

Jojo's Bizarre Tabletop Game

A Roleplaying Tabletop game based upon Jojo's Bizarre Adventure (By Hirohiko Araki), and Dungeons and Dragons 5th Edition (By Wizards of The Coast)

Version 0.01

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Rules of The Game

Jojo's Bizarre Tabletop game uses Dungeons and Dragons 5th edition as a template. The combat systems, dice mechanics, and character building are all taken from D&D 5th edition. However, several changes have been made. Rather than Races and Classes, these have been replaced with Occupations and Combat Types. Every person may only be one Background, but some people choose to have more than one Combat Type. However, each person may only have one Stand, and therefore, each person may only have one Stand Type. But one may decide to dip into several Combat Types that are not different Types of Stands. A great example of this would be a Stand User with a Power Type Stand also choosing to use The Ripple. That would be acceptable.

Jojo's Bizarre Adventure is a manga series that has been running for several decades, and has hundreds of chapters. As such, there are dozens of things unique to the worlds that Araki creates. This guide contains many objects and rules inspired by Araki's writing. This guide has many mechanics and powers and examples of them from across all parts. While there are no plot spoilers, or details such as major character deaths, abilities and powers of certain characters or Stands may be shown. As such, if you are interested in Jojo's Bizarre Adventure at all, I would highly recommend reading all of the manga, if you do not want any spoilers for Parts 1-8. You have been warned.

Rule Differences

This game has some rules that differ slightly from the typical 5th edition D&D game. Not only that, but a couple of things work completely differently. Mainly, the Arcana skill. Magic does not really exist in the Universe(s) that Jojo takes place in. As such, Arcana checks will instead be used to help you determine unexplained phenomenon. A successful Arcana check will reveal if an item has been infused with a special energy, or if it simply seems otherworldly, but is just mundane. For example, if one were to see a floating toaster, a successful Arcana check may reveal that it is floating because there are probably magnets inside, or it might clue you that something else is going on.

Initiative is also Calculated Differently. As opposed to

Running a Game

Okay, first of all, if you're choosing to run a game like this, you're a hopeless nerd. If you manage to rope your nerd friends into it as well, extra nerd points for you. Running this game is

a lot more challenging than running a standard D&D 5th edition game, but if done right, can be loads more fun.

First off, as a DM, you have to help your characters get used to the game. If they have played any sort of D&D before, this should be old-hat to them. However, if you have Stand Users in your group, things start to get complicated at Level 2 (Unless one of your players is an Ability Type Stand User). This is when Stand Users get their Abilities. As you likely know, Abilities make Stand Battles varied, and interesting. However, you, as a DM have to help your Player create a Stand Ability from Scratch. You can allow your characters to make their abilities as powerful as they would like, but make sure that each ability has some sort of Weakness. A Stand that is stronger underwater, for example, should be weaker outside of it. A Power Type Stand may have an incredible Ability, but if the User cannot get within two meters, it won't matter.

Creating a Character

Passions

The world of Jojo's Bizarre Adventure is extremely odd. However, unlike a lot of D&D campaigns, Jojo's Bizarre Adventure typically takes place in a modern world filled almost completely with humans. While this is all fine and dandy, many people want some variety when building a character. Stand User or Hamon User is typically not a job somebody would take up. Rather, it is an important aspect of their character. However, as important as powers are, experience changes a person. Therefore, people who have been working or studying in a specific field will have more experience and knowledge in certain areas, and less in others. For the purpose of this Tabletop Game, Passions take on the role of Races.

Your character's Passion does not have to be their actual job, but it definitely can be. For example, somebody may work a job that they do not really like in order to get by. Their hobby or obsession can be completely separate from their job, and they improve themselves to get better at their hobby.

Passion List:

- Academics (Int)
- Physicians (Int)
- Trained Laborers (Str)
- Athlete (Str)

- Survivalist (Wis)
- Service Workers (Wis)
- Thieves (Dex)
- Artists (Dex)
- Hard Laborers (Con)
- Traveller (Con)
- Con Artists (Cha)
- Performers (Cha)
- Students (Jack of all trades)

Academics

Academics do exactly as the name suggests. They study hard, or teach hard, using their intelligence and experience to do their jobs. Examples of Academics are:

- Professors
- Accountants
- Teachers
- Programmers
- Scientist/Researcher

Academics get +2 Intelligence, Proficiency in Arcana, History, Investigation rolls, and may also know up to two human languages. They are also Proficient in Intelligence and Constitution Saving Throws.

Physicians

Physicians use their superior intellect, reasoning, and patience to assist the injured. Physicians have immense knowledge of the Human Body, knowing how it works in almost every way. Examples of Physicians are:

- Doctors
- Nurses
- Surgeons
- EMT Operators
- Veterinarian

Physicians get +2 Intelligence, +1 Wisdom, Proficiency in Investigation, Nature, Animal Handling, and Medicine. They are also Proficient in Wisdom and Intelligence Saving Throws.

Trained Laborers

Someone who has studied for years in order to hone their craft. They use their Strength along with their experience in order to accomplish their tasks. Examples of Trained Laborers are:

- Mechanics
- Plumbers
- Carpenters
- Blacksmiths/Metal Workers

Trained Laborers get +2 Strength, +1 Intelligence, Proficiency in Athletics, Arcana and Investigation, and are proficient in Strength and Intelligence Saving Throws.

Athlete

People who push their bodies to the limits, in order to see the true limit of humanity's potential, and to push past those limits. Examples of Athletes are:

- Olympians
- Professional Sports Players
- Warriors/Soldiers

Athletes get +2 Strength, +1 Dexterity, Proficiency in Athletics and Acrobatics. As well as Proficiency in Strength and Constitution saving throws.

Survivalist

A person who has chosen to forgo most parts of Modern Society, instead cultivating their own land, and living a simple, more reclusive life. Survivalists might also be those attempting to make their way in a harsh Urban Climate. Example of Survivalists are:

- Wilderness Survivors
- Rural Subsistence farmers
- Hunters
- Gangsters

Survivalists get +2 Wisdom, +1 Intelligence, Proficiency in Insight, Perception, and Survival, and Animal Handling. They also get Proficiency in Wisdom and Constitution saving throws.

Service Workers

A person who makes their living serving people, using their training and wit to help them. Examples of Service Workers are:

- Waiters/Waitresses
- Receptionists
- Secretaries
- Salespeople

Service Workers get +1 Wisdom, +1 Charisma, Proficiency in Insight, Perception, and Persuasion. They also get Proficiency on Wisdom and Charisma saving throws. They may also know up to two human languages

Thieves

Those who must make a living taking from the more fortunate. Through Stealth, Intimidation, or Speed, Thieves take to sustain the needs of themselves or those they hold close. Examples of Thieves are:

- Robbers
- Pickpockets
- Muggers

Thieves get +2 Dexterity, +1 Charisma, Proficiency in Sleight of Hand, Stealth, and Intimidation. They also get Proficiency on Dexterity and Charisma saving throws.

