



JoJo's Bizarre Tabletop Game

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

Version 1.11.1

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Table of Contents

Rules ----- 2

Passions ----- 4

Rules of Stands ----- 8

Types of Stands ----- 13

Ripple (Hamon) ----- 34

The Spin ----- 36

Non-Supernatural Classes ----- 39

Abilities ----- 44

Weapons ----- 77

Feats ----- 82

Special Races (Undead, Pillar Men, Rock Humans) ----- 101

Artifacts and Locations ----- 111

Familiar System ----- 118

Character Sheet ----- 127

RULES OF THE GAME

JoJo's Bizarre Tabletop is a tabletop role playing game featuring the power systems of JoJo's Bizarre Adventure. The combat systems, dice mechanics, and character building are all the same as D&D 5th edition, but there are some key differences. The 5th edition Backgrounds, Races, and Classes have been replaced with custom Passions, Races, and Classes, respectively.

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, and has many mechanics and powers 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 getting caught up if you do not want any spoilers for the abilities of certain characters or power systems used in JoJo's Bizarre Adventure for Parts 1-8. You have been warned.

Rule Differences

This game has some rules that differ slightly from the typical 5th edition D&D game. Not only that, but a couple of things work completely differently. Several key changes are defined below.

Humans do not get any special racial features or bonuses. Check the Races section for more information.

Arcana Checks will be used to help you determine unexplained phenomena. A successful Arcana Check will reveal if an item has been infused with a special energy, or if it is just a trick that can be explained through conventional technology. For example, if you were to see a floating toaster, a successful Arcana check could reveal that it is floating because there are probably magnets inside, or it might clue you that something else is going on. As a Reaction, when you are affected/damaged by an unknown phenomenon that you suspect is an ability, you may make an Arcana Check in order to determine the function of the ability.

Initiative is calculated by adding your Dexterity AND Wisdom instead of just Dex. Stand stats can not be used to calculate initiative.

Talking is a free action. This module is based on JoJo's Bizarre Adventure after all, and it wouldn't be JoJo's without a side character commenting on everything happening, as it happens, even if the talking takes more than 6 seconds.

The Tile System is meter-based. Each 'square' represents 1 meter (3 feet).

The Maximum Level in this module is not necessarily twenty. There are certain characters and enemies that may be more powerful than the normal 5e Level cap, but allowing this is up to the DM's discretion.

Bonus Proficiencies are granted based on a character's Intelligence modifier. You may pick that number of Skills (minimum of zero) and gain Proficiency in them. You may also swap some or all of these Bonus Proficiencies for Human Languages, Instruments, or Tool Proficiencies. These Proficiencies do not count against any Proficiencies gained by any Feats or from your Passion.

Armor Class (AC) is calculated as either $10 + \text{Dex} + \text{Con}$, $10 + \text{Dex} + \text{Wis}$, or $10 + \text{Wis} + \text{Con}$. You may still use armor from 5e if you wish, but this 'Unarmored Defense' will not stack with it. The same calculation applies to Stands, with their respective stats.

Medicine Checks may be performed on a character with 0 Hit Points. If you succeed the Medicine Check (DC 10), they are not just stabilized, but also return to 1 Hit Point.

Inspiration has no upper limit in terms of how much you can have and can be given to another character over the course of a short or long rest.

Unarmed Strikes deal 1d4 Bludgeoning Damage. You may choose to add either your Strength OR Dexterity to the Attack Rolls, but only Strength may be added to the Damage Rolls.

Speed Duels may be performed when you wish to take an action before your target can react (stealing, disarming, quick draw, etc.). To do so, you must use a single Attack and both creatures must roll an Athletics (Wisdom) check, or an Athletics (Speed) check if using a Stand. If the attacker rolls higher, they successfully carry out the desired action. Otherwise, nothing happens.

Running a Game

Being a DM for this game is a lot more challenging than a standard D&D 5th edition game, but if done right, it can be just as 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. Therefore, for encounters with enemy Stand Users you will need to create a unique stand for the enemy to have.

If you have Stand Users in your group things start to get complicated once Abilities come into play. Abilities vary Stand battles and make them interesting, and as DM you may have to help your players create a Stand Ability from scratch. You can allow your characters' abilities to be as powerful as you like, but make sure that each ability has some sort of weakness. A Stand that is stronger underwater, for example, might be weaker outside of it. A Power Type Stand may have great stats and an incredible ability, but greatly limited range.

Another thing to be aware of is the importance of Inspiration. They should be given when a particularly good joke is made, when roleplay is exceptional, or when players are creative in the use of their environments or abilities. On average players should receive 1-2 points per session. It is recommended to not give more than 3 points of Inspiration per session, but this is up to DM discretion.

Character Creation Checklist

When creating a character using this module, you want to make sure that they are built solidly and correctly. You should build your character roughly in this order:

1. Roll and assign Stats
2. Choose the Character's Passion
3. If your character isn't human, add the character's Racial Bonuses and Abilities
4. Pick the Character's Bonus Proficiencies, as well as Feats
5. Find what Class(es) your character will be playing and add the Abilities
6. Determine your character's Maximum Hit Points, Armor Class, and Stand Armor Class (If Applicable)
7. Talk with your DM regarding your Starting Equipment
8. If your character is a Stand User, find your Stand's stats and modifiers, as well as your Stand's Ability, and how it works

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.

PASSIONS

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
- Teachers
- Scientists
- Accountants
- Programmers
- Researchers

ACADEMIC TRAITS

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

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

Academic Studies. You have Proficiency in two of the following: Arcana, History, Investigation, Nature, or Religion. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in three additional languages or Expertise in a skill that you're already Proficient in.

Additional Proficiencies. You gain an additional 3 Proficiencies of your choice.

ARTISTS

Using a variety of mediums, Artists create beautiful things to invoke feelings in people. Whether it be a comic, a painting, a sculpture, or a gourmet meal, Artists spend hours honing their craft.

EXAMPLES

- Writers
- Sculptors
- Acrobats
- Chefs
- Painters
- Mangakas
- Dancers

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.

Artist's Soul. You have Proficiency in two of the following: Medicine, Sleight of Hand, Perception, or Performance. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools, three instruments, or Expertise in a skill, tool, or instrument that you're already Proficient in.

Additional Proficiencies. You gain an additional 3 Proficiencies of your choice.

ATHLETES

People who push their bodies to and past their physical limits in order to see the true potential of humanity.

EXAMPLES

- Olympians
- Marathon Runners
- Professional Sports Players
- High School Quarterbacks

ATHLETE TRAITS

Saving Throws. You are Proficient in two of the following saving throws of your choice: Strength, Dexterity, or Constitution.

Ability Score Increase. Your Strength, Dexterity, and Constitution Scores increase by 1.

Athletic Experience. You have Proficiency in two of the following: Athletics, Acrobatics, Medicine, Perception, Performance, or Sleight of Hand. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Expertise in a skill that you're already Proficient in.

Additional Proficiencies. You gain an additional 3 Proficiencies of your choice.

CON ARTISTS

Those who steal for their own greed. To attain power, money, or influence, these people take advantage of the human brain in order to push other people to achieve their own goals.

EXAMPLES

- Certain Lawyers
- Most Politicians
- Cult Leaders
- Fake Fortune Tellers
- Scammers

CON ARTIST TRAITS

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

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

Award-Winning Smile. You have Proficiency in two of the following: Deception, Insight, Persuasion, Sleight of Hand, or Religion. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools or Expertise in a skill that you're already Proficient in.

Additional Proficiencies. You gain an additional 3 Proficiencies of your choice.

HARD LABORERS

Some people make a living performing physically taxing jobs. Without them, society would not function.

EXAMPLES

- Construction Workers
- Coal Miners
- Garbage Collectors

HARD LABORER TRAITS

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

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

Grit. You have Proficiency in two of the following: Athletics, Acrobatics, Animal Handling, or Intimidation. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in three additional languages, two sets of artisan tools, or Expertise in a skill that you're already Proficient in.

Additional Proficiencies. You gain an additional 3 Proficiencies of your choice

HOSPITALITY WORKERS

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

EXAMPLES

- Waitstaff
- Receptionists
- Secretaries
- Salespeople

HOSPITALITY WORKER TRAITS

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

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

People Person. You have Proficiency in two of the following: Insight, Investigation, Perception, or Persuasion. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in three additional languages, two sets of artisan tools, or Expertise in a skill that you're already Proficient in.

Additional Proficiencies. You gain an additional 3 Proficiencies of your choice.

LEADERS

Leaders are those who are able to sway others to help them perform great deeds, whether they be selfish or selfless. They are able to take charge of a situation and guide others along a specific path.

EXAMPLES

- Heads of a Community
- Heads of a Movement
- Some Politicians
- Royalty

LEADER TRAITS

Saving Throws. You are Proficient in two of the following saving throws of your choice: Intelligence, Wisdom, or Charisma.

Ability Score Increase. Your Intelligence, Wisdom, and Charisma Scores increase by 1.

Leadership Experience. You have Proficiency in two of the following: Arcana, Deception, Insight, Performance, Perception, or Persuasion. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Expertise in a skill that you're already Proficient in.

Additional Proficiencies. You gain an additional 3 Proficiencies of your choice.

MEDICAL EXPERTS

Medical Experts use their superior intellect, reasoning, and patience to assist the injured. Medical Experts have immense knowledge of anatomy, knowing how living things function in almost every way.

EXAMPLES

- Doctors
- Nurses
- Surgeons
- EMT Operators
- Veterinarians

MEDICAL EXPERT 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 Expertise. You have Proficiency in two of the following: Animal Handling, Investigation, Medicine, Nature, or Sleight of Hand. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools or Expertise in a skill that you're already Proficient in.

Additional Proficiencies. You gain an additional 3 Proficiencies of your choice.

PERFORMERS

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

EXAMPLES

- Musicians
- Stand Up Comedians
- Actors
- DJs

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.

Crowd Pleaser. You have Proficiency in two of the following: Acrobatics, Deception, Persuasion, or Performance. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools, three instruments, or Expertise in a skill, tool, or instrument that you're already Proficient in.

Additional Proficiencies. You gain an additional 3 Proficiencies of your choice.

STUDENTS

Students aim to learn about and gain experience in a wide variety of things, exploring what they'd like to do with their future.

EXAMPLES

- High Schoolers
- College Students

STUDENT TRAITS

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

Ability Score Increase. You get +2 to one stat of your choice, +1 to three stats of your choice, and -1 to two stats of your choice.

Constant Improvement. You have Proficiency in any five Skills of your choice. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in three additional languages.

SURVIVALISTS

Someone who has chosen to forgo most parts of modern society, instead choosing to live a simpler, more reclusive life.

EXAMPLES

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

SURVIVALIST TRAITS

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

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

Will to Thrive. You have Proficiency in two of the following: Insight, Perception, Animal Handling, Nature, or Survival. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools or Expertise in a skill that you're already Proficient in.

Additional Proficiencies. You gain an additional 3 Proficiencies of your choice.

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

- 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.

Street Smarts. You have Proficiency in two of the following: Deception, Intimidation, Perception, Sleight of Hand, or Stealth. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools or Expertise in a skill that you're already Proficient in.

Additional Proficiencies. You gain an additional 3 Proficiencies of your choice.

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 two of the following: Athletics, Arcana, History, Sleight of Hand, or Investigation. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools or Expertise in a skill that you're already Proficient in.

Additional Proficiencies. You gain an additional 3 Proficiencies of your choice.

WARRIORS

People of discipline who devote their lives training in the field of combat. Some fight to protect, while others might do so for selfish reasons.

EXAMPLES

- Soldiers
- Mercenaries
- Bodyguards

WARRIOR TRAITS

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

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

Soldier's Discipline. You have Proficiency in two of the following: Athletics, Acrobatics, Perception, Stealth, or Survival. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in Simple weapons or three weapons of your choice, or Expertise in a skill or weapon that you're already Proficient in.

Additional Proficiencies. You gain an additional 3 Proficiencies of your choice.

STANDS

Stands are one of, if not, the most iconic part of JoJo's Bizarre Adventure. Most PC's, NPCs, and enemies that you meet or create 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 are exposed to the right catalyst, they may manifest their Stand Ability in some form.

There are many ways to obtain a Stand. Very few people are lucky enough to be born with this power, passed down genetically. Some gain power when a relative gains a Stand as well, but this is a rare occurrence. In some cases, a relative that suddenly gains a Stand may also give their relatives a fever, putting them on the track to obtaining a Stand. One of the most common methods of obtaining a Stand comes from getting pierced by a Stand Arrow.

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 the 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 and fighting spirit of whatever or whoever catches it. For example, Jotaro Kujo barely notices a difference in his daily routine and begins to take note of his Stand very quickly afterwards. 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

- A single person can only 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 except Enhancement or Independent types
- If the User is knocked unconscious and the Stand is not a Revenge-Type, the Stand and it's Ability will disappear until resummoned by the User when conscious
- Stand Energy is only consumed if the Ability actually affects something
- If a Stand User fights a Non-Stand User, the Stand User gets Advantage on all Attacks using their Stand
- If a Stand User is Surprised and does not have their Stand active, they may not use it to defend themselves.

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.

STAND STATS

ABILITY CONVERSION CHART

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

STAND STAT MODIFIERS

Stand Stats are based on the User's Stats. To get the Modifiers for these Stats, simply divide their Score by 10.

Abilities and Stand Energy: The amount of Energy your stand has is based on their Stand Energy Mod. Normal Abilities typically cost 1 point and Special Abilities generally cost more depending on the Stand type. However, the cost may vary depending on how strong the Ability is at the DMs discretion, for example the Ability to stop time might cost double the normal cost. Stand Energy always fully replenishes when outside of combat. 1 Stand Energy is also replenished when you take the dodge action.

Stand Range: Your Stand may move a number of meters away from you equal to its Range Mod, with a minimum of 1m.

Stand Damage Reduction: Stands have natural resistance against damage, determined by their Durability Mod. Your Stand can resist that many points of damage per round. For example, a Stand with a 100 Durability would be able to resist 10 points of damage per round, and a Stand with 40 would only be able to resist 4. Physical Attacks that hit Stands deal no damage, unless specifically stated otherwise. The only types of damage that may deal damage to Stands is damage dealt by Stands, or the Abilities of Stands. Your Stand's Damage Reduction resets at the top of each round of Initiative.

Stand Movement: Stands have a Movement Speed equal to twice their Stand's Speed Mod in meters, or a Movement Speed equal to their User, whichever is higher. Stands and Users each have a separate Movement Action. Independent-Type Stands can only move the base 10 Meters that a regular human can, unless they have a specific ability that allows them to increase it.

Stand Saving Throws: If you are a Stand User and your Stand is within 2 Meters of you, when you make a Strength, Precision, or Constitution Saving Throw, you may instead use your Stand's Modifier to roll for you (Strength = Power, Dexterity = Precision, Constitution = Durability). You may still add your Proficiency Bonus to any of those three Saving Throws you are Proficient in. Intelligence, Wisdom, and Charisma Saving Throws are all rolled normally, without the assistance of your Stand.

Stand AC: Stand AC works the same way as regular AC, but using the Stand's Stats. Keep in mind the 3 ways to calculate AC mentioned on the Rules page. When your Stand is within 2 Meters of you your Stand can protect you from attacks using its AC. Like normal, if an Attack roll is less than your AC it misses. However, if the Attack roll is between your Stand AC and your own AC it hits your Stand instead, allowing you to apply your Stand's Damage Reduction. Additionally, if the damage type is Non-Stand, it simply bounces off of your Stand or phases through it. An Attack roll higher than your Stand AC is a direct hit to the User.

Skill Checks and Saving Throws:

Your Stand may assist you with physical Skill Checks and Saving Throws, using Power, Precision, and Durability in place of Strength, Dexterity, and Constitution respectively. However, your Stand's Damage Reduction cannot be applied to damage taken from the effects of a Saving Throw, unless the Stand is being targeted on its own separate from the user.

Stands do not have mental stats, and as such may not assist with Intelligence, Wisdom, or Charisma Checks and Saves. Independent-Type Stands may use their own actual mental stats.

ATTACKING

Your Stand's normal Attacks (typically punches) are determined similarly to regular Attacks. Roll a d20 and add the Power or Precision Mod of your Stand and your Proficiency Bonus to determine if the attack hits. The amount of damage dealt is based off of your Stand's Attack Dice plus your Power (NOT Precision) Mod.

For User Attacks, roll a d20 and add your Strength or Dexterity Mod, whichever is higher. Every Unarmed Attack deals 1d4 + Str damage. **Regular physical attacks DO NOT AFFECT STANDS** (except for Enhancement or Independent Types).

Speed is also very important. The total Speed Score of your Stand divided by 50 is one more Attack that the Stand or the User may perform each round, with a minimum of one and a maximum of ten. If Non-Stand Users want to have multiple Attacks per round, they may take the Trained Combatant Feat.

CHOOSING A STAND TYPE

Power Type stands are quite common in the JoJo universe, and they can also be some of the most 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 their great 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 or strong 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, even at enormous ranges. However, they are unable to be fully controlled by their users; Remote Type stands can only operate on one real 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 or staying power, but expert use of their abilities can allow them to do incredible things.

Enhancement Type Stands wield tremendous power through the enhancement of objects. However, whereas most stands would be immune to physical damage, these stands are able to be damaged by physical objects, as well as other Stands.

Revenge Type stands have ridiculous power and a large range, but these stands are only able to manifest when the User has been directly harmed recently. This means that they are very capable in combat, but not very useful outside of it.

Independent Type stands are very rare. They usually do not have a User, and often wield themselves. They could also be Stands that had a User, but now function independently of them.

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 are created when someone who does not possess a proper Fighting Spirit is still able to gain a Stand. Because of this, it has to grow and develop with its user. Creating an Act Type will have to be discussed with your DM.

STAND TYPES

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

d100 result	Stand Type
1-35	Power
36-49	Ranged
50-69	Enhancement
70-79	Remote
80-89	Ability
90-93	Independent
94-97	Hive
98-99	Revenge
100	Act

Multi-Type Stands: Some Stands have attributes of several different types of Stand. For these Stand's Stats, take the average of each stat multiplier for the two respective types and use those multipliers, rounded down, when figuring out your initial Stand stats. Furthermore, if there are any limitations on a Stand type's stat increases still apply. For example, if a Stand is both a Power/Enhancement-Type you cannot have a Range stat above 20, even if the initial average would be higher. You also take the lower of the Attack Dice if you are using two types of Stands, and you get an equal amount of each Hit Dice, alternating each Level. For Class Features, you get all of the Level 1 Features, but must choose which type's Features to take for each subsequent Level.

Creating a Stand Ability

Stand Abilities have endless possibilities, able to do anything from cooking supernaturally good food to being able to stop time itself. The rules below should generally apply to most Stand Abilities, but you should work with your DM to create the perfect custom Ability for your Stand.

General Rules: Abilities that heal or deal damage should follow the dice guidelines below, and these dice should increase every other Level (for example, at Level 3 1dx becomes 2dx). Abilities that require a Saving Throw should use the following Stand DC: 8 + Cha + Proficiency Bonus.

- **No Dice:** Should be an ability that buffs/debuffs someone very little, or some sort of utility. Not combat-viable directly, but should be able to be used creatively in combat.
- **d4:** Group effects, healing/damage that affects a group of people. Can have a secondary effect if it is just a single target ability.
- **d6:** An ability that affects multiple targets and requires a Saving Throw, dealing no damage on success, or ranged healing for a single target. Can also be touch healing that gives an additional effect.
- **d8:** Damage that may be added to a Stand's punch or touch on a hit and does not require a Saving Throw. Can also be a ranged Attack that requires a Saving Throw with half damage on success. Can be touch healing that takes a single Attack or Bonus Action to perform.
- **d10:** Damage that may be added to a Stand's punch or touch and requires a Saving Throw, dealing no damage on success. Can be touch healing that takes an Action to perform. Can be a ranged Attack that requires a Saving Throw, dealing no damage on success. Can be a single-target melee Attack that requires a Saving Throw, dealing half damage on success.
- **d12:** Can be a touch healing Ability that takes an Action as well as another type of Action (Reaction, Bonus Action, Movement Action). Can be a single-target melee Attack that requires a Saving Throw, dealing no damage on success.

Level of Stand User	Amount of Dice
1	1dx
2	1dx
3	2dx
4	2dx
5	3dx
6	3dx
7	4dx
8	4dx
9	5dx
10	5dx

Level of Stand User	Amount of Dice
11	6dx
12	6dx
13	7dx
14	7dx
15	8dx
16	8dx
17	9dx
18	9dx
19	10dx
20	10dx

Note: The damage cap for these scaling dice is normally 10dx, but this does not have to be the case. Characters or enemies may be able to go far past Level 20, and therefore, would be able to deal massive amounts of Damage using them. Your DM may decide that Abilities past that may increase in the same fashion as before (an additional dice for every odd Level), or that 10dx should be the limit for balance.

Optional Extra Lethal Rule: If you want an experience closer to JoJo, that has Abilities deal crazy amounts of damage, you may make it so that you roll an amount of Dice equal to your level, rather than the scaling dice shown in the chart above.

