

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)

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Made by MD Bledsoe

Edited by Ty Ostrander, Will Hormann, and Brian Luciano.

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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 User also choosing to use The Ripple. That would be acceptable.

Stats are also different. For most normal humans, the Ability Score limit is 20 in any particular Stat. However, there are some exceptions. Rock Humans have a maximum Constitution Score of 22, and Ripple Users have a Maximum Constitution and Strength Score of 24. Zombies and Ghouls have a maximum Strength Score of 26. Vampires and Enhanced Pillar Men have a higher limit, with 30 as their Maximum in any one Score. Ultimate Beings have a limit of 50 as their Maximum. Stands do not have a limit to how high any one Ability Score can go.

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.

Stands move the same amount of Meters as their User's Movement Speed Times 2, plus your Stand's Speed Modifier (A Stand User with 10 meters of Movement Speed, but +5 for their Stand's Speed Stat, would have their Stand be able to move 25 Meters in one turn). Independant Type Stands can only move the base 10 Meters that a regular human can, unless they have a specific ability to increase it.

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 adding Dexterity to a score, add both Dexterity and Wisdom (Adding Precision and Speed is not acceptable). Talking may be done for as long as wished (within reason).

The Tile system is also different, each “square” represents **1 meter** (3 feet), and characters movement should be changed accordingly

Running a Game

Running this game is a lot more challenging than running a standard D&D 5th edition game, but if done right, it can be just as, if not more, fun. This is because rather than fighting a bunch of Monsters, and a boss every once in a while, you have to create a character for every fight. Most likely, you are also using Stands, so for every encounter, you have to create at least one character, at least one unique Stand with a unique ability, as well as put the enemy into a situation that allows your players to have a challenging, rewarding fight.

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 great Stats, and an incredible Ability, but if the User cannot get within two meters, it won't matter.

Three Dimensional Alignment System

In DnD, there is an Alignment Chart. It Ranges from Lawful Good, to Chaotic Evil, as well as things in between. However, that system is the subject of a lot of debate within the community. In Jojo's Bizarre Tabletop Game, there are three variables.

Selfish vs Selfless (Selfish, Preservative, Selfless)

Selfish

Selfish People are those that perform actions purely for the sake of their own gain. They typically are characters who had very little at an early point in their lives, and feel as if the universe owes them something. They

focus on making life easier for them, or achieving their own goals over the needs of others. Characters like Dio, Diavolo, or Yoshikage Kira (Part 4) are examples of Selfish Characters.

Preservative

Preservative People are somewhere in between Selfish and Selfless People. Most people fall within this category. They will sometimes act to help themselves over others, and sometimes act to help others over themselves. They most likely benefit from most of their actions, but so do others, most of the time. Many Preservative People utilize the idea of Quid Pro Quo. They are also Vengeful at some times. Characters like Joseph, Pucci, or Yoshikage Kira (Part 8) are examples of Preservative Characters.

Selfless

Selfless People are those that go through life believing that they should do as much good to other people as they possibly can. Their personal goals and desires often take a backside so that other people may live better lives. Selfless people are often happy, even though they have very little. Characters like Jonathan, Giorno, or Gyro are examples of Selfless Characters.

Ends Justify The Means vs Considering Collateral Damage (Uncaring, Calculating, Compassionate)

Uncaring

Uncaring People have very little respect for how their actions affect the lives of other people. They are often Manipulative, sometimes using people as pawns or as collateral. Uncaring People will ruin the lives of others in order to achieve their own goals, or to better the lives of those that they care about, or they believe that the short term sacrifices of some will ultimately benefit everybody. Examples of Uncaring people include: Dio, Pucci, or Funny Valentine.

Calculating

Calculating People are somewhere in between Uncaring and Compassionate. Most people fall into this category. A lot of the time, Calculating People will almost always consider Collateral Damage to people. Calculating people will often attempt to minimize any Collateral Damage to people, but any negative consequence to their enemies, or to property might be okay with them. Examples of Calculating Characters are: Jotaro, Giorno, or Jolyne.

Compassionate

Compassionate people will always consider All Collateral Damage, both to Creatures and Property, and will attempt to preserve life at almost any cost, and also attempt to minimize property damage. Compassionate people will often incapacitate their enemies, and usually attempt to avoid killing them. Examples of Compassionate Characters are: Jonathan, Kakyoin, and Bucciarati.

Flexible Beliefs vs Strict Beliefs (Relaxed, Neutral, Bound)

Relaxed

Relaxed People do not really have a moral code that they follow. People who are relaxed typically have little or no guidelines for how they should live their life. As such, they are unbound, and able to do exactly what they believe is right. This also means that, over time, they are very open to changing and developing as a person. These types of people are deeply influenced by their experiences, and a traumatic experience could be not only life-changing, but changing to their view on life. People who are Relaxed are likely to change their other two

Alignment Variables as time continues, as well as being open to performing great acts of Good or Evil based on the situation. Examples of Relaxed Characters are: Joseph, Okuyasu, and Johnny.

Neutral

Neutral People are between Relaxed and Bound. Most people fall under this category. People who are Neutral often loosely follow a widely (or not-widely) accepted moral code. However, there are parts of the code that they do not believe in, and they may be willing to break rules or aspects of it at times. Not only that, but if a truly life-changing or traumatic experience happens, there is a small chance that it could change the way that they see the world. People who are Neutral may change their Alignment Variables very slightly, or perhaps not at all. They understand rules and codes, but understand that in some cases, rules must be broken. Examples of Neutral Characters are: Speedwagon, Caesar, and Abbachio.

Bound

Bound People are those who have previously gone through a life-changing event. They have either chosen a very specific code, or have made a Promise to somebody. As such, they have a specific set of rules. Whether it be a Code, or things they've promised to do, or things that they are unwilling to do. Bound people are almost always very set on their ways and moral principles, due to what they've gone through already. People who are Bound very rarely even consider changing their ways, or the way that they view the world. Examples of Bound Characters are: Jonathan, Giorno, and Funny Valentine.

CREATING A CHARACTER

PASSIONS

ABILITY SCORE SUMMARY

Strength: Measures: Natural athleticism, bodily power
 Important for: Power Stands, Stand Damage
 Passion Increases:

Trained Laborer (+2) Athlete (+2)

Dexterity: Measures: Physical agility, reflexes, balance, poise
 Important for: Accuracy when attacking
 Passion Increases:

Thief (+2) Artist (+2)

 Athlete (+1)

Constitution: Measures: Health, stamina, vital force
 Important for: Remote Stands, Enhancement Stands, General Stand Resilience
 Passion Increases:

Traveller (+3) Service Worker (+1)

 Performer (+1)

THE WORLD OF JOJO
 The world of Jojo's Bizarre Adventure is extremely odd. 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. This is where passions come into play.

Intelligence: Measures: Mental acuity, information recall, analytical skill
 Important for: Remote Stands, Revenge Stands, Stands Range
 Passion Increases:

Academic (+2) Physician (+2)

 Trained Laborer (+1) Artist and Survivalist (+1)

Wisdom: Measures: Awareness, intuition, insight
 Important for: Power Stands, Stand Speed
 Passion Increases:

Survivalist (+2) Traveller (+1)

 Service Worker (+1) Physician (+1)

Charisma: Measures: Confidence, eloquence, leadership
 Important for: Ability Stands, Special Abilities and Stand Ability Points
 Passion Increases:

Con Artist (+2) Performer (+2)

 Thief (+1) Service Worker (+1)

ACADEMICS

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

EXAMPLES

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

ACADEMIC TRAITS

Saving Throws. You are proficient in Intelligence and Constitution Saving Throws.

Ability Score Increase. Your Intelligence score increases by 2.

Academic Studies. You have proficiency with Arcana, History, and Investigation.

Languages. You can speak, read, and write up to two human languages

ARTISTS

Using some sort of Medium, Artists create beautiful things, 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

- Writers
- Painters
- Sculptures
- Mangakas
- Acrobats
- Dancers
- Chefs

ARTIST TRAITS

Saving Throws. You are proficient in Dexterity and Intelligence Saving Throws.

Ability Score Increase. Your Dexterity score increases by 2 and your Intelligence score increases by 1.

Medical Experience. You have proficiency in Acrobatics, Stealth, and Performance.

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

- Olympians
- Professional Sports Players
- Warriors/Soldiers

ATHLETE TRAITS

Saving Throws. You are proficient in Strength and Constitution Saving Throws.

Ability Score Increase. Your Strength score increases by 2 and your Dexterity score increases by 1.

Athletic Experience. You have proficiency in Athletics and Acrobatics

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

- Lawyers
- Fake Fortune Tellers
- Politicians
- Scammer
- Cult Leaders

CON ARTIST TRAITS

Saving Throws. You are proficient in Charisma and Intelligence Saving Throws.

Ability Score Increase. Your Charisma score increases by 2.

Labor Experience. You have proficiency in Deception, Persuasion, Intimidation, and Religion.

Languages. You can speak, read, and write up to three human languages

HARD LABORERS

Some make a living performing unpleasant jobs that are physically demanding. Without them, society would not function.

EXAMPLES

- Construction Workers
- Garbage Collectors
- Coal Miners

HARD LABORER TRAITS

Saving Throws. You are proficient in Constitution and Dexterity Saving Throws.

Ability Score Increase. Your Charisma score increases by 2 and your Dexterity and Strength scores increase by 1.

Labor Experience. You may choose to be proficient in Athletics, Acrobatics, Animal Handling, or Intimidation.

PERFORMERS

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

EXAMPLES

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

PERFORMER TRAITS

Saving Throws. You are proficient in Charisma and Constitution Saving Throws.

Ability Score Increase. Your Charisma score increases by 2 and your Constitution score increases by 1.

Athletic Experience. You have proficiency in Deception, Persuasion, and of course, Performance.

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

- Doctors
- Nurses
- Surgeons
- EMT Operators
- Veterinarian

PHYSICIAN TRAITS

Saving Throws. You are proficient in Intelligence and Wisdom Saving Throws.

Ability Score Increase. Your Intelligence score increases by 2 and your Wisdom score increases by 1.

Medical Experience. You have proficiency in Investigation, Nature, and Animal Handling, and Expertise in Medicine.

SERVICE WORKERS

A person who makes their living serving people, using their training and wit to help them.

EXAMPLES

- Waiters/Waitresses
- Receptionists
- Secretaries
- Salespeople

SERVICE WORKER TRAITS

Saving Throws. You are proficient in Wisdom and Charisma Saving Throws.

Ability Score Increase. Your Wisdom score increases by 1 and your Charisma score increases by 1.

Athletic Experience. You have proficiency in Insight, Perception, and Persuasion.

Languages. You can speak, read, and write up to two human languages

STUDENTS

Many people have no clue what they would like, and simply want to reach their feelers as wide as they can.

EXAMPLES

- High School Students
- College Students

STUDENT TRAITS

Saving Throws. You are proficient in any two Saving Throws of your choice

Ability Score Increase. Students get +2 to one stat of their choice, +1 to three stats of their choice. Additionally students get -1 to two stats.

Constant Improvement. You have proficiency in any three skills of your choice

Languages. You can speak, read, and write up to two human languages

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.

EXAMPLES

- Wilderness Survivors
- Rural Subsistence farmers
- Hunters
- Gangsters
- Monks

SURVIVALIST TRAITS

Saving Throws. You are proficient in Constitution and Wisdom Saving Throws.

Ability Score Increase. Your Wisdom score increases by 2 and your Intelligence score increases by 1.

Will to Survive. You have proficiency in Insight, Perception, Animal Handling, and Survival

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:

EXAMPLES

- Robbers
- Muggers

THIEF TRAITS

Saving Throws. You are proficient in Dexterity and Charisma Saving Throws.

Ability Score Increase. Your Dexterity score increases by 2 and your Charisma score increases by 1.

Academic Studies. You have proficiency in Sleight of Hand, Stealth, and Intimidation.

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

- Mechanics
- Blacksmiths/Metal Workers

TRAINED LABORER TRAITS

Saving Throws. You are proficient in Strength and Intelligence Saving Throws.

Ability Score Increase. Your Strength score increases by 2 and your Intelligence score increases by 1.

Labor Experience. You have proficiency in Athletics, Arcana and Investigation

TRAVELLERS

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

EXAMPLES

- Triathletes
- (Most) Ripple Users

TRAVELLER TRAITS

Saving Throws. You are proficient in Wisdom and Constitution Saving Throws.

Ability Score Increase. Your Constitution score increases by 3 and your Wisdom score increases by 1.

Trial and Error. You have proficiency in Survival and Religion.

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.

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, Jotaro Kujo barely notices a difference in his daily routine, and begins to notice his Stand Ability. However, Hermes, another very powerful Stand User, was rendered completely comatose for almost an entire week. Regardless of the length of fever, if you have the fighting spirit necessary to develop a Stand after the fever has run its course, you recover, and your Stand begins to manifest. However, if you do not have the ability to develop a Stand, you simply obtain the effect: Alien Virus.

Rules of Stands

- One person can have one stand (Hive Stands are the same Stand, just split up into much smaller parts)
- Whatever Damage is inflicted upon the Stand or the User is also dealt to the other.
- Only Stand Users can sense Stands.
- Stand Users can interact and speak with Spirits or Ghosts.
- Only Stands can defeat Stands (Physical objects simply pass through or bounce off of all Stands excepting Enhancement or Independent Types).
- 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)

Additional Rules

- 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 2 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.)
- If the Stand User has both their Stand and User within the 2 Meter Range, they use Variant AC rule. Variant AC makes a hit have 3 potential options. For attack rolls less than your AC, the attack does not hit. If the attack roll falls between your Stand and User AC, the damage is resisted by your Stand (unless the damage is a non-stand type, in which case, it simply bounces off, dealing no damage. This is known as a Stand Hit. Enhancement/Independent Type Stands resist all types of damage, but can also be hit with all types.) An Attack roll higher than your Stand AC is a Direct Hit. This means all types of damage can hit, and you do not resist any damage taken.
- If a Stand user fights a non-stand user, the Stand User gets Advantage on all attack rolls using their Stand against them.
- Stand DC is calculated as (8 + Your Proficiency Bonus + Your Charisma Modifier).

STAND STATS

ABILITY CONVERSION CHART

Ability	Stand Ability
Strength	Power
Dexterity	Precision
Constitution	Durability
Wisdom	Speed
Intelligence	Range
Charisma	Stand Energy

Abilities and Stand Energy: Divide the Stand Energy 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 replenish after a Short Rest. (Special Abilities relating to manipulation of Time or Space require 2 times the ability points).

Stand Range: To find your Stand's Range, divide your Range 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.

Stand Damage Reduction: Stands have natural resistance against damage. Take the Stand's Durability stat and divide it by 10 (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 10 points of damage per round. A Stand with 40 would only be able to resist 4. 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).

Stand Movement: Stands move the same amount of Meters as their User's Movement Speed Times 2, plus your Stand's Speed Modifier (A Stand User with 10 meters of Movement Speed, but +5 for their Stand's Speed Stat, would have their Stand be able to move 25 Meters in one turn). Independant Type Stands can only move the base 10 Meters that a regular human can, unless they have a specific ability to increase it.

STAND STAT MODIFIERS

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

ATTACKING

Your Stand's accuracy (Attack Rolls), when attacking are based on your Precision or Power. To punch an opponent, simply roll a d20, then add your Stand's Precision or Power bonus to it (whichever is higher). The amount of Damage Dealt is Stand Type Specific. You take the Damage Dice given to you by your Stand Class, then you add your Power Modifier to it.

For your user to punch, it is the same sort of process. Roll a d20, then add your Dexterity/Strength Bonus (whichever is higher). Dealing normal unarmed 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 WHISPERS

Those who have the potential to gain a Stand, and are destined to in the future, may have what is known as a "Stand Whisper." This is an Ability that manifests itself before the User is exposed to the event that gives them their Stand. Examples of this are: Joseph's "Your Next Line Is" being a form of mind reading, Child Giorno's Ability to grow grass, and Mista's ability to dodge bullets fired point-blank. These abilities are often subconscious, but the User can utilize them to their full potential if they take notice of how the ability functions. These Whispers disappear after an event that would expose somebody to a Stand, and their Ability soon becomes replaced with a regular Stand Ability.

CHOOSING A STAND

Power Type stands are quite common in the Jojo universe, nevertheless Power Types can be incredibly powerful. They make use of their strong physical ability to demolish opponents, and most opponents stand no chance when coming face to face with one. But Power comes with a great weakness, in this case, an extremely short range. Power Type stands have a maximum range of two meters.

Ranged Types stands are extraordinarily versatile, though not as tough and powerful as Power Types, Ranged Type Stands can effectively fight in almost any situation.

Remote Type stands are all around capable fighters, and they can deal huge damage at enormous ranges. However, they are unable to be fully controlled by their users; Remote Type stands can only operate on one predetermined action when sent out.

Ability Type stands are highly specialized, though they can harness a wide variety of abilities. These stands have little in the way of physical power, but expert use of their abilities can do incredible things.

Enhancement Type stands are an outlier, they have tremendous power through the enhancement of objects. However, whereas most stands would be immune, these stands are able to be destroyed or injured by physical objects.

Revenge Type stands have ridiculous power and a large range, but a huge downside. These stands only manifest when the User has been directly harmed.