Artists

Using some sort of Canvas, Artists create a beautiful thing, made to invoke feelings in people. Whether it be a comic, a painting, or a sculpture, Artists spend hours in seclusion or with other artists, with the sole goal of improving their craft. Examples of Artists are:

- Writers
- Painters
- Sculptures
- Mangakas

- Acrobats
- Dancers
- Chefs

Artists get +2 Dexterity, +1 Int, Proficiency in Acrobatics, Stealth, and Performance. They also get Proficiency in Dex and Int Saving Throws.

Hard Laborers

Some make a living performing unpleasant jobs that are physically demanding. Without them, society would not function. Examples of Hard Laborers Are:

- Construction Workers
- Garbage Collectors
- Coal Miners

Hard Laborers get +2 Con, +1 Dex, and +1 Strength. They may choose to be proficient in one of the following skills: Athletics, Acrobatics, Animal Handling, or Intimidation. They also get Proficiency in Con and Dex saving throws.

Travellers

Those who travel immense distances, using their superior willpower and trained body to withstand immense pressure over long periods of time. Examples of Travellers are:

- Triathletes
- Marathon Runners
- Nomads
- Monks
- Martial Arts Masters

Travellers get +3 Con, +1 Wisdom, and proficiency in Survival and Religion. They also get Proficiency on Con and Wis saving throws.

Con Artists

Those who steal, not for survival, but for wealth. To attain power, money, or influence, these people take advantage of the human brain in order to push people to achieve their own goals. Examples of Con Artists are:

- Scam Artists
- Fake Fortune Tellers
- Politicians
- Cult Leaders

Con Artists get +2 Cha, as well as Proficiency in Deception, Persuasion, Intimidation, and Religion. Con Artists may learn up to three human languages. Con Artists are Proficient in Charisma and Intelligence Saving Throws.

Performers

Those who perfect a craft in order to inspire, but also to hear the roar of the crowd. Examples of Performers are:

- Stand Up Comedians
- Actors
- Musicians
- DJ's

Performers get +2 Charisma, +1 Con, as well as Proficiency in Deception, Persuasion, and of course, Performance. Performers are Proficient in Charisma and Constitution Saving throws.

Students

Many have no clue what they would like, and simply want to reach their feelers as wide as they can. Examples of Students are:

- High School Students
- College Students

Students get +2 to one stat of their choice, +1 to three stats of their choice, but -1 to two stats that they decide. Students may know up to two human languages. Students may be Proficient in any three skills of their choice. Students may be proficient in any two Saving Throws of their choice.

Feats

Over time, fighters may acquire talents or skills through practice or experience. Regardless of Level or Class, everybody earns skills at the same pace.

Level	Number of Total Feats
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1	2
2	2
3	2
4	2
5	2
6	3
7	3
8	3
9	3
10	3
11	4
12	4
13	4
14	4
15	4
16	5
17	5
18	5
19	5

(Even if a character were to go above Level 20, the maximum total amount of Feats one creature can have is Eight)

You may choose your Feats from the list near the back of the manual. Some Feats are skills that may be acquired through racial bonuses,

Stands

Stands are one of the, if not the most iconic part of Jojo's Bizarre Adventure. Most PC's, NPCs, and enemies that you meet will most likely be Stand Users. A Stand is the physical manifestation of the Soul's fighting spirit. If a person has a strong will to fight, and they go through an experience that gives them a Stand, they may manifest their Stand (or their power) in some form.

Obtaining a Stand

There are many ways in which one could obtain a Stand. Very few people are lucky enough to be born with this power, gained from an action that an ancestor did.

Some gain power when a relative does the same. In some cases, a relative that suddenly gains a Stand may also give their relatives a Fever, putting them upon the track to obtaining a Stand.

One of the most common methods of obtaining a Stand comes from getting pierced by a Stand Arrow (see Artifacts and Items). When a living creature's skin is pierced by this Arrow, they will develop a Fever over the course of several days. The severity and duration of the fever is dependent upon the physical build of whatever or whoever catches it. For example,

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)

Extra Rules/Tips

1. AC is calculated based on a base of 10, with the DEX and WIS modifiers added on for a normal human. For a person with a Stand out, AC is calculated in the same kind of way. To calculate AC, take a base of 10, then add the Stand's Precision and Speed Modifiers (If a Stand user has a Stand, but it is not within 5 meters of them at the time of attack, they have to use their regular AC as opposed to their Stand AC, unless they have the trait Speedy Movement.)
2. If a Stand user fights a non-stand user, the Stand User gets Advantage on all attack rolls against them.

Calculating Stand Stats

Strength = Power

Dex = Precision

Con = Durability

Wis = Speed

Int = Range

Cha = Potential (Power of Stand's ability)

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

Stand Range

Range, divide your Intelligence stat by 10, that'll be your Stand's range from the user in meters (before taking Stand Type into account.) A Stand may have a minimum range of 1 Meter.

Abilities and Potential

Divide the Potential by 10, and that's how many Ability points you have. Normal Abilities all cost 1 point. Special Abilities take a different amount of points for each stand Type. Ability Points fully replenished after at least one minute outside of combat.

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

Stand Damage Resistance

Stands have natural resistance against damage. Take the Stand's durability stat and divide it by twenty (rounding down). Your Stand can resist that many points of damage per round.

(Example: A Stand with a 100 durability would be able to resist 5 points of damage per round. A Stand with 40 would only be able to resist 2.) (Note: Most Stands can only be damaged by other Stands, so physical attacks should simply faze through them, bounce off of them, or instead hit their User)

Attacking:

To Hit:

Your Stand's accuracy when attacking is based on your Precision. To punch an opponent, simply roll a d20, then add your Stand's Precision bonus to it. Damage is Stand Type Specific.

For your user to punch, it is the same sort of process. Roll a d20, then add your Dexterity Bonus. Dealing damage is not Stand Type Specific. Every Unarmed Punch or Kick deals 1d4 + Your Strength Bonus of damage. User punching (and regular physical attacks) DO NOT AFFECT STANDS (Except for Enhancement or Independent Types).

Speed is also something important. Take the total Speed Stat of your Stand, then divide it by 50, rounding down. Every 50 Points in Speed is one more Attack that the Stand may perform each round, with a minimum of one. (Examples: A Stand with 27 Speed can attack once per turn. A Stand with 167 Speed may attack 3 times per turn.

Stand Types

There are 9 basic Stand Types:

- Power
- Ranged
- Remote
- Ability
- Act Missing description
- Enhancement
- Revenge

- Independant
- Hive Missing description

If you do not want to pick a Stand Type, roll a d100.