Leveling up:

EXP	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4

EXP	Level	Proficiency Bonus
85,000	11	+4
100,000	12	+4
120,000	13	+5
140,000	14	+5
165,000	15	+5
195,000	16	+5
225,000	17	+6
265,000	18	+6
305,000	19	+6
355,000	20	+6

Stand Level Ups past level 15 all continue to get 2d4/3d4 Points to add to their Stand's Scores when leveling up, and the same bonus of adding your level still applies.

TYPES OF STANDS

POWER

Examples of Power Stands: Star Platinum, Crazy Diamond, Gold Experience

Also known As *Close-Range* Stands

Description:

Power-Type Stands are considered to be some of the most dangerous and powerful due to their all around physical ability. They're also the most common. Most opponents have no chance facing off against a Power-Type Stand user when within their range, but they do have a weakness in their extremely short range.

Stats	Mod
Power	Str x4
Precision	Dex x3
Durability	Con x3
Range	Int x1
Speed	Wis x4
Stand Energy	Cha x2

Every Level-Up, You may roll 2d4 + Level (the one you're becoming) and put that number of points into any of your Stand's Stats. You may choose to take the average roll instead (5 + Level), but must do so before rolling. Your Stand's Range may not be increased past 20 (2 meters).

Attack Dice: 1d12

Attack Dice Past Level 11: 2d10

Hit Dice: 1d12

Stand DC: 8 + Cha + Proficiency Bonus

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Feat of Power	1dx
2	+2	2	Custom Ability	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Armored Stand OR Melee Barrage OR Detached Senses	2dx
5	+3	2	Stand Rush	3dx
6	+3	3	Choose another Class Feature from the Level 4 options Ability Score Improvement	3dx
7	+3	3	Siege Combat OR Whirlwind Attacker	4dx
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Block Projectile OR Devastating Critical	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Attack Dice increase to 2d10	6dx
12	+4	4	Stand Leap	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Choose another Class Feature from the Level 4, Level 7, or Level 9 options, Menacing Aura (feat)	7dx
15	+5	4	The Requiem Quietly Plays Special Ability (2 SE)	8dx
16	+5	5	Defensive Stance (feat) OR Lethal Strike	8dx
17	+6	5	Ability Score Improvement	9dx
18	+6	5	Devastating Melee OR Rejuvenation	9dx
19	+6	5	Choose another Class Feature from the Level 4, Level 7, Level 9, Level 16, or Level 18 options	10dx
20	+6	6	Heaven Calls Blow for Blow	10dx

RANGED

Examples of Ranged Stands: Hierophant Green, Aerosmith, Whitesnake

Also Known As *Versatile* Stands

Description:

Ranged-Type Stands are fantastic 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.

Stats	Mod
Power	Str x3
Precision	Dex x3
Durability	Con x3
Range	Int x10
Speed	Wis x3
Stand Energy	Cha x3

Every Level-Up, You may roll 2d4 + Level (the one you're becoming) and put that number of points into any of your Stand's Stats except for Power or Durability. You may choose to take the average roll instead (5 + Level), but must do so before rolling. Your Power and Durability may not be increased past their initial values.

Attack Dice: 1d8

Attack Dice Past Level 11: 1d10

Hit Dice: 1d8

Stand DC: 8 + Cha + Proficiency Bonus

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Slippery Detached Senses OR Immense Resistance	1dx
2	+2	2	Custom Ability Stand Pickpocketing	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Immense Power OR Ranged Attack	2dx
5	+3	2	Deadly Accuracy (feat) OR Melee Barrage Oblivious Facade OR Clever Disguise (feat)	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Silent Movement OR Speedy Movement	4dx
8	+3	3	Choose another Class Feature from the Level 4, Level 5, or Level 7 options, Ability Score Improvement	4dx
9	+4	3	Ambush Attacker OR Hot Pursuit	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Attack Dice increases to 1d10, Ranged Attack dice and range are doubled	6dx
12	+4	4	Choose another Class Feature from the Level 4, Level 5, Level 7, or Level 9 options	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Assassin (feat) OR Enhanced Stand Senses (feat)	7dx
15	+5	4	The Requiem Quietly Plays Special Ability (2 SE)	8dx
16	+5	5	Defensive Stance OR Improved Awareness	8dx
17	+6	5	Ability Score Improvement	9dx
18	+6	5	Immense Range OR Skirmisher (feat)	9dx
19	+6	5	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 14, Level 16, or Level 18 options	10dx
20	+6	6	Heaven Calls Improved Slippery OR Perfected Tremorsense	10dx

REMOTE

Examples of Remote Stands: Highway Star, Black Sabbath, Goo Goo Dolls, Manhattan Transfer

Also Known As *Automatic* Stands

Description:

Remote-Type Stands are immensely powerful. Their Abilities and strength can often not be ignored. However, the users of these Stands often cannot control them, with their Stands instead automatically following a simple task. For example, attack the closest human until its breathing stops for 5 seconds, prevent anybody from entering a building, use your ability on anyone who opens a door, attack anyone who steps into a shadow, etc. These Stands, while often powerful indeed, have very easily exploitable weaknesses due to the simple nature of how they function.

Attack Dice: 1d8

Attack Dice Past Level 11: 2d8

Hit Dice: 1d10

Stand DC: 8 + Cha + Proficiency Bonus

Stats	Mod
Power	Str x 3
Precision	Dex x 2
Durability	Con x 4
Range	Int x 5
Speed	Wis x 3
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. You may choose to take the average roll instead (5 + Level), but must do so before rolling.

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...*

You can also make this Ability apply to one specific person or object, through the use of Stand Marking.

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Programmed Stand Stand Marking	1dx
2	+2	2	Custom Ability Immense Range OR Immense Power	1dx
3	+2	2	Oblivious Facade Ability Score Improvement	2dx
4	+2	2	Detached Stand OR Detached Senses	2dx
5	+3	2	Weapon Feat (feat)	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Juggernaut OR Armored Stand	4dx
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Two Modes OR Tanky (feat) OR Scarflesh (feat)	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Attack Dice increases to 2d8	6dx
12	+4	4	Guerilla Fighter (feat) OR Melee Specialization (feat)	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Choose another Class Feature from the Level 1, Level 4, Level 5, Level 7, or Level 12 options	7dx
15	+5	4	The Requiem Quietly Plays Special Ability (2 SE)	8dx
16	+5	5	Improved Immense Range OR Self-Preservation	8dx
17	+6	5	Ability Score Improvement	9dx
18	+6	5	Remote Ambusher OR Superior Momentum	9dx
19	+6	5	Choose another Class Feature from the Level 1, Level 4, Level 5, Level 7, Level 12, Level 16, or Level 18 options	10dx
20	+6	6	Heaven Calls Zealous Focus	10dx

ABILITY

Examples of Ability Stands: Hermit Purple, Earth Wind & Fire(?), Moody Blues, White Album, Oasis

Also Known As: Also Known As *Phenomenon* Stands

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. While these Stands have very little in the way of physical power, their masterful use of their Abilities are able to keep them more than handy in the fight.

Attack Dice: 1d4

Attack Dice Past Level 11: 1d6

Hit Dice: 1d6

Stand DC: 8 + Cha + Proficiency Bonus

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

Every Level-Up, You may roll 2d4 + Level (the one you're becoming) and put that number of points into any of your Stand's Stats except Power or Durability. You may choose to take the average roll instead (5 + Level), but must do so before rolling. Your Stand's Power and Durability may not be increased past their initial values.

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Custom Ability	1dx
2	+2	2	Self-Acclimation	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Weapon Feat (feat)	2dx
5	+3	2	Ranged Attack OR Detached Senses OR Energy Imbuement (feat)	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Stand Energy Recharge Defensive Ability OR Mobile Ability	4dx
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Special Ability (2 SE)	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Choose another Class Feature from the Level 4, Level 5, or Level 7 options, Attack Dice increases to 1d6, Ranged Attack dice and range are doubled	6dx
12	+4	4	Enhanced Custom Ability	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Slippery OR Tanky (feat)	7dx
15	+5	4	The Requiem Quietly Plays Ultimate Stand Ability (5 SE)	8dx
16	+5	5	Calculating (feat) OR Quick on your Feet	8dx
17	+6	5	Ability Score Improvement	9dx
18	+6	5	Subtle Assistance OR Menacing Aura (feat)	9dx
19	+6	5	Choose another Class Feature from the Level 1, Level 4, Level 5, Level 7, Level 14, Level 16, or Level 18 options	10dx
20	+6	6	Heaven Calls Second Nature	10dx

ENHANCEMENT

Examples of Enhancement Stands: High Priestess, Strength, Wheel of Fortune, The Fool, Love Deluxe

Also Known As: *Bound* Stands

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 and limitations unique to them, and them alone.

Attack Dice: 1d10

Attack Dice Past Level 11: 2d8

Hit Dice: 1d10

Stand DC: 8 + Cha + Proficiency Bonus

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

Every Level-Up, You may roll 2d4 + Level (the one you're becoming) and put that number of points into any of your Stand's Stats. You may choose to take the average roll instead (5 + Level), but must do so before rolling.

Important! *Enhancement-Type Stands are powerful, but all damage types are able to harm them, not just Stand damage types.*

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Anchored Stand Immense Resistance	1dx
2	+2	2	Custom Ability	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Detached Senses OR Armored Stand	2dx
5	+3	2	Complete Control OR Immense Range	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Stand Marking Oblivious Facade OR Clever Disguise (feat)	4dx`
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Camouflage OR Juggernaut	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Attack Dice increases to 2d8	6dx
12	+4	4	General Anchors OR Speedy Switch	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Choose another Class Feature from the Level 5, Level 7, or Level 12 options	7dx
15	+5	4	The Requiem Quietly Plays Special Ability (2 SE)	8dx
16	+5	5	Resilient (feat) OR Anchored Immunity (feat)	8dx
17	+6	5	Ability Score Improvement	9dx
18	+6	5	Guerilla Fighter (feat) OR Tanky (feat)	9dx
19	+6	5	Choose another Class Feature from the Level 5, Level 7, Level 9, Level 12, Level 16, or Level 18 options	10dx
20	+6	6	Heaven Calls Condensed Material	10dx

REVENGE

Examples of Revenge Stands: Ebony Devil, Stray Cat, Notorious B.I.G., Civil War)

Also Known As: *Grudge* Stands

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, certain Stands may manifest properly, showing their true form and relentlessly attacking those who wronged their users.

Attack Dice: 1d12

Attack Dice Past Level 11: 2d10

Hit Dice: 1d12

Stand DC: 8 + Cha + Proficiency Bonus

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

Every Level-Up, You may roll 3d4 + Level (the one you're becoming) and put that number of points into any of your Stand's Stats. You may choose to take the average roll instead (8 + Level), but must do so before rolling.

Important! You cannot activate a Revenge-Type Stand by yourself. Instead, you must gain enough Grudge points to be able to activate your Stand. An explanation of the Grudge system can be found below.

Grudge Points:

A Revenge-Type Stand User has a maximum of 5 total Grudge Points, and starts with 0.

A Single Grudge Point may be gained either of the following ways:

- You see someone who has previously wronged you, and you consider to be an enemy.
- You are injured or slighted in some way (taking direct damage, someone's actions frustrate or anger you considerably, etc)

You may spend Grudge Points in the following ways:

- 1 Point: You may use the Attack Action on your Turn, summon your Stand to assist you with a single Skill Check, use your Stand Ability once, or summon it to take hits and assist you with Saving Throws, until the start of your next Turn.
- 3 Points: You may summon your Stand in its entirety for one Turn.
- 5 Points: You may summon your Stand in its entirety for an amount of Turns equal to your level in Revenge-Type (minimum of 2).

If you do not gain any more Grudge Points on a given Turn, your remaining Grudge Points persist for an amount of Turns equal to your level in Revenge-Type, or until spent (minimum of 2).

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Detached Senses Feat of Power	1dx
2	+2	2	Custom Ability Stand Marking	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Weapon Feat (feat)	2dx
5	+3	2	Reckless Attack Oblivious Facade OR Menacing Aura	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Armored Stand OR Melee Barrage OR Rejuvenation	4dx
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Focused Hatred Nemesis	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Attack Dice increases to 2d10	6dx
12	+4	4	Second Life OR Lasting Grudge OR Immense Range	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Choose another Class Feature from the Level 5, Level 7, or Level 12 options	7dx
15	+5	4	The Requiem Quietly Plays Special Ability (2 SE)	8dx
16	+5	5	Devastating Critical OR Devastating Melee	8dx
17	+6	5	Ability Score Improvement	9dx
18	+6	5	Superior Grudge OR Guardian's Wrath (feat)	9dx
19	+6	5	Choose another Class Feature from the Level 5, Level 7, Level 12, Level 16, or Level 18 options	10dx
20	+6	6	Heaven Calls Hit List	10dx

INDEPENDENT

Examples of Independent Stands: Anubis, Superfly, Foo Fighters

Also Known As: *Stand-Alone* Stands

Description: Independent-Type Stands are quite interesting, and are 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 in control of themselves. They 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, and thus is similar to an Enhancement type Stand in that they can be damaged physically by Non-Stand damage types.

(Note: Independent Type Stands have no actual Stand to summon, as they themselves are the Stand, or their Stand Functions Independently of their Control. 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

Attack Dice Past Level 11: 2d6

Hit Dice: 1d10

Stand DC: 8 + Cha + Proficiency Bonus

Stats	Mod
Power	Str x3
Precision	Dex x3
Durability	Con x4
Range	Int x0
Speed	Wis x3
Stand Energy	Cha x3

Every Level-Up, You may roll 2d4 + Level (the one you're becoming) and put that number of points into any of your Stand's Stats except Range. You may choose to take the average roll instead (5 + Level), but must do so before rolling. Your Stand's Range may not be increased past 0.

Important!: Some Independent Stands did in fact have a user at some point, or might even still have a user. They are not linked together though, as 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 like a normal Stand User would.

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Immense Resistance Anchored Stand	1dx
2	+2	2	Custom Ability	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Oblivious Facade Melee Barrage OR Ranged Attack OR Energy Imbuement (feat)	2dx
5	+3	2	Armored Stand OR Self-Repair	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Choose another Class Feature from the Level 4 or Level 5 options	4dx
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Camouflage OR Juggernaut	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Attack Dice increases to 2d6, Ranged Attack dice and range are doubled	6dx
12	+4	4	Defensive Ability OR Mobile Ability	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Choose another Class Feature from the Level 4, Level 5, Level 9, or Level 12 options	7dx
15	+5	4	The Requiem Quietly Plays Special Ability (2 SE)	8dx
16	+5	5	Resilient (feat) OR Anchored Immunity (feat)	8dx
17	+6	5	Ability Score Improvement	9dx
18	+6	5	Defensive Stance OR Slippery	9dx
19	+6	5	Choose another Class Feature from the Level 4, Level 5, Level 9, Level 12, Level 16, or Level 18 options	10dx
20	+6	6	Heaven Calls Fleeting Invulnerability OR Regenerative Surge	10dx

HIVE

Examples of Hive Stands: Bad Company, Harvest, Sex Pistols

Also Known As: *Colony* Stands

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 Sub-Stands, each one with only a fragment of the power of a full Stand. 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.

Attack Dice: 1d6/1d10

Attack Dice Past Level 11: 2d6/2d10

Hit Dice: 1d8 + Con Modifier

Stand DC: 8 + Cha + Proficiency Bonus

Swarm Attacks: Choose one of the three following saving throws: Strength, Dexterity, or Constitution. When you make a Melee Attack using your Stand, rather than making an Attack Roll, your target must make a Saving Throw of the chosen type with a DC of 8 + Proficiency Bonus + Power Modifier. Your Stand must be within Melee Range of the target in order to make a Swarm Attack. When you make a Swarm Attack, you may choose between the following options:

Precise Swarm: 1d6 + Power Modifier damage (this damage increases to 2d6 at Level 11). Your opponent takes full damage if they fail the Saving Throw, or half if they succeed.

Violent Swarm: 1d10 + Power Modifier damage (this damage increases to 2d10 at Level 11). Your opponent takes full damage if they fail the Saving Throw, or none if they succeed.

This Attack's damage can be a type that you and your DM agree fits for your stand. When you attack using less than half of the total instances of your stand, your target has Advantage on the Saving Throw.

Stats	Mod
Power	Str x3
Precision	Dex x2
Durability	Con x3
Range	Int x8
Speed	Wis x3
Stand Energy	Cha x3

Every Level-Up, You may roll 2d4 + Level (the one you're becoming) and put that number of points into any of your Stand's Stats. You may choose to take the average roll instead (5 + Level), but must do so before rolling.

Important! *Keep an eye on your health. The amount of Instances available for you to use is determined by the percentage of health you are at. If you are at 50% Health, you only have 50% of your Hive Stand available for use. When you are at 0 Hit Points, you may still have a maximum of 1 Stand Instance that functions, but it is recalled, and cannot act in any way. Your amount of Stand Instances only drops to 0 when you die.*

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Split Stand Immense Resistance OR Detached Senses	1dx
2	+2	2	Custom Ability	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Stand Marking OR Hot Pursuit	2dx
5	+3	2	Surrounding Swarm	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Stand Pickpocketing Immense Range OR Armored Stand	4dx
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Defensive Wave OR Mobile Wave	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Swarm Attack Dice increases to 2dx	6dx
12	+4	4	Choose another Class Feature from the Level 1, Level 4, Level 7, or Level 9 options	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Speedy Movement OR Silent Movement	7dx
15	+5	4	The Requiem Quietly Plays Special Ability (2 SE)	8dx
16	+5	5	Improved Immense Range OR Enhanced Stand Senses (feat)	8dx
17	+6	5	Ability Score Improvement	9dx
18	+6	5	Improved Awareness OR Guerilla Fighter (feat) OR Skirmisher (feat)	9dx
19	+6	5	Choose another Class Feature from the Level 1, Level 4, Level 7, Level 9, Level 14, Level 16, or Level 18 options	10dx
20	+6	6	Heaven Calls Great Recall	10dx

ACT

Examples of Act Stands: Echoes, Tusk

Also Known As: *Evolution* Stands

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-Granting item that do not possess a proper fighting spirit, but develop a Stand regardless due to some (often benevolent) outside force. These Stand Users will grow and develop alongside their Stand. 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 combat several times, and when they are in a situation that puts them in despair.

Note: You may switch between your Acts as a Bonus Action 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.

Note: Unless stated otherwise, Class Features can only be used by the Act that gained them.

Hit Dice: 1d8 + Con Modifier

Stand DC: 8 + Cha + Proficiency Bonus

Every Level-Up, You may roll 2d4 + Level (the one you're becoming) and put that number of points into any of your Stand's Stats except those mentioned in each Act. You may choose to take the average roll instead (5 + Level), but must do so before rolling. You put all of the points into each Act, so if for example you roll to get 15 points, each Act of your Stand gets 15 points to increase Stats with. Stand Energy is an exception for this, as it must be the same for each Act. When you gain a new Act, you may roll the dice to retroactively increase the Stats of the new Stand.

ACT 0

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

Attack Dice: 0

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2		1dx
2	+2	2	Ready to Hatch	1dx

ACT 1

Stats	Mod
Power	Str x2
Precision	Dex x3
Durability	Con x3
Range	Int x8
Speed	Wis x3
Stand Energy	Cha x3

**You may not Increase
your Power or Speed
Upon leveling up**

Attack Dice: 1d4

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
2	+2	2	Custom Ability Slippery Detached Senses (Acts 1 & 2)	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Silent Movement OR Speedy Movement	2dx
5	+3	2	Ready to Walk	3dx

ACT 2

Stats	Mod
Power	Str x2
Precision	Dex x3
Durability	Con x3
Range	Int x3
Speed	Wis x3
Stand Energy	Cha x5

**You may not
increase your Power
Upon Leveling Up**

Attack Dice: 1d8

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
5	+3	2	Second Ability	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Defensive Ability OR Mobile Ability	4dx
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Melee Barrage (Acts 2 & 3) OR Calculating (feat)	5dx
10	+4	3	Ready to Fly	5dx

ACT 3

Stats	Mod
Power	Str x 4
Precision	Dex x 3
Durability	Con x 4
Range	Int x 1
Speed	Wis x 4
Stand Energy	Cha x 2

**Your Range Score
may not go above 20.**

Attack Dice: 2d8

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
10	+4	3	Third Ability	5dx
11	+4	4	Ability Score improvement	6dx
12	+4	4	Feat of Power	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Stand Rush Block Projectile	7dx
15	+5	4	The Requiem Quietly Plays Stand Leap	8dx
16	+5	5	Improved Awareness (Act 1) OR Immense Range (Act 1)	8dx
17	+6	5	Ability Score Improvement	9dx
18	+6	5	Slippery (Act 2) OR Stand Energy Recharge (Act 2)	9dx
19	+6	5	Choose another Class Feature from the Level 4, Level 7, Level 9, Level 16, or Level 18 options	10dx
20	+6	6	Heaven Calls Instant Swap OR Act 4 (Variant Rule)	10dx

SUBSTANDS

Examples of Hive Stands: Killer Queen's Sheer Heart Attack and King Crimson's Epitaph

Substands are extremely rare types of Stands that form under extreme conditions. These sorts of Stands typically occur when there is a great mental divide within the Stand User, or when a Stand User undergoes a massive amount of development very quickly. When you get the trait [Special Ability](#), rather than giving yourself a Special Ability, you may give yourself a Substand. Substands use the same rules as regular stands, and Level-Up and gain points to their stats in the exact same way that your primary Stand does, but it may be a different type of Stand with its own Ability.