Independent Type stands are very rare. They do not have a User, and wield themselves. They can also take a “host.”

Hive Type stands are formed by many small fragments that make up one stand. Each fragment only has a small amount of the power of the stand as a whole. Because of this, Hive stands have the power of a normal stand, split between many locations and power levels. This also gives them a ridiculously long range.

Act Type stands are the rarest of the rare. They have the ability to evolve and have many different abilities and appearances. Creating an Act Type will have to be discussed with the DM.

STAND TYPES

- Power
- Ranged
- Remote
- Ability
- Enhancement
- Revenge
- Independent
- Hive
- Act

d100 Stand Type

1-35	Power
35-49	Ranged
50-69	Enhancement
70-79	Remote
80-89	Ability
90-93	Independent
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 / Independent
 Enhancement / Hive
 Ability / Hive
 Independent / 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 a dual-type 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:

EXP	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3

EXP	Level	Proficiency Bonus
85,000	11	+4
100,000	12	+4
120,000	13	+5
140,000	14	+5
165,000	15	+5

14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4

195,000	16	+5
225,000	17	+6
265,000	18	+6
305,000	19	+6
355,000	20	+6

Stand Level Ups past level 15 all get 2d10 Ability Increase Points, as opposed to the previous 2d4/3d4. The same bonus of adding your level still applies. You may also now split gained points among several stats.

For all Stand Users at Level 15 or higher, The Requiem Quietly Plays, and for all Stand Users at Level 20 or higher, Heaven Calls.

TYPES OF STANDS

POWER

(Example: Star Platinum, 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.

Stats	Mod
Power	x4 str
Precision	x3 dex
Durability	x3 con
Speed	x4 wis
Range	x1 int
Stand Energy	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.

Attack Dice: 1d12 + Power Modifier

Attack Dice Past Level 11: 2d10 + Power Mod

Hit Dice: 1d12 + Con Modifier

Level	Ability
1	Gain Feat of Power
2	Custom Ability
3	Ability Score Improvement
4	Gain Armored Stand or Melee Barrage
5	Gain Stand Rush
6	Ability Score Improvement
7	Gain either Counterattacking Blow or Offensive Blow
8	Ability Score Improvement
9	Gain Block Physical Projectile or Block Stand Projectile
10	Ability Score Improvement
11	Attack Dice increase to 2d10 + power mod
12	Gain Stand Leap
13	Ability Score Improvement
14	Learn an action from lv 4, 7, or 9 & Gain Menacing Aura (Feat)
15	Gain Special Ability (Costs 3 AP Per Use)

RANGED

(Example: Hierophant Green, Aerosmith, Whitesnake)

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 + Power

Attack Dice Past Level 11: 1d10 + Power

Hit Dice: 1d6 + Con Modifier

Stats	Mod
Power	Str x 3
Precision	Dex x 3
Durability	Con x 2
Speed	Wis x 3
Range	Int x 3
Stand Energy	Cha x 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.

Level	Ability
1	Gain Detached Senses
2	Custom Ability
3	Ability Score Improvement
4	Gain Hot Pursuit or Ranged Attack
5	Gain Oblivious Facade or Clever Disguise
6	Ability Score Improvement
7	Gain Silent Movement or Speedy Movement.
8	Ability Score Improvement
9	Gain Pincer Attack
10	Ability Score Improvement
11	Attack dice increase to 2d6 + Power mod
12	Learn another action from lv 4 or 5

13	Ability Score Improvement
14	Gain Menacing Aura (Feat) or Stand Pickpocketing.
15	Gain Special Ability (Costs 3 AP per 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.

Attack Dice: 1d8 + Power Modifier

Attack Dice Past Level 11: 2d8 + Power Modifier

Hit Dice: 1d10 + Con Modifier

Stats	Mod
Power	Str x 3
Precision	Dex x 2
Durability	Con x 4
Speed	Wis x 3
Range	Int x 5
Stand Energy	Cha x 2

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

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...

Level	Ability
1	Gain Programmed Stand, and Immense Range or Immense Power
2	Custom Ability
3	Ability Score Improvement
4	Gain Detached Stand, or Enhanced Stand Senses
5	Gain Simple Weapon Proficiency (Feat), Pistol Proficiency (Feat), Rifle Proficiency (Feat), or Tavern Brawler (Feat).
6	Ability Score Improvement

7	Gain Remote Grappler or Remote Self-Preservation
8	Ability Score Improvement
9	Gain Golden Understanding, Controlled Breathing, or Two Modes.
10	Ability Score Improvement
11	Attack dice increase to 2d8 + power mod
12	Gain Oblivious Facade, or Close Combat Specialist (Feat)
13	Ability Score Improvement
14	Gain an ability not gained in levels 1, 4, 5, 7, or 12.
15	Special Ability costs 2 ap

ABILITY

(Example: Hermit Purple, Earth Wind & Fire, Moody Blues, White Album, Oasis)

Description:

Every Stand is different. Many Stands are able to physically manifest themselves clearly and powerfully, but most Ability Stands do not function in the same way. Some Ability Stands are 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

Hit Dice: 1d6 + Con Modifier

Stats	Mod
Power	Str x1
Precision	Dex x3
Durability	Con x1
Speed	Wis x3
Range	Int x4
Stand Energy	Cha x5

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

Level	Ability
1	Custom ability
2	Gain Self-Acclimation
3	Ability score increase
4	Gain Simple Weapon Proficiency, Martial Weapon Proficiency, Unarmed Proficiency, or Close Combat Specialist
5	Gain Ranged Attack, or Stand Imbuement (Feat)
6	Ability score increase
7	Gain Powerful Flex
8	Ability score increase
9	Gain Defensive Ability or Mobile Ability
10	Ability score increase
11	Gain an attribute from levels 4, 5, or 9
12	Gain 2 AP Special ability
13	Ability score increase
14	Gain Passive Power, or Energy Conservation
15	Gain Ultimate Stand Ability

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 11: 2d8 + Power Modifier

Hit Dice: 1d8 + Con Modifier

Stats	Mod

Power	Str x3
Precision	Dex x3
Durability	Con x5
Speed	Wis x3
Range	Int x3
Stand Energy	Cha x3

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

At Level 1 You gain: Anchored Stand, and Immense Resistance.

You unlock a custom Ability at level 2.

Level 3: Ability Score Improvement

At Level 4, you gain: Detached Stand

At level 5, you may gain the attribute either: Complete Control, or Immense Resistance.

Level 6: Ability Score Improvement

At Level 7, You may gain the attribute: Oblivious Facade

Level 8: Ability Score Improvement

At level 9, you gain the Ability: Camouflage.

Level 10: Ability Score Improvement

At Level 11, your Attack Dice Increases to 2d8 + Power

At level 12, you gain the Attribute: General Anchors or Speedy Switch

Level 13: Ability Score Improvement

At Level 14, you may gain an Attribute or Action that you chose not to in levels 5 or 12.

You unlock a Special Ability at level 15. 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.

(The Stand only manifests and attacks when the user has been directly harmed by a person, creature, object, or Stand. The Stand will only attack the thing that harmed the User, and will ignore allies, unless they also directly harm the User.)

Attack Dice: 1d8 + Power Modifier

Attack Dice Past Level 11: 2d8 + Power Modifier

Hit Dice: 2d4 + Con Modifier

Stats	Mod
Power	Str x3
Precision	Dex x4
Durability	Con x4
Speed	Wis x3
Range	Int x7
Stand Energy	Cha x2

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

You unlock a custom ability at Level 2

Level 3: Ability Score Improvement

At Level 4, you unlock the Attribute: Scarflesh

At level 5, you gain the Attribute: Oblivious Facade

Level 6: Ability Score Improvement

At level 7, you gain the Attribute: Detached Senses

Level 8: Ability Score Improvement

At level 9, you gain either the Attribute: Unconscious Control, or Near-Death Escapist

Level 10: Ability Score Improvement

At Level 11, your Attack Dice becomes: $2d8 + \text{Power}$

At level 12, you gain the Attribute: Second Life

Level 13: Ability Score Improvement

At Level 14, you gain the Attribute: Enhanced Stand Senses

You unlock a Special Ability at Level 15.

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

Attack Dice Past Level 11: 2d6 + Power Modifier

Hit Dice: 1d10 + Con Modifier

Stats	Mod
Power	Str x3
Precision	Dex x3
Durability	Con x4
Speed	Wis x3
Range	0
Stand Energy	Cha x3

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, as well as Anchored Stand.

You Unlock a Custom Ability at Level 2

Level 3: Ability Score Improvement

At Level 4, you gain either: Ranged Attack or Self-Repair.

At Level 5, you may gain the ability to use either: Melee Barrage or Armored Stand

Level 6: Ability Score Improvement

At Level 7, You may learn something you chose not to get in levels 4 or 5.

Level 8: Ability Score Improvement

At Level 9, you gain the attribute: Oblivious Facade

Level 10: Ability Score Improvement

At Level 11, Your Attack Dice increases to 2d6 + Power

At Level 12, you may gain the ability to use either: Defensive Ability or Mobile Ability

Level 13: Ability Score Improvement

At Level 14, you gain the Action: Stand Rush

You gain a Special Ability at Level 15

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 great 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 $\frac{1}{2}$ 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 Past Level 11: 2d4 + Power Modifier (When Combined)

Hit Dice: 1d6 + Con Modifier

To Hit for an Individual Instance is normal.

Damage for an Individual Instance: 1d20 - 19

Damage for an Individual Instance Past Level 11: 1d20 - 18

(For sake of Simplicity, just roll a d20. If it hits, simply take the Number of Instances that can Attack, then divide it by 20 (or 10 if Level 11 or Higher), and that is how much damage is dealt.

Stats	Mod
Power	Str x3/N
Precision	Dex x2/N
Durability	Con x3/N
Speed	Wis x3/N

Range	Int x10
Stand Energy	Cha x1

N = The Number of Instances

Level of Instances

Instance Level 1 = Maximum of 10

Instance Level 2 = Maximum of 100

Instance Level 3 = Maximum of 250

Instance Level 4 = Maximum of 500

Every Level Up, you may roll 1d4 (+ ½ of the level you are becoming) points, and put those points into any stat except Durability or Stand Energy.

At level 1: You gain the Attribute: Split Stand (Maximum of 10 Instances)

You Unlock a Custom Ability at Level 2

Level 3: Ability Score Improvement

At Level 4, you may increase the Maximum number of Stand Instances by One Level, or gain double the amount of Stand Ability Points gained at this level.

At Level 5, You gain: Menacing Aura (Feat)

Level 6: Ability Score Improvement

At Level 7, you may increase the Maximum number of Stand Instances by One Level, or gain double the amount of Stand Ability Points gained at this level.

Level 8: Ability Score Improvement

At Level 9, you gain either: Defensive Wave or Mobile Wave

Level 10: Ability Score Improvement

At Level 11, Your Attack Dice Increase to 2d4 + Power Modifier

At Level 12, you may increase the Maximum number of Stand Instances by One Level, or gain double the amount of Stand Ability Points gained at this level.

Level 13: Ability Score Improvement

At Level 14, you may put 2d6 Additional Points into any Stat, Including Stand Energy or Durability.

You unlock a Special Ability at Level 15.

ACT

Description: It is said that Stands are a physical manifestation of one's fighting Spirit. However, there are some that are exposed to a Stand Giving item that do not possess a Proper Fighting Spirit, but are forced into doing so by some outside force. These Stand Users will grow and Develop alongside their Stand. However, despite starting out extremely weak, they eventually become some of the Strongest, Scariest, and Most Versatile Stand Users. They are forced to evolve their Stand once they have; developed as a person, experienced more combat, and when they are in a Situation that puts them in Despair.

Examples of Act Stands: Echoes, Tusk.

(Note: You may switch between your Stands once you have obtained them, all except for the Act 0 Stand. In order to Evolve your Stand, you must have either; Ready to Hatch, Ready to Walk, or Ready To Fly, and you must be trapped in an event that your DM considers to be "Hopeless." Only then will your Stand Evolve.

Hit Dice: 1d8 + Con Modifier

Attack Dice for Act 0: 0

Attack Dice for Act 1: 1d4 + Power

Attack Dice for Act 2: 1d8 + Power

Attack Dice for Act 3: 2d8 + Power

Every Level Up, You may roll 2d4(+ The Level you are becoming) and put those points into any Stat Except for Stats specified within each Act. When you gain points, put all Points gained into all Unlocked Acts, Except for 0 (Example: If you rolled 15 for your Stand Ability Point Increase, you would put 15 points into Act 1, Act 2, and Act 3) Your Stand Ability Points are all in the same pool, and if you increase them for one Act, you must use Points to increase it the same amount for the others as well. Not only that, but when you gain the next Act, you may retroactively roll the dice to help buff the stats of the newly gained Stand.

ACT 0

(Note: Act 0 Stands do not have an Ability, nor any capacity to move, attack, dodge, or evade. If they can even be summoned, they simply manifest as a Large Egg.)

Stats	Mod
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Power	0
Precision	0
Durability	Con x 1
Speed	0
Range	Int x 1
Stand Energy	0

At Level 2: You gain: Ready To Hatch

ACT 1

Stats	Mod
Power	Str x 1
Precision	Dex x 3
Durability	Con x 2
Speed	Wis x 2
Range	Int x 10
Stand Energy	Cha x 3

(You may not Increase your Power or Speed Upon Leveling Up)

At Level 2, you gain: First Ability

Level 3: Ability Score Improvement

At Level 4, You gain either: Silent Movement, or Speedy Movement (You may use these Abilities in all Three Acts)

At Level 5, you gain: Ready To Walk

ACT 2

Stats	Mod
Power	Str x 2
Precision	Dex x 3
Durability	Con x 3
Speed	Wis x 3
Range	Int x 5
Stand Energy	Cha x 3

(You may not increase your Power Upon Leveling Up)

At Level 5, you gain: Second Ability

Level 6: Ability Score Improvement

At Level 7, You gain: Stand Pickpocketing (You may perform this action with all three Acts)

Level 8: Ability Score Improvement

At Level 9, You gain: Melee Barrage (This Action may be performed with Acts 2 and 3)

At Level 10, You gain: Ready To Fly

ACT 3

Stats	Mod
Power	Str x 3
Precision	Dex x 3
Durability	Con x 4

Speed	Wis x 4
Range	Int x 1
Stand Energy	Cha x 3

(You may not increase your Range Score past 20 total when levelling up)

At Level 10, You gain: Third Ability

Level 11: Ability Score Improvement

At Level 12, You gain: Feat of Power

Level 13: Ability Score Improvement

At Level 14, You gain: Stand Rush, and either Block Stand Projectile or Block Physical Projectile (You can only use those abilities while in Act 3).

At Level 15, You gain: Stand Leap

TYPE SPECIFIC ATTRIBUTES:

Anchored Stand: Your Stand is physically attached, and anchored to a physical object. Your Stand, as such, may be damaged by physical means, as well as with Stands. However, regardless of if your Stand takes Physical or Stand Damage, you still apply the same damage reduction to it.

Armored Stand: The amount of damage that your Stand can reduce is doubled.

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. A Custom Ability might also be a passive ability that functions independently of activation. Passive Abilities do not consume points when used, but cannot be stopped unless the Stand itself is retracted completely.

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).

Detached Senses: You are able to experience and process sensory information using your Stand. Your Stand may See, Hear, Taste, Touch, and Smell the same way that you do.

Detached Stand: Your Stand no longer shares a health pool with you. If your Stand is destroyed or knocked unconscious, it will not affect you in any way. It takes 1d4 hours for it to fully regenerate and be able to manifest again. However, if you are killed or knocked unconscious, your Stand will cease to exist.

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 0.5 Ability points to use, and Special Abilities now cost 1 point to use.

Enhanced Stand Senses: Your Stand has to make choices based on their surrounding. Their Programming must still be followed. However, your Stand now has the ability to see, hear, touch, taste, and smell, all with roughly twice the sensitivity that you would be able to do so. Your Stand has Advantage when making Perception Checks (they may use your Perception Modifier).

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, Strength would be anything that floats in water).

Hot Pursuit: Whenever you are chasing after somebody, no matter their Speed, your Stand may keep pace with them, so long as you can see them, and so long as they stay within your Stand's Range.

Immense Power: Your Stand is strong, but it can only perform the actions you tell it to do within a small range. Take your Power stat, then multiply it by 2. Any Points gained to your Stand's Power Bonus are also multiplied by 2.

Immense Range: Your Stand is powerful, but it is limited by how far your Stand can be away from you. From now on, you have a x4 modifier to your Range Stat. This also quadruples any points gained to your Range Score.

Immense Resistance: Your Stand is incredibly resilient, a reflection of your willpower and experience. For your Stand's damage resistance, rather than using the normal Damage resistance formula, you may instead simply resist an amount of damage equal to your Durability Modifier + your Constitution Modifier (even if you are an Independent type Stand).

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 reveal you as a Stand User, they may make an Intimidation Check. They have to beat your Stand DC on an Intimidation roll to figure out if it is you.

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).

Programmed Stand: Your Stand does not follow your command. Rather, you may set a simple program that your Stand must follow. Examples include: Prevent anybody from entering a specific building, use your ability on anyone who opens a door, attack anyone who steps into a shadow, etc...