- 1-35 = Power
- 35-49 = Ranged
- 50-69 = Enhancement
- 70-79 = Remote
- 80-89 = Ability
- 90-93 = Independant
- 94-97 = Revenge
- 98-99 = Hive
- 100 = Act

Dual Stand Types

Some Stands have aspects of several different kinds of Stands. This means that some of these can overlap. Here is the entire list of Stands that can overlap:

Enhancement / Remote
 Enhancement / Revenge
 Enhancement / Independant
 Enhancement / Hive
 Ability / Hive
 Independant / Hive
 Remote / Hive
 Ability / Revenge

In order for a Stand to have overlapping qualities, it must be decided from the creation of the Stand. A Stand may not simply change attributes completely. However, in the case of a Stand Evolution, such a change is possible, so long as one of the overlapping Stand Types is the same as the unevolved version.

When creating an evolved Stand, simply write both types for class. When leveling up, do so as normal. When you level up, both classes increase. However, there are some negatives. When creating the Dual Type Stand, you must take the lowest Stat out of each category, and make that the Stat of your Stand. Not only that, but all traits that both Stands have apply, both with strengths and weaknesses. When leveling up and obtaining abilities, you may only choose one level up ability from one of the two classes. However, upon each level up, you do not have to continue picking from just one of the Stand Types. For example, you may take an ability from one Stand Type at level one, then from the other at level two.

Leveling up:

Total EXP	Level	Proficiency Bonus
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0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4
85,000	11	+4
100,000	12	+4
120,000	13	+5
140,000	14	+5
165,000	15	+5
195,000	16	+5
225,000	17	+6
265,000	18	+6

305,000	19	+6
355,000	20	+6

Types of Stands (Classes):

Power

(Example: Star Platinum, Silver Chariot, Crazy Diamond, Gold Experience)

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.

Attack Dice: 1d12 + Power Modifier

Attack Dice Past Level 7: 2d10 + Power Modifier

Stats	Mod
Power	x4 str
Precision	x3 dex
Durability	x3 con
Speed	x4 wis
Range	x1 int
Potential	x2 cha

Every Level Up, You may roll 2d4 (+The level you are becoming) and put the points into any of your Stand's stats. Your Stand's Range has a maximum Score of 20 (2 meters), and cannot go any higher.

At Level 1, You gain the option to use: Feat of Power.

You unlock a custom Ability at level 2.

At Level 3, You may gain either the Attribute: Armored Stand, or the ability to use: Melee Barrage.

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

At Level 5, You gain the option to use either: Counterattacking Blow or Offensive Blow.

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

At Level 7, Your Attack Dice Increases.

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

At Level 9, You may learn an action that you did not learn in Level 5 or Level 6, as well as the trait: Menacing Aura.

You unlock a Special Ability at level 10. It costs 3 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.

Attack Dice: $1d8 + \text{Power Modifier}$

Attack Dice Past Level 7: $2d6 + \text{Power Modifier}$

Power = Strength Score Times 3

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 or 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 5, you gain the option to use: Pincer Attack.

At Level 6, You gain the Attribute either: Silent Movement or Speedy Movement.

At Level 7, Your Attack Dice Increases.

At Level 8, You may learn an action or gain an attribute that you chose not to learn in Level 4 or 6.

At Level 9, You gain the attribute either: Menacing Aura or Stand Pickpocketing.

You unlock a Special Ability at level 10. It costs 3 ability points to use.

Remote (Example: Highway Star, Black Sabbath, Goo Goo Dolls, Manhattan Transfer)

Description: Remote Stands are immensely powerful. Their Ability and Strength can often not be ignored. However, the users of these Stands often cannot control them, and their Stands operate on one simple task, and attempt to follow it. I.E., attack the closest human until its breathing stops for 5 seconds. These Stands, while often powerful indeed, have very easily exploitable weaknesses due to the simple nature in which they function.

(Important! These Stands cannot be controlled by their Users. The only power their User has over them is to send them out or recall them. These Stands can only perform one predetermined action. Example: Prevent anybody from entering a building, use your ability on anyone who opens a door, attack anyone who steps into a shadow, etc...)

Attack Dice: 1d10 + Power Modifier

Attack Dice Past Level 7: 2d8 + Power Modifier

Power = Strength Score Times 3

Precision = Dex Score Times 2

Durability = Con Score Times 4

Speed = Wis Score Times 4

Range = Int Score Times 5

Potential = Cha Score Times 2

Every level up, you may roll 2d4(+ The level you are becoming) and put these points into any stat except Speed or Precision.

You unlock a custom Ability at level 2.

At Level 4, You gain the Attribute either: Simple Weapon Proficiency, Pistol Proficiency, Rifle Proficiency, Improvised Weapon Proficiency.

At Level 6, You gain the Attribute either: Golden Understanding, Controlled Breathing, or Two Modes.

At Level 8, You gain the option to use either: Oblivious Facade, or Close Combat Specialist.

You unlock a special ability at level 10. It costs 3 ability points to use.

Ability (Example: Earth Wind & Fire, White Album, Oasis)

Description: Every Stand is different. Many Stands are able to physically manifest themselves clearly and powerfully, but Ability Stands do not function in the same way. An Ability Stand is not visible or tangible unless specifically made so by their user. However, while these Stands have very little in the way of physical power, their masterful use of their abilities are able to keep them solidly in the fight.

Attack Dice: 1d4 + Power Modifier

Attack Dice Past Level 7: 1d6 + Power Modifier

Power = Str Score Times 1

Precision = Dex Score Times 3

Durability = Con Score Times 1

Speed = Wis Score Times 3

Range = Int Score Times 4

Potential = Cha Score Times 5

Every level up, you may roll 2d4(+ The level you are becoming) and put those points into any stat except Power or Durability.

You unlock a custom Ability at level 1.

At level 2, You gain the Attribute: Self-Acclimation.

At Level 4, you gain the Attribute either: Passive Power, or Energy Conservation.

At Level 6, you gain the option to use either: Defensive Ability or Mobile Ability.

You unlock a Special Ability at Level 8. It costs 2 ability points to use.

At Level 10, you may gain an Attribute or the option to use something that you didn't acquire in level 4 or 6.

Enhancement (High Priestess, Strength, Wheel of Fortune, The Fool, Love Deluxe)

Description: Many Stands are able to physically manifest themselves, or their abilities in a vacuum. However, there are some Stands that are able to forgo many of the normal Stand rules, and make a normal, everyday object into something much more terrifying. While these Stands have incredible power, they also possess properties unique to them, and them alone.

(Note: Enhancement Type Stands are powerful, but they are able to be destroyed or injured by physical objects.)

Attack Dice: 1d10 + Power Modifier

Attack Dice Past Level 7: 2d8 + Power Modifier

Power: Strength Score Times 3

Precision: Dex Score Times 3

Durability: Con Score Times 5

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 those points into any stat.

