Range: C Power: A Speed: A Learning: D Growth: C Durability: D Precision: A

- *Bombastic Grave*

Upon changing into its Requiem form, Black Parade Requiem gains the ability to use its tombstones as explosive charges. While the explosion is small (around 3’), it packs the power of a C-4 plastic explosive, and with the Stand’s increased precision and range, the size of the explosion of little consequence.