Remote Grappler: Your Stand is now practiced in Grappling in order to engage in combat with somebody. Your Stand now gets Advantage when attempting to grapple a Stand, Object, or Stand User.

Second Life: When you and your Stand Die, this Ability Activates. Your Body and Stand remain lifeless for anywhere from 1 minute, to 24 hours. At some point within this timeframe, your Stand reawakens, as an Independent Type Stand, complete with your Mental Capacity and Memories. You retain all of your Experience Points, but all of your Health, Feats, Proficiencies and Abilities are reset. This effectively means you may make a higher level character, so long as it retains the same Memories you had in your First Life.

Self-Repair: You, or your Stand, acts independently of everything else. It does not have a physical form outside of the form that it/you has/have taken. As such, it/you must find a way to protect itself/yourself and survive. You may take an action that takes up your entire turn. If you choose to do this, you may spend a Hit Die to heal, but you must spend 2 Hit Dice in order to do so. If you do not have enough Hit Dice for that roll, you may not heal. Outside of Combat, every Minute that you stand perfectly still, you may heal an amount of Health equal to your Durability Modifier.

Self-Aclimation: You've spent so much time manipulating certain elements, that you gain immunity to one damage type, that relates to your Stand Type. An example of this would be Ghaccio's Cold Immunity (If you pick either Piercing, Slashing, or Bludgeoning, you gain Immunity to the respective Stand Type as well, an example being that you would be Immune to both Piercing and Stand Piercing Damage). Pillar Men, and Undead of all kinds cannot choose Radiant as the damage type for which they are immune.

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. When your Stand moves in an attempt to evade detection, they may roll Stealth with Advantage.

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 twice the cost of a normal Ability (Usually twice the Stand Energy). 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, King Crimson's Time Deletion, or Weather Report's Heavy Weather. A Special Ability might also be a passive ability that functions independently of activation. Passive Abilities do not consume points when used, but cannot be stopped unless the Stand itself is retracted completely. They are also extremely difficult to control.

Speedy Movement: You have, through experience, built up the movement speed of your Stand. At any time, as a Reaction, 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, up to its Movement Speed. This also means that your AC may be increased to your Stand's AC if you are within its Movement Speed. However, when your Stand returns to you, if it passes through the Melee Range of a Stand, the Stand may make an Attack of Opportunity against your Stand.

Split Stand: As a Hive Type Stand User, your Stand functions very differently than a typical Stand. Rather than a Stand being an extension of your Will To Fight, Each Instance of your Stand is like a separate organism, that simply must follow your orders. Each Instance of your Stand only has a fraction of the Power of a regular Stand. Not only that, but each Instance may act independently of the others or the Stand User. Not only that, but if one Instance is totally destroyed, that fraction of the User's Health is taken away (If you have 12 Instances of your Stand, and one gets destroyed, take your total Health, then divide it by 12, and that is how much damage you take). If every Instance of your Stand is destroyed, you die instantly. Every 10 minutes, you may make a Constitution Throw for every Instance you are missing. The DC for the roll is 15. Upon a successful Saving Throw, the destroyed instance regenerates.

Stand Pickpocketing: Through trial and error, you've gained the ability to slip objects from the grasp of other people using your Stand. From now on, when making Sleight of Hand checks using your Stand, you may add your Speed modifier on top of your Precision (and Proficiency Bonus, if applicable).

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 regardless of the mode that they are in.

Ultimate Stand Ability: This ability is something that very few Stands or Stand users are able to get to. It's an ability that uses a lot of your Stand's Energy, draining most of the energy of your Stand. This Ability costs 5 SE, and this SE cost cannot be reduced. An example of an Ultimate Stand Ability is White Album's Gently Weeps.

Unconscious Control: You and your Stand have different health pools. When your HP reaches 0, your Stand may continue to function, but NOT VICE VERSA. However, if either of them are killed, the other is killed as well.

TYPE SPECIFIC ACTIONS:

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 as a Reaction. 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. The DC of the saving throw is 10 + The Damage the projectile(s) would deal.

Block Stand Projectile: When a Stand-based Projectile or group of Projectiles (Emerald Splash, Foo Fighters' bullets, Tusk's Nails) is sent towards you, you may make a Precision saving throw using your Stand as a Reaction. If you succeed, your Stand catches or stops the projectile(s). If the saving throw is failed, and the Projectile(s) breaks through your AC, it hits as normal. The DC of the saving throw is 10 + The Damage the projectile(s) would deal.

Counterattacking Blow: This action must be set up. Setting Up Counterattacking Blow counts as an Action, but no Physical Movement is required. The action itself may be activated when somebody enters your Stand's Range (if your Stand is within its movement speed), or at any time when your Target is within your Range. Roll To Hit with Advantage. If the attack hits, roll a regular Damage Roll, and add an additional 1d8 Damage of the same type that you dealt with the Attack.

Camouflage: This takes an Action. 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 stay within range of each other.

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 (is not reduced by Energy Conservation), and lasts for 3 turns. You may only have one of these buffs active at a time. 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.

Defensive Wave: This takes an Action to prepare, then is active until the start of your next turn. Your Stand is a bunch (or a few) little instances. However, these Instances may hold themselves together in order to form a shield, with the purpose of protecting their User. When this Shield is active, your AC increases by the Durability Modifier of your Stand, all together (A Stand User with an AC of 18, and a Stand Durability Modifier of +3, would have a 21 AC until the start of their next turn). You or your Stand may not move while in this state.

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.

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 3 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, including Movement.

Mobile Ability: This takes an Action. 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:

- +5 meter movement speed per turn
- You take your Movement Action twice per turn
- You may attack twice per turn

- You may use an Ability or Special Ability twice per turn

Mobile Wave: This takes an entire turn. Your Stand is a collection of smaller instances, all making up the same Stand. However, your Stand may work as a collective, with the purpose of moving you to one place extremely quickly. This turn, you may move double your normal movement speed, plus an additional amount of meters equal to your Stand's Speed Modifier (A Stand User with a movement Speed of 10 Meters, and a Stand Speed Modifier of +5 would be able to move you and itself 25 Meters in one turn).

Near Death Escape: When your HP is one half of your maximum or less, you may trigger this Ability as a Bonus Action. Until you either Stop Moving, or perform an Attack Action, you may move at Twice the Speed you would be able to normally, and you gain Advantage on all Acrobatics, Athletics, and Stealth Checks. You may use this Ability a number of times equal to your Constitution Modifier.

Offensive Blow: This takes an entire turn. Perform one Melee Attack using your Stand. This attack has Advantage on To Hit. Use normal damage mods and dice, but add 1d12 damage of the same type as your attack on top of all of it.

Powerful Flex: This takes an Action. This ability costs 1 AP. You may make an Intimidation roll with Advantage.

Pincer 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 Action. Once it has been prepared, you may activate this ability when you perform the Attack Action. You and your Stand may both make attack rolls at the same time.

Ranged Attack: This takes a full Action. 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 + Your Proficiency Bonus, 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. This attack can deal either Stand Piercing, Stand Slashing, or Stand Bludgeoning Damage. 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.

Remote Grappler: Your Stand may Grapple to engage in combat with somebody. Your Stand now gets Advantage when attempting to grapple a Stand, Object, or Stand User.

Self-Preservation: Your Stand may assess the situation, and make a basic judgement. If your Stand believes that the task at hand is too great, it may, instead of carrying out its programming: Hide, Defend, or Retreat.

Speedy Switch: This takes a Reaction. You may switch between anchors for your Enhancement Stand very quickly.

Stand Leap: This takes 3 Meters of your Movement Action. 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.

Stand Rush: When your enemy or your enemy's Stand has been incapacitated, restrained, or unwilling to fight for a turn or more while in your Range, you may perform this action. This 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 Modifier is (A Stand with a +10 Speed Modifier 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.

HAMON/RIPPLE

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.

Hit Dice: 1d10 + Con Modifier

(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.)

Hamon Conductors: Hamon conducts similarly to electricity; liquid, biomass and metal conduct hamon. Ripple transfers in the same way that electricity does. Typically, Hamon energy will travel through something in order to reach the ground. However, if Hamon is put into an object with immense force, or if it is sustained, the Hamon energy will spread through a conductor very easily. A Hamon Punch's full effect will be felt up to two meters away from the point of impact. For a non-conductor the effect is 1 meter.

Ripple Points: A Ripple User has an amount of Ripple Points Equal to their level. If they can comfortably breathe, they gain 1 Ripple Point back at the start of each turn.

Calculating Ripple DC: Ripple users have a DC of 8 + Constitution Modifier + Proficiency Bonus.

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.

Against Undead creatures such as; Zombies, Ghouls, Vampires, or Enhanced Pillar Men, attacks involving Ripple deal Double Damage. A Successful hit upon the head of one of these creatures also deals Double damage. Attacks against Pillar Men deal an extra 1d4 Damage.

Leveling Up

Level	Ability
1	Unarmed attacks deal extra damage (1d6), and deal Radiant Damage.
2	Gain Healing Ripple.
3	Gain Ionic Rippling + Headhunter, Ability Score Improvement.
4	Gain Zoom Punch, Ripple Pressure or Sunlight Yellow Overdrive
5	Learn an action you chose not to learn in the previous level (1d8 Unarmed)
6	Gain Ripple Regeneration, Ability Score Improvement.
7	Gain Sendo Overdrive or Scarlet Overdrive
8	Learn an action you chose not to learn in the previous level, Ability Score Improvement.
9	Gain Toxin Expulsion
10	Gain Ripple Shield or Ripple Cutter (1d10 Unarmed), Ability Score Improvement.
11	Gain Liquid Solidification
12	Gain Thunder Cross Split Attack, Life Magnet, or Extreme Healing Ripple
13	Gain a Custom Ripple Technique, Ability Score Improvement.
14	Learn an action from levels 4, 10, or 12
15	Gain Deep Pass Overdrive (1d12)

Abilities:

Defensive:

Healing Ripple: This counts as an Action. This action costs 2 ripple points. You may touch somebody else or yourself, and heal 1d4 + Your Constitution Modifier points of damage. At Level 6, use a d6 for the healing die. At Level 12, use a d8.

Ripple Shield: This counts as an Action, if there are enough materials nearby to use it. This action costs 5 ripple points. You are able to take any Ripple conductor, 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 has 5d10 Hit Points, and can totally absorb and Non-Stand Damage from attacks that would normally hit you, until it is reduced to 0 Hit Points.

Life Magnet: This counts as an Action. This action costs 5 ripple points, with a cost of 1 ripple point 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 3. 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 on all rolls involving a d20.

Ripple Regeneration: Gain 1/2 of your current level of Ripple Health Points back at the start of every turn, when you are conscious.

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.

Liquid Solidification: Ripple is an art made to fight against the Undead. However, as time continued, many other uses were discovered for it, such as regenerative and defensive abilities, as well as changing the properties of physical objects. Using The Ripple, the waves of energy produced may force the surface tension of the water to form a tangible, solid "skin" over it. This "Skin" may be used for a variety of purposes, such as holding water without using a container, blocking water from moving, or even walking on water. Activating such an ability takes a Bonus Action. In order to perform these actions, it costs 2 Ripple Points to do so each round.

Offensive:

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 Radiant damage, and has a maximum range of 2 meters.

Sunlight Yellow Overdrive: This action takes an entire turn, but if desired, may go on for a maximum of 5 turns, or until you miss an attack. This action costs 5 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. When you miss an Attack, the Overdrive ends.

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. You may make an Unarmed Strike as normal. If the attack lands, you deal an Additional 1d10 + Your Constitution Modifier Fire Damage.

Ripple Cutter: 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) 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 Slashing damage.

Headhunter: You've fought the Undead many times before, and you know their tricks, and how to best defeat them. You gain Advantage on all Arcana checks, and you get +5 added to all Attack rolls aimed at all Undead Creatures' Heads.

Thunder Cross Split Attack: This takes an Action to perform. This action costs 5 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 Modifier Radiant damage. If they succeed, you may perform 2 Unarmed Punches, having advantage on each.

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, including warping Light itself. You may use this to create illusions, warping the path of light, making objects look like they are in different locations than where they actually are. You cannot, however, attack Stands using this ability.

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 Radiant damage.

Sendo Overdrive: This action counts as one attack. This action costs 3 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 Radiant damage.

Custom Ripple Technique: Through countless hours spent training in the ancient art of The Ripple, you've created a fighting style or ability that is unique to you, and you alone. Examples of this are Tompetty's Future Sight, Caesar's Bubble Launcher, and Lisa Lisa's scarf-based maneuvering and fighting style. Talk to your DM to determine the function and details of this Technique.

THE 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.

Hit Dice: 1d6 + Con Modifier

(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 + Dexterity Modifier + Proficiency Bonus.

At Level 1, You may use Spherical Spin.

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

At Level 3, You gain the Ability: Return to Sender, Ability Score Improvement.

At Level 4, You may use the Ability: Harden Flesh.

At Level 5, You may use either: Muscle Contraction or Sento Spin.

At Level 6, You gain: Wrist Memory, Ability Score Improvement.

At Level 7, You may add 1 Point into either your Strength or Dexterity Score.

At Level 8, You may use either: Paralyzing Spin or Twisting Spin, Ability Score Improvement.

At Level 9, You may learn an action you chose not to learn in levels 5 or 8.

At Level 10, You gain the ability: Tendon Twister or Medicinal Spin, Ability Score Improvement.

At Level 11, You may gain either: Defensive Spin or Satellite Spin

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

At Level 13, you get an Ability Score Improvement.

At Level 14, You may learn an action you chose not to learn in levels 5, 8, or 11.

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

Material	Range	Damage	Effect
Wood	2 + (Str/Power Modifier) Meters	1d4 + Dex/Precision Force	(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 Piercing damage.
Rubber	15 + (Str/Power Modifier) Meters	1d6 + Dex/Precision Force	None
Rock/Stone	10 + (Str/Power Modifier) Meters	1d8 + Dex/Precision Force	None

Metal	5 + (Str/Power Modifier) Meters	1d12 + Dex/Precision Force	None
Improvised Sphere	N/A	None	Prerequisite: Defensive Spin This is a Sphere that may be used as a reaction to an attack, then used to block damage from one attack. The Sphere must be ready before the attack happens. Different Materials absorb different amounts of Damage. The Sphere is destroyed after the attack's damage is reduced. Water reduces 1d4, Ice or Wood reduces 1d6, Stone reduces 1d8, and Metal reduces 2d6.
Satellite Sphere	1 + (Str/Power Modifier) Meters, Maximum of 5 Meters.	None	Prerequisite: Satellite Spin This is a Sphere that must be custom made, with several separate marble-sized balls embedded on the outside of The Sphere. The Opponent must make a Dex/Precision saving throw, beating The DC of the Spin User. If failed, the opponent must roll a 1d6. That sense is then lost for 1d6 turns. 1 = Taste, 2 = Smell, 3 = Touch, 4 = Hearing, 5 = Sight, and if they roll a 6, the opponent may not move their Stand in any form (if the opponent is not a Stand User, nothing happens). The Satellite Sphere thrown cannot be used again.

(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.)

SPIN ABILITIES AND TRICKS

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 your Dex modifier. Different materials deal different amounts of damage and have different ranges.

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 that can be used in combat, starting next round.

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 until the effect wears off (Similar to a separate Health Pool). 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.

Sendo Spin: This action counts as one attack. You may take a Sphere, then throw it into an object. The Energy produced by the Sphere will send vibrations up to one meter away from the point of Impact. These vibrations are violent, and if placed correctly, could cause tunnels to collapse, sand to fall, rocks to shift, or the ground underneath somebody's feet to become unsteady. You may throw beneath someone's feet (if they are standing on Solid Ground), and they must make a Dex/Precision saving throw to beat your Spin DC. If they fail this saving throw, they will fall, and become Prone until they get back up again.

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.

Return To Sender: When you throw a Sphere, make a choice. Upon throwing, if you so choose for this to happen, The Sphere will return to you after damaging/hitting/missing its target.

Tendon Twister: This action counts as one attack. You may take a Sphere, then throw it into a creature up to 3 meters away from you. Pick a Limb. Use your regular damage and To Hit for a Standard Attack. If the Sphere hits your Opponent, they may not use the Limb that you Selected for 1d6 + Your Int Modifier turns.

Wrist Memory: You've become so accustomed to taking out and putting away Spheres, that you no longer need to look down to do it. You may now equip/put away Spheres as free actions.

Paralyzing Spin: This action counts as one attack. You may throw a Sphere into the flesh of a creature within your Sphere's Range. If you hit them, roll normal damage. You may choose to hit them in the upper or lower half of their body. If you successfully hit them, the muscles in either the upper or lower half of their body stop moving. Upper Body affects the arms, neck, pecs, and abs, and Lower Body affects the Legs and Back. This paralyzed all affected muscles for 1d4 - Your Target's Con Modifier.

Medicinal Spin: This action counts as one attack. You may throw a Sphere into the flesh of a creature within 2 meters of you. If you hit them, do not apply damage. You may do several things with this action. If you are right next to them, you may perform a Medicine Check with Advantage. You may also use this to stop bleeding by cutting off circulation to a particular area of the body for 1d4 turns. You may also use this to heal twice the damage that would normally be healed by some sort of ability (Such as a Stand Power, Supernatural Artifact, through The Ripple, or through Vampiric Healing). Any of these actions may be chosen, and there is the added benefit that, when used, Pain is dulled from all wounds around the area of impact.