You unlock a custom Ability at level 2.

At level 4, you may gain the attribute either: Complete Control, or Immense Resistance.

At level 6, you gain the Ability: Clever Disguise.

At level 8, you gain the Attribute: General Anchors.

You unlock a Special Ability at level 10. It costs 3 Ability points to use.

Revenge (Ebony Devil, Notorious BIG, Highway To Hell)

Description: Some Stands have immense power, but are unable to properly function unless their user feels a certain way. Through feelings of hatred, pain, or loss, Stands may manifest properly, showing their true form, and relentlessly attacking those who wronged their users.

(Note: Revenge Types are powerful, but immense feelings of hatred or pain must be directed at a specific person in order for it to properly manifest.)

Attack Dice: 1d8 + Power Modifier

Attack Dice Past Level 7: 2d10 + Power Modifier

Power: Strength Score Times 3

Precision: Dex Score Times 4

Durability: Con Score Times 5

Speed: Wis Score Times 3

Range: Int Score Times 10

Potential: Cha Score Times 4

Every level up, you may roll 3d4(+ The level you are becoming) and put those points into any stat except Potential.

You unlock a custom ability at Level 2

At level 4, you gain the Attribute: Oblivious Facade

At level 6, you gain either the Attribute: Unconscious Control, or Near-Death Escapist

At level 8, you gain the Attribute: Second Life

You unlock a Special Ability at Level 10.

Independent: (Anubis, Superfly, Foo Fighters)

Description: Independent Stands are extremely interesting, and one of the more rare Stand Types in Jojo's Bizarre Adventure. These Stands are odd because they do not actually have a User, instead wielding themselves. These Stands have the same sort of Attributes that regular Stands do, and must follow most of the same rules. However, the Stand is still made up of physical matter. It is similar to an Enhancement type Stand, in that the material can be damaged physically. However, Stand Damage resistance still applies.

(Note: Some Independent Stands did in fact have a user at some point, or still do have a user. However, they are not linked together. Damaging the Stand does no harm to the User, and vice

versa. However, if a person does or did have an Independent Type Stand, they are still able to sense Stands and Ghosts, just how a normal Stand User would.)

(Note: Independent Type Stands have no actual Stand to summon, as they themselves are the Stand. However, this also means that damaging them is the only way to cause harm, and they never have to summon their Stand.)

Attack Dice: 1d8 + Power Modifier

Attack Dice Past Level 7: 2d6 + Power Modifier

Power: Strength Score Times 3

Precision: Dex Score Times 3

Durability: Con Score Times 4

Speed: Wis Score Times 3

Range: 0

Potential: Cha Score Times 3

Every Level Up, You may roll 2d4(+ The Level you are becoming) and put those points into any Stat except Range.

At level 1, you gain the ability: Immense Resistance.

You Unlock a Custom Ability at Level 2

At Level 4, you may gain the ability to use either: Melee Barrage or Ranged Attack

At Level 6, you gain the attribute: Oblivious Facade

At Level 8, you may gain the ability to use either: Defensive Ability or Mobile Ability

You gain a Special Ability at Level 10

Hive (Bad Company, Harvest, Sex Pistols)

Description: It is said that Stands reflect their users. Hive Type Stand Users are those that idolize the idea of individuals working as a team. Their Stands are formed of many much smaller than normal fragments, each one with only a fragment of the power of a full Stand. However, these smaller parts may act in Tandem, or each one separately. Because of this, Hive Stands have around the same strength as a normal Stand, but they all have immense range.

(Note: If the Power Score for an instance is less than 10, they may only deal one damage per instance. If it is less than 5, individual Stands may not deal Damage. When at around ½ of the Hive Instances are in one place, you may use it to attack as normal.)

Attack Dice: 1d6 + Power Modifier (When Combined)

Attack Dice: 3d4 + Power Modifier (When Combined)

Every Level Up, you may roll 2d4 (+ the level you are becoming) points, and put those points into any stat except

Feat List

Cleave: When making a Melee Attack, if the attack is successful and either knocks out or kills the target creature, you may perform another attack on a creature within 5 feet of your Stand or you (whichever one performed the attack).

Superior Cleave: (Prerequisite: Cleave) When a creature is killed by a melee attack by your or your Stand, you may take a 5 foot step and attack again (if the User attacked), or the Stand may perform another melee attack on any creature or thing within their Range.

Toxin Resistance: Through training and patience, you have made your body resistant to almost all toxins through incremental exposure. You have complete Immunity to poisons or toxins ingested (up to 1/4 Liter every 24 hours). You have advantage to all Con saving throws made against Venoms, Breathable Toxins, and Acids.

Menacing Aura: For every Menacing Aura you have, add +2 to all Intimidation checks. You can have a maximum of Menacing Aura III, in which you have +6 to Intimidation.

Simple Weapon Proficiency: Through knowledge and training, you have gained the ability to properly use simple weapons. You now may add your Proficiency Bonus to your To Hit when using simple weapons. Furthermore, when using a Simple Weapon that you have trained with, you may attack using it twice per turn.

Pistol Proficiency: Through knowledge and training, you have gained the ability to properly use handguns and revolvers. You may now add your Proficiency Bonus to your To Hit when using Pistols. Furthermore, you may reload a pistol as an attack or movement action, or you may take one full turn to completely reload a revolver or hand cannon.

Rifle Proficiency: Through training and patience, you have gained the ability to accurately use rifles. You may now add your Proficiency Bonus to your To Hit when using Rifles. Furthermore, if you choose not to move during your turn, on that same turn, you may add another +3 to your To Hit when making attacks using a Rifle.

Tavern Brawler: Through experience and tussles, you've gained the ability to make objects from your environment into effective weaponry. You may add your proficiency bonus to any object you use to attack somebody. If you already have Proficiency in Improvised Weapons, simply add the Proficiency Bonus Twice. Not only that, but you may pick up objects less than 20 kg as a free action. Not only that, but if you pick up or hide behind an object around 1 meter in area, you may use it as a makeshift shield. If you have it picked up, you may continue to use it, but your movement speed decreases by 5 meters. The Shield gives you an additional +3 AC if mobile, and it gives an additional +6 if stationary.

Pressure Point Manipulator: (Prerequisite: Intelligence of 13 or higher, or your Passion must be Physician)

Through time spent studying the human body, you've found the best way to hinder movement, cause immense pain, and defeat foes with little force. You may use melee attacks using either you, or or Stand, or a Spin Sphere. In order to perform a Pressure Point attack, it is a regular attack that takes all turn. Choose a limb. Upon a successful hit, rather than dealing damage, the opponent may not use the limb that you Targeted for 1d4 (+ Your Strength/Power Modifier) turns.