You may switch between your Stand and Substand as a Bonus Action when both your Stand is within 2 meters of you. When you summon your Stand, it defaults to the stand you most recently summoned, though you can switch this with a Bonus Action at any time.

If one Stand has more Stand Energy than the other and you switch to the one with less, the amount of Stand Energy available is reduced to that maximum of the other stand and remains at that amount until combat ends. For example a primary Stand with 12/12 maximum energy switching to a Substand with 7 max Energy brings the Stand's energy to 7. Even if you switch back to the primary Stand without spending any Energy, the primary Stand now has 7/12 Energy remaining. Energy spent in either form takes away from the same Stand Energy pool.

Upon initially gaining your Substand, your health will need to be recalculated to make up for your potential new focus on melee or a new powerful Ability. Your Hit Dice will function the same way as a Multi-Type Stand would, alternating between the two Hit Dice each Level-Up.

Aside from what is mentioned here, Substands are completely separate Stands from their primary Stand, having different stats, a unique Custom Ability (not Special Ability), and gaining separate Class Features upon Level-Up.

HAMON/RIPPLE

The 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 it can be used against corporeal objects to manipulate them. The 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 Levels in Ripple and a different Stand Type at the same time.

Hit Dice: 1d10 + Con Modifier

Honed Body: Ripple Users' bodies are much better honed than the bodies of most humans. Normally, Humans are limited to having a maximum of 20 of any Ability Score. However, if you have any Levels in Ripple, your maximum Strength, Dexterity, and Constitution may be 24.

(Note: You may not use any abilities involving The Ripple, nor regain Ripple Points, when unable to breathe.)

Ripple Conductors: Ripple energy conducts similarly to electricity, easiest through materials such as liquid, metal, and biomass, typically traveling through something in order to reach the ground. However, if the Ripple is put into an object with immense force, or if it is sustained, the energy will spread through it very easily. A Ripple Punch's full effect will be felt up to 2m away from the point of impact, or 1m for a non-conductor.

Ripple Points: A Ripple User has an amount of Ripple Points equal to their Level. If they can comfortably breathe, they regain 1 Ripple Point 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. This means that a Stand User can have a different amount of Experience which corresponds to each class.

Undead's Bane: 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. Ripple-infused attacks against Pillar Men deal an extra 1d4 damage.

Leveling Up

Level	Pro. Bonus	Number of Feats	Class Features	Number of Ripple Points	Unarmed Attack Damage
1	+2	2	Unarmed Strikes now deal Radiant Damage Healing Hands	1	2d6
2	+2	2	Healing Ripple Liquid Solidification Ripple Fighting Style Increase Str, Dex, or Con Score by 1	2	2d6
3	+2	2	Slowed Aging Ripple Possession Headhunter (feat) Ability Score Improvement.	3	2d6
4	+2	2	Spiritual Ripple (Variant Rule) Rippling Weapon Martial Arts (feat) OR Simple Weapon Focus (feat) Increase Str, Dex, or Con Score by 1	4	2d6
5	+3	2	Custom Ripple Technique Ripple Regeneration Ripple Perception Trained Combatant (feat)	5	2d8
6	+3	3	Ripple Pressure OR Sunlight Yellow Overdrive OR Zoom Punch Ability Score Improvement Increase Str, Dex, or Con Score by 1	6	2d8
7	+3	3	Toxin Expulsion	7	2d8
8	+3	3	Scarlet Overdrive OR Sento Overdrive Ability Score Improvement Increase Str, Dex, or Con Score by 1	8	2d8
9	+4	3	Conductor Shield	9	2d8
10	+4	3	Choose another Class Feature from the Level 4, Level 6, or Level 8 options Ability Score Improvement Increase Str, Dex, or Con Score by 1	10	2d10
11	+4	4	Enhanced Custom Ripple Technique	11	2d10
12	+4	4	Recovery Breathing Increase Str, Dex, or Con Score by 1	12	2d10
13	+5	4	Ability Score Improvement	13	2d10
14	+5	4	Choose a Class Feature from the Level 4, Level 6, or Level 8 options Increase Str, Dex, or Con Score by 1	14	2d10
15	+5	4	Deep Pass Overdrive	15	2d12
16	+5	5	Trained Combatant (feat)	16	2d12
17	+6	5	Life Magnetism Ability Score Improvement	17	2d12
18	+6	5	Increase Str, Dex, or Con Score by 1	18	2d12
19	+6	5	Improved Ripple Perception	19	2d12
20	+6	6	Perfected Ripple Increase Str, Dex, or Con Score by 1	20	2d12

THE SPIN

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. In theory, perfection of this ability could result in the power of Infinity.

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.*

The Golden Ratio: A Spin User must have a reference of a 9:16 ratio in order to use the Spin. A 9:16 ratio is found somewhere in almost every uninjured creature, except humans. The 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.

Hit Dice: 1d8

Calculating Spin DC: Spin users have a DC of 8 + Proficiency Bonus + Dexterity Modifier.

(Note: Objects that are not perfectly spherical may be Spun and thrown, but your Attack and Damage rolls, as well as Range are all cut in half. To find the range and attack dice for these objects, just use the material closest to one of the four materials in the table below.)

Leveling Up

Level	Pro. Bonus	Number of Feats	Class Features	Spin Dice
1	+2	2	Forced Motion Spherical Spin	1
2	+2	2	Sculpt Sphere Spin Fighting Style	1
3	+2	2	Return to Sender Deadly Accuracy Ability Score improvement	1
4	+2	2	Spiritual Spin (Variant Rule) Muscle Contraction OR Tendon Twister OR Catlike Agility (feat)	1
5	+3	2	Custom Spin Technique Harden Flesh	2
6	+3	3	Object Manipulation OR Wrist Memory Ability Score Improvement	2
7	+3	3	Spin Expertise Trained Combatant	2
8	+3	3	Projectile Boost OR Sendo Spin Ability Score Improvement	2
9	+4	3	Immense Friction OR Restraining Spin	3
10	+4	3	Choose another Class Feature from the Level 4, Level 6, Level 8, or Level 9 options Ability Score Improvement	3
11	+4	4	Enhanced Custom Spin Technique	3
12	+4	4	Medicinal Spin OR Satellite Spin	3
13	+5	4	Preparing For Infinity Ability Score improvement	4
14	+5	4	Spin Mastery	4
15	+5	4	Create Mirage OR Expose Weakness	4
16	+5	5	Choose another Class Feature from the Level 4, Level 6, Level 8, Level 9, Level 12, or Level 15 options	4
17	+6	5	Deflect Distance Attack OR Self-Compression Ability Score Improvement	5
18	+6	5	Choose another Class Feature from the Level 4, Level 6, Level 8, Level 9, Level 12, Level 15, or Level 17 options	5
19	+6	5	Trained Combatant (feat)	5
20	+6	6	Perfected Spiral	6

Spheres

Material	Range	Damage	Effect
Satellite Sphere	20/40 Meters	-	Can only be used if you have the Satellite Spin Ability. This Sphere takes a full Action to throw. The Satellite Sphere is a metal ball covered in many smaller, marble-sized metal balls. At a point in the air that you determine, or on contact, those within 5 meters must make a Wisdom Saving Throw against your spin DC (if targets are in the Long Range, they have Advantage on this Save). On failure, targets are given Disadvantage on all Strength and Dexterity Attack Rolls and Skill Checks, getting to repeat the Wisdom save at the end of their turn. The effect ends on a success, or after 1 minute passes.
Wood	40/80 Meters	xd8 Slashing	The Wooden Sphere will splinter and shatter upon contact, causing splinters to fly off in all directions up to 5 meters from the point of the Sphere's impact. Those within 5 meters must make a Dex Save against your Spin DC (if targets are in the Long Range of this sphere, they have Advantage on this Save), taking full damage on a failed Save or half as much on a success. When used, this Sphere destroys itself.
Rubber	50/100 Meters	xd4 + Dex Force	None
Polished Wood	40/80 Meters	xd6 + Dex Force	None
Stone	30/60 Meters	xd8 + Dex Force	None
Steel	20/40 Meters	xd10 + Dex Force	None
Ceramic	15/45 Meters	xd12 + Dex Force	When you roll a 19 on an Attack Roll with this Sphere, it counts as a Critical Hit. When used, this Sphere destroys itself.
Diamond	10/20 Meters	xd12 + Dex Force	None

NON-SUPERNATURAL CLASSES

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

Gaining a Stand: 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 Warrior gains a Power-Type Stand, they may opt to simply become a Level 5 Power-Type Stand User instead of multiclassing. When you become a Stand User your Max HP reverts to what it was originally, then you re-roll for every Level gained. However, you do not have to give up all of your Levels, and you may have Levels in both a Supernatural and Non-Supernatural Class. Any instances of Trained Combatant instead become a Feat of your choice if you have any Levels in Stand User.

ASSASSIN

Assassins utilize the element of surprise to strike from the shadows, able to hit opponents precisely where it hurts the most. They have ways of avoiding damage through dodging, and are generally pretty tricky.

Hit Dice: 1d8

Level	Pro. Bonus	Number of Feats	Class Features
1	+2	2	Steady Aim Weapon Feat (feat)
2	+2	2	Assassin Fighting Style
3	+2	2	Ability Score Improvement
4	+2	2	Supernatural Item (Variant Rule) Assassin (feat) Deadly Accuracy (feat) OR Defensive Stance (feat)
5	+3	2	Catlike Agility (feat) OR Duelist's Agility (feat) OR Impeccable Agility (feat)
6	+3	3	Ability Score Improvement
7	+3	3	Trained Combatant (feat) Guerilla Fighter (feat) OR Skirmisher (feat) OR Specialized Save (feat)
8	+3	3	Ability Score Improvement
9	+4	3	Natural Talent (feat) OR Practical Experience (feat)
10	+4	3	Ability Score Improvement
11	+4	4	Expert Assassin Headhunter (feat) OR Paranoia (feat)
12	+4	4	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, or Level 11 options
13	+5	4	Clever Disguise (feat) OR Light Sleeper (feat) Ability Score Improvement
14	+5	4	Familiar Bond (feat) OR Veteran Sprinter (feat)
15	+5	4	Trained Combatant (feat)
16	+5	5	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, Level 13, or Level 14 options
17	+6	5	Brutality (feat) OR Menacing Aura (feat) Ability Score Improvement
18	+6	5	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, Level 13, Level 14, or Level 17 options
19	+6	5	Consistent Accuracy (feat) OR Weapon Feat (feat)
20	+6	6	Reaping Strikes

CONSUL

Consuls use their speech and unwavering confidence together to inspire themselves and allies. They can heal themselves and others, supporting allies and hindering enemies as well.

Hit Dice: 1d10

Level	Pro. Bonus	Number of Feats	Class Features
1	+2	2	Encouragement Dice Weapon Feat (feat)
2	+2	2	Consul Fighting Style
3	+2	2	Ability Score Improvement
4	+2	2	Supernatural Item (Variant Rule) Clever Disguise (feat) Commentator (feat) OR Exemplar (feat) OR Tanky (feat)
5	+3	2	Jack of all Trades (feat) OR Menacing Aura (feat) OR Stroke of Luck (feat)
6	+3	3	Ability Score Improvement
7	+3	3	Trained Combatant (feat) Guerilla Fighter (feat) OR Skirmisher (feat)
8	+3	3	Ability Score Improvement
9	+4	3	Natural Talent (feat) OR Practical Experience (feat)
10	+4	3	Ability Score Improvement
11	+4	4	Improved Encouragement Dice Art of Distraction (feat) OR Headhunter (feat) OR Interpreter (feat)
12	+4	4	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, or Level 11 options
13	+5	4	Light Sleeper (feat) OR Heavy Sleeper (feat) Ability Score Improvement
14	+5	4	Quick on your Feet (feat) OR Specialized Save (feat)
15	+5	4	Trained Combatant (feat)
16	+5	5	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, or Level 14 options
17	+6	5	Paranoia (feat) OR Trap Detection (feat) Ability Score Improvement
18	+6	5	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, Level 14, or Level 17 options
19	+6	5	Consistent Skills (feat) OR Motivated (feat)
20	+6	6	Perfected Encouragement

SCHOLAR

Scholars use their extensive knowledge as a reference in tense situations, using their intelligence in unorthodox but clever ways to achieve their goals.

Hit Dice: 1d6

Level	Pro. Bonus	Number of Feats	Class Features
1	+2	2	Scholarly Combatant Weapon Feat (feat)
2	+2	2	Scholar Fighting Style
3	+2	2	Ability Score Improvement
4	+2	2	Supernatural Item (Variant Rule) Field Study Level-Headed (feat) OR Jack of all Trades (feat)
5	+3	2	Natural Talent (feat) OR Practical Experience (feat)
6	+3	3	Ability Score Improvement
7	+3	3	Trained Combatant (feat) Consistent Skills (feat) OR Unstoppable Willpower (feat)
8	+3	3	Ability Score Improvement
9	+4	3	Interpreter (feat) OR Trap Detection (feat)
10	+4	3	Ability Score Improvement
11	+4	4	Aura of Knowledge Natural Talent (feat) OR Perfected Craft (feat)
12	+4	4	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, or Level 11 options
13	+5	4	Familiar Bond (feat) OR Paranoia (feat) Ability Score Improvement
14	+5	4	Fortune Teller (feat) OR Stroke of Luck (feat) OR Motivated (feat)
15	+5	4	Trained Combatant (feat)
16	+5	5	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, or Level 13, or Level 14 options
17	+6	5	Perfected Craft (feat) OR Practical Experience (feat) Ability Score Improvement
18	+6	5	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, or Level 13, Level 14, or Level 17 options
19	+6	5	Quick on your Feet (feat) OR Specialized Save (feat)
20	+6	6	Paragon of Knowledge

WARRIOR

Warriors specialize in battling and the effective use of weaponry. They hit hard, can hold their own in melee, and know their weapons better than anyone.

Hit Dice: 1d10

Level	Pro. Bonus	Number of Feats	Class Features
1	+2	2	Damage Minimum Weapon Feat (feat)
2	+2	2	Warrior Fighting Style
3	+2	2	Ability Score Improvement
4	+2	2	Supernatural Item (Variant Rule) Rejuvenation Adrenaline Rush (feat) OR Scarflesh (feat)
5	+3	2	Trained Combatant (feat) Quick on your Feet (feat) OR Tanky (feat)
6	+3	3	Ability Score Improvement
7	+3	3	Specialized Save (feat) OR Veteran Sprinter (feat)
8	+3	3	Ability Score Improvement
9	+4	3	Trained Combatant (feat)
10	+4	3	Ability Score Improvement
11	+4	4	Improved Fighting Style Heavy Specialization (feat) OR Melee Specialization (feat)
12	+4	4	Catlike Agility (feat) OR Duelist's Agility (feat) OR Impeccable Agility (feat)
13	+5	4	Light Sleeper (feat) OR Heavy Sleeper (feat) Ability Score Improvement
14	+5	4	Immense Impact (feat) OR Motivated (feat) OR Unstoppable Willpower (feat)
15	+5	4	Trained Combatant (feat)
16	+5	5	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 11, Level 12, or Level 14 options
17	+6	5	Weapon Feat (feat) Ability Score Improvement
18	+6	5	Resilient (feat) OR Tanky (feat)
19	+6	5	Ability Score Improvement
20	+6	6	Weapon Aficionado

ABILITIES

Act 4

Through the pursuit of perfection, you have gotten close enough to summon an immensely powerful version of one of your Stands.

You may select Act 1, Act 2, or Act 3 for this evolution to use as a baseline for its stats and Ability.

You may temporarily summon an immensely powerful Stand. The stats of this Stand are doubled from the chosen baseline, and it gains a unique and powerful Ability. Speak to your DM about the details of this Ability. The new Stand keeps the Class Features of the Act its stats are based on.

These changes last for an hour, and you may summon Act 4 once per Long Rest. If you choose to summon your Stand an additional time, you may, but you must make a DC 15 Constitution Saving Throw, gaining 1 point of Exhaustion on a successful Save, and 2 an unsuccessful Save.

Given To: Act-Type Stands

Ambush Attacker

Melee Attacks from your stand or the Focused Attack from Ranged Attack gain the Ambush property, meaning that they always inflict a Critical hit when attacking a Surprised target.

Given To: Ranged-Type Stands

Anchored Stand

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

Also, both you and your Stand gain Vulnerability (double damage) and Resistance (half damage) to one damage type of your choice, as well as the Stand counterparts to those damage types.

If you are an Enhancement-Type Stand User, you must find an amount of material (or a specific object) that fits your specific anchor. This material must be within your Stand's Range in order for you to use it to Activate your Stand.

Given To: Enhancement-Type Stands, Independent-Type Stands

Armored Stand

The amount of damage that your Stand can reduce per round is doubled.

This ability replaces Immense Resistance, if you have it.

Given To: Power-Type Stands, Ranged-Type Stands, Enhancement-Type Stands, Revenge-Type Stands, Independent-Type Stands

Assassin Fighting Style

Choose one of the following Fighting Styles:

Disciplined: You gain Proficiency in 2 Saving Throws of your choice

Dual Wielding: When you make an Attack using two weapons with the Light property, you can make an amount of additional Attacks equal to half your Proficiency Bonus as a Bonus Action.

Mobile: You have Advantage on Saving Throws that would restrict your Movement. Additionally, you may spend your Bonus Action in order to ignore Difficult Terrain.

Swift: You gain an additional 5m of Movement Speed.

Given To: Assassins

Aura of Knowledge

You're knowledgeable about many situations and can share that knowledge.

When you or an ally within 3m of you makes a Skill Check you may add your Intelligence Modifier to the roll.

Given To: Scholars

Block Projectile

When you or your Stand is hit with a projectile, as long as your Stand is hit or you are within 2 meters of it, you may attempt to block it. As a Reaction you may reduce the damage of the oncoming projectile by $1d12 +$ your Stand's Precision Modifier

Given To: Power-Type Stands, Act-Type Stands

Blow for Blow

When you are hit with a melee attack, you may use your Reaction to halve the damage of any melee attack from that opponent until the start of your next turn.

Additionally, the first time they damage you with a melee attack after using this Ability you may make a single melee attack in return.

You may also use this to halve the damage of an incoming Melee Barrage, making your own in response at no additional Action Economy cost. However, this free Melee Barrage only deals half damage as well.

Given To: Power-Type Stands

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 Ability to save yourself.

As an Attack, you use your Secondary Muscular System (from Controlled Veins) to remove your Head and Secondary Muscular System from the rest of you.

Your Head and Secondary Muscular System are now all you are. You may slowly regenerate your own body, but it takes 3d4 days to do so, as well as 5 Energy for each kilogram of flesh regenerated.

You still have to consume energy at the standard rate, but you may now do this with your Secondary Muscular System, and you may use your Lifesteal ability as normal.

Given To: Vampires, Enhanced Pillar Men

Camouflage

As an Action you may perfectly disguise your Stand, making it difficult for others to tell where or what your Stand is (for example, High Priestess disguising as a metal object, or 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. Anyone attempting to determine what your Stand is disguised as has Disadvantage on the roll, as long as your Stand does not move.

Given To: Enhancement-Type Stands

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 desired.

Given To: Enhanced Pillar Men

Complete Control

Your Stand is a fusion of Stand Energy and a physical object. You've gained enough control over your Stand that you can completely influence how the object or material your Stand is fused with functions. Examples of this include Wheel Of Fortune's squeezing and Strength's control of the Ship itself.

Given To: Enhancement-Type Stands

Conductor Shield

As a Reaction, for 1 Ripple Point, you may create an improvised shield reinforced by Ripple.

This shield allows you to add your Proficiency Bonus to your AC, as well as all Strength, Dexterity, and Constitution Saves until the start of your next Turn.

Given To: Ripple Users

Consul Fighting Style

Choose one of the following Fighting Styles:

Determined Fighting: You may choose one weapon you have. When using that weapon, you can add your Charisma Modifier to the Attack and Damage Rolls. You may switch which weapon has this property on a Long Rest.

Extended Encouragement: The range and duration of your Encouragement Dice extend to 10 meters and 30 minutes respectively.

Mobile: You gain Advantage on Saving Throws that would restrict your Movement. Additionally, you may spend your Bonus Action in order to ignore Difficult Terrain.

Warrior's Encouragement: When you or an ally receives an Encouragement Dice from you, it can also be added to Attack Rolls, and when using it in this way the value is also added to the damage dealt.

Given To: Consuls

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. Your Veins may deal Slashing, Bludgeoning, or Piercing damage, and they count as Unarmed Strikes when you attack using them. You may attack using a Vein even if the health of the rest of your Body is zero or lower.

You may have up to 5 Veins going 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 at up to half of your normal movement speed. You may also use Veins to Grapple. For every additional Vein used, add +1 to the Bonus for your Grapple Check. The Veins may stretch up to 5 meters.