Twisting Spin: This action counts as one attack. You may take a Sphere, and throw it against a creature, surface, or even yourself. Anything that is a soft solid, a liquid, or a Skin may be affected by this. This action may be used to twist surfaces in a spiral shape. The side effect of this is that any liquid hiding under the skin, or within the semisolid, is forced out. This action may be used to reduce water weight, to dehydrate people, or to collect liquid that has soaked into a semisolid, such as dirt, mud, or even sand.

Perfect Spiral: You've spent a good amount of time attempting to perfect The Spin, and its use. Finally, you understand how to better use The Golden Spiral to its full potential. Add your Proficiency Bonus to all damage dealt when using The Spin.

Golden Evolution: This action takes a full turn to complete. You may take a Sphere, and throw it through the air. This Sphere deals 10 Times the Damage that your normal throw does. However, in order to perform this action, you must be doing one of two things. Either you must be flying through the air in the Shape of The Golden Spiral (Acrobatics

Check, DC of 20), or you must be riding a horse at a perfect speed (Animal Handling DC of 20). Stands are a manifestation of the User's Fighting Spirit. However, through use of the Golden Spin, you may artificially trigger one of two events. Firstly, if a Non-Stand User uses this ability, use of The Golden Evolution will trigger their Stand to Manifest. This Stand temporarily manifests as any kind of Stand, at Level 10 in their class. This Stand will be active, and will operate as a normal Stand for 1 hour after use of The Golden Evolution. If the Spin User is already a Stand User, and they activate this ability, it triggers a Stand Evolution. This Stand Evolution takes all of the Stand's normal Stats, and multiplies all of them by 2. This also greatly enhances the potency of your Stand's Abilities, and even gives it one more new ability. A good General Rule of Thumb is that using the Golden Ability once, one's influence could affect an entire City. This Evolved Stand also lasts for One Hour after the use of Golden Evolution.

NON-SUPERNATURAL CLASSES

Despite all of the odd happenings and abilities in the world of Jojo's Bizarre Adventure, most people do not even know about these odd happenings. However, the world always needs those who fight for what they believe in. As such, these classes also exist.

If a person in a non-supernatural class gains a Stand, they may erase all of their abilities, feats, and Proficiencies, and then convert them into the respective Stand Type that they obtain. For example, if a Level 5 Brawler gains a Power Stand, they may opt to instead of multiclassing, simply become a Level 5 Power Type Stand User. When you become a Stand User, your Max Health Reverts to what it was originally, then you roll for every level suddenly gained. You may only convert Non-Supernatural Levels into Stand Levels. You may not convert them back.

BRAWLER

Brawlers tend to fight their opponents head on, using their fists, as well as their surroundings in order to come out on top in fights.

Hit Dice: 1d6 + Con Modifier

Level 1: Gain Tavern Brawler and Unarmed Proficiency

Level 3: You gain one instance of Trained Combatant

Level 6: Gain Close Combat Specialist

Level 9: Add 1 Point to either Strength or Constitution

Level 12: Gain either Cleave or Adrenaline Rush

Level 15: You gain another Instance of Trained Combatant

Level 18: Add 2 Points to either Strength or Constitution

Level 20: Gain Unstoppable Willpower

Knight

Knights are those who train to use heavy weapons, and who train to traverse long distances tirelessly.

Hit Dice: 1d6 + Con Modifier

Level 1: Gain Simple Weapon Proficiency and Martial Proficiency

Level 3: Gain either Cleave or Scarflesh

Level 6: Gain Heavy Weapon Specialist

Level 9: Add 1 Point to either Strength or Constitution

Level 12: Gain either Headhunter, or Brutality

Level 15: You gain an Instance of Trained Combatant

Level 18: Add 2 Points to either Strength or Constitution

Level 20: Gain Spade Proficiency

Soldier

Hit Dice: 1d4 + Con Modifier

Level 1: Gain Simple Weapon Proficiency and Pistol Proficiency

Level 3: Gain Improvised Weapon Proficiency

Level 6: Gain either Heavy Weapon Specialist or Rifle Proficiency

Level 9: Add 1 Point to either Dexterity or Constitution

Level 12: Gain either Headhunter, or Automatic Weapon Proficiency

Level 15: You may learn a skill you did not in levels 1, 6, or 12.

Level 18: Add 2 Points to either Strength or Constitution

Level 20: Gain Trap Detection

Sniper

Hit Dice: 1d2 + Con Modifier

Level 1: Gain Rifle Proficiency

Level 3: Gain an additional 1d8 Hit Points

Level 6: Gain Level-Headed

Level 9: Add 1 Point to either Dexterity or Intelligence

Level 12: Gain Headhunter

Level 15: Gain Hidden Assassin

Level 18: Add 2 Points to either Dexterity or Intelligence

Level 20: Gain Deadly Accuracy

WEAPONS

Weapon Name	Weapon Attributes	Weapon Type	Attack and Damage Base	Damage
Shortsword	Melee, One-Handed.	Simple	Strength/Dexterity	1d6 Piercing/Slashing

Greatsword	Melee, Two-Handed.	Simple	Strength	2d6 Slashing
Rapier	Melee, One-Handed	Martial	Strength/Dexterity	(Requires: 13 Dex) 1d8 Piercing
Scythe	Reach (2 Meters), Two-Handed.	Martial	Strength	1d8 Slashing
Halberd	Reach (2 Meters), Two-Handed	Simple	Strength	(Requires: 15 Dex) 1d10 Slashing/Piercing
Spear	Reach (3 Meters), Two Handed, Finesse.	Simple	Dexterity	1d6 Piercing
Whip	Reach (3 Meters), One-Handed, Finesse.	Martial	Dexterity	1d4 Slashing
Combat Knife	Melee, One-Handed.	Simple	Strength/Dexterity	1d4 Piercing Enemy Makes CON/DUR Saving Throw. DC: 8 + Str/Power + Your Proficiency Bonus (If you are Proficient in Simple Weapons.) If Failed, 1d4-2 Bleed Damage per round.
Dagger	Melee, One-Handed.	Simple		1d4 Piercing If you attack while Sneaking or Unnoticed from Behind, you get a guaranteed Critical Hit.
Throwing Axe	Thrown (5/15), One-Handed	Martial	Strength/Dexterity	1d6 Slashing
Throwing Knife	Thrown (5/15), One-Handed	Martial	Strength/Dexterity	1d6 Piercing
Throwing Hammer	Thrown (5/15), One-Handed	Martial	Strength/Dexterity	1d6 Bludgeoning
Wooden Baseball Bat	Melee, Two-Handed	Simple	Strength	1d8 Bludgeoning If you deal more than Twenty Damage using this Weapon, the bat breaks, and becomes unusable. However, take the damage that you'd already rolled, and add an extra 2d6 Piercing Damage for the splinters produced.

Metal Baseball Bat	Melee, Two-Handed	Simple	Strength	1d10 Bludgeoning
Greataxe	Melee, Two-Handed.	Simple	Strength	1d12 Slashing
Warhammer	Melee, Two-Handed.	Simple	Strength	<p>Prerequisite: 13 Str</p> <p>2d4 Bludgeoning</p> <p>Enemy Makes CON/DUR Saving Throw.</p> <p>DC: 8 + Str/Power + Proficiency Bonus (If you are proficient in Simple Weapons.)</p> <p>If Failed, breaks the bone(s) under the flesh hit. Breaking the Bones means that at the start of every one of their turns, they have to make the Save again. If they fail, they cannot take a Movement action.</p>
Quarterstaff	Reach (2 Meters), Two-Handed	Martial	Strength/Dexterity	1d8 Bludgeoning
Shovel/Spade	Reach (2 Meters), Two-Handed	Spade	Strength	<p>Prerequisite: Spade Proficiency</p> <p>1d10 Bludgeoning/Slashing</p> <p>If you roll a Critical Hit with this weapon, you may instead roll a d20 for damage.</p> <p>You may tunnel/dig underground at a speed of Strength/Power Divided by 20. That is how many meters you may tunnel underground in terms of movement speed. You may not move through anything denser than Gravel using this ability.</p>
Nunchucks	Melee, One-Handed.	Martial	Strength	<p>(Prerequisite: 17 Dex)</p> <p>1d12 Bludgeoning</p>
Pistol	Reload (Ammo x9), Ranged (10/30), One-Handed.	Pistol	Dexterity	1d6 Piercing
Revolver	Reload (Ammo x6) Ranged (10/30), One-Handed.	Pistol	Dexterity	<p>(Prerequisite: 13 Con)</p> <p>1d8 Piercing</p>
Handcannon	Reload (Ammo x6) Ranged (10/30), One Handed	Pistol	Dexterity	<p>(Prerequisite: 17 Con)</p> <p>3d4 Piercing</p>

Pump-Action 20-Gauge Shotgun	Reload (Ammo x5) Ranged (3/9), Two-Handed	Rifle	Constitution	(Prerequisite: 15 Str) 1d10 Piercing
Double Barrelled 12-Gauge Shotgun	Reload (Ammo x2) Ranged (3/9), Two-Handed	Rifle	Constitution	(Prerequisite: 17 Str) 1d12 Piercing
Sawed-Off Shotgun	Reload (Ammo x2), Ranged (1/5), One-Handed	Pistol	Constitution	(Prerequisite: 15 Str) 1d6 Piercing
The Hand of God	Reload (Ammo x2) Ranged (5/15) Two-Handed	Rifle	Constitution	(Prerequisite: 17 Con, 17 Str) 2d8 Piercing
Light Crossbow	Reload (Ammo x1) Ranged (10/25), Two-Handed	Rifle	Dexterity	1d8 Piercing
Heavy Crossbow	Reload (Ammo x1) Ranged (10/30), Two-Handed.	Rifle	Dexterity	(Prerequisite: 15 Strength) 1d10 Piercing
Sniper Rifle	Reload (Ammo x1) Ranged (30/100), Assembled, Two-Handed	Rifle	Intelligence	(Prerequisite: 15 Dex) 1d12 + Dex/Precision Piercing
Taser	Melee, One-Handed, Reload (Ammo x3).	Simple	Strength/Dexterity	Enemy must make a CON/DUR saving throw. DC: 12. If failed, the enemy is Paralyzed for 1d2 turns.
Brass Knuckles	Melee, One-Handed	Simple/Martial	Strength	Changes the Attack Dice for User Unarmed Punches to 1d6. No use for Stands. You may not hold anything in the hand where the Brass Knuckles are equipped.
Spiked Gauntlets	Melee, One-Handed, Finesse	Martial	Strength	Changes the Attack Dice for User Punches to 2d4 Piercing Damage. You may not hold anything in the hand where the Spiked Gauntlets are equipped. It takes an entire turn to equip/unequip each Spiked Gauntlet.
Shield	Melee, One-Handed	N/A	N/A	+3 AC, -2 Meters Movement Speed
Tower Shield	Melee, One-Handed	N/A	N/A	+5 AC, -4 Meters Movement Speed

Frag Grenade	Explosive (Trigger: Remove Pin, release handles, Five Seconds) (DC of 20), Thrown (5/15) One-Handed	N/A	Dexterity	Radius Damage: Between 0-1 Meters = 3d6 + 5 Thunder, 1d10 Piercing Damage Between 1-3 Meters = 2d6 + 2 Thunder, 1d6 Piercing Damage Between 3-5 Meters = 1d6 Thunder, 1d4 Piercing Damage
Dynamite Stick	Explosive (Flammable Fuse, every 10 cm gives the fuse one more second before exploding) (DC of 16), Thrown (5/15) One-Handed	N/A	N/A	Radius Damage: Between 0-2 Meters = 2d20 + 10 Thunder Damage Between 2-4 Meters = 1d10 Thunder Damage
C-4	Explosive (Digital Timer, set it between 1 hour to 30 seconds) (DC of 30) Two-Handed	N/A	N/A	Radius Damage: Between 0-1 Meters = 4d20 + 20 Thunder Damage Between 1-3 Meters = 1d20 + 10 Thunder Damage Between 3-6 Meters = 1d20 Thunder Damage Between 6-10 Meters = 1d10 Thunder Damage
Gasoline Bomb	Explosive (Upon Lighting, takes 5 seconds to explode, or upon impact with something) (DC of 14) Thrown (3/15) One-Handed	N/A	N/A	Radius Damage: Between 0-3 Meters = 1d20 + 5 Thunder, 3d4 + 10 Fire Damage Between 3-6 Meters = 1d10 + 5 Thunder, 1d4 + 5 Fire Damage Between 6-10 Meters = 1d6 Thunder, 1d4 Fire Damage
Molotov Cocktails	Explosive (Upon Lighting, takes 10 seconds to explode, or upon impact) (DC of 10) Thrown (5/15) One-Handed	N/A	N/A	Radius Damage: Between 0-1 Meters = 3d6 + 5 Fire Damage Between 1-2 Meters = 1d12 + 5 Fire Damage (Note: The Fire will spread if Flammable objects are within the Radius of Impact. If there are no flammable objects within the Radius, the fire will still continue to burn for 1d4 Turns)
UV Flashlight	Reload (Ammo x15) Ranged (2/5) One-Handed	N/A	N/A	AOE Effect (Con Save w/ DC of 20 for half damage) Deals 0 Damage to most creatures. Deals 1d8 Radiant Damage to Pillar Men. Deals 2d10 + 10 Radiant Damage To Undead.

UV Laser	Reload (Ammo x1) Ranged (10/50) One-Handed	Simple	Dexterity	Deals 1d4 Light Damage to most creatures. Deals 2d10 + 10 Radiant Damage to Pillar Men. Deals 2d20 +20 Radiant damage to Undead.
UV Cannon	Reload (Ammo x5) Ranged (2/10) Two-Handed	N/A	N/A	AOE Effect (Con Save, DC of 25 for half damage) Deals 1d2 Light Damage to most creatures. Deals 4d10 + 10 Radiant Damage to Pillar Men. Deals 3d20 + 30 Radiant Damage to Undead.
Uzi	Reload (Ammo x15) (3 Bursts) Ranged (1/5), One-Handed	Automatic	Constitution	1d12 Piercing
Automatic Rifle	Reload (Ammo x30) (6 Bursts) Ranged (15/45), Two-Handed	Automatic	Constitution	1d12 Piercing
Mounted Minigun	Ranged (Ammo N/A) (Bursts N/A) (Range 20 Meters), Two-Handed	Automatic	Constitution	Prerequisite: Automatic Weapon Proficiency (Unless already prepared, takes a Full Action to set up the Minigun. Can be mounted, or if the user has a Strength of 15 or higher, can be carried as a Two-Handed Weapon, but halves your Movement Speed when carried). 3d8 Piercing

Weapon Types:

Simple
 Martial
 Improvised
 Thrown
 Pistol
 Rifle
 Automatic

Melee Weapon:

- Has a 1 meter range from the user/stand.

Reach Weapon:

- Has an additional Range, but otherwise works the same as a Melee Weapon.

Range Weapon

- To Hit is based off Dexterity
- Has a specific Range (Roll normally/Roll with Disadvantage), Example being (5/15)

Automatic Weapon

- To Hit is based off Dexterity
- Has a specific Range
- Has a Specific Ammo (fires in bursts of 5)
- Every time you fire an Automatic Weapon, if you roll a 5 or below on the d20 for your attack roll, the weapon jams. When the weapon jams, the weapon becomes permanently unusable, unless repaired by a gunsmith, or you have the Automatic Weapon Proficiency Feat.

Recoil Weapon

- To Hit and Damage is based on Con
- For Stands, To Hit based on Durability.
- Has a specific Range
- Has a specific ammo

Thrown Weapon

- Once thrown, cannot be used again until picked up.
- Has a Range similar to Ranged Weapons
- Can be used as Melee Weapons with the same stats.

Explosive

- Can be used one time, then it is gone.
- Has a specific radius, ranges of damage from target.
- May also be set up as a Trap, rather than thrown/propelled.
- Those caught in the Blast Radius make a Dexterity/Precision Saving Throw in order to attempt to take half damage.
- If thrown, and a 1 is rolled, the bomb detonates in the thrower's hand, and they roll the Dexterity/Precision Saving Throw with Disadvantage.

One-Use

- Are completely destroyed upon use.
- Maybe set up in the form of traps, etc...

One-Handed:

- One may be used in each hand, or you may simply just wield one.
- May be holstered/concealed easily.

Two-Handed:

- May be held on one hand, is only effective when used by both hands.
- Extremely difficult to conceal/holster.

Assembled:

- May be easily concealed, put into smaller parts, then into the whole weapon.
- Takes two turns to properly assemble a weapon you are proficient in (you must be proficient in the weapon to assemble it).

Reload:

- Takes an Action to reload the weapon up to full ammo Capacity.
- Only has to be reloaded when the ammo count runs out.