Unstoppable Willpower: Some have an inner strength that simply cannot be stopped. Some are born with it, and other earn it through struggle and defeat.

Close Combat Specialist: You've become accustomed to defending yourself, sometimes even without your Stand. Add +1 to your AC. Proficiency Bonus may be added when using improvised weapons. If you are already Proficient in using Improvised Weapons, add the bonus again.

Type Specific Attributes:

Custom Ability: This is something that must be discussed with the DM of your Campaign. Stand Powers are something integral to the existence of Stands, and it's a huge part of what makes Jojo's Bizarre Adventure such a fun, varied, and unique experience. A general rule of thumb is that the more specific your Stand Ability is, the more powerful it is. However, the more general it is, the more versatile it can be. Examples of Abilities are Anubis's possession, Hermit Purple's Spirit photos, or White Album's ability to freeze things.

Special Abilities: These are powers that use the same concept of the regular Custom Ability, but taken to a whole new level. These abilities have immense strength, at a cost. When used, these abilities take a lot more Stand Energy than a regular ability. If one is not careful, somebody using their Special Ability too often may end up with no Energy to perform any Abilities, regular or otherwise. Examples of these abilities are The World's The World, White Album's Gently Weeps, or Weather Report's Heavy Weather.

Menacing Aura: For every Menacing Aura you have, add +2 to all Intimidation checks. You can have a maximum of Menacing Aura III, in which you have +6 to Intimidation.

Armored Stand: Take your Stand's Durability mod, then add it to the amount of damage you already resist. This becomes the amount of damage resistance you have each turn.

Ripple Regeneration: Gain 0(+your current level of Ripple) health points back at the start of every turn.

Silent Movement: You have, through experience, gained better control of your Stand, allowing you to move your Stand extremely carefully, ensuring that the only way that your Stand may be detected is when it is seen. Its movement is silent.

Speedy Movement: You have, through experience, built up the movement speed of your Stand. At any time, as a free action, you may call your Stand back to you, allowing it to come back and defend you, or perform any action requiring your Stand to be near you. This also means that your AC may be increased to your Stand's AC at any time. However, when your Stand returns to you, it stops doing whatever it was doing at the time you summoned it.

Passive Power: Your Stand has grown, and as such, you've gained immense knowledge over its abilities and powers. It's reached the point when you don't even have to activate your Stand in order for it to function (Examples of Passive Powers include: Grateful Dead's Gas, Star Platinum's eyesight, C-Moon's Gravity reversal.)

Energy Conservation: You've gained proficiency with using your Stand. As such, you may expend less Ability points to perform the same Abilities. Normal Abilities now cost 0 Ability points to use, and Special Abilities now cost 1 point to use.

Simple Weapon Proficiency: Through knowledge and training, you have gained the ability to properly use simple weapons. You now may add your Proficiency Bonus to your To Hit when using simple weapons. Furthermore, when using a Simple Weapon that you have trained with, you may attack using it twice per turn.

Pistol Proficiency: Through knowledge and training, you have gained the ability to properly use handguns and revolvers. You may now add your Proficiency Bonus to your To Hit when using Pistols. Furthermore, you may reload a pistol as an attack or movement action, or you may take one full turn to completely reload a revolver or hand cannon.

Rifle Proficiency: Through training and patience, you have gained the ability to accurately use rifles. You may now add your Proficiency Bonus to your To Hit when using Rifles. Furthermore, if you choose not to move during your turn, on that same turn, you may add another +3 to your To Hit when making attacks using a Rifle.

Tavern Brawler: Through experience and tussles, you've gained the ability to make objects from your environment into effective weaponry. You may add your proficiency bonus to any object you use to attack somebody. If you already have Proficiency in Improvised Weapons, simply add the Proficiency Bonus Twice. Not only that, but you may pick up objects less than 20 kg as a free action. Not only that, but if you pick up or hide behind an object around 1 meter in area, you may use it as a makeshift shield. If you have it picked up, you may continue to use it, but your movement speed decreases by 5 meters. The Shield gives you an additional +3 AC if mobile, and it gives an additional +6 if stationary.

Two Modes: Interestingly, you have somehow gained power over your Stand, despite how incredibly volatile Remote Stands can be. At any time, for an action equivalent to one attack, you may switch to/from Ranged Mode. In Ranged Mode, Remote Stands may function as any other Stand does, in that they may be controlled by the user's will, and can follow specific commands. However, while in Ranged Mode, you may not use your Stand Ability, nor your Special Stand Ability. Your Stand retains their stats despite the mode they are in.

Oblivious Facade: You've had enough experience allowing your Stand to be controlled independently, that you have the ability to simply slip into a crowd, or to act completely innocent. In order for somebody to actually find you, they question you, one-on-one, using Intimidation or some other Charisma ability, beating a DC of 10 (+ your Charisma Modifier).

Complete Control: Your Stand, as a fusion of Stand Energy and a Physical Object. You've gained enough control over your Stand that you can completely influence how your Stand functions (Example: Wheel Of Fortune's squeezing, Strength's control of the Ship itself).

Immense Resistance: Your Stand is incredibly resilient, a reflection of your willpower and experience. When your Stand takes damage, roll damage resistance, and add whatever modifier is needed. Then multiply that number by 3, that is how much damage is resisted. Your Stand's AC is also boosted by +2.

Close Combat Specialist: You've become accustomed to defending yourself, sometimes even without your Stand. Add +1 to your User AC. Proficiency Bonus may be added when using improvised weapons.

General Anchors: As an Enhancement Type Stand User, you've taken your ability to the next level. Rather than having to anchor onto something specific (Metal Bar, Car, Boat), you may now anchor onto something similar to your original anchor (Example: Wheel of Fortune could anchor onto anything with wheels).

Ionic Rippling: Your Ripple has progressed, and become more powerful. It is now able to affect Energy-based abilities, and interact with any form of energy.

Toxin Expulsion: Your blood moves, and sends energy through your body. Foreign, harmful substances are detected and removed from the body automatically through the point of entry

(Venom exists through the injection site, Poison is immediately spit up completely). You are now immune to Toxins of all sorts, including diseases.

Golden Evolution: When a Perfect Spin is created, some of the energy being given off may be absorbed by the creator's Stand. This results in an Evolution of a Stand. This particular Stand evolution is immensely powerful, yet temporary. The Evolved form of the Stand only lasts for a little over an hour. While evolved, the Stand's Abilities and Special abilities' effects and damage are multiplied by 5. Not only that, but the Stand's Power, Durability, Speed, Precision, and Potential scores are all multiplied by 5.

Zombie Strength: Zombies have an advantage on all Strength throws. Zombies may also lift or throw an object up to 10 times their mass. This takes an entire turn to do.

Zombie Resistance: Zombies have a Natural Resistance to Piercing damage on their body, of 3 points per attack. Zombies also have complete immunity to Toxins, Poisons, Venoms, and any normal harmful substance except Acid, which deals normal damage. Zombies do not need to breathe.