Given To: Vampires, Enhanced Pillar Men

Create Mirage

As an Action you may Spin two steel Spheres close to each other, bending and directing the light around you to effectively create a visual clone of yourself.

When someone makes an Attack Roll targeting you, they must roll a d20 first. If they roll a 10 or lower they hit the illusion, dealing no damage on that Attack.

This Ability lasts until the start of your next Turn. Creatures with Blindsight or Tremorsense are not affected by this Ability.

Given To: Spin Users

Custom Ability

This is something that must be discussed with the DM of your Campaign. Further details can be found on the Stands page.

Stand Abilities 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.

A Custom Ability might also be a passive ability that may be activated or deactivated at will. Passive Abilities consume 1 Stand Energy at the Start of the Stand User's Turn and also consume their Bonus Action to perform. If you are unable to use your Bonus Action, or you do not have enough Stand Energy remaining, the ability simply stops functioning.

Given To: All Stands

Custom Ripple Technique

You create a Ripple technique that is unique to your use of the Ripple as well as your method of fighting. It should generally take an Action, and it should cost a number of Ripple Points relative to how powerful it is.

Examples of Custom Ripple Techniques come in the form of Lisa Lisa's scarf technique, Dire's Thunder Cross Split Attack, or Caesar's Bubble Lens Technique.

Talk to your DM to determine the function and details of this Ability.

Given To: Ripple Users

Custom Spin Technique

You create a Spin technique that is unique to your use of the Spin as well as your method of fighting. It should generally take an Action or a single Attack depending on how strong it is, and it should be relatively on par with higher-level abilities that you would have when gaining this Ability.

Talk to your DM to determine the function and details of this Ability.

Given To: Spin Users

Damage Minimum

Whenever you Attack with a weapon you are Proficient in you may round the damage up to an amount equal to double your Proficiency Bonus if it is lower.

Given To: Warriors

Deep Pass Overdrive

You may use this Action when you touch a living creature, or a Ripple conductor. After performing this Action, you are no longer able to spend Ripple Points or use any Ripple Class Features. Your Strength, Dexterity, and Constitution Scores all drop to 3, and you lose a point of each Score for every additional 10 seconds that pass. This stat reduction cannot be slowed, reduced, or reversed, and you die when your physical stats drop to 0.

Your target gains a permanent stat increase of +4 to a physical stat of their choice, and a +2 to the other physical stats. Additionally, your target has Advantage on all d20 rolls for the next 10 minutes and gains all of your Inspiration, if you have any.

Given To: Ripple Users

Defensive Ability

Through clever use of your Stand's Ability you've found a way to properly defend yourself. As an Action, you may spend 2 Stand Energy and gain one of the following benefits for 3 turns (not including the one that you activate it on). You may only have one of the following buffs active at a time.

- +2d4 AC (Both for Stand and User)
- Advantage on all Saving Throws
- An amount of Temporary Hit Points equal to twice your Level

Given To: Ability-Type Stands, Independent-Type Stands

Defensive Stance

When taking the Dodge Action, you may choose to take a quarter (rounded down) damage from enemy attacks instead of the normal effect of Dodge. You still gain 1 Stand Energy back as normal when using the Dodge Action in this way.

This Ability only applies on Stand hits, unless your Stand is within 2m to protect you.

Given To: Power-Type Stands, Ranged-Type Stands, Independent-Type Stands

Defensive Wave

As an Action, you may give yourself a buff that remains active until the start of your next turn. Your Stand is a bunch of little instances that can hold themselves together in order to form a shield in order to protect their User.

When this Shield is active, any Stand Hits count as a Miss. You or your Stand may not use your Movement Actions until your next turn. If you had already moved this turn, you may not activate this Action.

Given To: Hive-Type Stands

Deflect Distance Attack

As a Reaction you may reduce the damage you take from a ranged or thrown Attack or a Saving Throw that requires you to use Strength, Dexterity, or Constitution.

You may utilize a Sphere to reduce the damage by $nd6 +$ your Dexterity Modifier, where n is your number of Spin Dice. If you are submerged you may instead use a temporary Sphere made from liquid, which is destroyed after use.

Given To: Spin Users

Design Change

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

Given To: Requiem Stand

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. Furthermore, you may sense through your body and your Stand at the same time.

For Hive-Type Stand Users, you may sense through an amount of Instances equal to your Intelligence Score.

Given To: Power-Type Stands, Ranged-Type Stands, Remote-Type Stands, Ability-Type Stands, Enhancement-Type Stands, Revenge-Type Stands, Hive-Type Stands, Act-Type Stands

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.

Given To: Remote-Type Stands

Devastating Critical

When you roll a Critical hit on a melee attack using your Stand, you roll three times the damage dice, rather than double.

Given To: Power-Type Stands, Revenge-Type Stands

Devastating Melee

If you would have two conditions that would give you Advantage on a melee attack at the same time and you have no Disadvantage, you may instead roll 3 dice and take the highest of the three.

Given To: Power-Type Stands, Revenge-Type Stands

EPM Dormancy

As an Action, you may seal yourself within a thin shell of rock at any point. While in this state you may not move in any way, but you also have total Immunity to UV light. At this point, you may either set an automatic timer or trigger (a bird lands on your casing, you hear a gunshot, etc.) that allows you to awaken as an Action. Alternatively, you may also set a certain amount of time before awakening (such as 1,000 years), as well as having a trigger that can wake you early.

Entering this state costs 100 Energy, and you may stay in it for up to ten thousand years. You may remain dormant for longer than that, but for every year that you are dormant past ten thousand, 5 Energy is consumed. If you run out of energy while in this state, your brain stops functioning completely.

Given To: Enhanced Pillar Men

Encouragement Dice

Through using Encouragement Dice, you can either heal a nearby ally or boost their abilities through bolstering their spirits.

You have an amount of Encouragement Dice equal to your Charisma Modifier + your Proficiency Bonus. You regain all spent Encouragement Dice on a Long Rest. You may spend Encouragement Dice in the following ways:

As an Attack, you may restore 1d6 + your Charisma Modifier Hit Points to yourself or an ally who can see or hear you within 5 meters, and you may choose to spend several Encouragement Dice at once in order to add an additional 1d6 for each Die.

As a Reaction, when you or an ally within 5 meters makes a Skill Check or Saving Throw, you may add 1d6 to that roll. Alternatively the die may be saved and spent on a later roll within the next 5 minutes, after which it expires. A character can have one Encouragement Die at a time, and you can only have an amount of people equal to your Proficiency Bonus boosted by Encouragement Dice at the same time.

Given To: Consuls

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.

Given To: Requiem Stand

Enhanced Custom Ability

Talk to your DM if you have a special case or have an idea for how to make your Ability more useful/powerful, or choose from one of the following ways how your Stand's Ability is empowered:

- If your Stand uses Scaling Dice, you gain an additional amount of Ability Dice equal to your Proficiency Bonus (A Level 20 stand user with this would have 16dx dice, for example, with 10dx from their class table + 6dx from their Proficiency Bonus).
- Your Stand gains a Short and Long Range. The Short Range of your Stand is where the range of your Stand's Ability would normally end, and functions as normal. If you make attack rolls or force an enemy to make a Save with your Stand's Custom Ability while your target is within your Long Range, you have Disadvantage on the attack roll, or your enemy has Advantage on the Saving Throw.
- Your Stand's Custom Ability increases greatly in its usefulness. A numerical value within your Stand's Custom Ability that determines how much it can affect at once increases by double. This may range from the amount of targets you may affect, to kilograms of an object you can affect, to seconds or time manipulated, etc.

Make sure to check with your DM, as they will want to know how the Custom Ability has been changed. It's important to check because such a change may be significant, and they need to let you know if it seems game-breaking, or something that will change how they plan based on your character.

Given To: Ability-Type Stands

Enhanced Custom Ripple Technique

Talk to your DM to determine how to make your technique more useful/powerful, or choose from one of the following ways:

- The cost is halved
- The amount of dice for the healing/damage increases, or the damage is rerolled on a 1 or 2 (keeping the new number)
- The range is doubled
- The move is significantly more effective when put through a ripple conductor (water, living beings, etc)

Make sure to check with your DM, as they will want to know how the move has been changed. It's important to check because such a change may be significant, and they need to let you know if it seems game-breaking, or something that will change how they plan based on your character.

Given To: Ripple Users

Enhanced Custom Spin Technique

Talk to your DM to determine how to make your technique more useful/powerful, or choose from one of the following ways:

- The amount of dice rolled for damage increases
- The move may be used at Long Range without penalty
- The range is doubled
- The amount of space affected by your ability doubles

Make sure to check with your DM, as they will want to know how the move has been changed. It's important to check because such a change may be significant, and they need to let you know if it seems game-breaking, or something that will change how they plan based on your character.

Given To: Spin Users

Expert Assassin

Any Dexterity-based weapon you are Proficient in gains the Ambush property when you wield it.

Given To: Assassins

Expose Weakness

As an Action you may make a single Sphere Attack to a target within your Short Range. If the Sphere hits, the next time (within a minute) your target takes damage the damage taken is doubled.

Given To: Spin Users

Feat of Power

As an Action, you may use your Stand to perform a great act of physical strength. You may lift an object as heavy as your Power Score multiplied by 50 in Kilograms. You may also use this ability to crush objects, break down walls, throw something, or perform any other act of great strength upon an object.

You may also use this ability to jump an amount of meters equal to your Stand's Power Score. You take 1 Bludgeoning Damage for every meter propelled when you stop moving and hit something. If you have something to cushion your fall or use Stand Leap, then you do not take damage.

This ability may not be used as an attack against a Creature, Undead, or Construct that does not wish to be manipulated by your Stand, unless they are Unconscious.

Given To: Power-Type Stands, Revenge-Type Stands, Act-Type Stands

Field Study

You may spend an Attack to make a Skill Check, rather than your full Action.

This applies to all Checks, including escaping a Grapple, using the Hide Action, performing Medicine Checks to revive an ally, and more.

Given To: Scholars

Fleeting Invulnerability**Prerequisite: Armored Stand**

Once per long rest, as a Reaction, you may ignore one instance of damage taken, taking 0 damage instead.

You may not reduce a damage type that you are Vulnerable to.

Given To: Independent-Type Stands

Flesh Bud

Using some of your Secondary Muscular System, as well as 20 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. However, this form of mind control does not completely change the personality of the victim in most cases. The only real change is in a person's goals and motives.

In order to implant a Flesh Bud into someone, you must place the Bud into their forehead as an Action. The target must be Grappled by you, and you must succeed on another Grapple Check in order to place the Flesh Bud into them.

Flesh Buds have an amount of Health equal to your Level in Vampire. 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 10d10 Slashing damage directly to the brain.

However, these Flesh Buds may be safely removed via a successful Medicine or Sleight of Hand Check (DC of 20), or through a direct hit using an attack from The Ripple. If the attack dealt by The Ripple deals an amount of damage equal or greater to the HP of the Flesh Bud, it is vaporized instantly 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 month. 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.

Given To: Vampires

Flesh Grafting

In order to heal a missing body part more quickly, you may take a detached body part from a living thing or corpse and rapidly assimilate it into your flesh. It takes 1d4+1 Turns for the flesh to assimilate fully, or 1d6+1 years if the flesh was from a Ripple user.

You may also force the flesh to instantly assimilate by spending energy. You may reduce the amount of Turns it takes to assimilate by 1 Turn per 1 energy spent for a normal creature. You may also reduce the amount of years it takes to assimilate a Ripple user's flesh by 1 year for every 100 energy spent.

You may still use the flesh grafted before it is fully assimilated, but any Strength, Dexterity, or Constitution Attack Rolls, Checks, or Saving Throws you make using that flesh are at Disadvantage.

Given To: Vampires, Enhanced Pillar Men

Focused Hatred

You may use your Bonus Action to spend 1 Grudge Point and mark a hostile creature as a target that has drawn your attention and rage. Until the end of the combat encounter, or until you stop interacting with them, you deal a Critical hit against them on an 18, 19, or 20 roll of a d20, rather than just a 20.

You may only have this Ability active on one person at a time, but are able to switch your target as a Bonus Action at the cost of another Grudge Point.

Given To: Revenge-Type Stands

Forced Motion

As an Action you may toss a Sphere at a creature within the Short Range of the Sphere and force them to do a certain thing. This command may be anything from throwing a nearby object across the room, to pointing at a specific location, or even causing them to make one Attack at themselves. The target must make a Strength Saving Throw against your Spin DC, performing the commanded action on a failure.

The creature does not have to be conscious (or living) for the command to be carried out, so long as the muscles activated for the motion are intact.

Given To: Spin Users

Freezing Touch

As an Action you may make an Unarmed Strike to freeze a creature's skin by removing all moisture and heat from one of your limbs, effectively stealing the warmth from that part of their body.

The creature you target must make a Constitution Saving Throw, taking 4d10 cold damage on a failed Save and half as much on a success. If the creature fails the Save, they are unable to effectively use the limb or area targeted, and any attacks, Saving Throws, or Skill Checks they attempt using that area will be made at Disadvantage.

The negative effect lasts for a minute, and you may remake the Saving Throw when exposed to a significant amount of warmth.

You may use this Ability an amount of times equal to your Constitution Modifier per Short Rest.

Given To: Vampires

General Anchors

As an Enhancement-Type Stand User you've taken your ability to the next level. Rather than having to anchor onto something very specific, you may now anchor onto anything that's similar to your original anchor.

For example, Wheel of Fortune would be able to anchor onto anything with wheels instead of a specific car, or Strength would be able to anchor onto anything that floats in water instead of a specific boat.

Given To: Enhancement-Type Stands

Ghoul Creation

As a greater Undead, you have moved past simply creating Zombies. Now, you may create a lesser Undead of greater power than Zombies.

As an Action, you may spend 10 energy to create a Ghoul from a living being of the same species as a creature you have just killed, or a corpse. You may also choose to put up to 100 additional energy into them, allowing them to more rapidly become a Ghoul of even greater power.

A freshly killed living being converted into a Ghoul completes their transformation after 1d6+1 Turns, whereas a corpse completes their transformation after 3d12 Turns.

Given To: Vampires, Enhanced Pillar Men

Ghoulish Physique

As a Ghoul, you have certain powerful biological functions not available to Zombies or Humans. You may gain either:

- +4 to your Strength, Dexterity, or Constitution Score.
- An additional function to a bodily part of your choice. For example, Bruford's hair having a long-range grapple ability.

Given To: Ghouls

Ghoulification

Ghouls, while able to be dispatched through significant force, often put up more of a fight than their Zombie counterparts.

Ghouls have an amount of Head Health equal to 1d2 + half of their Constitution Modifier per their total non-Ghoul levels in HP. Their Head has an AC equal to your regular AC + your Proficiency Bonus.

As an Action, a Ghoul may perform a great feat of strength. They may lift, push, or throw an amount of kilograms equal to their Strength Score multiplied by 50 kilograms. This may also be used to break down walls, etc.

Ghouls heal at a rate around 5x as fast as a Human. However, wounds caused by Ripple or sunlight take 10x as much time to heal as a normal wound for a Ghoul.

Additionally, Ghouls are particularly effective at using Unarmed Strikes. Their base damage increases from 1d4 to 1d10.

Unlike Zombies, Ghouls are able to pass as Human with relative ease. However, they often have two forms. A more human-like form, as well as a more monstrous form.

Ghouls must consume an amount of Human flesh equal to twice their body weight per month, or ten times their body weight in animal flesh per month in order to sustain themselves.

Should a Ghoul be exposed to the Stone Mask or the Completed Stone Mask, they may be able to become a Vampire or Ultimate Being, respectively.

Given To: Ghouls

Ghoulish Peak

You have reached your maximum potential through your current means of Undeath.

Your Strength, Dexterity, and Constitution Scores all increase by 2.

Given To: Ghouls

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.

Given To: Holy Corpse Holder

Great Recall

As an Action, you may place all of your Stand's Instances at a single point that you can see, regardless of how far they were away previously

Given To: Hive-Type Stands

Greater Undead Health Threshold

Due to the nature of your greater Undead body, you are able to easily deflect most blows to your Head. Whenever someone attempts to attack your Head, they are unable to deal damage that first time. Instead, you must make a Constitution Saving Throw against a DC of 5 + the amount of damage dealt by that attack. If you succeed on the Save, you take no damage and keep your Threshold. Otherwise, you lose it.

Critical Hits and Radiant damage are able to instantly break through your Threshold, dealing damage to you immediately and destroying your threshold as well.

You regain the use of this class feature on a Short Rest.

Given To: Vampires, Enhanced Pillar Men

Greater Undead Senses

After some time to adjust, your Undead body has become a finely tuned instrument, able to detect even the slightest of changes to sensory information.

You gain Proficiency in the Perception skill, and your Passive Perception increases by 5. If you are already Proficient in Perception you instead gain Expertise, and if you already have Expertise you instead gain Mastery.

Given To: Vampires, Enhanced Pillar Men

Harden Flesh

As a Reaction or an Attack you may give yourself, an ally, or an object within your Sphere's Short Range temporary Hit Points equal to 5 times your number of Spin Dice. The temp HP lasts until the end of the target's next Turn.

Given To: Spin Users

Healing Hands

As an Attack you may touch an Unconscious (but still living) creature, and restore them to 1 Hit Point.

Given To: Ripple Users

Healing Ripple

As an Attack, for 1 Ripple Point, you may heal yourself or another living creature for 5 + your Constitution Modifier Hit Points.

For every additional Ripple Point you spend, you heal an additional 5 Hit Points.

Given To: Ripple Users

Heavenly Ability

This ability costs 50 SE when activated and costs 10 SE per turn if passive. 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 the User, usually relating to their 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 could be 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.

For example, 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 trade off being that it has to hit something with its fists in order to change it.

Given To: Heaven Stand

Hit List

You may create a list of up to 5 names, specifically of people or creatures who have directly wronged you at some point. If you come into contact with that person or creature, you immediately gain 5 Grudge Points. You hold on to those Grudge Points until you stop interacting with that person.

People or Creatures may be removed from this list if you resolve your issues with them, or if you feel you have gotten your revenge.

Given To: Revenge-Type Stands

Hot Pursuit

When an opponent moves outside of your Stand's melee range, you may spend your Reaction to move up to half your Stand's Movement Speed to bring you closer to your target.

Given To: Ranged-Type Stands, Hive-Type Stands

Hypnosis

By reflecting light within your eyes for an entire Turn, you may send your brain waves through the air and take control of another living creature. The Range of this Feature is 3 Meters, and you must make direct eye contact with the target in order to use this Ability.

The opposing creature must make a Wisdom Saving Throw against your Vampiric DC. If the Save is successful nothing happens, but if the throw is failed the creature becomes Hypnotized. Ripple Users are immune to this and automatically succeed the Save.

The effects last 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. If they are not given commands by you, they simply remain in the general position they were in when they were Hypnotized, and they count as Incapacitated for the duration.

You may end this Hypnosis before the hour is up, if you so wish. They may remake the Saving Throw every time they take damage, or if an ally uses their Action to try to shake them out of it, with the effect ending on success. The effect also ends if the target falls Unconscious. You may use this Ability once per Long Rest.

Given To: Vampires

Immense Friction

As an Attack you may throw a Sphere imbued in the Spin to set any object that's not being worn or carried on fire, heat it up immensely, or throw it up to 5 meters in a direction of your choice (for Tiny objects only).

Given To: Spin Users

Immense Power

Your Stand is versatile, but was limited by its strength before now.

Multiply your Stand's Power by 2. Any points gained to your Stand's Power from now on are also multiplied by 2.

Given To: Remote-Type Stands

Immense Range

Your Stand is powerful, but was limited by how far it could be away from you before now.

Multiply your Stand's Range by 10. Any points gained to your Stand's Range from now on are also multiplied by 10.

Given To: Remote-Type Stands, Enhancement-Type Stands, Revenge-Type Stands, Act-Type Stands

Immense Resistance

Your Stand is incredibly resilient, a reflection of your willpower and experience.

Your Stand's Damage Reduction increases by double your Constitution Modifier.

Armored Stand still applies, but applies before this increase

Given To: Enhancement-Type Stands, Independent-Type Stands, Hive-Type Stands

Immortality

When you drop to 0 Hit Points, rather than rolling Death Saves, you enter an inactive but conscious state where you are Incapacitated and begin to track negative HP if further damage is taken. Your regeneration still applies, and if you are able to positive HP again, you exit that inactive state.

You regenerate an amount of Hit Points equal to three times your Constitution Modifier every Turn.

Given To: Ultimate Beings

Improved Awareness**Prerequisite: Detached Senses**

Your Stand has a 3 meter Blindsense when summoned. Your Stand's Passive Perception also increases by 5 when summoned.

Given To: Ranged-Type Stands, Act-Type Stands, Hive-Type Stands

Improved Encouragement Dice

Your Encouragement Dice increase from d6s to d12s.

Whenever you use these dice to heal, for every additional die spent, you may add your Charisma Modifier as well.

Given To: Consuls

Improved Fighting Style

You gain an additional Fighting Style from the Assassin, Consul, Scholar, or Warrior Fighting Styles.