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
1-5	2
6-10	3
11-15	4
16-19	5
20	6

ADRENALINE RUSH

The human body is a machine made for survival. Some have gone through such incredibly dire situations, that they have gained voluntary access to these deepest reserves of Human resolve. You may activate this ability at any time. When you activate it, roll 1d6 + 3. That is how many turns it will be active for. While Adrenaline Rush is active, You gain +2 Strength, and you have Advantage on all Strength/Power Saving Throws. Any damage taken while inside Adrenaline Rush does not affect your HP. Rather, it goes into a separate pool next to it. Any damage that goes into this pool is doubled before being put in the health pool. When your Adrenaline Rush ends, roll a Constitution Saving Throw. The DC for this throw is equal to The damage taken while in Adrenaline Rush. If Succeeded, you take no damage. If Failed, you take all of the points of damage within that health pool, and you also go unconscious. If the sudden damage would be enough to kill your character, then when it is applied, it will. This Damage can be lessened if you are healed, or if you regenerate health in some way. Instead of healing someone in Adrenaline Rush directly, simply subtract the amount healed from the health pool. You may activate this ability once per Long Rest.

ART OF DISTRACTION

Prerequisite: 13 Charisma or Higher, and 13 Dexterity or Higher

Humans are easy creatures to fool, a thing that you've learned over the course of years at a time. You gain Advantage on all Performance checks in front of crowds of Five or Less (Crowd Members are those who do not know your true motives or intentions. Party members might not count as Crowd Members, depending on the situation.) Every turn that you continue to Perform, you may make a Sleight of Hand check as a bonus action, even if you are the one performing.

AUTOMATIC WEAPON PROFICIENCY

You've put in hours on the shooting range, and now you can use Automatic Weapons properly. Add your Proficiency Bonus to your To Hit when using an Automatic Weapon. Also, instead of the weapon jamming on a roll of 5 or lower, the weapon jams on a roll of 2 or lower. However, when the Weapon jams, you know instantly. Furthermore, you may fix the jam by using a Bonus Action.

BRUTALITY

If you miss your target on a Melee attack roll, you may make the same attack Melee Strike as a Bonus Action. If this attack lands upon the intended target, it is a guaranteed Critical Hit. However, the damage dealt by this Brutality attack cannot be Non-Lethal Damage. You may use this ability once per Long Rest.

TOTAL NUMBER OF FEATS

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

CATLIKE AGILITY

Prerequisite: 13 Dexterity or Higher, or your Passion must be Artist

Your Reflexes are faster than that of a normal person. You can take the dodge action as a bonus action.

CLEAVE

When making a Melee Attack, if an attack that you land drops the target to 0 Hit Points or lower, you may perform another attack on a creature within 5 feet of your Stand or you (whichever one performed the attack). You may only get one extra attack per attack using Cleave.

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 emlee attack on any creature or thing within their Range. A Superior Cleave may trigger other Superior Cleave attacks.

CLOSE COMBAT SPECIALIST

You've become accustomed to defending yourself, and coming out victorious, even in the Stickiest of Situations. 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.

DEADLY ACCURACY

Prerequisite: 13 Dex/30 Precision or Higher

When making Ranged attacks where you or your Stand (Depending on which is firing the Attack) make a Ranged attack and do not move, you may choose to only attack once, and not perform any other action. If you choose to do this, you add your To Hit Bonus twice (Example: A person with a total To Hit of +5 [+3 Dex, +2 Proficiency Bonus] would have +10 To Hit for this attack).

ENERGY IMBUEMENT

Prerequisite: Must be a Stand User of Level 1 or Higher

Some Stand Users are able to extend just a little bit of energy into a Physical Object. It takes one full turn to Imbue an object with Stand Energy. Upon imbuing an object with Stand Energy, nothing changes about the object, other than the fact that it can now affect, injure, and interact with Stands. Every 5 seconds of active exposure to the Stand, equates to 1 Second of Stand Energy. You may only Imbue one object with Stand Energy at a time. You may also make a regular object a permanent part of your Stand, and it simply becomes a part of your Stand. In order to make it permanently part of your Stand, your Stand must Imbue the object with Stand Energy continuously for 8 hours. When adding an object into your Stand, the object gains the same resistance that the rest of your Stand has. If the object is destroyed, it does not damage the User in any way. Not only that, but it regenerates mass at a rate of 1kg/hour. When you incorporate an object into your Stand, you lose this Feat, then in place of this feat, you have an object as a part of your Stand. If you would like, you may relearn this Feat later on.

FORAGER

Prerequisite: 13 Wisdom or Higher, or your Passion must be Survivalist

You've spent a lot of time out in the wild, simply trying to survive in an unforgiving environment. You gain Advantage on all Survival Checks. You also get Advantage on all Medicine Checks.

HEADHUNTER

You've fought the Undead many times before, and you know their tricks, and how to best defeat them. You gain Advantage on all Arcana checks, and you get +5 added to all Attack rolls aimed at all Undead Creatures' Heads.

HEART OF LIES

Prerequisite: You must not have the Heart of Truth Feat

You've defeated countless enemies, and overcome all challenges presented to you, dropping every foe in your way. When one of your attacks kills an enemy, roll a d4. If you roll a 1, you gain 1 point of Inspiration.

HEART OF TRUTH

Prerequisite: You must not have the Heart of Lies Feat

You've gone through a lot in life. You've witnessed struggle, pain, and even death. All of these things have happened in front of your eyes. You've seen the absolute worst of Humanity. And that is why it is of absolute importance that you achieve your goals. When you use a point of Inspiration, roll a d4. If you roll a 1, you gain back a point of Inspiration.

HEAVY WEAPON SPECIALIST

Prerequisite: 13 Strength or Higher, or your Passion Must be Trained Laborer

Through all of the time you've spent lugging around and using heavy equipment, you've realized how to deal the most damage using these powerful, heavy weapons. When using a Two-Handed Weapon, an attack roll of either 19 or 20 counts as a critical hit. Furthermore, when you land a successful Critical Hit, Instead of multiplying the damage dealt by 2, multiply it by 3.

HIDDEN ASSASSIN

Prerequisite: Either Pistol Proficiency, Rifle Proficiency, or must be a Stand User with Ranged Attack

When making an attack with a Ranged weapon, you do not reveal your position upon your first shot, but on your Second. Not only that, but for your First Shot, if you do not perform any other action, outside of this one attack, you may roll for Damage Twice, and use the Higher Number rolled for the Damage Dealt.

IMMEDIATE CONNECTION

Prerequisite: 13 Charisma or Higher, or your Passion must be Con Artist

You've spent a lot of time around other people, both those that you know very well, as well as strangers. However, other people might say that you've never met a Stranger. You get Advantage on all Persuasion or Deception checks on people that you've met within the past 24 hours.

IMMENSE IMPACT

You're used to utilizing momentum to attack your foes with a powerful attack, hitting them immediately, and head-on. In order to activate this attack, you must first move at least 5 meters, then make a melee attack as the immediate action following it. This may activate whether you are running, falling, being thrown, etc, as long as you are moving more than 5 Meters in the same turn, immediately before your attack. This first attack after moving deals extra damage if it hits. If the melee attack hits, it deals the amount of meters you have moved before attacking, this turn (Example: Someone who moved 10 meters, then attacked immediately afterwards, would deal 10 extra damage to their target). If you perform a Reckless Dash, you may make one free melee attack after moving. You must move in a straight line to activate this ability.

INTERPRETER

Prerequisite: 13 Intelligence or Higher, or your Passion must be Service Worker

Through time spent learning new languages, you have gotten much better at learning Languages, as well as interpreting unknown languages. You start off knowing an additional Language. At Levels 5, 10, 15 and 20, you learn another language. When attempting to understand the meaning of an unknown language or script, you get Advantage on Insight checks for interpretation.

LEVEL-HEADED

Prerequisite: 13 Intelligence or Higher

Your level head allows you to get out of most situations using your experience and your clever mind. When making a Charisma or Wisdom saving throw, you may instead choose to make an Intelligence Saving Throw. You have Advantage on all Intelligence Saving Throws.

MARTIAL WEAPON PROFICIENCY

Prerequisite: 13 Dex or higher, or your Passion must be Thief

Through Knowledge and training, you have gained the ability to properly use Martial Weapons of all sorts. You gain Proficiency in Martial Weapons. Furthermore, you may add your Proficiency Bonus to your Damage when using Martial Weapons.

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 an extra +6 to Intimidation.

NATURAL ARMOR

Prerequisite: Must be a Rock Human

As an Action, you may convert to and from any of these three following states:

Humanoid: No Change

Hybrid: +5 Con, +5AC, -2 Dex, -5 meters movement speed, Resistance to piercing damage.

Rock: +20 Con, +10 AC, No Movement Speed, the only actions taken must either be with your Stand, or turning into one of the other forms. You also gain resistance to Slashing and Piercing damage.

NATURAL TOUGHNESS

Prerequisite: 13 Constitution or Higher, or your Passion must be Traveller

Your body is accustomed to dealing with intensely stressful conditions. Every time you level up, when you roll for additional Hit Points, roll twice, take the higher of the two rolls, and use that for the Maximum Health increase for each level.

PARANOIA

You've been aware of them for a while now. You don't know who, but you know that they've been after you for so long, and you've been evading them for what seems like forever. You gain +3 to your Initiative Score, and enemies that attempt to Surprise attack you get Disadvantage as opposed to Advantage on their Surprise Attack.

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, revolver, or hand cannon as a singular Attack, rather than as a full Action.

PRESSURE POINT MANIPULATOR

Prerequisite: 13 Intelligence 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 the entire 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.

QUICK ON YOUR FEET

You're used to getting out of difficult situations using your wit. Gain Proficiency in one of these three Saving Throws: Charisma, Wisdom, or Intelligence.

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.

SCARFLESH

You've gone through a lot of physical trauma, and your body is beginning to show the signs of it. Scar tissue is beginning to build up on your Skin, as well as internally. You gain a Damage resistance equal to your Constitution Modifier every turn (A Person with a +5 Con Mod would resist 5 points per round). For those with a Stand, this Damage Resistance does not stack with your Stand's Damage resistance. If Scarflesh blocks more damage than your Stand's Damage resistance, you may use Scarflesh to reduce Damage instead. You must use your Constitution, not your Durability.

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 throw it, and deal the same damage that you would normally. The Range for this throw is 3 meters.

SPADE PROFICIENCY

Prerequisite: 13 Strength or Higher, or your Passion must be Hard Laborer

Through time spent using a Shovel, you've realized the true potential of it as a weapon and a tool. You may now use the Weapon: Shovel/Spade.

STROKE OF LUCK

You seem to have some sort of unknown force that protects you and watches over you, kicking in at the most crucial moments. When you

roll a 1 on any roll, you may instead choose to make it a 20. You may use this ability once per Long Rest.

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. Depending on the side, and the DM's discretion, it becomes either a Shield, or a Tower Shield.

TOXIN RESISTANCE

Prerequisite: 13 Con or Higher, or your Passion must be Academic

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 on all Con saving throws made against Venoms, Breathable Toxins, and Acids. You also gain Resistance to Poison Damage.

TRAP DETECTION

You've gone through your fair share of dangerous situations, and over time, you've built up an awareness of Traps, and the ability to better sense danger. Your Passive Perception Score, and your Perception Score both increase by 5. You also gain Advantage on Investigation rolls when attempting to disable Traps, or figure out how they function.

THROWN WEAPON MASTER

You've spent a lot of time throwing all sorts of objects, from rocks to tomahawks. When using a Thrown Weapon, add your Proficiency Bonus to your To Hit. You may also throw two of the same Thrown Weapons or objects, both in the same action, without penalty to either object's accuracy or damage. You cannot do this with Spheres imbued with The Spin.

UNARMED PROFICIENCY

Through training and patience, you have spent time figuring out how to fight utilizing every muscle in your body effectively. You gain +1 AC as a bonus. You also, instead of rolling d4s for damage, you may use d6s. You may also add your Proficiency Bonus when using Brass Knuckles or Spiked Gauntlets. Instead of changing the Damage Dice when using these weapons, simply add an additional 4 Bludgeoning damage.

UNSTOPPABLE WILLPOWER

Some have an inner strength that simply cannot be stopped. Some are born with it, and others earn it through struggle and defeat. Any time you take damage that would put you at 0 hit points or below, you may make a Constitution Saving Throw with Advantage. The DC of this throw is equal to the Number of Hit Points that you would have taken below zero (Example: If you were to take 30 points of damage, and you have 20 health remaining, then your DC would be 10. Upon Failure, you simply drop to 0 Hit Points regardless of the damage that should have been dealt. Upon Success, your Hit Points Drop to 1. Roll 1d4 (+ Your Constitution Modifier), and that is how many turns you may stay conscious. Once your turns have run out, you Drop to 0 Hit Points. This may be done once per short or long rest.

VETERAN SPRINTER

Prerequisite: 13 Strength or Higher, or your Passion must be Athlete

You've done a lot of running in your time, so running is kind of second nature to you at this point. Your walking/running movement speed increases by 3 meters. You may also perform a Reckless Dash. This action takes an entire turn. When you use this action, you may move up to four times your movement Speed. You take 1d8 - Your Con Modifier damage every time you perform this action.

WELL-READ

You read a lot of books, and stay generally up to date on things that happen around you. You gain Proficiency in up to Three of the following Skills: Religion, Investigation, History, or Arcana.

INSPIRING LEADER

You may spend a minute or more, talking to somebody, one on one. When you do this, you may give the person that you're talking to one of your points of Inspiration. There is no limit to how many of your points you may give to another player, and you may do so over the course of a Short or Long Rest.

LIGHT SLEEPER

You only have to succeed on 2 Death Saving Throws in order to stabilize. It still takes three failures to kill you.

TRAINED COMBATANT

Prerequisite: Must not be a Stand User

When you take the Attack Action, you may perform an additional Attack. You may take this Feat up to 3 times, having a maximum number of Four Weapon Attacks every round. If you become a Stand User, you lose this Feat, and cannot Acquire it again.

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.

Examples of Zombies: Police Zombie, Doobie, Jones.

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, Undead Nature, UV Aversion, and Zombie Infection.

Undead Nature: As a creature that has been changed and twisted, you have been removed from the traditional life cycle. Part of life is decay and death, but you have ascended beyond decay itself. As an Undead Creature, you do not age in any capacity, and are physically incapable of doing so. When converted into an Undead Creature, your body regains the youth that you may have lost, bringing your age to roughly 25, at the peak of your physical performance. If you are exposed to the Stone Mask when you are younger, your mind fully develops and matures, and you continue to mature normally until you reach 25, and at that time, you stop aging. You are unable to be affected by any poison, toxin, or venom. Acids still affect you normally. You are unable to feel pain. You do not need to sleep. You also take 10d20 light damage every turn when any part of your body is exposed to direct sunlight. Your head also takes 10d20 light damage every turn when exposed to direct sunlight. This sunlight damage cannot be reduced in any way, as long as it continues to hit the flesh. If your Body Health Pool hits 0, you become unable to move until you regenerate or are healed in some other fashion. When your Head Health Pool hits 0, you become paralyzed, but stay conscious. When your Head Health Pool becomes less than the inverse of your total Head Health, your head is destroyed, and you are destroyed.

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. This does not apply to your head.

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). A Zombie's Head, specifically, has +1 AC when compared to its body.

Zombie Infection: You may infect living humans using your ability, and convert them into Zombies. If a Zombie's blood or saliva comes into contact with your blood or saliva, then goes back into your body, you must make a Con Saving Throw. The Saving Throw has a DC of 10. You must make this Saving Throw every time you are exposed. If you succeed the saving throw, nothing happens, and your body rejects the foreign toxin. If you fail the Saving Throw, you take $2d6$ damage. If the damage reduces your health to 0 or lower, you go unconscious. After one full turn of unconsciousness, you revive as a Zombie.

Ghoul

Description: A Ghoul is very similar to a Zombie, in that it is created when a Vampire steals the blood out of a living human. However, rather than simply leaving a Shriveled Corpse, the Vampire replaces some of the taken blood with a small amount of Vampiric Essence (Ghouls may also be created This causes the Ghoul to undergo only minor changes as opposed to its Zombie counterpart. Ghouls are slaves to their Vampiric Masters, but not to the same level that Zombies are. Ghouls retain many skills and abilities that they once had, as well as their sense of pride and moral code. Their psyche is only changed to the point where they still may act independently of their Vampiric Masters, they simply respect and revere their Vampiric Masters. If someone more powerful were to come along, a Ghoul could potentially change their allegiance. Ghouls look very similar to their human counterparts, and are able to pass as Human with little to no trouble at all. Ghouls must eat an entire human every week to survive.

Examples of Ghouls: Wang Chan, Jack The Ripper, Bruford, Tarkus, and Adams.

Playing a Ghoul: Ghouls are much stronger than Zombies for several reasons. For Starters, a Ghoul retains all power, abilities, and skills that they had in life, including, if applicable, their Stand. Level 1 Ghoul is added to their character sheet, along with any other class they have. However, once a character has become a Ghoul, they may not gain levels in any class, regardless of experience points gained. A Ghoul may also become a Vampire or an Ultimate Being, but they need the necessary equipment in order to do so.

Changes: Your levels all stay the same, but you also become a Level 1 Ghoul on top of your already gathered abilities. You may not gain any more levels, despite experience points gained. Your Strength and Constitution increase by 4, your Dexterity increases by 2, and your Intelligence, Wisdom, and Charisma all stay the same. Ghouls heal at roughly twice the rate that they would normally in life. You also gain: Undead Nature, either Ghoulish Strength or Ghoulish Agility, Ghoulish Resistance, and Zombie Infection.