Zombie Double Health: As the weakest kind of Undead, Zombies have the same kind of power that other Undead have, just in a much weaker form. Zombies have $1d6 + \text{CON Modifier}$ health in their head, whereas the Body of a Zombie has the same amount of health as they would have in life, but multiplied by 3 (A Human with 4 Health in life would have 12 as a Zombie).

Type Specific Actions:

Feat of Power: This action takes a full turn to complete. Take the Power Score of your Stand, then Multiply it by 50. That is how heavy an object you may lift in Kilograms. You may also use this ability to crush objects, break down walls, throw something, or perform any other act of Immense Strength. You may only use this action upon objects, or a consenting creature. This may not be used for an attack.

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 Stand's Speed Stat is, divided by 10 (a Stand with a 100 Speed Stat would attack 10 times). 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.

Counterattacking Blow: This action must be set up. Setting Up Counterattacking Blow counts as One Attack. The Necessary preparation requires no Physical actions. No Physical Movement is required. The action itself may be activated when somebody enters your Stand's Range, or at any time when your Target is within your Range. Roll To Hit, but add +2 To Hit to this roll. If the

attack hits, roll a regular Damage Roll, but also roll your Attack Dice twice (If you have 1d12 damage dice, roll 2d12. If you have 2d8, roll 4d8).

Offensive Blow: This action takes an entire turn.

Melee Barrage: This action takes an entire turn. Perform a number of Melee attacks equal to half of your Stand's Speed Modifier (+6 Speed would mean 6 attacks per round). Each hit has only half of the normal Stand To Hit bonus (+8 To Hit would mean that each Melee Barrage hit only has +4 To Hit). You may not perform any more actions for this turn.

Block Physical Projectile: When a Physical Projectile (Bullet, Arrow, Thrown Object) is propelled towards you, you may make a Precision saving throw using your Stand. If you succeed, your Stand catches or stops the projectile. If the saving throw is failed, and the Projectile breaks through your AC, it hits as normal.

Block Stand Projectile: When a Stand-based Projectile (Emerald Splash, Foo Fighters' bullets, Tusk's Nails) is sent towards you, you may make a Precision saving throw using your Stand. If you succeed, your Stand catches or stops the projectile. If the saving throw is failed, and the Projectile breaks through your AC, it hits as normal.

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 action takes a full turn to complete. Destructive energy is summoned, from deep within your Stand, and somehow released in a direction as destructive energy. Choose between -2, +0, and +2. This is added to your Precision modifier, and that becomes your total added to your To Hit. The damage this attack deals is either 1d4, 1d6, or 1d8, which, when added to your Speed modifier, becomes your total damage (Note: Picking -2 for accuracy results in getting 1d8 for damage. The powerful your ranged attack is, the less accurate it becomes.) This attack has an effective range of 10 meters from the Stand. At Level 5, add 1d4 to your Damage. At Level 7, add +2 To Hit to your To Hit Bonus. At Level 9, Increase the Range from which your Stand's projectiles can shoot to 20 Meters. At Level 11, take the added 1d4, and make it 1d6 instead. At Level 13, Change the die to a d8. At Level 15, Change the added dice to 2d8.

Pincer Attack: This action counts as one attack. In order to prepare this Attack, you must successfully hide your Stand in a specific place within your Range. Preparing your Stand in a hiding place also counts as an Attack.

Defensive Ability: This action counts as one attack. Through clever use of your Stand, you've found a way to properly defend yourself using it. This Defensive Ability costs 3 points (which cannot be reduced by Energy Conservation), and lasts for 3 turns. You may choose one of the following effects:

- +1d4 AC (Both for Stand and User).
- Advantage on all Con (Durability), Dex (Precision), Wis (Speed), and Str (Power) saving throws.
- Double resistance to all Damage inflicted upon your Stand.

Mobile Ability: This action counts as one attack. Through clever use of your Stand, you've found a way to use your ability to propel yourself, or boost your movement in some way. This Mobile Ability costs 3 Ability Points (which cannot be reduced by energy conservation), and lasts for 3 turns. You may choose one of the following effects:

- +15 meter movement speed per turn
- You may move twice per turn
- You may attack twice per turn
- You may use an Ability or Special Ability twice per turn

Clever Disguise: This action counts as one attack. You may take your Stand, and perfectly disguise it, making it difficult for others to tell where or what your Stand is (Example: High Priestess disguising as a metal object, Wheel of Fortune shifting to look like a normal car). This disguise allows your Stand to perform surprise attacks if opponents do not take note. This action's effect of being hidden may last as long as the User would like it to, so long as the user remains conscious, and the Stand and User are within range of each other.

Add a header for The Ripple/Hamon. Also make note of all attacks dealing extra dmg to undead.

Healing Ripple: This action counts as one attack. This action costs 2 ripple points. You may touch somebody else or yourself, and heal 1d4(+ the level of Ripple you have) points of damage. At Level 6, use a d8 for the healing die. At Level 12, use 2d8.

Zoom Punch: This action counts as one attack. This action costs 3 ripple points. This is an unarmed punch performed by a Stand User. This punch deals an additional 1d6 damage, and has a maximum range of 10 meters. This attack deals 1 damage to the Ripple User.

Ripple Pressure: This action takes one turn, but may be charged for longer than that. This action costs 1 Ripple Point per turn. Ripple Pressure is a technique that occurs when Ripple energy is continuously channeled into an airtight container, which builds up pressure. When the container cannot take it anymore, something gives, and the contents of this container burst out. For every turn that the container has Ripple being put into it, it deals 1d6 more damage.

Sunlight Yellow Overdrive: This action takes an entire turn, but if desired, may go on for a maximum of 5 turns. This action costs 15 Ripple points on initial use, and no more for any additional turns of use. You may use Unarmed attack (from the user) the amount of times equal to your level of Ripple. If you so desire, you may ensure that this attack is non-lethal, and only drop your opponent's health points to 0, and no further. When trapped within Sunlight Yellow Overdrive, no action can be taken.

Sendo Overdrive: This action counts as one attack. This action costs 6 ripple points. Your mastery of The Ripple has allowed you to affect objects from a distance. By carefully aiming, you can influence matter at a distance, so long as there is a proper conduit. Proper conduits include Liquids, Metals, or Organisms. Sendo may also be sent through an improper conduit, but doing this reduces the effective range down to 2 meters. Sendo Overdrive, if aimed at a target, deals 2d6 damage.

Scarlet Overdrive: This action counts as one attack. This action costs 6 ripple points. Harnessing the power of the sun within the beat of your own blood, a new kind of Ripple is formed. A ripple of flame. In order to use this, you must touch something to transfer the energy. Upon transference, the target catches fire. When used as an attack, it is simply a Ripple-charged unarmed strike, with the target catching fire at the end. The fire deals 1d4 damage per turn until extinguished.