Given To: Warriors

Improved Immense Range**Prerequisite: Immense Range**

Your Stand's Range and any points that go into your Stand's Range Score by an additional x10.

Given To: Remote-Type Stands, Hive-Type Stands

Improved Ripple Perception

You have 5 meters of Blindsense by default, 10 meters if you are on a conductive surface. If you use Ripple Perception, you may extend your Blindsense by that amount.

Given To: Ripple Users

Improved Slippery

In addition to being able to Dash and Disengage as a Bonus Action with your Stand or if your stand is within 2m, you also gain the ability to Dodge as a Bonus Action with your Stand or if your stand is within 2m.

Given To: Ranged-Type Stands

Incalculable Fortune

If the User is not currently using another aspect of Love Train, they may instead activate this Ability. This Ability causes protection and good fortune to befall a group of people, an 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 seemingly cursed. 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.

Given To: Holy Corpse Holder

Inferior Lifesteal

As a Ghoul, you may regenerate slightly by consuming flesh of the living. When you attack someone with an Unarmed Strike, you may heal an amount equal to a quarter of the damage dealt (minimum of 1).

Given To: Ghouls

Instant Swap

As a Free Action you may swap between Acts of your Stand, even if you have already done so this turn. The other requirements for switching between Acts still apply.

You may use this Ability once per Short Rest.

Given To: Act-Type Stands

Juggernaut

Your Stand's Movement Speed cannot be reduced to less than half, including through Conditions such as Frightened or Grappled.

Given To: Remote-Type Stands, Independent-Type Stands, Enhancement-Type Stands

Lasting Grudge

Rather than lasting for an amount of turns equal to your level in Revenge-Type (minimum of 2), your Grudge Points last for an amount of minutes equal to your level in Revenge-Type (minimum of 2).

Additionally, when you spend 5 Points to summon your Stand in its entirety, rather than lasting for an amount of turns equal to your level in Revenge-Type (minimum of 2), it lasts for a number of minutes equal to your level in Revenge-Type (minimum of 2).

Given To: Revenge-Type Stands

Lethal Strike

When you attack an unsuspecting enemy outside of combat, the first time you hit them you may force them to make a Constitution (not Durability) Saving Throw against a DC of 8 + your Strength Modifier + your PB. If they fail the Save, you deal double damage against them.

Given To: Power-Type Stands

Life Magnetism

When finding a collection of significant biomass, as an Action, you may spend 1 Ripple Points to collect up to 1 Metric 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.

Each additional turn of manipulation costs 1 Ripple Point. You may move while Life Magnet is being used, but if you stop touching the biomass the structure falls apart. The Structure has an amount of Hit Points equal three times your Level in The Ripple and has an AC equal to your Ripple DC.

Given To: Ripple Users

Lifesteal

As a Vampire, you may heal a good amount of health by feeding off of lesser Undead or living beings. When you attack a creature with an Unarmed Strike, you may heal an amount equal to half of the damage dealt (minimum of 1).

Given To: Vampires

Lifeweaver

As the Ultimate Being, you may imitate or create any life by transforming parts of yourself. If you witness a creature performing a certain task, you may imitate it perfectly or even better. You may also recreate enhanced or changed versions of existing biological mechanisms.

You may even send out small parts of yourself that may move independently, controlling any number of them within 150m as a Bonus Action. If you are not issuing them commands they simply behave as they normally would in the wild.

Given To: Ultimate Beings

Liquid Solidification

You may control the surface tension of water using the Ripple, creating a kind of skin around a liquid or allowing you to walk on water.

You are only able to use this Ability when you are able to comfortably breathe.

Given To: Ripple Users

Medicinal Spin

The Spin has been used as a medical tool by powerful practitioners for many years. The Spin applied in this way numbs the pain around a wound and makes it easier to repair and notice problem areas.

As a Reaction or Attack you may use a Sphere to perform one of the following on a target within the Sphere's Long Range:

- Restore the target to 1 Hit Point if they are at 0
- Remove one of the following Conditions from the target: Poisoned, Paralyzed, or Stunned
- Double any healing or temporary hit points the target receives until the end of their next Turn.

Given To: Spin Users

Melee Barrage

With a flurry of punching attacks you create a 2m cone of damage, forcing targets within to make a Dexterity/Precision Saving Throw with a DC of 8 + PB + Power Modifier. On failure, you deal damage equal to your Stand's initial Attack Dice (not the level 11 increase) for every 10 Speed, with a maximum of 15 dice at 150 Speed, then add your Power Modifier to the end of the attack as usual. On a success, your targets still take half damage

For example, a Power-Type with +2 PB, +5 Power, and +8 Speed would force targets within 2m to make a DC 15 Saving Throw, dealing 8d12 + 5 damage on failure.

Using this Ability takes an entire Turn (consuming Action, Bonus Action, Reaction, and Movement Action), and you may not activate any touch-based abilities on your targets during the barrage.

Given To: Power-Type Stands, Ranged-Type Stands, Revenge-Type Stands, Independent-Type Stands, Act-Type Stands

Mobile Ability

Through clever use of your Stand's Ability you've found a way to use your ability to propel yourself, or boost your movement in some way. As an Action, you may spend 2 Stand Energy and gain one of the following benefits for 3 turns (not including the one that you activate it on). You may only have one of the following buffs active at a time.

- Gain 5 meters of movement speed per turn
- You may make an additional Attack per Attack Action
- You may use your Bonus Action twice per turn

Given To: Ability-Type Stands, Independent-Type Stands

Mobile Wave

The individual instances of your Stand may work as a collective, with the purpose of moving you to one place extremely quickly. As an Action, you and your Stand may be transported to the same place, up to an amount of meters equal to twice your Stand's Movement Speed, without consuming your Movement Action. You may also climb, move through water, or across Difficult Terrain without penalty to your movement.

Given To: Hive-Type Stands

Muscle Contraction

As a Reaction or Attack you may toss a Sphere at a target within the Sphere's Short Range and increase their muscular capabilities considerably, creating a short burst of energy. The next Strength Check, Attack Roll, or Saving Throw the target makes until the end of their next Turn has a bonus added to the roll equal to your Dexterity Modifier.

Given To: Spin Users

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.

Given To: Rock Humans

Natural Armor

As a Rock Human, you gain an additional Hit Point per Level.

Additionally, because of your unique physiology you may change your body between several different forms. Changing forms takes a Bonus Action.

- **Humanoid:** No changes.
- **Hybrid:** You gain an amount of Temporary Hit Points equal to your Level at the start of your Turns and are considered to have half Cover (does not stack with other sources of Cover). You also may resist a physical damage type of your choice (Bludgeoning, Piercing, or Slashing). However, your Movement Speed is halved and you cannot take the Dodge or Dash actions in this form.
- **Rock:** You gain an amount of Temporary Hit Points equal to twice your Level at the start of your Turns and are considered to have three-quarters Cover (does not stack with other sources of Cover). You also resist all physical damage (Bludgeoning, Piercing, and Slashing). However, the only things you may do in this form are take Bonus Actions and the Hide Action. If you choose to Hide, you may make the Stealth Check with Advantage.

Given To: Rock Humans

Nemesis

You may choose one person to become your Nemesis. Whenever you encounter that person, you instantly gain 3 Grudge Points, which are held onto until you stop interacting with them, or until combat with your Nemesis ends and they have not been used.

This Ability is replaced by Hit List at Level 20.

Given To: Revenge-Type Stands

Object Manipulation

As an Action you may throw a Sphere at an object within your Sphere's long range in order to manipulate it or create a simple object from it.

For example, one could cleanly remove the bark from a tree, neatly coil a rope, or remove the liquid from flesh (causing no damage), a solid, or semisolid, in a small area.

Given To: Spin Users

Oblivious Facade

You've attempted to hide the fact that you're a Stand User numerous times before. You know what works, and what doesn't.

You get Advantage on Deception Checks to pass yourself off as a Non-Stand User.

Given To: Ranged-Type Stands, Remote-Type Stands, Enhancement-Type Stands, Independent-Type Stands, Revenge-Type Stands, Hive-Type Stands

Paragon of Knowledge

Twice per Short Rest when you make a Skill Check that you're Proficient in using Intelligence, Wisdom, Charisma, you may choose to make the roll a 20 before rolling the die.

Given To: Scholars

Perfected Encouragement

Whenever you take a Short Rest you regain an amount of Encouragement Dice equal to your Charisma Modifier.

Additionally, when you or an ally roll a 3 or lower on any of your Encouragement Dice, it may be rerolled, though the new roll must be kept.

Given To: Consuls

Perfected Ripple

As a Level 20 Ripple User, you have reached your full potential through use of the Ripple. This costs 15 Ripple Points and takes an Action, allowing you to choose one of the following. The effect you choose may be used multiple times if applicable, but you may not change your choice.

- You gain an immensely powerful skill or ability otherwise not available to you. An example of such a powerful ability is Tompetty's ability to tell the fate of a person they touch.
- If you do not have a Stand, one manifests at Level 15.
- If you are already a Stand User, your stand evolves. The stats of your Stand double, and this change lasts for 1 hour.

Given To: Ripple Users

Perfected Spiral

As an Action, make a DC 30 Acrobatics Check, or make a DC 30 Animal Handling check while riding atop a steed. If you succeed, you gain one of the following benefits. Once you choose which benefit to use, all subsequent uses of this Ability produce the same result.

- You gain an immensely powerful additional Ability that harnesses the Spin, likely one that manipulates space, time, or gravity in some way.
- If you do not have a Stand, one manifests at level 15.
- If you are already a Stand User, your Stand evolves. The stats of your Stand double, and this change lasts for 1 hour.

Given To: Spin Users

Perfected Tremorsense**Prerequisite: Detached Senses**

While intangible and inside of a solid surface (such as in a wall or underground), or while touching a solid surface, your Stand has a Tremorsense of 20 meters.

Given To: Ranged-Type Stands

Physical Change

Requiem Stands have immense power. Take all of your Stand's Stats and double them.

Given To: Requiem Stand

Pillar Man Enhancement

Enhanced Pillar Men are the most powerful creatures on Earth, only outmatched by an Ultimate Being. An average Human would likely stand little to no chance in combat even against a relatively new one.

When you become an Enhanced Pillar Man, your physique changes to become more powerful. Your Strength, Dexterity, and Constitution are all increased to 19 if they are less than that. If one or more of those Ability Scores is already at or above 19, they're increased by 2 instead. Your maximum for each Ability Score is now 30.

Enhanced Pillar Men have an amount of Head Health equal to 1d6 + their Constitution Modifier per their total non-EPM levels in HP. Their Head has an AC equal to your regular AC + your Proficiency Bonus.

As an Action, an EPM may perform a great feat of strength. They may lift, push, or throw an amount of kilograms equal to their Strength Score multiplied by 100 kilograms. This may also be used to break down walls, etc.

Enhanced Pillar Men regenerate rapidly, being able to heal an amount of Hit Points equal to double their Constitution Modifier every Turn. When you regenerate, you may choose which Hit Points go to your Head and which ones go to your Body. Wounds caused by Ripple or sunlight take 10x as much time to heal, but this is purely aesthetic and doesn't affect your regeneration mechanic.

Additionally, EPM are particularly effective at using Unarmed Strikes. Their base damage increases from 1d4 to 4d8, and if you wish to do so, you may deal Acid damage rather than Bludgeoning.

Enhanced Pillar Men are able to easily pass as humanoid, with most untrained Humans entirely unable to tell the difference between you and any other Human unless you visibly display your power. However, many Pillar Men willingly and unflinchingly show off their incredibly powerful physique, as something like a Human would be completely insignificant to them.

Enhanced Pillar Men must consume at least 25 energy per month in order to sustain themselves.

If any EPM Ability requires another creature to make a Saving Throw of some sort, the DC for that Save is equal to 8 + your Proficiency Bonus + your Charisma Modifier

Should an EPM be exposed to the Completed Stone Mask, they may be able to become an Ultimate Being.

Given To: Enhanced Pillar Man

Preparing For Infinity

You gain Proficiency in Acrobatics and Animal Handling. If you are already Proficient, you may instead gain Expertise, and if you already have Expertise, you may gain Mastery

Given To: Spin Users

Primal Charm

Your body has responded nicely to the influence of Undead power. You may gain all or some Undead aesthetic features such as extended canines, dimly glowing red eyes, or long, flowing hair.

Your Charisma Score increases by 2, and you may choose up to two Skills that use Charisma to become Proficient in. If you are already Proficient in all Charisma based Skills, you may instead gain Proficiency in a Skill that uses another stat.

If you have offspring, be they Undead or living, they inherit this Ability from you.

Given To: Vampires, Pillar Men, Enhanced Pillar Men

Programmed Stand

Your Stand does not follow your command. Rather, you may set a simple program that your Stand must follow.

Examples include: preventing anybody from entering a specific building, using your ability on anyone who opens a door, attacking anyone who steps into a shadow, etc.

Given To: Remote-Type Stands

Projectile Boost

When you make an Attack Roll using a Sphere or projectile of any sort you may double the range of it by spending another Attack to throw a Sphere at it.

Given To: Spin Users

Ranged Attack

Destructive energy is summoned from deep within your Stand and somehow released in a direction with the intent to harm or deal damage. Using this Ability consumes an entire Action, allowing you to fire Stand projectiles (flavor as you'd like) in one of two ways:

- **Focused Attack:** Make 1 Attack Roll against a single target in range using your Precision + Proficiency Bonus, dealing Stand damage of a type of your choice on hit. This deals an amount of d8s equal to the number of Attacks you have plus your Speed Modifier. For example, a Stand User with 120 Speed (and thus 3 Attacks), would deal 3d8+12 damage. The range of this Ability is 10/20 meters.
- **Burst Attack:** Everyone within a 5 meter cone in front of your Stand must make a Dexterity Saving Throw. The DC for this Save is 8 + Precision + Proficiency Bonus. If any creature within the cone fails the Save, they take Stand damage of a type of your choice. This deals an amount of d8s equal to the number of Attacks you have. For example, a Stand User with 120 Speed (and thus 3 Attacks), would deal 3d8 damage. On a success, targets still take half damage.

At Level 11, both the number of Damage Dice rolled and the range of this Ability are doubled.

Given To: Ranged-Type Stands, Ability-Type Stands, Independent-Type Stands

Reaping Strikes

When you Surprise an opponent, you may add your Assassin Dice and their benefits twice per Turn, rather than just once.

Given To: Assassins

Reckless Attack

As a Reaction you may choose to gain Advantage on all attack rolls until your next turn, but all enemies gain Advantage on any attack rolls against you as well.

Given To: Revenge-Type Stands

Recovery Breathing

As an Action, if you are comfortably able to breathe, you may regain an amount of Ripple Points equal to your Constitution Modifier.

You may use this Ability once per Short Rest.

Given To: Ripple Users

Regenerative Surge**Prerequisite: Self-Repair**

Once per Short Rest, if you have access to a considerable amount of the substance you use to Self-Repair, you may consume it all to heal a considerable amount.

Additionally, as an Action you may heal an amount equal to twice your Level in HP for each use of Self-Repair that you spend. You may use this Ability once per Long Rest.

Given To: Independent-Type Stands

Rejuvenation

Once per Short Rest, you may heal an amount of HP equal to 1d12 + your Level + Your Constitution Modifier as a Bonus Action.

Given To: Power-Type Stands

Remote Ambusher

Rather than pursuing a target directly, the Stand will take a longer path if it means a possibility of a surprise attack. In addition, melee attacks with your Stand gain the Ambush property, meaning that they always inflict a Critical hit when attacking a Surprised target.

Given To: Remote-Type Stands

Requiem Ability

This is one of the most powerful abilities a Stand can possess. When used, at the cost of 3 SE, this kind of Ability has ridiculous power. Work with your DM to determine how this power works. However, there are some general guidelines that should be followed.

First, 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 or 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 general rule is that most Requiem Abilities are defensive, and cannot be activated by the user. Requiem Abilities also typically manifest in the form of a power that affects time, space, or living souls.

Given To: Requiem Stand

Restraining Spin

As an Attack you may throw a Sphere into the flesh of a creature within your Sphere's range. If you hit them, roll normal damage and your target must make a Constitution Saving Throw, becoming Restrained until the end of your next Turn on failure.

You may only attempt this Attack once per turn, and a creature who has been Restrained by this Ability becomes immune to it for the next hour.

Given To: Spin Users

Return to Sender

When you throw a Sphere, you may choose to have it return to you after damaging/hitting/missing its target.

Given To: Spin Users

Ripple Fighting Style

You've learned one of the following schools of combat that enables you to better use your Ripple combatively.

- **Disciplined:** You gain Proficiency in 2 Saving Throws of your Choice.
- **Enhanced Reflexes:** As a Reaction you may move up to half your Movement Speed without provoking Opportunity Attacks. You may use this to avoid an AOE Save, but not a single target attack.
- **Graceful Fighting:** When you make Unarmed Attacks or Attacks using a Simple Melee Weapon you may use Dexterity for both the Attack and Damage rolls. Additionally, you may use your Unarmed Dice with a Simple Melee Weapon instead of its regular damage die.
- **Powerful:** Rather than using regular AC, you may choose to have your AC be 10 + your Strength Modifier + your Constitution Modifier.

Given To: Ripple Users

Ripple Perception

As a Bonus Action, for 1 Ripple Point, gain 10 meters of Blindsight that is able to travel through walls until the end of your next Turn. If you are standing on a surface that conducts Ripple (such as water or metal), the range is increased to 20 meters.

Given To: Ripple Users

Ripple Possession

As an Action, for 3 Ripple Points, you may touch a living being and imbue it with your will and supernatural physicality for a short time.

The creature targeted must make a Charisma Save, shrugging off the effect on a success. A failed save adds +5 to the target's Strength, Dexterity, and Constitution rolls, and forces them to follow whatever simple command you give them for the next minute so long as the command is not directly harmful to the creature.

This Ability does not work on Constructs.

Given To: Ripple Users

Ripple Pressure

As an Action, for 1 Ripple Point, you can pressurize a sealed container and control how and where that pressure is finally released.

All enemies within a 10 meter cone must make a Dexterity Saving Throw, taking 4d6 Radiant damage on a failed Save and half as much on a successful Save.

Alternatively, you may spend additional time and Ripple to allow the pressure to build as well. For every additional Action and Ripple Point spent the container deals an additional 2d6 Radiant damage, with a maximum of 10d6 damage.

Given To: Ripple Users

Ripple Regeneration

At the top of Initiative you regain an amount of HP equal to twice your Constitution modifier if you are at 1 HP or more and are able to comfortably breathe. This also applies outside of combat.

Given To: Ripple Users

Rippling Weapon

You may use your Unarmed Dice for attacks with Simple Melee Weapons.

Additionally, when making any melee attack you may spend 1 Ripple Point to imbue your strike with The Ripple, dealing additional Radiant damage equal to twice your Unarmed Attack Dice.

Given To: Ripple Users

Satellite Spin

You gain the ability to use Satellite Spheres.

Given To: Spin Users

Scarlet Overdrive

As an Attack, for 2 Ripple Points, you may make a melee Attack, dealing an additional amount of fire damage equal to twice your Unarmed Dice. Any objects hit by this Attack that aren't worn or carried by a creature catch on fire.

In addition, if you are afflicted with Freezing Touch, you may spend an Attack on yourself to end the effect without dealing damage.

Given To: Ripple Users

Scholar Fighting Style

Choose one of the following Fighting Styles:

Disciplined: You gain Proficiency in 2 Saving Throws of your choice

Foresight: As a Reaction, you may move up to half your Movement Speed without provoking Opportunity Attacks. You may use this to avoid an AOE Saving Throw, but not a single target Attack.

Intelligent Fighting: When you are Proficient in the use of Simple Melee Weapons, Rifles, or Sidearms, you may use your Intelligence Modifier instead of Strength or Dexterity when making Attack Rolls.

Scholar's Defense: When you gain Half Cover from an ally from Scholarly Combatant, you instead gain Three-Quarters Cover.

Given To: Scholars

Scholarly Combatant

Whenever you gain Hit Points at 1st Level or when Leveling Up in Scholar, you may use your Intelligence Modifier instead of Constitution to determine additional Hit Points.

Additionally, as a Bonus Action, you may take Half Cover behind an ally of the same size as you or larger.

Given To: Scholars

Sculpt Sphere

Through use of the Spin, you've found that you can create Spheres out of everyday materials by grabbing a clump of something in one hand and spinning it.

In order to create a Sphere you must have a decently sized chunk of material in your hand, roughly the amount needed to form a baseball. As an Action, you may spin the material in your hand, shaving off the excess material and creating a Sphere suitable for use with the Spin.

Given To: Spin Users

Second Ability

Your Stand has undergone an evolution, and has gained a new Ability alongside its new form.

This Ability should be an evolution of your first Ability. Similar, but stronger or more versatile.

This Ability follows the same guidelines as any other Custom Ability.

Given To: Act-Type Stands

Second Life

This Ability Activates when you and your Stand die. Your body remains lifeless for between 1 minute and 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 new character with as many levels in Independent-Type as you had in Revenge-Type, as long as it retains the same memories you had in your first life.