Ghoulish Double Health: Ghouls take the health points that their body had in life, then multiply it by 3 to get their body health. Ghouls get $1d4 + \text{CON Modifier}$ Head Health (they may roll for every level they gained previously in order to determine Head HP). The Head of a Ghoul gets +3 AC when compared to the rest of their body.

Ghoulish Strength: You get Advantage on all Strength Saving Throws. You may lift an object up to 15 times your mass. This takes an entire turn to do.

Ghoulish Agility: You get advantage on all Dexterity Saving Throws. You get an additional 2 meters of movement speed, and an added +1 AC.

Ghoulish Resistance: Ghouls have a natural damage reduction of 5 points of damage per round to all non-stand crushing, slashing, or piercing damage. This does not apply to their Head.

ABOMINATION

Description: Abominations are humans who have had a Flesh Bud Implanted into their brains by a Vampire, but that Vampire was destroyed. The Flesh Bud then went haywire, permanently changing the function of the once Humanoid Body. The Body grows extremely aggressive tumors within the matter of minutes after the death of the Vampire that had planted the Flesh Bud. These Tumors take over the body, taking over every cell in the body. This makes the skin turn a mossy shade of green, and makes the previously normal human completely unrecognizable. It also invades the mind, making your mental function drop to around the levels of that of a dog.

Example of an Abomination: Mr. Nijimura

Changes: Your Intelligence, Wisdom, and Charisma all Drop to 1. Your Strength and Dexterity both drop by 5, and you lose all Skills, Feats, and anything else you've learned. Your Class becomes Abomination Level 1. You may not gain Experience Points, nor level up. You also lose all sense of humanity or sentience. You also become effectively immortal. You heal 50 Health Points every round. If you drop to 0 Health Points, you go comatose. However, in order to die, you must reach -200 Health Points. Only then will you not regenerate, and finally be destroyed.

VAMPIRE

Description: Vampires are humans that were able to find a Stone Mask, and awaken the true potential of the Human Mind. In order to become a Vampire, a human must activate, then put on the Stone Mask. Vampires are a lot stronger than humans, zombies, or even Ghouls. Vampires have a wide array of abilities, ranging from Regeneration to High-Pressure Liquid Lasers. However, this power comes at a cost, as all things do. Vampires must drink the blood of the living in order to survive, as well as become Stronger. A Vampire may also be created when a living human or a corpse receives a large amount of blood from another Vampire. Vampires are not weak to things that other Vampires in pop culture are weak to, such as holy water, or other religious symbols. Vampires must feed, gaining at least 10 energy, once every week.

Examples of Vampires: Dio Brando, Straights, Nukesaku, Vanilla Ice.

Playing a Vampire: Vampires are extremely powerful, but they have a massive flaw, and a huge weakness. Because Vampires are Undead, any exposure to Sunlight or Hamon Energy disintegrates the flesh itself. Your Movement speed also increases by 5 Meters, and you get 3 actions as opposed to 2, every turn. **Important: In order to level up, a Vampire must intake a certain amount of energy, as well as get the needed experience points. 1 human equal to the mass of the Vampire equals 10 Energy. An animal equal to the mass of the Vampire equals 2 Energy. The following list shows how much total energy is needed for each level up. Levels of Vampire DO NOT CLASSIFY AS MULTICLASSING.**

Level 1 = 0 Energy
Level 2 = 10 Energy
Level 3 = 15 Energy
Level 4 = 20 Energy
Level 5 = 30 Energy
Level 6 = 45 Energy
Level 7 = 75 Energy
Level 8 = 100 Energy
Level 9 = 150 Energy
Level 10 = 225 Energy
Level 11 = 335 Energy
Level 12 = 500 Energy
Level 13 = 750 Energy
Level 14 = 1125 Energy
Level 15 = 1685 Energy
Level 16 = 2525 Energy
Level 17 = 3790 Energy
Level 18 = 5685 Energy
Level 19 = 8530 Energy
Level 20 = 12500 Energy

Level 1: Vampire Double Health, Vampiric Regeneration, Undead Nature, and Vampiric Feeding.

Level 2: Menacing Aura

Level 3: Vampiric Musculature

Level 4: Zombie Creation

Level 5: Primal Charm

Level 6: Vampiric Senses

Level 7: Ghoul Creation

Level 8: Hypnosis

Level 9: Flight

Level 10: Space Ripper Stingy Eyes

Level 11: Flesh Grafting

Level 12: Freezing Touch

Level 13: Vampiric Body Control

Level 14: Controlled Veins

Level 15: Body Evacuation

Level 16: Vampiric Dormancy

Level 17: Embryo Implantation

Level 18: Flesh Bud

Level 19: Vampire Creation

Level 20: Vampiric Peak

Vampire Double Health: As a Vampire, you get the same amount of Hit Points that you did when you were alive. However, your Hit Dice becomes 1d10, unless it was the same, or higher. Your Head Hit Dice is 1d4 + Your CON Modifier. Your Head's AC is 13 + Wisdom/Speed Modifier + Dexterity/Precision.

Vampiric Regeneration: You gain an amount of Hit Points back in either your Head or Body for an amount equal to your Constitution Modifier, every time initiative is rolled.

Vampiric Feeding: This action counts as one attack. You may make a Grapple Check upon a living creature. If you are successful, you place the blood vessels of your hand upon the creature, and connect them to the body you have grappled. The damage dealt is 1d6 + Your Level of Vampire Piercing Damage. This damage is dealt at the start of each of their turns, until they escape your Grapple. You heal half of the damage that you deal to your foe.

Vampiric Musculature: Every time you level up from now on, you may permanently add 1 to your Constitution, Dexterity, or Strength Score (You may increase a score by the Level you obtain this as well).

Zombie Creation: When you kill someone using Vampiric Feeding, you may activate this as a Bonus Action. You may also use this ability on a corpse, as a Bonus Action. You take a very small amount of Vampiric Essence, and replace it with the Blood you have consumed. This ability costs 5 Energy, and can be used an amount of times equal to your Level in Vampire. Upon using this Ability, the affected body does not move for one full turn. After this turn, they have been fully transformed into a Zombie.

Primal Charm: You've noticed that your body has changed in the time following your transformation. Your Canines have become fangs, your hair has become long and grows extremely quickly, and the irises of your eyes glow a soft, threatening red. Your Charisma Score increases by 2, and you are now Proficient in Persuasion, Performance, and Intimidation Rolls.

Vampiric Senses: The Stone Mask, or a Master of some sort, has unlocked the true potential of your Human Mind. Your Body can perceive much more accurately, and your mind can quickly and efficiently process this information. You are now Proficient in Perception Rolls, and your senses are roughly 5 times stronger than when you were a Human.

Ghoul Creation: When you kill someone using Vampiric Feeding, you may activate this as a Bonus Action. You may also use this ability on a corpse, as a Bonus Action. You take a pretty large amount of Vampiric Essence, and replace it with the Blood you have consumed. This ability costs 50 Energy, and can be used once per Long Rest. Upon using this Ability, the affected body does not move for 1d4 turns. After those turns, they have been fully transformed into a Ghoul.

Hypnosis: This action takes an entire turn. By reflecting light within your eyes, and attaching Brain Waves to it, you may send your Brain Waves through the air, and take control of another living thing. The Range of this is 3 meters, and you must make direct eye contact in order to use this ability. The opposing creature must make a Wisdom Saving Throw. The DC for this throw is 10 + Your Charisma Modifier. If the throw is successful, nothing happens. If the throw is failed, the creature becomes Hypnotized. This effect lasts up to an hour. While a creature is Hypnotized, they must follow any and all commands given to them by their Vampiric Controller, even if it would put them in the way of harm, or be completely opposed to the creature's normal goals. You may end this Hypnosis before the Hour is up, if you so wish. This action may be done once per day.

Flight: The amount of energy in your body is immense. You may convert some of your Body's mass into Hydrogen, and keep it within your body. This causes you to float in the air. You now have a flying speed of 2 Meters per round, and if you do not move, you may levitate for indefinite periods of time, and make your effective weight less than zero, with a minimum weight of inverse your Normal Weight.

Space Ripper Stingy Eyes: This action counts as one attack. You are able to highly pressurize liquid within your eyeballs, convert it all into light, and fire them in the form of lasers. You may fire either one or two lasers at once, one for each eye. Each Laser counts as a Ranged attack. Add your Dex Modifier to your Proficiency Bonus, and that is the To Hit Bonus of each Laser. Each Laser deals 1d8 + Your Dex Mod Piercing/Radiant Damage. There is no effective Range for this attack. The Laser will simply travel in a Straight Line wherever you aim, and it will continue to travel, despite physical objects in the way. You may perform this action once per day, for each eye.

Flesh Grafting: You've gained the ability to start controlling individual cells and their function within your body. You may now replace things such as Removed Limbs, Removed Organs, Removed Bones, and even entire bodies, with the flesh of other humanoid creatures. This taken flesh will assimilate to your body much faster than if you were to attempt to grow back your own body manually. You may also use this ability to connect living or undead creatures together in order to create Chimeras. Talk to your dM to determine the stats and abilities of the Chimeras that you create. You may perform this ability at any time, without limit. To attach your Head to a New Body, and make it perfectly attuned to yours, it takes 1d6 days. While the new body is assimilating, it may regenerate a maximum of 1 HP per round, as opposed to the normal amount. Grafting the Full Body/Body Part of a Hamon User takes 5d100 Days.

Freezing Touch: This action takes an entire turn to prepare. You have gained the ability to take all of the liquid and heat from any of your limbs, lowering the effective temperature of each limb to around -40 Degrees Celcius. If a living creature touches your arm, or if you touch the flesh of a non-living creature, the flesh that is in contact with your Dehydrated Skin immediately freezes over. The affected creature takes 3d6 Cold Damage, and the affected limb may not be moved. If the limb affected is not properly treated (Medicine Check of 20 or above, or having Hit Points Restored), The limb will rot, and consequently fall off within the next hour. You may perform this action up to three times per Long Rest. Each time living flesh comes into contact with your Frozen Limb, you must refreeze a Limb.

Vampiric Body Control: You've become accustomed to the idea that the individual cells within your body are, in fact, under your conscious control. You may now perform tasks that would normally be impossible with a human. You can fit yourself through small spaces, reknit bones almost instantly, and even fully heal from Sunlight/Ripple inflicted wounds, without having to pick away the scar first. You may also choose to override standard human self-preservation instincts, such as breathing, the inability to severely harm yourself, and even the ability to simply shut down specific parts of your body, and reboot them at will. Shutting down parts is instant, but rebooting them takes an entire turn. You may also put muscular cells and bones in places where they should not be normally.

Controlled Veins: You may put an entire miniature muscular system within the veins in your body. Not only that, but you may also turn energy or matter within your body into more veins, in order to have a secondary Muscular System. Your Veins may be used to pierce through your skin without damaging you. An Attack with a Vein deals 1d4 Slashing damage and is equivalent to one attack. You may Attack using a Vein even if the health of the rest of your body is Zero or lower. If the health of your Head is Zero or lower, you may not do this. You may have up to 5 Veins outside of your body at a time. Your hair also operates in the same way, with a maximum of 5 "Veins" on the top of your head. When using Veins to move, you may move up to two meters per second. You may use Veins to Grapple. For every Vein used, add +1 to the bonus for your grapple check. The Veins may stretch up to 5 meters.

Body Evacuation: The only part of the Undead body needed for Vampiric survival is The Brain. If you find yourself in an incredibly desperate situation, you may perform this action, which is equal to one Attack. You use your Secondary Muscular System (The Controlled Veins) to remove your Head and Secondary Muscular System from the rest of you. Your Head (and Secondary Muscular System) is now the only part of you. You may slowly regenerate your own body, but it takes 5d20 days to do so. You still have to feed at the standard rate, but you may now do this with your Secondary Muscular System as opposed to your standard Feed Action. The action is the same, it is simply no longer carried out using your hand.

Vampiric Dormancy: Normally, as a Vampire, you have to Feed for at least 10 energy once per week. However, you may, if you so choose, enter a State of Extended Dormancy, in which every part of your body ceases to function, and is effectively preserved. This preservative runs throughout your entire body and brain, allowing your body to stay virtually the same for extended periods of time. Your brain stops functioning, and you must set a trigger to awaken you, such as a loud noise, or movement within a certain radius. When this trigger is activated, it takes a minute for you to return to your full self, with full control over your body. Entering a state of Vampiric Dormancy takes one full minute, or 12 turns. You may survive in the State of Vampiric Dormancy for up to 500 years. Past around 500 years, your brain begins to permanently decompose.

Embryo Implantation: You may create a fully functioning Embryo, and implant it into a Humanoid's Womb. This Implantation process may be done through sexual transmission, or through simply forcing it through the flesh, then fixing the flesh that was damaged. This Embryo may be an effective clone of your DNA, or an Embryo that combines the DNA of you, as well as the DNA of up to one person whose flesh you have grafted into yourself. You may also take some of the Surrogate Woman's DNA and implant it into the Embryo, meaning the child produced could effectively have Three genetic parents. The child grows and lives as normal, with the only distinguishable differences to a normal human, being small, appearing as minor traits, such as accelerated Hair Growth, Sensitive or Pale Skin, or even teeth that look similar to fangs. All of the aforementioned traits may manifest, or none of them might, or perhaps only some of them.

Flesh Bud: Using some of your Secondary Muscular System, as well as 50 Energy, you may create a Flesh Bud. Flesh Buds are small collections of flesh that are placed upon the forehead. A Flesh Bud forces the one who it is implanted

into to do the Vampire's bidding, despite the interests of the individual. This form of Mind Control does not completely change the personality of the one wearing it in most cases. Most of the time, a human with an implanted Flesh Bud will have the same quirks, skills, and habits. The only real change is in a person's goals and motives. Flesh Buds have 1d6 health. If the Flesh Bud's health drops below Zero, the Flesh Bud begins to die. However, if the Flesh Bud is still implanted within a human's brain when this happens, the Flesh Bud lashes out, dealing 10d20 Slashing damage directly to the brain. However, these Flesh Buds may be removed via a successful Precision Check (DC of 20), or through a direct hit using an attack from The Ripple. If the attack dealt by The Ripple deals more than 10 damage, the Flesh Bud is vaporized suddenly, in its entirety, without any chance to respond. The Flesh bud is Undead Flesh, and as such, it will immediately die when exposed to Sunlight. The Flesh Bud will function normally for up to 3 years. After around 3.5 years have passed, the Flesh Bud will feed off of the Blood of The Brain directly, resulting in a loss of 1d4 Maximum HP per day. When the target's Maximum HP reaches Zero, they are killed instantly. If the Vampire that implanted the Flesh Bud is killed, the Flesh Bud goes haywire, and the Target becomes an Abomination.

Vampire Creation: You've gained enough knowledge of the function of your own body, that you've found out how exactly the Stone Mask or your Master changed your Anatomy, and the function of your cells and DNA. Rather than taking Blood away from this person, you may take the corpse or the living creature, and simply infuse a large amount of your own blood, mixed with a little bit of Vampiric Essence. This action takes an entire turn to accomplish. If the creature that you've attempted to convert is living, they must make a Constitution Saving throw, with a DC of 20. Every time they fail the saving throw, they take 2d12 Piercing Damage, which cannot be blocked or reduced in any way. If the target succeeds, they no longer take damage, and the effect no longer applies. When the target drops to below 0 hit points, they go unconscious. It takes one full turn, but after that full turn is completed, the affected individual/corpse becomes a Level 1 Vampire. Upon becoming a Vampire, it is important to note that you do not lose your Experience Points. However, in order to level up further, you must meet the stated Energy Requirement. The Vampire created has total free will, and is not obligated to serve or obey you in any way. Their mind is as it was in life, the only difference being that they are now a Vampire as well.

Vampiric Peak: You have perfectly honed your Vampiric Abilities. Your Brain has been brought to its fullest potential, meaning that the only way to improve from here would be an option other than simply consuming Blood. If you obtain a Completed Stone Mask, you may don it, put UV light into the mask, and become an Ultimate Being.

PILLAR MAN

Description: An Ancient Race of people, they lived extremely long lives and were very strong, but they were weak to the sun. Pillar Men is not really accurate, as there were also Pillar Women and Children. As such, Pillar Men is a Misnomer, and you may be any Gender, but still be classified as a "Pillar Man". Although it was originally thought that all of the Pillar Men were killed by Cars, that is not really the case. Some might have escaped and lived out long lives, or some other odd thing happened. Regardless, somehow, Pillar Men DNA got mixed up with some human DNA, and passed down through the generations, lying dormant. Within some humans, the DNA of the Pillar Men lie, waiting to be activated. It may be activated through some sort of Trauma, or through lifestyle changes that mirror how the Pillar Men lived Thousands of Years ago. Through eating only living or freshly killed creatures, avoiding sunlight, and adopting a nocturnal schedule, the DNA may be unlocked. However, once unlocked, it takes over, and the changes made cannot be reverted or reversed. To Unlock it, you must have the Pillar Men DNA within your genome. It also takes 2 weeks of living the way that the Pillar Men did to unlock the genes, and make them take over.