Ripple Shield: This action counts as one attack, if there are enough materials nearby to use it. This action costs 5 ripple points. You are able to take any Ripple conductor (Liquids, Metals, Organic Material) Make conductors & what they do a paragraph/sidebar., and hold it together using the Ripple. This Shield lasts until the start of your next turn, and may be sustained for as long as you would prefer, with a Ripple Point cost of only 1 per turn. However, if you do this, you may not perform any other action. The shield gives the User an additional +5 AC.

Ripple Cutter: This action counts as one attack, if there are enough materials nearby to use it. This action costs 8 ripple points. You are able to take any Ripple conductor (Liquids, Metals, Organic Material) and split it apart, propelling it through the air, imbuing it with Ripple energy. The range on the Attack is 5 meters in any one direction. Targets must make a Dex (or Precision) saving throw, beating a DC of 15. If failed, the opponent takes 4d10 damage.

Thunder Cross Split Attack: This action counts as one attack. This action costs 10 ripple points. You jump into the air, attacking one enemy from above with a slow kick. They must make a Dex (or Precision) saving throw, beating a DC of 10. If they fail, they take 2d10+Your Str/Power mod damage. If they succeed, you may perform 2 Unarmed Punches, having advantage on each.

Life Magnet: This action counts as one attack. This action costs 5 ripple points, with a cost of 2 ripple points for every additional turn used. When finding a collection of significant biomass, you may collect up to 1 ton of it together, and manipulate it in any way you'd like (Examples of Biomass manipulation include creating a Leaf Glider, creating a hole in a tree to hide in, or using blades of grass to create skin tight armor. You may move while Life Magnet is being used, but if you stop touching the biomass, the structure created falls apart.

Extreme Healing Ripple: This action takes an entire turn. You may use as many Ripple Points as you would like. You may touch somebody, and heal 1d6 for every Ripple Point Consumed in health points.

Deep Pass Overdrive: This action takes an entire turn, during which contact must be maintained between you and the target. This action costs 15 ripple points. After performing this action, your Ripple level drops to 0. You lose 1d10 health every turn from now on. Your Strength, Dexterity, and Constitution Scores all drop to 1. Your target gets a permanent boost of +2 in their Strength, Dexterity, and Constitution scores, as well as another +3 in either Strength, Constitution, or Dexterity. Your target gains 3 points of inspiration. Your target, for the next 10 minutes, gets advantage to all Saving Throws, Attack Rolls, and Checks.

Spherical Spin: This action counts as one attack. Using an object similar in shape to a sphere, you may throw it, imbuing it with the energy of The Spin. A regular Spherical Spin attack deals damage based vibrations produced by the rotation, as well as the damage the actual object deals. Different Materials deal more damage based upon density, with more dense objects being more powerful. To calculate your To Hit bonus with Spherical Spin attacks, Add your proficiency bonus to either your DEX modifier, or your Stand's Precision bonus, depending upon which one is actually throwing the Sphere. Add your Strength (or you Stand's Power) modifier to the damage roll. Different materials deal different amounts of damage and have different ranges. Upon throwing, unless stated otherwise, the Spheres will return to the User's hands, even if they move after throwing.

At Spin User Level Three, you may roll an additional die of the same type for more damage. At Spin User Level Six, you may roll three of the same type of die for more damage. At Spin User Level Ten, you may roll four of the same type of die for more damage.

- Wood

Damage: 1d4 (The Wood will splinter and shatter upon contact. Splinters will fly off in all directions 2 meters from the point of the Sphere's impact. Those within the 2 meters must make a Dex (or Precision) saving throw, with a DC of 15. If the saving throw is failed, the enemy takes 1d6 points of damage.

Range: 10 meters

- Rubber

Damage: 1d6

Range: 30 meters

- Rock/Stone

Damage: 1d8

Range: 25 meters

- Metal

Damage: 1d12

Range: 20 meters

(Note: Objects that are not perfectly Spherical may be Spun and thrown, but To Hit and Damage, and Range are all cut in half. To find Range and Hit Dice for these objects, just use the material closest to one of the four above materials.)

Sculpt Sphere: This action takes an entire turn, and requires roughly the amount of material to form a baseball out of said material. Through use of the Spin, you've found that you can create Spheres out of everyday materials through grabbing a clump of something in one hand, then spinning. As you spin, The Spin and Centrifugal force will work in tandem to create a perfect sphere.

Harden Flesh: This action counts as one attack. You may take a Sphere, then throw it either onto your own flesh, or the flesh of another animal/person. The affected flesh may be moved as normal. However, any flesh affected obtains incredible amounts of damage resistance. Roll as many d4s equal to the level of the Spin User (A Level 5 Spin User would roll 5d4). The number rolled is the amount of Damage the affected flesh is able to simply ignore every turn until the effect wears off. This buff lasts 1d6 turns. This buff also affects Stands in the same place where their user was hit. The Area of this resistance is roughly 30 cm in radius from the Sphere's point of contact.

Muscle Contraction: This action counts as one attack. You may take a Sphere, and throw it into your own, or another creature's muscles. The Affected Muscles move as normal for the most part. While affected, the specific muscle(s) gain an additional 1d6 Strength. This effect lasts for the same length as the Spin User's Level is (For a Level 5 Spin User, this effect would last for 5 turns on the affected muscles.). This buff also affects Stands in the same muscle(s) where their user was hit. This may affect one of the muscle groups: Left Arm, Right Arm, Left Leg, Right Leg, or Abdominal Muscles.

General Skills:

Ripple make its own header

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 Corporeal objects to manipulate them. Ripple works similarly to electricity, in that it is able to travel through liquids, metals, and Most biomass incredibly well.

Function: The Ripple 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.

(Note: You may not gain Ripple Points, use Ripple Regeneration, or use any Ripple abilities when unable to breathe. Substance Expulsion, if learned, still functions as normal.)

Against UV-averse creatures such as; Zombies, Ghouls, Vampires, Pillar Men, or Enhanced Pillar Men, attacks involving Ripple deal Quadruple Damage. A Successful hit upon the head of one of these creatures results in x5 damage.

Cost: When experience points are gained, experience points can go into either Ripple, or into the Stand ability (Note: If a Stand User has obtained the attribute Controlled Breathing, then Experience points may go into both). This means that a Stand User can have a different amount of Experience which corresponds to each class.

Calculating Ripple DC: Ripple users have a DC of $8 + \text{The Level of Ripple they have}$, with a maximum DC of 25.

Ripple Points: A Ripple User has 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. Every 3 levels, you regenerate Ripple points one point faster (Level 1 = 1 per turn, Level 3 = 2 per turn, etc...).