Given To: Revenge-Type Stands

Self-Acclimation

You've spent so much time manipulating certain elements that you've gained Immunity to one damage type. This Immunity should relate to your Stand Ability in some way. For example, Ghiaccio's Cold Immunity. You also gain Immunity to that type's Stand counterpart.

Pillar Men, and Undead of all kinds cannot choose Radiant as the damage type for which they are immune.

Given To: Ability-Type Stands

Self-Compression

As an Action you may compress a part of your body using the Spin in order to better hide or fit through places that you could not normally. For the purposes of hiding and moving you count as a creature one size category less than your normal size.

This lasts until the end of your next Turn, unless you continue to use this ability as an Action each Turn.

While in this state, your Movement Speed is reduced by half.

Given To: Spin Users

Self-Preservation

Your Stand may assess situations and make a basic judgment on them. If your Stand believes that the task at hand is too great, it may, instead of carrying out its programming, Hide, Defend, or Retreat.

Given To: Remote-Type Stands

Self-Repair

Your Stand (which may be yourself) acts independently of everything else. It does not have a physical form outside of the form that it has taken. As such, you must find a way to protect yourself and survive.

You may heal yourself swiftly both inside and outside of combat, using a special substance or form of energy such as water, electricity, or sunlight. When you have access to this substance, as an Action, you may heal an amount of Hit Points equal to double your Level in Independent Type.

You may use this Ability an amount of times equal to your Constitution Modifier per Short Rest (minimum of 1).

Additionally, if you remain motionless for 5 minutes, you may spend Hit Dice, as though you were taking a Short Rest, but without other Short Rest benefits.

Given To: Independent-Type Stands

Sendo Overdrive

As an Attack you may spend 1 Ripple Point to make an Unarmed Strike through a material that conducts Ripple (such as metal, water, or a living being) without causing any damage to the conductor. You may use this Ability to heal/damage a target up to 10 meters away, so long as there is a conductor connecting you and your target.

Given To: Ripple Users

Sendo Spin

As an Attack you may choose a point within the Long Range of your Sphere, tossing it there and creating an amount of difficult terrain equal to twice the number of Spin Dice you use in meters.

Given To: Spin Users

Siege Combat

Attacks with your Stand deal double damage to objects and structures.

Given To: Power-Type Stands

Silent Movement

Through experience you've gained better control of your Stand, allowing you to move your Stand extremely carefully to ensure that the only way that your Stand may be detected is when it is seen.

Your Stand's movement is silent. When it moves in an attempt to evade detection, they may roll Stealth with Advantage.

Given To: Ranged-Type Stands, Hive-Type Stands, Act-Type Stands

Slippery

Your Stand has the ability to defend you and let you escape from very dangerous situations with relative ease.

When your Stand is within 2 meters of you, you may Disengage or Hide as a Bonus Action.

Given To: Ranged-Type Stands, Ability-Type Stands, Act-Type Stands

Slowed Aging

You have perfected your Ripple and your body to such a degree that you age half as slowly as the normal human, starting at this point. A 70 year old Ripple user who gained this feature at age 20 would have the physical body of a 45 year old, for example.

Given To: Ripple Users

Space Ripper Stingy Eyes

By concentrating fluid in your eyes and then shooting it out extremely quickly, you may create a high-pressure steam that rips open anything it comes into contact with.

As an Action, you may target anything you may see with your eyes with an attack with an infinite effective range. You are considered to have Expertise in the use of this attack, and you use your Dexterity Modifier for the Attack Roll. A roll of 18, 19, or 20 is considered a Critical Hit for this attack. This attack also has the Siege property, dealing double damage to objects.

The beam is unstoppable, but may be deflected through a Ripple-infused curve (a shot glass, for example).

Each beam deals 8d12 piercing damage, and you may fire either one or two beams at once. You may fire an attack out of each eye once per Long Rest.

Given To: Vampires

Special Ability

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, but at a higher cost (usually twice the Stand Energy).

Special Abilities are usually 1 bracket of Die stronger than the ability would be normally (d4 would become d6, d6 would become d8, etc.). They also take more time to perform. Usually, but not always, taking a Full Action to perform.

Examples of Special 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, or one that may be activated or deactivated at will. Passive Abilities consume 2 Stand Energy at the Start of the Stand User's Turn, and also take their Bonus Action to perform. If you are unable to use your Bonus Action, or you do not have enough Stand Energy remaining, the ability simply stops functioning.

Given To: Power-Type Stands, Ranged-Type Stands, Remote-Type Stands, Ability-Type Stands, Enhancement-Type Stands, Independent-Type Stands, Revenge-Type Stands, Hive-Type Stands

Specialized EPM Ability

You have reached the pinnacle of your abilities as a greater Undead, growing close to your full potential. You gain a special ability of great power that is unique to you. An example of this special ability is Wham's wind mastery. Talk to your DM about the reach of this ability.

Given To: Enhanced Pillar Men

Speedy Movement

Through experience you've 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 it is able to return to you. However, if it passes through the Melee Range of a Stand or Creature that can sense it while returning to you, the Stand or Creature may make an Opportunity Attack against your Stand.

Given To: Ranged-Type Stands, Act-Type Stands

Speedy Switch

As a Reaction you may switch between anchors for your Enhancement Stand very quickly, meaning that if someone attempts to hit you and you activate this ability, the first hit misses automatically. However, if your Stand moves outside of someone's melee, they can still take an Attack of Opportunity.

You may use this Ability once per combat encounter.

Given To: Enhancement-Type Stands

Spherical Spin

You're able to spin special Spheres in a way that imbues them with powerful energy. The number of damage dice used with these Spheres increases with the column on the right of The Spin's class table.

In order to use the Spin, you must have a relatively undamaged non-human animal or plant nearby that you can see clearly as a reference. You can only use Dexterity for the Spin, not Precision.

Given To: Spin Users

Spin Expertise

You gain Expertise in the use of Spheres thrown with the Spin.

Given To: Spin Users

Spin Fighting Style

You gain one of the following Spin Fighting Styles:

- **Aggressive:** If you use your Action to only make damage-dealing Attacks with Spin imbued Spheres you may use your Bonus Action to make another Attack using the spin, so long as it is only used to deal damage.
- **Dead Eye:** Unless you are throwing a Sphere at Long Range, your Attacks with Spheres imbued with the spin cannot be made with Disadvantage.
- **Disciplined:** You gain Proficiency in 2 Saving Throws of your choice.
- **Mobile:** You have Advantage on Saving Throws that would restrict your movement. Additionally, you may spend a Bonus Action in order to ignore difficult terrain.

Given To: Spin Users

Spin Mastery

You gain Mastery in the use of Spheres thrown with the Spin.

Given To: Spin Users

Spiritual Ripple (Variant Rule)

If your DM allows it, and if you are in a campaign involving Stands, you may now see stands as well as damage them using your Ripple.

Additionally, Stand Users no longer have Advantage on Attacks against you.

Given To: Ripple Users

Spiritual Spin (Variant Rule)

If your DM allows it, and if you are in a campaign involving Stands, you may now see stands as well as damage them using Spheres imbued with the Spin.

Additionally, Stand Users no longer have Advantage on Attacks against you.

Given To: Spin Users

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. You may have anywhere between 2 and 500 Instances, though once chosen this number must remain constant.

Each Instance may act independently of the others or the Stand User. If one Instance is totally destroyed, that fraction of the User's Health is taken away. For example, if you have 12 Instances of your Stand and one gets destroyed you'll take damage equal to your maximum health divided by 12. The inverse is true as well, losing 1/12th of your health would cause one of your 12 Instances to be destroyed.

If every Instance of your Stand is destroyed, you fall unconscious. If your health is restored, so are your Stand Instances. Even when you fall unconscious, one instance will remain. Only when you die is that Instance destroyed.

Given To: Hive-Type Stands

Stand Energy Recharge

You have very strong abilities, but it's very tiring to try to use them repeatedly. Luckily, you've learned through practice how to pace yourself and replenish your energy. As an Action you may regain an amount of Stand Energy equal to your Proficiency Bonus.

Given To: Ability-Type Stands

Stand Leap

At the cost of 5 meters of your Movement Action your Stand may punch or kick against a strong, rigid surface in order to propel both the Stand and User into the air. This can be done straight up, horizontally, or at an angle somewhere in between.

The Stand User can move an amount of meters equal to their Stand's Power Modifier in any direction midair. Also, as a Reaction, you can negate all Fall Damage.

Given To: Power-Type Stands, Act-Type Stands

Stand Marking

As an Action, you may "Mark" a specific object or person with your Stand, so long as the target is within your Stand's Range and activates a specific, predetermined trigger at some point.

When a person or object is "Marked" your Stand automatically follows them, affecting them with their ability. This effect continues until you recall your Stand back to you, you are killed, or the object/person that is Marked is destroyed/killed.

When something is Marked by your Stand, the amount of meters that your Stand is active within is equal to your Stand's Range Score (not Modifier). If the object or person leaves your Range your Stand returns to you, but may instantly jump back to the object if the object/person reenters the range of your Stand Marking.

Given To: Remote-Type Stands, Enhancement-Type Stands, Revenge-Type Stands, Hive-Type Stands

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, you have Advantage when making Sleight of Hand checks using your Stand.

Given To: Ranged-Type Stands, Hive-Type Stands, Act-Type Stands

Stand Rush

When your enemy or your enemy's Stand has been incapacitated, restrained, or unwilling to fight for a full turn or more while in your Stand's Melee Range, you may perform this action. You may also start this action for free when you drop someone to 0 Hit Points using some sort of Melee Attack with your Stand.

A Stand Rush takes an entire turn, but if desired, may go on for a maximum of 10 turns. Through this action, your Stand may punch an amount of times equal to your Stand's Speed Modifier. You may choose whether or not to make this attack lethal. When trapped within a Stand Rush, no actions can be taken.

Given To: Power-Type Stands, Act-Type Stands

Steady Aim

If you've not moved this Turn, you may choose to spend a Bonus Action and drop your Movement to 0 to give yourself Advantage on an Attack.

If you would already have Advantage on an Attack through Surprising your target, you may roll 3d20 and take the highest value.

Given To: Assassins

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).

Given To: Rock Humans

Stoneflesh

As an Action you enter full hibernation, gaining a thick layer of stone over your skin and entering 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.

In this state, your AC increases by 5, and you gain twice your Level in temp HP at the top of Initiative.

Given To: Rock Humans

Subtle Assistance

You may use your Stand's Ability in a very clever and subtle way to help you with tasks both in combat and everyday life. If you fail a Skill Check, you may use your Reaction to reroll the Skill Check, but you must take the new result. You may use this Ability an amount of times equal to your PB per long rest. Your Stand does not have to be summoned to use this.

Given To: Ability-Type Stands

Sunlight Yellow Overdrive

As a Turn (full action economy, aside from Reaction), you may spend 2 Ripple Points to make an amount of Unarmed Strikes equal to your Constitution Modifier.

Additional techniques such as Zoom Punch cannot be used on these Attacks.

You may choose whether or not to make this lethal.

Given To: Ripple Users

Superior Grudge

Rather than having a maximum of 5 Grudge Points, you now have a maximum of 7, and if you would begin combat with 0 Grudge Points you instead start with 1 Grudge Point.

Given To: Revenge-Type Stands

Superior Lifesteal

As an Enhanced Pillar Men, you may absorb great amounts of energy all at once by feeding off of lesser Undead or living beings. When you attack a creature with an Unarmed Strike, you may heal an amount equal to the damage dealt (minimum of 1).

Given To: Enhanced Pillar Men

Superior Momentum

Your Stand has Advantage on all Power, Precision, and Durability Saving Throws.

Given To: Remote-Type Stands

Supernatural Item (Variant Rule)

From your exposure to the supernatural you have gained, found, or created a weapon, piece of armor, or charm that holds supernatural abilities. If your DM allows it, you may choose one of the three following options:

- **Supernatural Charm:** A small trinket or object that gives the wearer strength. While wearing this, you and allies within 3 meters of you gain a bonus to Saving Throws equal to half your Proficiency Bonus (rounded down). In addition, you may choose one Charm Ability, and either another Charm Ability or a Defensive Ability.
- **Supernatural Defense:** A suit of armor, article of clothing, or shield that protects the holder. With this item, you gain a bonus to your AC equal to half your Proficiency Bonus (rounded down). Any damage taken is also reduced by the same amount. In addition, you may choose one Defensive Ability, and either another Defensive Ability or a Charm Ability.
- **Supernatural Weapon:** A weapon of some sort that deals powerful damage. This weapon cannot be explosive and functions as normal, but is capable of damaging Stands. The weapon gains a bonus to Attack and Damage Rolls equal to half your Proficiency Bonus (rounded down). In addition, you may choose one Weapon Ability and either another Weapon Ability or a Defensive Ability.

The item has an amount of charges equal to your Proficiency Bonus per Long Rest, and you may regain half of the charges on a Short Rest. These charges are used when activating the item's Ability, chosen from the options below:

Charm Abilities:

- **Inspiring Trinket:** When you fail a Skill Check you may attempt the roll a second time as a Free Action. Alternatively, you may spend a second charge to also have Advantage on the reroll. You may only use this Ability once per Turn.
- **Ready Stance:** When someone you can see makes a Skill Check or Saving Throw you can use your Reaction to give them Advantage. Alternatively, you may spend a second charge to also grant them Advantage on all Checks and Saves until the end of their next Turn.
- **Source of Motivation:** When you fail a Saving Throw you may use your Reaction to reroll it. Alternatively, you may spend a second charge to also gain Advantage on all Saving Throws of that type until the start of your next Turn.

Defensive Abilities:

- **Clever Preparation:** You may use a Bonus Action to gain Resistance to any non-physical damage type, or use an Action to instead gain Resistance to a physical damage type, until the start of your next Turn. Alternatively, you may spend a second charge to gain Resistance to 2 non-physical types, or one physical damage type, as a Bonus Action.
- **Patient Guard:** As a Bonus Action, you may gain the effects of either Disengage or Dodge as well as gain an amount of AC equal to your Proficiency Bonus until the start of your next Turn. Alternatively, you may spend a second charge to gain both the effects of Disengage AND Dodge, as well as the AC bonus.
- **Stand Defense:** You may gain an amount of Stand Damage Reduction equal to 4 times your Proficiency Bonus. Your "Stand AC" is equal to 10 + 3 times your Level, or 20, whichever is higher. Your "Stand" may still be hit by regular physical damage. Alternatively, you may spend a second charge to gain 8 times instead and double your "Stand AC". This effect lasts until the start of your next Turn. You can find the rules on Stand Damage Reduction and Stand AC on the main Stands page.

Weapon Abilities:

- **Deflect Attack:** To use this Ability, your item must be a melee weapon. Whenever you take damage from an Attack, you may make an Attack Roll to contest your attacker. If your Attack Roll is higher than that of your opponent, you take no damage from the Attack against you. Alternatively, you may spend a second charge to also gain Advantage on the contesting Attack Roll.
- **Expose Weak Point:** When dealing damage with this weapon you may either:
 - Give Advantage to the next Attack from someone else targeting your target
 - Force your target to make a Constitution (NOT Durability) Saving Throw against a DC of 8 + Proficiency Bonus + Intelligence Modifier. On a failure, the target becomes Vulnerable to a damage type of your choice until they're next damaged by that damage type. However if they were Immune or Resistant to that type, they instead become Resistant or normally damaged by it respectively until the start of your next Turn. You may only use this Ability once per Turn.
- Alternatively, you may spend a second charge to use both effects at once.
- **Wrathful Strike:** When dealing damage with this weapon you may choose to deal an additional amount of d6s of damage equal to your Proficiency Bonus. Alternatively you may spend a second charge to use d12s rather than d6s. You may only use this Ability once per Turn.

Given To: Assassins, Consuls, Warriors, Scholars

Surging Energy

You gain 1 Stand Energy back at the start of each of your turns.

Given To: Requiem Stand

Surrounding Swarm

If all Instances of your Stand are attacking a target and there are a roughly equal amount of Instances on each side of a target, they have Disadvantage on the Saving Throw against Swarm Attack.

Given To: Hive-Type Stands

Tendon Twister

As an Attack, using a Sphere imbued with the Spin, choose a creature within the Short Range of your Sphere to make a Strength Saving Throw. On a failed Save, they may not use a limb of your choice until they succeed the Strength Saving Throw, which can be repeated at the end of the target's Turn, or up to a minute.

Given To: Spin Users

The Wall

In a line between The Corpse and slightly past the User, 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 random 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.

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 Spiral. These Attacks/Abilities may affect you, but even if they do, any damage that you take is halved.

Given To: Holy Corpse Holder

Third Ability

Your Stand has undergone another evolution, and has gained a new Ability alongside its new form.

This Ability should be an evolution of your second Ability. Similar, but stronger or more versatile.

This Ability follows the same guidelines as any other Custom Ability.

Given To: Act-Type Stands

Toxin Expulsion

As a Reaction, as long as you can comfortably breathe, you may avoid all Poison damage from an Attack or Save you are hit with, or remove the Poisoned Condition from yourself.

Given To: Ripple Users

Two Modes

Interestingly, you have somehow gained power over your Stand, despite how incredibly volatile Remote Stands can be. At any time, as an Attack, you may switch to or 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. If your Stand has Stand Marking active, that also deactivates upon changing to Ranged Mode. Your Stand's stats do not change upon switching modes.

Given To: Remote-Type Stands

Ultimate Stand Ability

This ability is something that very few Stands or Stand users are able to get to. It's an incredibly powerful ability that uses a lot of your Stand's Energy. This Ability costs 5 Stand Energy, and this SE cost cannot be reduced.

An example of an Ultimate Stand Ability is White Album's Gently Weeps.

Given To: Ability-Type Stands

Undead Nature

You have been removed from the traditional cycle of life and death. You have become theoretically immortal, so long as you are able to consistently gain enough energy to stay alive.

As an Undead Creature, you do not age in any capacity. You also regain any lost youth, bringing your body to the strength, power, and endurance that you had when you were roughly 25 years old. If you were younger than 25 years old when you were turned, you instead age at the same rate until you get to the age of 25 years old.

You no longer need to sleep or breathe air, and you gain immunity to Poison damage and the Poisoned Condition.

You are unable to feel pain, except for Radiant damage which is extremely painful. When damaged by The Ripple you take double damage. When exposed to direct sunlight, you and/or your Head, depending on what parts were exposed, take 10d12 Radiant damage. This damage cannot be reduced or negated in any way.

You have two health pools in the form of Body HP and Head HP. When someone attempts to hit you with an attack, they must choose whether to aim for your Head or your Body. Your Body has an amount of Hit Points equal to what your class would give to you and whatever AC you would have normally. However, your Head has a smaller amount of Hit Points based on the type of Undead that you are, and an additional amount of AC equal to your Proficiency Bonus.

Given To: Zombies, Ghouls, Vampires, Enhanced Pillar Men

Vampire Creation

You have grown very powerful, and now have the ability to create other greater Undead with relative ease.

If you expose a large amount of your blood to a recently deceased living being or corpse of the same species as you, you may spend 250 energy to make them into a Vampire.

A recently deceased living being returns to life with full Hit Points as a Vampire one Turn after exposure, but a corpse returns to life 1d4 minutes after exposure.

Given To: Vampires

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 for a Human. You can fit yourself through small spaces, reknit bones, and fractures in them almost instantly, and even fully heal from sunlight/Ripple inflicted wounds, without having to pick away the scar first (although this takes a decent amount of time).

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 is a Bonus Action. You may also put muscular cells and bones in places where they should not be normally.

Given To: Vampires

Vampiric Dormancy

Normally, as a Vampire, you must consume at least 10 energy per month in order to sustain yourself. However, you may also choose to enter a completely dormant state, in which your body ceases all but the most vital of functions.

In order to be woken up, you must set a specific trigger to be awoken to or experience a significant change in sensory input, such as your place of rest being moved or opened.

For every year that goes by, 2 energy is consumed. If the amount of total energy you have falls to 0 or less, you die.

Given To: Vampires

Vampirification

Vampires are a greater form of Undead, and while a skilled Human warrior may be able to dispatch of a Zombie or possibly a Ghoul, most Humans will fall before your might as a Vampire.

When you become a Vampire, your physique changes to become more powerful. Your Strength, Dexterity, and Constitution are all increased to 15 if they are less than that. If one or more of those Ability Scores is already at or above 15, they're increased by 2 instead. Your maximum for each Ability Score is now 30.

Vampires have an amount of Head Health equal to $1d4 +$ their Constitution Modifier per their total non-Vampire levels in HP. Their Head has an AC equal to your regular AC + your Proficiency Bonus.

As an Action, a Vampire may perform a great feat of strength. They may lift, push, or throw an amount of kilograms equal to their Strength Score multiplied by 100 kilograms. This may also be used to break down walls, etc.

Vampires regenerate rapidly, being able to heal an amount of Hit Points equal to double their Constitution Modifier every Turn. When you regenerate, you may choose which Hit Points go to your Head and which ones go to your Body. Wounds caused by Ripple or sunlight take 10x as much time to heal, but this is purely aesthetic and doesn't affect your regeneration mechanic.

