

Rules of Stands

1. One person can have one stand (Hive Stands are the same Stand, just split up into much smaller parts)
2. Whatever Damage is inflicted upon the Stand or the User is also dealt to the other.
3. Only Stand Users can sense Stands.
4. Stand Users can interact and speak with Spirits or Ghosts.
5. Only Stands can defeat Stands (Physical objects simply pass through or bounce off of all Stands excepting Enhancement Types).
6. If the User is knocked unconscious, Stand Abilities and the Stand will disappear, until resummoned by the User when conscious (This applies for all Stands except for Revenge Type Stands, which have their own rules included in their information)

System: Stand Stats are based upon the user's stats. To get Stand Stat Modifiers, Simply take the Stand Stat then divide by Ten

(For Range, do the same division by 10, that'll be your Stand's range from the user in meters.)

(Divide the Potential by 10, and that's how many Ability points you have. Normal Abilities all take one point. Special Abilities take a different amount of points for each stand Type. Ability Points are replenished after a Long Rest)

(Special Abilities relating to manipulation of Time or Space require 2 times the ability points.)

Strength = Power

Dex = Precision

Con = Durability

Wis = Speed

Int = Range

Cha = Potential (Power of Stand's ability)

Types of Stands (Classes):

Power (Example: Star Platinum)

Description:

Power Stands are considered to be some of the most dangerous and powerful, due to their all around physical ability. Most opponents have no chance facing off against a Power type Stand user when within their range. Their only weakness is their extremely short range.

Power = Strength Score Times 4

Precision = Dex Score Times 3

Durability = Con Score Times 3

Speed = Wis Score Times 4

Range = Int Score Times 1

Potential = Cha Score Times 2

Every Level Up, You may roll 2d4 (+The level you are becoming) and put the points into any of your Stand's stats except for Range.

You unlock a custom Ability at level 2.

At Level 4, You gain the option to use: Stand Rush.

At Level 6, You gain the option to use either: Block Physical Projectile or Block Stand Projectile

At Level 8, You gain the option to use: Stand Leap.

You unlock a Special Ability at level 10. It costs 5 ability points to use.

Ranged (Example: Hierophant Green)

Description: Ranged Stands are fantastic Stands all around. While not as strong or tough as Power types, Ranged Stands are able to use their versatility and flexibility to their advantage, often being able to effectively fight in almost any situation. A Stand type with no great strengths, but no great weaknesses either.

Power = Strength Score Times 2

Precision = Dex Score Times 3

Durability = Con Score Times 2

Speed = Wis Score Times 3

Range = Int Score Times 3

Potential = Cha Score Times 3

Every Level Up, You may roll 2d4 (+The level you are becoming) and put the points into any of your Stand's Stats except for Power and Durability.

You unlock a custom Ability at level 2.

At Level 4, You gain the option to use either: Stand Rush or Ranged Attack.

At Level 6, You gain

Remote (Example:

Type Specific Attributes:

Type Specific Actions:

Stand Rush: When your enemy or your enemy's Stand has been incapacitated, restrained, or unwilling to fight, you may perform this action. This action takes an entire turn, but if desired, may go on for at maximum, 10 turns. Through this action, your Stand may perform a punching attack the amount of times that your level is. If you choose to do so, you may perform this action lethally, most likely killing your victim, or non-lethally, where you drop your opponent's health points to Zero, and cannot go lower than that. When trapped within a Stand Rush, no action can be taken.

Stand Leap: This action counts as one attack. Upon a strong, rigid surface, a Stand may punch or kick it in order to propel both the Stand and the User into the air. This can be done straight up, vertically, or at an angle somewhere in between. The Stand User must roll 1d6, then add their Stand's Power bonus to it. The number represents how many meters the User and Stand travel.

Ranged Attack: This actions counts as one attack. Destructive energy is summoned, from deep within your Stand, and somehow released in a direction as destructive energy.

General Skills:

Ripple

Description: Ripple is an energy that travels through the blood, and is powered by breathing. A sacred art, it can be used for both healing and destruction. It is extremely effective against Undead, and can be used against both Corporeal things, as well as Stands.

Function: This Skill can be picked up at any level, and functions the same way that a Stand Type does. However, The Ripple is not a Stand. As such, One may have both Ripple and a different Stand Type at the same time.

Cost: When experience points are gained, they are cut in half (rounding down). These remaining experience points can go into either Ripple, or into the Stand ability (Note: If a Remote Type Stand User has obtained the attribute Controlled Breathing, the experience reduction is removed).

Ripple Points: A Ripple User can have a maximum of 5 Ripple points at first level, raising their maximum by 1d4 for every level of Ripple gained. Every time a turn ends, 1 ripple point is gained back.