At Level 1, Unarmed attacks from the user automatically deal double damage, and are imbued with Ripple.

At Level 2, you gain the option to use: Healing Ripple.

At Level 3, you gain the attribute: Ionic Rippling.

At Level 4, you gain the option to use: Zoom Punch, Ripple Pressure or Sunlight Yellow Overdrive.

At Level 5, you may learn an action you chose not to learn in the previous level.

At Level 6, you gain the Attribute: Ripple Regeneration.

At Level 7, you gain the option to use either: Sento Overdrive or Scarlet Overdrive.

At Level 8, you may learn the action you chose not to learn in the previous level.

At Level 9, you gain the Attribute: Toxin Expulsion.

At Level 10, you gain the option to use: Ripple Shield or Ripple Cutter.

At Level 11, you gain the Attribute: Custom Ripple Technique.

At Level 12, you gain the option to use: Thunder Cross Split Attack, Life Magnet, or Extreme Healing Ripple.

At Level 13, You may learn an action you chose not to learn in levels 4, 10, or 12.

At Level 15, you gain the option to use: Deep Pass Overdrive.

Spin

Description: Some objects, when rotated in comparison to the 9:16 ratio, may produce more energy than it takes to keep the object spinning. Some people have figured out how to properly harness this energy, using the vibrations produced for a variety of tasks. All abilities require an object to be propelled through the air while rotating.

Cost: When experience points are gained, experience points can go into either Spin, or into the Stand ability (Note: If a Stand User has obtained the attribute Rotational Technique, then Experience points may go into both). This means that a Stand User can have a different amount of Experience which corresponds to each class.

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

(NOTE: A Spin User must have a reference of a 9:16 ratio in order to perform any of these actions. A 9:16 ratio is found somewhere in almost every uninjured creature, excepting humans. A 9:16 ratio may also be found in something artificial, such as a piece of paper or a tattoo, so long as it is made to be a 9:16 ratio.

Calculating Spin DC: Spin users have a DC of 8 + The level of Spin they are, with a maximum of 25.

At Level 1, You may use Spherical Spin.

At Level 2, You may perform the action: Sculpt Sphere

At Level 3, You may use the Ability: Harden Flesh.

At Level 4, You may use either: Muscle Contraction or Sendo Spin.

At Level 5, You may use either: Paralyzing Spin or Twisting Spin.

At Level 6, You may learn an action you chose not to learn in level 4 or 5.

At Level 12, you gain the option to use: Perfect Spiral

At Level 15, you gain the Attribute: Golden Evolution.

Special Races/Classes

Zombie

Description: A Zombie is created whenever a Vampire takes blood out of a living human, or brings a shriveled corpse back from the dead. Zombies are creatures with great strength and durability, but almost total weakness to light. Most Zombies are slaves to their masters. However, some Zombies, after their Master has left them in some way, may survive and live off of their own free will.

Playing a Zombie: Zombies are powerful creatures, but they have several weaknesses and shortcomings. Once a creature becomes a Zombie, they have reached their full potential, and may no longer grow or develop. A person turned Zombie keeps all of their stats and proficiencies, but they lose the ability to use their Stand. A Zombie must obey their master, as they are bound to them. Zombies are grotesque abominations, taking on some of the parts of Vampires, and immediately gaining immense strength. However, they, in their current state, may not become stronger. Regardless of the Experience points gained by a Zombie, they cannot gain levels. A Zombie can become a Vampire or an Ultimate being, but they need the necessary equipment (Stone Mask or Completed Stone Mask, respectively).

Changes: When you become a Zombie, you retain all abilities, skills, and powers you had when you were a human. However, several things have changed. Any experience points gained are destroyed, and your class goes away. You then become a Level 1 Zombie. As level one Zombie, your Strength increases by 2, your Constitution increases by 2, and your Dexterity Increases by 1. However, your Wisdom decreases by 3, your intelligence decreases by 4, and your Charisma Score becomes 3 (Unless it is lower, in which case, it remains the same). Zombies heal at the same rate that they would heal before they became a Zombie. Any damage dealt by Hamon or UV Radiation leaves a wicked scar, similar to a severe burn on a normal human. Zombies do not need to eat or drink normally, instead needing to eat humanoid creatures. Zombies need to eat an entire human once a week in order to survive.

Abilities and Actions Gained:

Zombie Strength, Zombie Resistance, Zombie Double Health.

Artifacts/Weapons

Stand Arrow

Thousands of years ago, a meteor fell from the sky. Upon this meteor was an alien virus. Early humans stumbled upon this, and saw great potential in its power. The infected metal from the meteors was crafted into arrowheads.

Description: It is a simple arrow, made of wood and metal. It is 50 centimeters in total, with the regular wooden shaft taking up most of that length. However, the Stand Arrow maintains its normal effect when the shaft is broken or even missing. The only important part is the arrowhead itself.

The Arrowhead contains an Alien Virus. When a living creature's skin is pierced by this Arrow, they will develop a Fever over the course of several days. The severity and duration of the fever is dependent upon the physical build of whatever or whoever catches it. For example, Jotaro Kujo seemingly had no physical effects for almost no time at all, while Hermes Costello was rendered comatose for almost a week. After recovering from this Fever, the creature will awake to find themselves the user of a Stand.

However, some people do not possess enough will to properly control a Stand. These people will continue to suffer under the effects of the Fever. They will feel very weak, and become bedridden within a couple of days of exposure. Every day, someone under the effects of this disease (unable to control a Stand) must roll a CON saving throw. They must beat a DC of 8. If the creature succeeds, their condition remains stagnant. If they fail, the creature loses 1 HP off of their HP maximum. If their maximum HP drops to 0 or less, they slip into a coma. If the creature's maximum HP gets lower than -10 HP, they succumb to their Stand, and die.

Stone Mask

Around Ten Thousand years ago, a genius named Cars sought a way to conquer the weaknesses of his people. Through countless hours of research, hundreds of test subjects, and sheer willpower, Cars was able to create the Stone Mask, a device that creatures may use to enhance themselves to become more than human, at a cost.

Description: A simple stone mask, with a human face upon the front upon it, a single fang sticking out of the mouth. Most Stone Masks are roughly 20-30 centimeters tall, and 10-15 centimeters wide. The inside is indented, as if to be worn. When activated, roughly Eight hollow Stone spikes shoot out of the side of the mask.

Activation: In order to be activated, at least 1 oz. of blood of a creature of the same species must be put on the front of the mask. The Stone Mask will then shake for roughly 3 seconds, then activate. Upon activation, the Stone spikes will shoot out of the mask at a speed of roughly 10 meters/second. Roughly 10 seconds after the initial exposure to blood, the Spikes will retract. When worn by a creature, human or otherwise, they become the pinnacle of their species, with every Ability score they have increasing drastically.

To Be Continued >