Example of a Pillar Man: Those killed by Cars in Battle Tendency, Cars before using the Stone Mask.

(Note: Despite their weakness to Sunlight and their enhanced physical characteristics, they are not Undead. Pillar Men can still be killed in the same way that a conventional human would be, they are simply more resilient. This also means any Ability or Feat that refer to Undead do not include Pillar Men.)

Changes: As a Pillar Man, you must eat a lot more to survive. You still eat food in the same way that a human does, but your Diet changes slightly. You must eat either living animals, or animals that were living an hour before you initially consumed them. You may cook your food, but you get the same amount of nutrients eating flesh either cooked or raw. Every part of an animal gives you nutrients, and as such, you may eat the entirety of the animal, including the bones. You may also eat fruit and vegetables, but they do not give you nutrients, nor do they sate your hunger. Normal Humans need to eat around 2000 Calories to stay healthy, and properly nourished. Pillar Men need roughly 10000 Calories to stay healthy. You also gain an aversion to UV light. When you are in direct sunlight, you take 1d20 Light Damage for every turn when you are in direct sunlight. Your Hit Dice increases to 1d8, unless it was higher, in which case, it stays the same. You now age a lot slower than you would normally. Normal Humans only live to around 70, but Normal Pillar Men live to around 200 years old. You gain +2 Strength, +2 Constitution, and +2 Dexterity. You also gain the trait: Primal Charm.

ENHANCED PILLAR MAN

Description: Thousands of years ago, a genius named Cars created the Stone Mask, testing it on himself, with the eventual goal of conquering the Sun, and being able to go out into it eventually. The Stone Mask was an important step to this process. While it did not give him, nor his Pillar Men brethren any resistance to The Sun, it made them much, much stronger, with the only problem being that in order to sustain this new power, they had to consume massive amounts of energy. Enhanced Pillar Men must feed, obtaining at least 20 energy every day.

Examples of Enhanced Pillar Men: Santana, Wham, ACDC, Cars.

Playing an Enhanced Pillar Man: Enhanced Pillar Men are some of the strongest creatures ever to walk the Earth, with Strength, Speed, and Intelligence that rivals every other animal. However, in order to sustain this power, you must absorb immense amounts of energy from animals. Not only that, but when you become an Enhanced Pillar Man, your weakness to UV Light/Ripple actually becomes more acute. Your Movement speed increases by 10 Meters, and you get 3 actions as opposed to 2, every turn. **Important: In order to level up, an Enhanced Pillar Man must intake a certain amount of energy, as well as get the needed experience points. 1 human equal to the mass of the Enhanced Pillar Man equals 10 Energy. An animal equal to the mass of the Enhanced Pillar Man equals 2 Energy. The following list shows how much total energy is needed for each level up. Levels of Enhanced Pillar Man DO NOT CLASSIFY AS MULTICLASSING.**

- Level 1 = 0 Energy
- Level 2 = 100 Energy
- Level 3 = 150 Energy
- Level 4 = 200 Energy
- Level 5 = 300 Energy
- Level 6 = 450 Energy
- Level 7 = 750 Energy
- Level 8 = 1000 Energy
- Level 9 = 1500 Energy
- Level 10 = 2250 Energy
- Level 11 = 3350 Energy
- Level 12 = 5000 Energy
- Level 13 = 7500 Energy
- Level 14 = 11250 Energy
- Level 15 = 16850 Energy

Level 16 = 25250 Energy

Level 17 = 37900 Energy

Level 18 = 56850 Energy

Level 19 = 85300 Energy

Level 20 = 125000 Energy

Level 1: EPM Double Health, EPM Regeneration, Undead Nature, and Superior Feeding.

Level 2: Menacing Aura

Level 3: Ancient Charm

Level 4: EPM Brain Stimulation

Level 5: EPM Enhanced Musculature

Level 6: EPM Flexibility

Level 7: EPM Senses

Level 8: EPM Durability

Level 9: Controlled Veins

Level 10: Body Evacuation

Level 11: Flesh Grafting

Level 12: Total Body Control

Level 13: Cellular Phasing

Level 14: Cellular Drive

Level 15: Elemental Battle Mode

Level 16: EPM Dormancy

Level 17: Gain an extra feat

Level 18: EPM Muscular Proficiency

Level 19: Gain an extra feat

Level 20: EPM Peak

EPM Double Health: As an Enhanced Pillar Man, you get the same amount of Hit Points that you did when you were alive. However, your Hit Dice, regardless of your class, becomes 1d12 + Your CON Modifier. Your Head Hit Dice is 1d6 + Your CON Modifier. Your Head's AC is 13 + Wisdom/Speed Modifier + Dex/Precision Modifier.

EPM Regeneration: At the Start of every turn, gain back an amount of HP equal to your Constitution Modifier. Not only that, but you may also roll your Hit Dice as an Action, but you remove 20 Energy from your Energy Pool. You may not perform these Actions to your Head's HP, only your body's.

Superior Feeding: Your Body has changed on a cellular level. As a Pillar Man, your body was already fully accustomed to consuming living beings, and your cells were used to consuming the energy provided through normal digestion of living creatures. However, now every cell in your body may break down living tissue, and make it into energy extremely quickly. By simply touching living flesh, you may absorb the matter present, and convert it into energy in a matter of seconds. You may also use this as an attack. Against living flesh, you may make contact using your body, and begin to absorb the flesh contacted. Upon making sustained contact, your flesh deals 2d4 Acid damage per turn (At Level 5, it becomes 2d6, Level 10 is 2d8, Level 15 is 2d10, and Level 20 is 2d12). The Higher Level of Enhanced Pillar Men you become, the faster this process becomes.

Ancient Aura: The power coming from you is mysterious, but of ridiculous strength. All living creatures recognize this power subconsciously. Your Charisma Score increases by 3, and you become proficient in Intimidation.

EPM Brain Stimulation: The Stone Mask is made exactly for the use of Pillar Men. It awakens the true potential of not only the mind, but it also increases the efficiency of it. At Levels 4, 7, 10, 14, 17, and 20, add 1 point of Intelligence to your Intelligence Score.

EPM Enhanced Musculature: Your muscles are absolutely filled with energy, and as such, your Muscles ripple with Stolen Hamon Energy. At Levels 5, 8, 11, 15, 18 and 20, add 1 point of Strength to your Strength Score.

EPM Flexibility: Your Reflexes are just as strong as your muscles. At Levels 6, 9, 12, 19, and 20, add 1 point of Dexterity to your Dexterity Score.

EPM Senses: You gain Advantage to all Perception Checks. You can perceive using all five senses with around 20 times the sensitivity of a human. At Levels 7, 10, 14, 17, and 20, add 1 point of Wisdom to your Wisdom Score.

EPM Durability: Your body is becoming used to absorbing these massive amounts of energy, and as such, the energy absorbed is more stable, and some of it is converted into tissue, making your tissue much denser over time. At Levels 8, 11, 13, 15, and 20, add 1 point of Constitution to your Constitution Score.

Total Body Control: Every part of your body has tiny muscles inside of it, allowing every single part of your body to move around freely. You may split, reassemble, flatten, inflate, or otherwise modify your body in almost any way imaginable, so long as it remains in one piece.

Cellular Phasing: Your cells all can move with incredible flexibility and speed. You may move your body, or parts of your body through flesh, without absorbing or affecting it in any negative way, if you so wish.

Cellular Drive: Even when below 0 HP, in order for your Body to stop moving, or for your Body to be paralyzed, your Health Points must drop below the inverse of your Maximum Health, in which case your Head/Body are destroyed.

Elemental Battle Mode: You realize that your body may be used in a creative way, in order to harness a primal force of Earth, such as Heat, Cold, Light, Rock, Water, Air, Electricity, etc... You gain a body modification that allows your body to perform actions related to this force, and resistance to damage from your Ability. Talk to your DM about making and balancing this Ability.

EMP Dormancy: You may seal yourself within a thin shell of rock at any point. It takes one action to enter this state, and in this state, you may not move in any way, but you also have total immunity to UV light while in this state. At this point, you may either set an automatic timer that tells you when to awaken, or a trigger that allows you to wake up (a bird lands on your casing, you hear a gunshot, etc...) In order to enter this state, it costs 1000 Energy. This state also takes just one action to awaken from. You may stay in this state for up to Ten Thousand years.

EPM Muscular Proficiency: Gain advantage on all Athletics, Acrobatics, and Stealth checks, as well as Strength and Constitution Saving Throws.

EMP Peak: You have perfectly honed your Abilities, and Your Brain has been brought to its fullest potential. The only way to improve from here would be an option other than simply absorbing living things. If you obtain a Completed Stone Mask, you may don it, put UV light into the mask, and become an Ultimate Being.

ULTIMATE BEING

Thousands of years ago, Cars created the Stone Mask, so that he and his people could conquer their one weakness; The Sun. However, in order to do this, Cars would have to go about changing the very way in which his body functioned, down to a molecular level. An Ultimate Being is created when an Undead Humanoid of immense Strength (Level 20 Enhanced Pillar Man/Vampire) dons The Complete Stone Mask. After Donning it, and exposing the Complete Stone Mask to any sort of Direct Light, the Complete Stone Mask latches on, and forces a beam of Energy directly into the brain of the wearer. This changes their anatomy on a molecular level, forcing their Brain to evolve massively, and changing every cell in the body, so that each cell contains the DNA of all known living creatures on Earth. Ultimate Creatures are terrifying, and there are very few non-Ultimate Being creatures that could even hope to Stand a chance against them. When you become an Ultimate Being, you lose the trait: Undead Nature, and instead gain the Following traits.

Perfect Form: All of your Scores (Intelligence, Charisma, Wisdom, Strength, Dexterity, and Constitution) all increase by 5. You also have advantage to all Skill Checks and Saving Throws. You gain Proficiency in any Skill/Weapon/Tactic you have ever seen done before, or that you have done before.

Ultimate Nature: You are now resistant to UV light, as well as all other forms of damage, including Radiant. You do not need to sleep, and you must only intake Organic Matter (equal to your body mass) once every month. You gain 5 energy for every turn (every 5 seconds) when you are in direct UV light, through passive photosynthesis. You may also enter a dormant state, in which you do not move or think. You may stay in this state for up to One Million Years. You also sense at the maximum possible level, being able to detect the change in nearly air currents, see better than any ground-based telescope, and hear any and every noise that has any wave that reaches your ears.

Immortality: You gain new Hit Dice, and lose your Double Health. Your new Hit Dice is 2d20 + Con. You may reroll the health points gained in all previous levels using these new Hit Dice upon transforming. You regenerate an amount of Hit Points equal to your Constitution Modifier every round.

Improved Imitation: You can perform any action that any creature can, but better. When viewing any action performed by a living creature, you may imitate it. However, instead of having to roll for its success, it automatically succeeds. You may also Imitate actions viewed in the past. This means that you may gain up to 5 Class Features from other classes. You may change the Class Features that you know as an Action.

Living Drones: You may take a portion of your Body's Matter, or up to 100 Energy, and convert it into any Small (or smaller) living creature, a physical characteristic of a creature, or any Organic Matter. This may be separated or attached to your body, and reattached or separated at will. If the Drone Created has a brain, it will act as a normal animal of its species would in any given situation. However, you may also send commands that override the creature's standard brain function.

ROCK HUMANS

Rock Humans are an elusive evolutionary cousin of humans, but with a few key differences. For starters, Rock Humans usually live for around 240 years, and are Silicone, rather than Carbon Based. Rock Humans must hibernate relatively often in periods of 1-3 months, but after hibernating, they need not sleep for two months. While hibernating, a layer of stone covers their flesh, and all processes except for breathing and some brain function cease. While in hibernation, they can survive high temperatures up to 950 C, and low temperatures bottoming at around -240 C. The only way to kill a hibernating Rock Human is to either break through their rocky shell, or to suffocate them. Rock Humans, every 6 years, will molt their old bodies, changing themselves into a slightly different form. This change occurs during hibernation. Rock Humans can eat any organic matter without issue, either raw or cooked. However, if the organic matter has little nutritional value, more of it must be consumed. For some unknown reason, all Rock Humans are deathly allergic to Mangos. Rocks Humans tend to live on the outside of human towns or countries, preferring to live in the wild, as Rock Humans have a natural shell that protects them when they sleep. Rock Humans also gain the following traits:

(Note: While extremely rare, some animals share the same traits as Rock Humans, including possessing a Stand.)

Stoneflesh: When entering full hibernation, you gain a thick layer of Stone over your skin, and you enter a dormant State. You may not move while in this state, nor take any actions whatsoever. Your Scent disappears, and you become practically indistinguishable from a regular boulder. Your AC increases by 5, and your Con score increases by 20. You can only be damaged by: Great amount of physical damage (Crushing, Slashing, Piercing), Submersion in water, and temperatures either above 950 C, or below -240 C. You have resistance to Slashing and Piercing Damage.

Stone Cold Willpower: Over 95% of Rock Humans are born with a Stand Ability. Roll a d20. If your number rolled is anything other than 1, you are a natural-born Stand User (if you rolled a 1, you may still have the potential to gain a Stand, you are just not born with one).

Mysterious Disappearance: When you are killed, your body rapidly crumbles in dust that easily dissipates. One turn after you die, your remains are completely gone.

ARTIFACTS

CONDUCTIVE CLOTHING

Certain Clothing may be crafted with the express purpose of conducting the Ripple, and its energy more effectively. Such clothing acts as a conduit for The Ripple, which means that it interacts with The Ripple just as any other conductor would. This means that any effects that The Ripple would have on Liquids, Metals, living tissue, etc... also apply. Conductive Clothing, if connected to The Ground, may also be used as a Ground for The Ripple. The Ripple operates similarly to electricity, and so some Undead Creatures may use a certain type of Conductive Clothing known as an Anchor, as a way to cover their weakness to The Ripple. Any Undead Creature that wears Conductive Clothing takes double damage when attacked directly by The Ripple. Any Undead Creature that wears an Anchor, however, takes half of the normal damage that they would take from The Ripple. Conductive Clothing/Anchors are often very expensive to make, as there are few materials that conduct Ripple so effectively. The best materials to conduct Hamon are the yarn of the Satiporoja beetle, Silk, and wool. Most wet clothing also acts more more than adequately.

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 long, 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. There is a large beetle upon the arrowhead of each arrow.

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 the inverse of their normal max HP, they succumb to their Stand, and die.

The Arrow also has a Secondary effect. That of the Power of Requiem. In order to obtain the power of Requiem, you must fulfill two requirements, as well as have the arrow. You must firstly be a Stand User who has brought your Stand close to its full potential, and one who is accustomed to using its power. Not only that, but you must have a specific resolve or goal, that is immensely powerful, and overtakes everything else in your life. If both of these requirements are met, the Arrow may choose you. (Note: In order to activate/sustain a Requiem Stand, the Beetle on the Arrowhead must remain intact).

Examples of Requiem Stands: Killer Queen: Bites The Dust, Chariot Requiem, GER.

Rejection: If you are a Stand User of level 17 or below, even if you pierce your Stand with the arrow, nothing will happen. However, if you possess the technique and experience, but not the needed resolve, your Stand will turn on you, attacking you, and preventing you from touching, or getting it to touch the arrowhead. If you are not worthy

(as determined by a roll of d4's. You may spend as many saved points of inspiration as you wish, with each one resulting in rolling another 1d4. In order to be accepted by the arrow, and obtain the power of Requiem, your final roll must be more than 50), your Stand will attack, and while attacking you, it will be in your DM's control for up to one turn. After this turn, your Stand (and your control over it) returns to normal.

Activation of a Requiem Stand: Your Stand (or your flesh) must be pierced by the arrow. However, it is not simply a piercing. In order for the Power of Requiem to activate, the arrow must be buried within your flesh, to the point where the beetle touches the exposed wound. From there, the arrow will begin to embed itself into your body, dealing 3d8 Piercing Damage (This cannot be reduced). If you survive this you may not move (nor may your Stand) for one turn. After one turn, your Stand will disintegrate, leaving an empty husk upon the ground. During the one turn, the arrow will make its way to the forehead of your Stand, where it will rest. It will solidly be sat there, held in place by your Stand's new design. After the turn of exposure, you may expend as many Hit Dice as you would wish, so long as you still have not used those Hit Dice. Your Stand will stay in this Requiem form, as long as the Arrow sits within your Stand's forehead. It may be removed without issue, and you may reenter the Requiem State if you so choose, but you will not have to make the Constitution Saving Throw, you do not take damage from The Arrow, and you do not regain any Hit Dice.

Requiem Stand Traits:

Physical Change: Requiem Stands have immense power. Take all of your Stand's Stats, and Multiply them by 2 (Certain limits still apply, such as Power Type Stands' Maximum Range of 2 meters).

Design Change: Your Stand undergoes an immediate and noticeable physical change, still maintaining elements of your original Stand, but changing up and adding some things as well.

Surging Energy: You gain 1 Stand Energy back at the start of every round.

Enhanced Ability: Your normal Stand Abilities greatly increase in power and potency. They cost the same amount, but you may use your ability as a Free Action, once per turn.