Additionally, Vampires are particularly effective at using Unarmed Strikes. Their base damage increases from $1d4$ to $2d8$.

Vampires are able to easily pass as humanoid, with most untrained Humans entirely unable to tell the difference between you and any other Human unless you visibly display your power.

Vampires must consume at least 10 energy per month in order to sustain themselves.

If any Vampire Ability requires another creature to make a Saving Throw of some sort, the DC for that Save is equal to $8 +$ your Proficiency Bonus + your Charisma Modifier.

Should a Vampire be exposed to the Completed Stone Mask, they may be able to become an Ultimate Being.

Given To: Vampires

Vicious Misfortune

While in possession of The Holy Corpse, if either you injure someone and 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. For 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 full turns for one of these wounds to become fatal. If healed at least 50 HP by a Stand's power, the Ripple, or a different supernatural technique 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. If the damage is restored, the receiver of the wound simply drops to 0 HP and becomes stable, rather than dying.

Given To: Holy Corpse Holder

Warrior Fighting Style

Choose one of the following Fighting Styles:

Disciplined: You gain Proficiency in 2 Saving Throws of your choice

Dual Wielding: When you make an Attack using two weapons with the Light property, you can make an amount of additional Attacks equal to half your Proficiency Bonus as a Bonus Action.

Powerful: Rather than using your regular AC, you may choose to have your AC be 10 + Strength Modifier + Con Modifier.

Swift: You gain an additional 5m of Movement Speed.

Unshakable: You have Advantage against any effect that would attempt to move you against your will or knock you Prone.

Given To: Warriors

Weapon Aficionado

You may add your Proficiency Bonus to Attack Rolls whenever you use a weapon or your Unarmed Strikes, in addition to any other bonuses you may get including Weapon Proficiencies.

Additionally, once per Short Rest when missing an Attack Roll you may instead choose to make the number you rolled a 20, guaranteeing a Critical Hit.

Given To: Warriors

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 draw and put away Spheres as Free Actions.

Given To: Spin Users

Zealous Focus

Your Stand is unable to be affected or impeded by any Ability that requires the Stand to make an Intelligence, Wisdom, or Charisma Saving Throw. In addition, they are not fooled by illusions.

Given To: Remote-Type Stands

Zombie Infection

When you kill a living humanoid, you may choose to have them return as an Undead shade of their former self, hungry for living flesh. They revive as a Zombie after 1d4+1 Turns.

You may also create a Zombie from an already deceased corpse by exposing yourself to their blood (via bite or transfusion). They revive as a Zombie in 2d12 Turns.

Ripple users are immune to this infection.

Given To: Zombies, Ghouls, Vampires, Enhanced Pillar Men

Zombification

As the weakest kind of Undead, Zombies are far easier to dispatch than other Undead, able to be dealt with relatively easily through the use of significant force or conventional weaponry. However, they are not to be underestimated.

Zombies have an amount of Head Health equal to half of their Constitution Modifier per their total Level. Their Head has an AC equal to your regular AC + your Proficiency Bonus.

As an Action, a Zombie may perform a great feat of strength. They may lift, push, or throw an amount of kilograms equal to their Strength Score multiplied by 50 kilograms. This may also be used to break down walls, etc.

Zombies heal at a rate around 3x as fast as a Human. Wounds caused by Ripple or sunlight take 10x as much time to heal as a normal wound for a Zombie.

Additionally, Zombies are particularly effective at using Unarmed Strikes. Their base damage increases from 1d4 to 1d8.

Due to your rotting flesh, you are obviously not Human at a first glance, and even if you use perfumes and a cloak to mask it, you still have Disadvantage on any Check to pass yourself off as Human.

Zombies must consume an amount of Human flesh equal to their body weight per month, or five times their body weight in animal flesh per month in order to sustain themselves.

If a Zombie is able to sustain themselves while separated from a greater Undead master for a year or longer, they are able to gain some strength and become a Ghoul. Their Undead master may also decide that they are more useful as a Ghoul and may use Ghoul Creation to convert them into a Ghoul.

Alternatively, should they be exposed to the Stone Mask or the Completed Stone Mask, they may be able to become a Vampire or Ultimate Being, respectively.

Given To: Zombies

Zoom Punch

As an Attack, for 1 Ripple Point, you may make a melee Attack with a reach of up to 3 meters that deals an additional amount of damage equal to your Unarmed Dice.

Given To: Ripple Users

WEAPONS

Weapons and Stands:

Normal weapons cannot damage Stands. However, if you take the Energy Imbuement Feat, when an object is imbued (or incorporated into the Stand itself) it deals the same kind of damage that it would normally, but it can now affect Stands (for example, Slashing becomes Stand Slashing).

If your Stand wields a weapon or has a weapon incorporated into it, it may attack using its own stats rather than that of the user. For example, Strength becomes Power, Dexterity becomes Precision, and Constitution becomes Durability.

Weapon Types:

A weapon falls into four kinds of categories: Simple, Martial, Explosive, or Improvised. Certain Feats will give Proficiency in the use of these weapon types.

Simple: A weapon that anyone with a small amount of training could reasonably wield. Martial Artists and Sharpshooters often make effective use of these simple and reliable weapons (Examples of Simple Weapons: Any D&D 5e Simple Weapons, Pistols, Double-Barrelled Shotguns, Revolvers). The Simple Weapon Focus and Professional Weapon Training feats give Proficiency in the use of these weapons.

Martial: A weapon that takes a higher level of training and maintenance. Extensive or Military weapons are examples of this. Typically more powerful, but also far more complicated (Examples of Martial Weapons: Any D&D 5e Martial Weapons, Assault Rifles, Miniguns, Sniper Rifles). The Professional Weapon Training feat gives Proficiency in the use of these weapons.

Explosives: A weapon that detonates violently in a radius, destroying itself and much of its environment in the process, with any creature caught within the radius making a Dexterity Saving Throw against the DC of the weapon. Thrown or detonated explosives are destroyed when used, but Explosives that have the Ranged Property only have their ammo detonated (Examples of Explosives: Gasoline Tanks, Grenades, RPGs). The Demolitionist feat gives Proficiency in the use of these weapons.

Improvised: Objects found within an environment not intended to be used as weaponry. They use the user's Strength for attack and damage rolls, use a d4 for their damage die, and have a 5/15 range, should you choose to throw them (Examples of Improvised Weapons include: Hubcaps, Steel Chairs, Wrenches). The Martial Arts and Tavern Brawler feats give Proficiency in the use of these weapons.

Weapon Attributes:

AC Bonus: While equipped, this item increases your Armor Class

Ambush: Whenever you attack a target who is Surprised with this weapon, if you hit your target, you automatically deal a critical hit.

Bulky: Before you use this weapon to attack, you must use your Bonus Action to Brace.

Complex: Rather than taking one attack to reload, this weapon requires three attacks to reload.

Concealed: Gives a bonus equal to the number provided by this attribute on all attempts made to conceal the weapon.

Firearm: Creates a loud noise when fired, ammo does not function when wet, and when a nat 1 is rolled on attack rolls with a weapon with this attribute, the weapon becomes jammed, and an Action must be spent to make it function again.

Flame: Whenever the target of the attack takes fire damage, if the target is flammable, they are set ablaze.

Hunker: If you have not moved this turn, you may reduce your Movement Speed to 0 and gain Cover as a Bonus Action.

Light: When you wield two weapons with the Light property at once, you may make an additional attack without penalty on your turn as a Bonus Action using either weapon.

Point Blank: You may make ranged attacks in melee without penalty.

Radius: The range in which you must make a Dexterity Saving Throw against an explosive.

Ranged: This weapon can fire up to its short range (the top number), or as far as its long range (the bottom number) with Disadvantage. Firing within melee range imposes Disadvantage.

Reach: This weapon can attack targets from an additional meter away.

Reliable: A firearm that does not jam when a nat 1 is rolled on an attack roll.

Reload: How many times the weapon must be fired before an attack must be spent to reload.

Remote: An explosive that may be detonated as a Bonus Action, up to 1 kilometer away.

Return: After making a Thrown Weapon attack with the weapon, you may use your Reaction to catch it, putting it back in your inventory.

Siege: Deals double damage against objects.

Timer: You may set an amount of time for an explosive device. After the timer runs out, the explosive detonates. Can be set for up to 12 hours between priming and detonation.

Thrown: This weapon can be thrown to its short range (the top number), or as far as its long range (the bottom number) with Disadvantage. Throwing within melee range imposes Disadvantage.

Two-Handed: This weapon required two hands to attack with. May be carried using a singular hand.

If you are not Proficient in the use of a weapon, you may still use it, but you may not add your Proficiency Bonus to attack rolls using it. If you do not meet the prerequisite for a weapon (for example, Strength 13+), your attacks with that weapon have disadvantage.

Name	Weapon Type	Attributes	Specialization Type	Stat/DC	Damage	Prereq.
Assault Rifle	Martial	Firearm, Ranged (15/45), Reload (6), Two-Handed	Rifle	Dex	3d4 Piercing	Con 13+
Atlatl and Dart	Simple	Ranged (15/45)	Rifle/Thrown	Str/Dex	1d8 Piercing	N/A
Boomerang	Martial	Return, Ambush, Thrown (10/30)	Melee/Thrown	Str/Dex	1d6 Bludgeoning	N/A
Brass Knuckles	Simple	Concealed (+10), Light	Melee	Str	1d6 Bludgeoning	N/A
Buckler	Martial	AC Bonus (+1), Light	Melee/Shield	Str	1d6 Bludgeoning	N/A
C-4	Explosive	Radius (2 m), Remote, Siege, Timer	N/A	DC: 10 (Dex Save)	5d6 Thunder	Int 13+
Clackers	Simple	Concealed (+8), Light, Thrown (5/15)	Melee/Thrown	Str/Dex	1d4 Bludgeoning	Dex 15+
Dagger	Simple	Ambush, Concealed (+8), Light, Thrown (5/15)	Melee/Thrown	Str/Dex	1d4 Piercing/Slashing	N/A
Derringer	Simple	Ambush, Concealed (+5), Firearm, Light, Point Blank, Ranged (5/10), Reliable, Reload (4)	Sidearm	Dex	1d6 Piercing	N/A
Double Barreled Shotgun	Simple	Firearm, Point Blank, Ranged (5/30), Reload (2), Siege, Two-Handed	Shotgun	Con	2d12 Piercing	Con 15+
Dynamite Stick	Explosive	Concealed (+3), Radius (4 m), Thrown (15/15), Siege	N/A	DC: 15 (Dex Save)	4d6 Thunder	N/A
Flamethrower	Martial	Complex, Ranged (5/15), Reload (12), Flame	Heavy	Dex	3d6 Fire	Str 13+
Gasoline Tank	Explosive	Radius (10 m), Thrown (5/5)	N/A	DC: 10 (Dex Save)	2d6 Fire	N/A
Greatsword	Martial	Two-Handed	Melee	Str	1d12 Slashing	N/A
Grenade	Explosive	Radius (10 m), Thrown (25/25)	N/A	DC: 15 (Dex Save)	3d6 Thunder	N/A
Guided Missile Launcher	Explosive	Bulky, Complex, Firearm, Radius (3 m), Ranged (300/900), Reload (1), Siege	Heavy	DC: 25 (Dex Save)	3d6 Thunder	Str 13+
Halberd	Martial	Reach, Two-Handed	Heavy/Melee	Str	1d10 Slashing	Str 13+

Name	Weapon Type	Attributes	Specialization Type	Stat/DC	Damage	Prereq.
Handcannon	Martial	Firearm, Ranged (15/45), Reliable, Reload (6), Point Blank	Sidearm	Dex	1d10 Piercing	Con 15+
Hatchet	Simple	Light, Thrown (5/15)	Melee/Thrown	Str	1d6 Slashing	N/A
Heavy Crossbow	Martial	Point Blank, Ranged (20/60), Reload (1), Two-Handed	Rifle	Dex	1d10 Piercing	Str 13+
Light Crossbow	Simple	Point Blank, Ranged (10/30), Reload (1), Two-Handed	Rifle	Dex	1d8 Piercing	N/A
Longbow	Martial	Ranged (50/200), Two-Handed	Rifle	Dex	1d10 Piercing	Str 15+
Longspear	Martial	Reach, Versatile (1d8)	Melee	Str	1d6 Piercing	N/A
Longsword	Martial	Versatile (1d10)	Melee	Str	1d8 Slashing	N/A
Machine Pistol	Martial	Concealed (+1), Firearm, Light, Point Blank, Ranged (10/30), Reload (4)	Sidearm	Dex	3d4 Piercing	N/A
Marksman Rifle	Martial	Firearm, Ranged (100/300), Reload (8), Two-Handed	Rifle	Dex	1d10 Piercing	Dex 13+
Minigun	Martial	Bulky, Complex, Firearm, Ranged (20/60), Reload (12), Siege, Two-Handed	Heavy	Con	4d10 Piercing	Str 17+
Pistol	Simple	Concealed (+2), Firearm, Light, Point Blank, Ranged (15/45), Reload (9)	Sidearm	Dex	1d8 Piercing	N/A
Pump Action Shotgun	Martial	Firearm, Point Blank, Ranged (10/30), Reload (5), Siege, Two-Handed	Shotgun	Dex	2d10 Piercing	Con 13+
Revolver	Simple	Firearm, Point Blank, Ranged (15/45), Reliable, Reload (6)	Sidearm	Dex	1d8 Piercing	N/A
RPG	Explosive	Firearm, Radius (5 m), Ranged (200/600), Reload (1), Siege	Heavy	DC: 15 (Dex Save)	5d6 Thunder	N/A
Sawed-Off	Simple	Firearm, Light, Point Blank, Ranged (5/10), Reload (2), Siege	Shotgun	Con	1d12 Piercing	Con 13+
Shield	Martial	AC Bonus (+2), Hunker (Half)	Shield	N/A	N/A	N/A

Name	Weapon Type	Attributes	Specialization Type	Stat/DC	Damage	Prereq.
Shortbow	Simple	Ranged (20/60), Two-Handed	Sidearm	Dex	1d6 Piercing	N/A
Shortspear	Simple	Thrown (5/15), Versatile (1d8)	Melee/Thrown	Str	1d6 Piercing	N/A
Sledgehammer	Simple	Siege, Versatile (1d10)	Melee	Str	1d8 Bludgeoning	N/A
Sling	Simple	Concealed (+8), Ranged (40/120)	Sidearm/Thrown	Str/Dex	1d6 Bludgeoning	N/A
SMG	Martial	Firearm, Point Blank, Ranged (20/60), Reload (5), Versatile (1d10)	Sidearm/Rifle	Dex	1d8 Piercing	N/A
Sniper Rifle	Martial	Ambush, Bulky, Firearm, Ranged (600/1200), Reload (4), Two-Handed	Rifle	Dex	1d12 Piercing	Int 15+
UV Cannon	Martial	Bulky, Ranged (10/30), Reload (4), Two-Handed	Heavy	Dex	5d12 Radiant (Against Undead Only)	N/A
UV Flashlight	Simple	Concealed (+8), Light, Point Blank, Ranged (3/15), Reload (15)	N/A	Dex	4d6 Radiant (Against Undead Only)	N/A
Zweihänder	Martial	Bulky, Reach, Two-Handed	Heavy/Melee	Str	3d6 Slashing	Str 15+ AND Dex 15+

FEATS

Over time, those in combat may acquire talents or skills through practice or experience. Regardless of Level or Class, everybody earns skills at the same pace. When you level up in a Class, you may switch out which Feats you have.

Level	Number of Total Feats	TOTAL NUMBER OF FEATS
1-5	2	Even if a character were to go above Level 20, the maximum total amount of Feats one creature can have is Six (with the exception of Feats gained through Class Features).
6-10	3	
11-15	4	
16-19	5	
20	6	

ADRENALINE RUSH

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

Description:

The body has a remarkable tendency to keep itself alive in tough situations, and your body is even better at doing so.

Effects:

- As a Bonus Action, you may gain Advantage on all Strength, Dexterity, and Constitution Saving Throws until the beginning of your next turn. You also gain an amount of temporary Hit Points equal to your Level which remain until your next Short or Long Rest.
- You may use this Feat an amount of times equal to your Strength Modifier per Long Rest.

ANCHORED IMMUNITY

Prerequisite: Must be a Stand User with the Anchored Stand Class Feature

Description:

Due to the Nature of your Stand, there are some things that simply cannot harm you.

Effects:

- You and your Stand may gain Immunity to two damage types of your choice, but you gain Vulnerability to a damage type of your choice as well.
- These Immunities and Vulnerabilities should tie in to your Stand's Anchor or Ability. For example, a Stand made out of Fire could be immune to Fire and Radiant Damage, but be vulnerable to Cold damage.
- If you gain Immunity to Bludgeoning, Slashing, or Piercing, you only gain one Immunity instead of two.
- You also become immune to the Stand counterpart of the chosen type(s).
- You may gain Immunities at the cost of Vulnerabilities as many times as you wish.
- Vulnerabilities gained through this Feat cannot be canceled out by Resistance or Immunity gained through any means.

ART OF DISTRACTION

Prerequisite: Proficiency in Performance Checks

Description:

People are easy to fool, this is something that you've learned over years of experience.

Effects:

- You're able to trap a helpless person within a conversation by spending your Action each turn and rolling a Performance Check against a single, non-hostile target's Wisdom saving throw. While keeping this individual distracted in this way, their movement speed is reduced to 0 and they cannot roll higher than 10 on a Perception Check, and their Passive Perception is now restricted to 10 at most.
- You may keep a person trapped in this conversational purgatory for up to 10 minutes, until you stop spending your Action or they succeed on their save, or something very obviously out of the ordinary happens in a way that you can't explain.
- Additionally, you have figured out a way to enthrall several people by using your Action each turn to may keep an amount of non-hostile people equal to your Charisma Modifier focused on what you're doing for up to a minute. Anyone caught in this effect has Disadvantage on all Perception Checks, and has a -5 penalty to their Passive Perception.

ASSASSIN

Description:

You've spent a lot of time in the shadows and know how to keep yourself concealed.

Effects:

- Whenever you use an attack or weapon with the Ambush property and have Advantage on the attack or an ally is within melee with your target, you deal an additional amount of d8s of damage equal to your Proficiency Bonus (which are doubled if the opponent is Surprised).
- You may only apply this additional damage once per round.

BLENDED FIGHTING

Prerequisite: Must be a Stand User of Level 1 or higher.

Description:

Your Stand is certainly a powerful weapon, but that won't stop you from fighting as well.

Effects:

- When you make at least one Attack using your Stand you as the User may also make an Attack as a Bonus Action. This attack may be made with a Weapon, Unarmed Strike, or any other Action that counts as a singular attack (such as a Grapple). This attack must use your own Stats, not your Stand's.

BRUTALITY

Description:

You've seen a lot of combat and have learned not to hold back.

Effects:

- When you drop an enemy to 0 HP, you may spend another Attack to kill them instantly. When you do so, you may make a free Charisma (Intimidation) check against any enemies within a 5 meter radius. They contest with a Wisdom Saving Throw, and if they roll lower they become frightened of you until the end of their next turn.

CALCULATING

Prerequisite: Must be a Level 1 Stand User or higher

Description:

A lot of Stand Users have their ability's strength tied to their willpower, but that is not always the case. Some use knowledge or their surroundings to make their abilities terrifying.

Effects:

- You may use Intelligence, Wisdom, or Charisma to determine your Stand DC, and your Stand DC increases by 2.

CATLIKE AGILITY

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

Description:

Your reflexes are faster than that of the average person.

Effects:

- Once per short rest, you may Dodge as a Bonus Action.
- Additionally, while Dodging through any means, you may reduce incoming damage by half until the start of your next turn.

CLEVER DISGUISE

Description:

You're used to getting away from people and fighting from a distance. However, if those coming after you have seen your face or recognize you in any way, you may need a new set of clothes and a haircut to pass yourself off as someone else.

Effects:

- As an Action, you may create a disguise for yourself. While disguised in this way, you have Advantage on passing yourself off as someone other than yourself.
- Any attempts to determine your true identity are made with Disadvantage while the disguise is intact.
- Additionally, you gain Proficiency in the use of a disguise kit.

COMBAT MEDIC

Prerequisite: Int 13+ or Medical Expert

Description:

Your medical knowledge is priceless on the battlefield.

Effects:

- You may make Medicine Checks as a Bonus Actions.
- If you have a first aid kit or something similar you may make a DC 15 Medicine Check as an Action upon a creature that you can touch. On success, the creature may spend an amount of Hit Dice equal to their Proficiency Bonus to heal that amount plus your Level.

COMMENTATOR

Description:

You're able to follow what's happening in combat and describe it for others.

Effects:

- As a Reaction, you may use the Help Action on an ally within 10 meters. However, your character must narrate what they are doing (Like Speedwagon).
- You may do this an amount of times equal to your Charisma Modifier per Long Rest.

CONSISTENT ACCURACY

Description:

You're very skilled at judging distance and accurately striking your target.

Effects:

- Whenever you make a ranged weapon attack, thrown weapon attack, a Stand's Ranged Attack, or balls for use with The Spin, before you hear if the result hits your target or not you may choose to make the roll of the attack 10, and then add all of your typical modifiers. You may use this ability once per Short or Long Rest.
- Additionally, whenever you have Advantage on one of the types of ranged attacks mentioned above, you may roll 3 dice rather than 2, and take the highest of the result.