Requiem Ability: This is one of the most powerful abilities a Stand can possess. When used, this kind of Ability has ridiculous power. This Ability costs 3 SE for every use. Work with your DM to determine how this power works. However, there are some simple rules that must be followed. Firstly, your Requiem Ability is based upon what your greatest desire or goal was when you pierced yourself. This Ability Manifests so that you may more easily achieve that goal/desire. As a general rule of thumb, a Requiem Ability should have enough power that, when used, the entirety of a town/city would notice all at once (if you wanted to show your full power). Another rule is that all Requiem Abilities are defensive, and cannot be activated by the user. Requiem Abilities have immense power, but they cannot activate it. Examples of this reactionary power are clear in the aforementioned examples. Requiem Abilities typically (but not always) manifest in the form of a power that affects Time, Space, or Living Souls.

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. There is also a small

crater in the front of the mask, seemingly made to hold a Stone of some kind. If the Artifacts: Red Stone of Aja and Stone Mask are combined, they fuse into one artifact known as: The Complete 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 increased drastically. They become a Vampire, unless they are a Pillar Man, in which case, they become an Enhanced Pillar Man.

THE RED STONE OF AJA

A Crystal with the ability to reflect and magnify light dozens of times, and put it all into a singular laser beam, and fire it with immense power. It is the only Super Aja known to exist. The Beam is immensely powerful, and only needs an input of some sort of light, or The Ripple. When Light/The Ripple is put into The Red Stone of Aja, a Laser dealing $1d20 + 10$ Radiant Damage is produced. The Laser cannot be properly aimed when attacking a target more than 5 meters away. It does not matter how powerful the light/The Ripple is, as regardless of the power of the Input, the Light/Energy will be reflected until the Stone can no longer hold it. If The Red Stone of Aja is combined with a Stone Mask, it forms: The Complete Mask.

LOCACACA FRUIT

The Locacaca Fruit is a fruit with unusually potent healing abilities. In order for the effect of the Fruit to take place, one must eat at least $\frac{2}{3}$ of one instance of the fruit. These fruits are exceedingly rare, only found in New Guinea, and still extremely difficult to find even then. The Fruit typically grows on small, bush-like trees, usually in sets of 3 per tree. The Fruits are very similar to figs, being close in appearance, smell, and even taste.

Effects

The Locacaca is a fruit that can heal almost any wound, ailment, or illness. However, it comes at a price. Upon Consuming over $\frac{2}{3}$ of a Locacaca Fruit, you gain $10d100$ health points back, and any permanent illness or hindrance that has been plaguing you, such as a birth defect, or other improper formation in the human body. The Fruit will also regrow limbs, organs, or tissues that have been damaged, destroyed, or modified in some way. The Fruit can also be force-fed to someone, or given to an unconscious person. The Fruit may also be used to heal a side effect caused by a previous consumption of the Locacaca Fruit.

Number Rolled	Body Part Turned To Stone	Effect Produced
1	Inner Heart Valve	$1d8$ - Con Modifier Damage every turn (5 Seconds), Damage cannot be reduced.
2	Inner Brain	Instant Coma
3	Stomach	Food (other than the Locacaca Fruit) may no longer be digested, stomach acid will begin to leak into the body after 6 hours.

4	Small Intestinal Fragment	Results in Half-digested food being pushed into the body, outside of the organs.
5	Anus	Improper Solid Waste Disposal. Will eventually result in an intestinal rupture, likely within the next few days.
6	Left Arm	Past the elbow, the left arm becomes unusable.
7	Right Arm	Past the elbow, the right arm becomes unusable.
8	Both Feet	From the ankles down, your feet become totally unusable. Your walking speed is reduced to 1 meter.
9	Lung	Chest Feels Heavy, half Lung Capacity, easily winded.
10	Left Ear	Lose hearing in your Left Ear.
11	Right Ear	Lose hearing in your Right Ear.
12	Jaw	Inability to speak properly or chew food normally.
13	Left Eye	Lose sight in your left eye.
14	Right Eye	Lose sight in your right eye.
15	Appendix	Minor, Continued Discomfort in the abdomen.
16	Kidney	Causes one Kidney to completely shut down. Not a problem, unless you only have one functional Kidney in the first place.
18	Teeth	Regular Teeth fall out, replaced with Stone Teeth in the same shape.
19	Nose	Lose ability to breathe through your nose, as well as all sense of smell. This also alters your sense of taste.
20	Reproductive Organ(s)	Causes sterility in the consumer.

THE COMPLETED STONE MASK

Description: The Completed Stone Mask is a combination of one of Kars' Stone Masks, as well as the Red Stone of Aja. The Completed Stone Mask is the same as a regular Stone Mask, but with the Red Stone of Aja sitting within it. The Completed Stone Mask is activated when the Red Stone of Aja is exposed to direct light. When Activated, it glows violently, and the mask latches onto the wearer, in the same way as the Stone Mask. After activation, the wearer temporarily loses consciousness. After one turn (or 5 seconds), the wearer awakens, and the Stone Mask crumbles, leaving only the Red Stone of Aja. The Wearer, if they were a Level 20 or higher Enhanced Pillar Man, or a Level 20 or higher Vampire, they awaken as an Ultimate Being. However, if the wearer does not fall into one of the aforementioned categories, the wearer takes 10d100 Radiant Damage that cannot be resisted, reduced, or avoided, and the affected individual does not become an Ultimate Being. Upon becoming an Ultimate being, Vampires/Enhanced Pillar Men do not lose any of their Abilities or levels, only losing Undead Nature.

THE DEVIL'S PALMS

Hundreds of years ago, one of the strongest beings to walk to the face of the Earth perished in North America. When he died, the ground itself split, and power flowed through the Earth itself, saturating it with excess energy. There are 4 known Devil's Palms, and they are notoriously difficult to find, as the Palms move slowly over time. After entering a Devil's Palm, only those with strong wills may find themselves able to leave. Other than a strong Willpower, nothing is needed to escape these places. However, those who possess Strong Willpower may still find themselves stranded for days or weeks on end. Each Palm is harsh and unforgiving, with very little life in them. However, those able to escape will find that they themselves have gained a new ability along with the ability to escape. When somebody escapes any of the Devil's Palms, they gain a Stand.

The Devil's Palms can be found around these areas:

- The Arizona Desert
- Just West to the City of Chicago
- South Carolina
- The Rocky Mountains

THE HOLY CORPSE PARTS

Hundreds of years ago, a creature of nigh immeasurable power perished in the continent of North America. However, this creature's power was so immense that the corpse left behind did not rot, instead becoming mummified in some sort of unknown supernatural manner. Not only that, but power still remains within the body parts, as well as the soul of the deceased being. This power can awaken potential within peoples' souls, as well as perform miracles independently of any other living creature. The Corpse has the following attributes:

Residual Power: Anybody coming into contact within the Corpse Parts either gains a Stand, or the ability to view Stands, if you do not possess the needed willpower. However, if you do not possess the Willpower to gain a Stand, another ability, independent of Stands may manifest, allowing you to better protect The Corpse Parts (Similar to Gyro's Scan in SBR), However, when you relinquish or give up a Corpse Part, you no longer have this gained power. If you are given a Stand (or the ability to see them), however, you keep it.

Pocket Dimensions: When coming into contact with the Corpse Parts, they will meld to flesh, and nestle themselves within a pocket dimension that aligns with the corresponding Corpse Part (if the Right Eye is obtained, the Corpse Part will meld into the holder's left eye.

Reconnection: Once one of the corpse parts is unearthed, the parts will slowly begin to attract to one another over the course of time. It could take anytime between days, or years for The Holy Corpse to become reconnected once unearthed, but rest assured, once one part is unearthed, the parts will eventually come together, until it is either complete, or each part is individually reburied.

Holy Mark: Sometimes, when a Holy Corpse Part takes up residence within a living host, it leaves a visible mark upon the external body that gives a clue as to where to find the next part to be unearthed.

Individual Corpse Parts:

- Heart
- Left Arm
- Right Arm
- Left Eye
- Right Eye
- Spine
- Rib Cage
- Left Ear
- Right Ear
- Both Legs + Pelvis
- Head

THE COMPLETED HOLY CORPSE

Once the entire Corpse is brought together, the Parts fuse together, forming a Complete Body. Once formed together, the one who possesses the Corpse gains abilities of unique strength, and immeasurable fortune. When one obtains the corpse, they will find that only good fortune will meet them, both in a tangible, physical manner, as well as good things slowly accumulating over time. However, The Holy Corpse cannot stay inside of a human in the same way that its parts can individually. In order to use The Completed Holy Corpse, the user must stay within a certain radius of 10 Meters or less. The last one to touch The Corpse gains the Corpse's powers.

Love Train: This ability is the physical manifestation of Luck in a quantitative, tangible way. Love Train is an effect that may manifest around anybody who is current possession of The Completed Holy Corpse. It is an ability that has several sub-abilities, which are all below.

- **Gravitational Pull:** The Corpse has the ability to bring non-living objects and terrain towards its user. Any terrain within sight can be brought to the user's feet within a matter of 5 seconds (or one turn). The surrounding terrain will shift around it to accommodate for the moving earth.
- **Vicious Misfortune:** While in possession of The Holy Corpse, if either you, or an action that you perform injures someone, and you are aware of the injury, you may choose how exactly the injury affects the person. You can reduce all damage, increase the damage caused, or even move the wound to a different part of the body (Example: A prick on the finger could be amplified, and moved to the internal heart valve, causing an almost certain mortal wound. It takes 2 turns for a Non-Mortal Wound to become Fatal. If healed by a Stand's power within that window of time, the harm caused may instead only be applied to the original location of the wound, affecting the body as a wound of that type would normally. For this to happen, the Healer would have to restore at least 50 points of damage within those two turns. If the Damage is restored, the receiver of the wound simply drops to 0 HP, and the receiver becomes stable, rather than dying.

- The Wall: In a line, originating Between the Corpse, going to The User, and past them just a little bit, a two-dimensional grid is created, with a small dimensional pocket dimension inside that only the current user of The Corpse can access. While within this wall, all damage directed at the person in the Pocket Dimension is redirected to somebody else, randomly in the world. However, while in this dimension, you may also not make attacks unless you reach outside of the Pocket Dimension to attack. This effect is clearly visible to everybody, including non-stand users. While Love Train is active, The Corpse may not be touched by anybody else, as it is protected by a forcefield. This dimensional barrier is immune to all attacks, with exception to things that are on the same power level as The Holy Corpse. Things that break through the dimensional wall include Attacks and Abilities from Requiem Stands, Abilities of Heaven Ascended Stands, a Physical Melee Attack from an Ultimate Being, or from an object with The Perfect Spin. These attacks/abilities may hit (Your AC increases by 3 if applicable), but any damage dealt is halved.

Incalculable Fortune: A single person may possess the Body, and gain Love Train. However, if the User is not currently using Love Train, they may instead activate this ability. This ability causes protection and good fortune to befall a group of people, and organization, or anything in general, determined by The Corpse's User. This Luck protects and helps the chosen entity, at the cost of other people. If one person is obtaining a lot of luck, another randomly chosen person is extremely unlucky. If Land is blessed, there is an equal amount of Land somewhere in the world that is the opposite. The same applies for anything made. The limit of this ability is half of the land/people/entities in The World, as the net Fortune has to equal Zero on Earth.

OBTAINING HEAVEN

Heaven is the highest possible form that a Stand User can achieve. While becoming an Ultimate Being is the path to physical perfection, achieving Heaven gives a Stand of perfection. However, across several universes, only two beings are known for achieving Heaven. Heaven Stands are a kind of Evolution that surpasses all others, including Evolved Stands such as Requiem Stands or Stands Evolved through use of Golden Evolution. However, in order to achieve a Heaven Ascended Stand, one must follow a very specific set of rules and guidelines that, if not followed exactly, will result in failure, requiring the failed step(s) to be repeated properly.

Step 1: Obtaining a Stand of Great Power - In order to gain a Heaven Stand, you must have a Stand that has been brought up close to its highest potential (Level 20 or higher). Once you get a Stand of this much great power, information telling you how to ascend to Heaven (Descriptions of Steps 2-4) will appear in your dreams and subconscious, through informational fragments. Upon waking up, you must make an Intelligence Check with a DC of 20. Upon failing, you forget your dreams, and upon success, you may write down the process of either Step 2, 3, or 4. You may make this Intelligence check every time you awake from a sleep of 6 hours or more. You also, if you know at least one step, know what following all of the steps may result in.

Step 2: Obtaining a Selfless Friend - You must have a link to somebody capable of achieving a very specific goal, with the willpower to overcome temptation and obstacles. This must be somebody without interest in Prestige, Power, Wealth, Sexual Desire, or following the Laws of Humans (whether that be literal and moral). In order to complete this step, you must literally, physically fuse with this Friend, where every part of them, accepting their very soul, will be destroyed in the process. In order for this to happen, your friend must sacrifice themselves willingly, and knowing exactly what will happen

Step 3: The 36 Souls - You must find 36 Sinners. A Sinner, in this case, is a person who has committed an act of great Depravity (such as Murder), who feels little or no remorse for their actions. You must gather these Sinners

within 10 meters of each other, and kill them all within 10 minutes of each other (the method of killing does not matter, so long as their Brains all stop functioning within 10 minutes of each other). When this happens, your Stand will undergo a painful, but necessary transformation.

Step 4: The Code: There are 14 Phrases that one must keep memorized. This Step becomes completed when these Phrases are repeated 100 times, in order, correctly (This step may take as long as needed, being all consecutive, or even over the course of years. So long as these Phrases are repeated 100 times, this step will be completed. You may also go through other actions in between saying these phrases, and you may also say anything you'd like in between. Despite the Native Speakers' Language, these Phrases may be spoken in any language, so long as the meaning remains the same, excepting the Latin words, which must be Spoken in Latin). These are the phrases, in order:

- Spiral Staircase
- Rhinoceros Beetle
- Desolation Row
- Fig tart
- Rhinoceros Beetle
- Via Dolorosa
- Rhinoceros Beetle
- Singularity Point
- Giotto
- Angel
- Hydrangea
- Rhinoceros Beetle
- Singularity Point
- Secret Emperor

Step 5: The Location: For every Stand User, this is different. In order to achieve Heaven, the final step is to go to a very specific location. Immediately after Completion of Step 2, 3, and 4, you know the exact Latitude and Longitude of where you must go. This location may be a place of Great Power, Personal Importance, a place where different elements meet, or otherwise. Regardless, your DM gives you the exact coordinates showing where to go. These Coordinates also have another number, that of elevation from Sea Level. This number could be anywhere from Sea Level, to 1km above Sea Level. You may have to dig or find a way to go upwards in order to fulfill this final requirement. However, upon reaching this point, a Timer activates. Roll 1d20. The Number that you roll determines how long you must wait to achieve Heaven. You must only be in the specific point for a very short amount of time for the Timer to activate. When activated, the Timer may not be stopped. From the time when you start the timer, until the Timer hits zero, your Stand changes.

Transitional Stand: Upon completing all 5 steps, your Stand is destroyed, and replaced with a different one instead, until the timer hits zero. This Stand is immensely powerful, and is a new Stand produced in order to protect you until the Timer runs out. This Stand is an Independent Type Stand with consciousness, equal to the level you currently are. This Stand takes upon physical characteristics as well as some of the personal traits that your Sacrificed Friend (from Step 2) had before they were obliterated. This Stand's abilities exist almost completely to protect you, and as such, the abilities for this Stand are often defensive or reactionary in nature. When the Timer hits zero, this Stand is Destroyed and replaced with your Heaven Ascended Stand.

Heaven Ascended Stand: You've done it. It's taken sacrifice, struggle, time, and the murder of Sinners, but you've finally attained perfection. A Heaven Ascended Stand is the absolute strongest a mortal can ever hope to become, with their Ability being Stronger than the powers of The Holy Corpse, a Requiem Stand, and a Golden

Evolution Stand combined. This Stand is the same level as you are, and you may make the Stand any Stand Type. This Stand has normal stats, unlike its other Evolved counterparts, but what really sets it apart is its ability. You may also add 100 points to your pool of Stand Energy Maximum. You regain 2 Stand Energy per turn. You gain a Heavenly Ability on top of your normal Abilities. You may make the Heaven Ascended Stand's design either a rework of your original Stand's design, or an entirely new design. Heaven Ascended Stands typically have Heaven somewhere in their name, but it is not necessary.

Heavenly Ability: This ability costs 50 points (if activated), and costs 1 Point per turn (if passive). This Action takes an entire turn to turn on/off if passive, or an entire turn if it's an Activated Ability. Heavenly Abilities set Heaven Ascended Stands above all other Abilities of mortal beings. Heavenly Abilities are typically based on a particular word or phrase of great personal importance to a person, usually relating to a person's beliefs. As a general Rule of Thumb, when a Heavenly Ability is activated, if the Heaven Ascended Stand is intentionally using its full power, the entire Universe is affected. However, as powerful as this may seem, these abilities are usually broad, and affect a large area indiscriminately. The less broad an ability, the stronger it is. An example is that Made In Heaven can speed up time exponentially without end, but it affects everybody indiscriminately, with no ability to stop it once time begins to speed up. The World Over Heaven, on the other hand, can rewrite reality itself (sometimes even changing the laws of physics in a small region), with the cost being that The World Over Heaven has to hit something with its fists in order to change it.

To Be Continued >