CONSISTENT SKILLS

Description:

You've practiced your craft over and over again, to the point of perfection.

Effects:

- Whenever you make a Skill Check that you are Proficient in and roll a 7 or lower on the d20 roll, you may instead treat the roll as an 8, then add your regular modifiers.

DEADLY ACCURACY

Prerequisite: 13 Dexterity or higher

Description:

Your aim is steady and true, and you know exactly where to fire to maximize damage.

Effects:

- When making an Attack with a weapon you may choose to use a full Action and Bonus Action to attack. If you choose to do this, you can add your To-Hit Bonus twice.
- Upon a successful Hit, you may roll double the Damage Dice that you would roll normally and gain Advantage on them.
- This Feat may be activated even when you use the ability that gives you Advantage on a Sniper Rifle.
- When used with Ranged Attack this Feat instead only gives Advantage on the Damage Dice rolled.

DEFENSIVE STANCE

Description:

You enter a more defensive stance, allowing you to redirect most of the energy from powerful blows, rather than focusing on avoiding damage.

Effects:

- When taking the Dodge Action, you may choose to take a quarter (rounded down) damage from enemy attacks instead of the normal effect of Dodge.

DEMOLITIONIST

Description:

You've handled your fair-share of explosives, and know how to do so safely.

Effects:

- You gain Proficiency in the use of Explosives.
- When you detonate an Explosive weapon, the DC for the save increases by your Proficiency Bonus.
- Additionally, you gain Advantage on any Check made to disarm or set up an explosive device, as well as Saving Throws made against them.

DUELIST'S AGILITY

Prerequisite: 13 Dexterity or higher

Description:

Through training, you have mastered the art of offense through defense, allowing you to lash out at opponents whenever you are struck.

Effects:

- Once per Short Rest, you may Dodge as a Bonus Action.
- Additionally, when Dodging through any means, any time you take damage from an Attack or Saving Throw effect, you may make a single Attack for free targeting whoever damaged you.

ENERGY IMBUEMENT

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

Description:

Some Stand Users are able to extend just a little bit of energy into a physical object, making it a permanent part of their Stand.

Effects:

- You may make an object a permanent part of your Stand by imbuing it with Stand Energy for 8 hours.
- The object now deals Stand damage and 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 and it regenerates mass at a rate of 1kg/hour.
- If the object is a Ranged Weapon then you may refill its ammo to maximum capacity as a single Attack at the cost of 1 Stand Energy.
- If the weapon is non-explosive and its maximum capacity is less than 5, you still get 5 'shots' before needing to expend Stand Energy again.
- This Feat may not be replaced once the object is permanently imbued.
- You may take this Feat multiple times if desired.

ENHANCED STAND SENSES

Prerequisite: Must be a Stand User with the Class Feature Detached Senses

Description:

You have spent enough time looking through your Stand that it feels as comfortable as using your own senses.

Effects:

- As an Action, you may focus on one or more of the particular senses of your Stand to a superhuman degree. Being able to see clear details from a kilometer away, hearing a nearby foe's heartbeat, or detecting a change of humidity in the air using touch are all examples of ways this ability may be used.
- When your Stand is summoned, you gain +10 to your Passive Perception, as well as any Perception Checks that you make with it.

EXEMPLAR

Description:

You're an inspiring person that leads by example and you serve as a model for others to look up to.

Effects:

- At any time, you may give 1 point of inspiration to an ally of your choice.
- You may use this Feat once per Long Rest, and if this point of inspiration is not used by the next Long Rest (or day), it expires.

FAMILIAR BOND

Description:

You have an animal companion that you have built a significant bond of trust with.

Effects:

- Choose an animal to be your companion, then head to the Familiar System to build them.

FAMILIAR FIGHTING SPIRIT

Description:

Your Familiar is quite special, and through its strong fighting spirit, has developed a Stand of its own.

Effects:

- In order for your Familiar to have a Stand, **both of you must have this Feat.**
- Your Familiar now uses Stand features rather than the ones normally gained by Familiars.
- They still roll Familiar stats for determining Ability Scores, they keep their size, may only use Familiar Feats, and they use the Familiar's scaling Ability dice.

FORTUNE TELLER

Description:

Some people have a gift that allows them to see Fate's inner workings. This allows them to see the future in a very specific way that isn't very helpful until the time of divination comes to pass.

Effects:

- At the end of each Long Rest, roll 3d20 and write the result of each roll down.
- At any point, you may replace a d20 roll for an ally, yourself, or an enemy with one of the d20 rolls written down.
- Once you have used a number, it cannot be used again.

GUARDIANS WRATH

Prerequisite: Revenge-Type User Level 1+

Description:

You're passionate about protecting those close to you and will lash out at those who bring them harm.

Effects:

- Whenever someone you consider to be a close ally or friend fulfills one of the conditions where Grudge Points are gained, you gain a Grudge Point.
- You may only have one ally at a time where these conditions are met, and you may change which one you have selected as a Bonus Action.

GUERRILLA FIGHTER

Description:

You make use of irregular tactics in combat, including ambushes, sabotage, and hit-and-runs.

Effects:

- You may hide as a Bonus Action.
- For you, Half Cover counts as Three-Quarters Cover, and Three-Quarters Cover counts as Total Cover.
- You may get up from the Prone Condition as a Reaction, or by spending only 1m of Movement on your turn.

HEADHUNTER

Description:

You've fought the Undead many times before, and you know their tricks and how to best defeat them.

Effects:

- You may add your Proficiency Bonus an additional time for any Attack Roll made against an Undead Creature's Head.
- You gain Advantage on any Saving Throws against effects inflicted by an Undead Creature.

HEART OF LIES

Prerequisite: You must not have the Heart of Truth Feat

Description:

You've defeated countless enemies and overcome all challenges presented to you, dropping every foe in your way.

Effects:

- When one of your attacks kills an enemy, roll a d4. If you roll a 4, you gain 1 point of Inspiration.

HEART OF TRUTH

Prerequisite: You must not have the Heart of Lies Feat

Description:

You've gone through a lot in life. You've witnessed struggle, pain, and possibly even death itself. You've seen the absolute worst of Humanity. and that is why it is of absolute importance that you achieve your goals.

Effects:

- Whenever you or an ally within 5 meters of you uses a point of Inspiration, you may roll a d4. If you roll a 4, they regain the point of Inspiration spent.

HEAVY SLEEPER

Prerequisite: Cannot have Light Sleeper.

Description:

You rest efficiently, and can sleep through almost anything.

Effects:

- You only need to sleep for 4 hours to gain the benefits of a Long Rest. The rest of the time may be spent doing light activities.
- You may take a 5 minute nap to gain the benefits of a full Short Rest. Additionally, you may either restore 2 expended Hit Dice or regain one use of a Feature or Ability that would normally be restored on a Long Rest.
- You may take a nap like this equal to half of your Proficiency Bonus rounded down each Long Rest.

HEAVY SPECIALIZATION

Description:

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.

Effects:

- When you Brace with a Heavy Weapon, you gain a +2 bonus to your Armor Class until the beginning of your next turn.
- You gain Proficiency in the use of any weapon with the "Heavy" specialization type.
- If you are already Proficient in the use of a Heavy Weapon that you use, you may instead gain expertise.

IMMEDIATE CONNECTION

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

Description:

You've spent a lot of time around other people, both those that you know very well as well as strangers.

Effects:

- You gain Advantage on all Persuasion and Deception Checks on people that you've met within the past 24 hours.

IMMENSE IMPACT

Description:

You're used to utilizing momentum to attack your foes with a powerful attack, hitting them immediately and head-on.

Effects:

- This first attack you make after moving in a straight line towards your target deals extra damage equal to the amount of meters moved before attacking this turn. The maximum additional damage you may deal with this attack is equal to your level.
- You may also perform a Charge Attack, allowing you to make one free melee attack after moving in a straight line. You may use this ability once per turn.

IMPECCABLE AGILITY

Prerequisite: 13 Dexterity or Higher

Description:

Your reflexes and awareness are polished, allowing you to avoid or absorb attacks with ease.

Effects:

- Once per Short Rest, you may Dodge as a Bonus Action.
- Additionally, while Dodging through any means, you gain an amount of AC equal to your Proficiency Bonus.
- If you are a Stand User, you may instead choose to double your Stand AC.

IMPROVISED HEALING

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

Description:

You've spent a lot of time out in the wild, simply trying to survive in an unforgiving environment.

Effects:

- As part of a Short Rest you may make a Nature or Survival check. For every 5 points that you roll on the skill check, you may perform one of the following actions on an additional friendly creature (5 or above for 1 creature, 10 for 2, etc). The actions you can perform include:
 - Restore an amount of Hit Points to them equal to your Level.
 - Allow an ally afflicted with a disease or poison to make a Saving Throw against it with Advantage. If the Saving Throw is successful, the effect ends.
 - You may create a makeshift first aid kit. You may have a maximum amount of these equal to your Proficiency Bonus. You may use one as an Action, which allows you to make a Medicine Check with Advantage. In addition, the target gains an amount of temporary Hit Points equal to half your Level, which remain until they are used or until the end of their next Short Rest.

INTERPRETER

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

Description:

Through time spent learning languages you have gotten much better at learning new ones as well as decoding unknown languages.

Effects:

- You learn an additional 4 languages of your choice.
- You are also able to quickly teach people who are unfamiliar with a language that you know basic words, symbols, and cultural norms that are particularly relevant over the course of a Long Rest. Even if they cannot comprehend the language fluently, they are able to use basic communication to gesture towards simple ideas, concepts, or ask for someone who speaks a language that they know.
- Additionally, you have advantage on any Skill Check to attempt to comprehend an unknown language.

JACK OF ALL TRADES

Description:

You're decently skilled at just about everything.

Effects:

- You may add half of your Proficiency Bonus (rounded down) to all Skill Checks that you do not have Proficiency or Expertise in.

LEVEL-HEADED

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

Description:

Your level head allows you to get out of most situations using your experience and clever mind.

Effects:

- When making a Wisdom or Charisma Saving Throw, you may instead choose to make an Intelligence Saving Throw.
- Additionally, when you make a Wisdom or Charisma Skill Check, you may replace the Ability Score used with Intelligence.
- You may use this Feat for Skill Checks once per Short Rest.

LIGHT SLEEPER

Prerequisite: Cannot have Heavy Sleeper

Description:

You regain consciousness fairly quickly.

Effects:

- While sleeping, you may use your Passive Perception as you would while conscious.
- You only need to succeed 2 Death Saves to become Stable, and upon becoming Stable you may expend an amount of Hit Dice equal to your Proficiency Bonus to regain HP.
- You may also expend Hit Dice when being revived via an ally's Medicine Check.

MARTIAL ARTS

Description:

Through knowledge and training you have become remarkably effective in unarmed combat.

Effects:

- When you attack with an unarmed strike, you may deal 1d8 Bludgeoning damage instead of 1d4.
- Additionally, when you make an Athletics check to Shove or Grapple a target, you may use Dexterity or Strength for the check. You may also give a target the Restrained Condition if you spend a full Action to make an additional grapple check against the target. If you are successful, you may give the target the Restrained Condition, so long as you continue to use your full Action every turn to keep them restrained, and you do not move.
- Furthermore, you gain Proficiency in the use of Improvised Weapons, and Expertise in Unarmed Strikes or Melee Attacks using your stand.

MASSIVE STAND

Prerequisite: Enhancement-Type or Independent-Type User Level 1+

Description:

Through training and experimentation, you have discovered that you may increase a Stand's size, so long as you have enough material to do so and it is relatively close to you.

Effects:

- Your Stand is able to increase by one size category, so long as you have enough material for your Stand to anchor onto. Each size category increase requires an amount of material equivalent to twice your Stand's current mass of material. You may estimate this or ask your DM to estimate it, no need to do volume and density math to figure it out.
- You may take this Feat up to three times, increasing by another size category (and doubling the required material mass) for each one.
- For each category increase, your Stand must be closer to you. For one category, it must be within half of its Range, a quarter for two, and an eighth for three.
- Due to the increase in size, your Stand gains the following benefits:
 - Your Stand's Attack dice increase, giving an additional 1d10 before Level 11 or an additional 2d8 after, per category increase.
 - Your Stand's melee Attacks have a sweeping effect, causing them to hit everyone within a 1m cone rather than a single target. The radius of this cone increases by 1m for each category increase. You only need to make one Attack Roll against the ACs of all targets in range.
 - Your Stand has more lifting and carrying capacity relative to its new size.
 - Your Stand gains an additional amount of Damage Reduction equal to its Durability Modifier for each additional category increase.

MELEE SPECIALIZATION

Description:

Through knowledge and training you have become remarkably effective at fighting using melee weapons.

Effects:

- When you are hit with a melee attack and wielding a melee weapon, you may use your Reaction to add a bonus to your AC equal to your Proficiency Bonus against all melee attacks until the start of your next turn.
- When you deal damage with a melee weapon on your turn, you may reroll the damage dice once per turn. You must keep the new roll.
- You gain Proficiency in the use of any weapon with the "Melee" specialization type.
- If you are already Proficient in the use of a weapon with the melee category, you instead gain expertise.

MENACING AURA

Description:

You radiate threatening energy.

Effects:

- You may make an Intimidation Check as a Bonus Action.
- When you make an Intimidation Check, you may choose an amount of creatures within 5 meters equal to your Proficiency Bonus. These creatures must contest the result of your Intimidation check with a Wisdom Saving Throw, becoming Frightened until the end of their next turn on a failed Save.

MOTIVATED

Description:

You have an incredible tendency to bounce back, even when the odds are stacked against you.

Effects:

- When you fail a Saving Throw, you may instead choose to succeed.
- You may use this Feat an amount of times equal to half your Proficiency Bonus (rounded down) per Long Rest.

NATURAL TALENT

Description:

Through a combination of experience and natural-born talent you have gotten very good at certain tasks.

Effects:

- Choose up to Two Skills that you are Proficient in and gain Expertise in them.
- You may take this Feat multiple times if desired.

PARANOIA

Description:

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.

Effects:

- You may add your Proficiency Bonus to your Initiative Bonus, and enemies that attempt to surprise you get Disadvantage instead of Advantage on their Surprise Attack.
- Additionally, you may use your Stand to defend against surprise attacks if you have one.

PERFECTED CRAFT

Description:

You've spent countless hours training a specific skill, and it's clear that effort paid off.

Effects:

- You may choose to gain Mastery in a skill that you have Expertise in, allowing you to add your Proficiency Bonus to it 3 times.

PRACTICAL EXPERIENCE

Description:

Experience happens to be a great teacher, and you've learned a lot.

Effects:

- You may gain Proficiency in any four artisan's tools, instruments, languages, or Skills.

PRESSURE POINT MANIPULATOR

Description:

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.

Effects:

- When you land an unarmed strike or melee Attack with your Stand you may use your Bonus Action to force your foe to make a Constitution (or Durability) Saving Throw against a DC of 8 + Proficiency Bonus + Wisdom Modifier. If they fail, they are stunned until the end of their next turn.

PROFESSIONAL WEAPON TRAINING

Description:

Through either extensive or military training, you know how to use almost any weapon.

Effects:

- You gain Proficiency in the use of Simple and Martial Weapons.
- If you are already Proficient in the use of either Simple or Martial Weapons, you instead gain expertise.

QUICK ON YOUR FEET

Description:

You're used to getting out of difficult situations using your wit.

Effects:

- You may gain Expertise in a Saving Throw that you're already Proficient in.
- You may gain Proficiency in two Saving Throws of your choice.

RESILIENT

Description:

Through luck or some sort of early exposure, you've become resistant to specific types of damage.

Effects:

- You and your Stand may choose to either become resistant to Piercing, Slashing, or Bludgeoning damage, or become resistant to any other three damage types of your choice.
- You also become resistant to the Stand counterpart of the chosen type(s).
- If you have a Damage Vulnerability, you may not use a Resistance to cancel it out.
- You may take this Feat multiple times if desired.

RIFLE SPECIALIZATION

Description:

Through training and patience, you have gained the ability to accurately use rifles.

Effects:

- When you hit with a 19 or a 20 on a 20-sided die to attack with any Rifle, that counts as a critical hit.
- You may attack at long range without disadvantage with any weapon with the "Rifle" weapon specialization type.
- You gain Proficiency in the use of any weapon with the "Rifle" specialization type.
- If you are already Proficient in the use of a Rifle that you use, you may instead gain expertise.

SCARFLESH

Description:

You've gone through a lot of physical trauma, and your body has learned to adapt accordingly. Scar tissue is beginning to build up on your skin, as well as internally.

Effects:

- You gain Damage Reduction equal to twice your Constitution Modifier at the top of Initiative every round.
- This Damage Reduction doesn't conflict with Stand Damage Reduction, and unlike Stand DR, applies on any hit.

SENTIENT STAND

Prerequisite: Cannot have Detached Senses.

Description:

You and your Stand have two separate minds and personalities, and your Stand may act independently from you. Your Stand might even have different strengths and weaknesses from you.

Effects:

- In order for you and your Stand to communicate, you must be within line of sight of each other, or have some other method of communication like walkie-talkies or a phone call.
- You and your Stand may have different mental stats (Intelligence, Wisdom, and Charisma) and Proficiencies from you. The mental stats may be shuffled around, but the values must remain the same. For example, a user might have 8 Intelligence, 19 Wisdom, and 14 Charisma while the Stand has 19 Intelligence, 14 Wisdom, and 8 Charisma.
- When Levelling-Up your Stand, you may not put points into these mental stats. However when the User gains an Ability Score Improvement and puts points into their mental values, the Stands increase as well. For example if the User above decided to put 2 more points into their Intelligence increasing it to 10, the Stand's Charisma would also increase to 10.

SHARED STAND

Prerequisite: Others affected by this Feat must not have a Stand of their own and must also take this Feat.

Description:

Your Stand is uniquely able to be shared amongst several people with whom you share an extremely close bond, be it familial, friendly, or romantic.

Effects:

- Several people are able to use your Stand's Ability at once. However, your Stand gets a multiplier reduction of 2 for its physical stats, to a minimum of x1. For example, a Power-Type which would typically have a x4, x3, and x3 for its physical stats would only get x2, x1, and x1 to Power, Precision, and Durability respectively.
- Everyone affected by this Feat becomes a Stand User equal in Level, Stand-stats, and Ability to you. They may still have their own stats, Proficiencies, and Feats that differ from yours however.
- Your Stand may be shared with a maximum number of people equal to twice your Proficiency Bonus.

SHIELD PROFICIENCY

Description:

Through knowledge and training, you have learned to use Shields to their fullest effect.

Effects:

- Whenever you gain Cover using a Shield, you may share that Cover with another creature within 1m of you.
- Additionally, you may move with half of your Movement Speed while hunkered, allowing any creature you're sharing Cover with to move with you up to half of their Movement Speed as well as their Reaction.

SHOTGUN SPECIALIZATION

Description:

Through knowledge and training, you have gained the ability to use shotguns to remarkable effect.

Effects:

- When you hit a medium or smaller creature with a shotgun blast at short range or closer, you may choose to cut the damage that you deal in half. When you do so, you may force them to make a Constitution Saving Throw (DC is 8 + your Constitution Modifier + Your Proficiency Bonus), and if they fail, you may knock them prone.
- You gain Proficiency in the use of any weapon with the "Shotgun" specialization type.
- If you are already Proficient in the use of a Shotgun that you use, you may instead gain expertise.

SIDEARM SPECIALIZATION

Description:

Through knowledge and training, you have gained the ability to use sidearms to remarkable effect.

Effects:

- You may reload any weapon with the "Sidearm" weapon specialization type as a Free Action.
- You gain Proficiency in the use of any weapon with the "Sidearm" specialization type.
- If you are already Proficient in the use of a Sidearm that you use, you may instead gain expertise.

SIMPLE WEAPON FOCUS

Description:

Through knowledge and training, you have gained the ability to use simple weapons to remarkable effect.

Effects:

- When you deal damage with a simple melee weapon, you may add an amount of damage equal to your Proficiency Bonus.
- However, when you attack with a simple ranged weapon, you instead add your Proficiency Bonus to the attack roll twice.
- You gain Proficiency in the use of Simple Weapons.
- If you are already Proficient in the use of Simple Weapons, you instead gain expertise.

SKIRMISHER

Description:

You focus on being light and mobile in combat, often sporadically attacking or making moves from a distance to harass the enemy.

Effects:

- You may Disengage as a Bonus Action.
- When you hit a creature with a Melee Attack, you may choose to make it so they cannot use Reactions until the end of their next turn instead of dealing damage.
- You gain Advantage on any Saving Throw or Ability Check that would attempt to restrict your movement (grappling, restraining, paralyzing, etc).

SPECIALIZED SAVE

Description:

You're quick on your feet and know how to navigate a battlefield.

Effects:

- Choose one of your six Ability Scores. When you fail a Saving Throw using that Ability Score against anything that deals damage, you only take half damage, and if you succeed you take none.

STROKE OF LUCK

Description:

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

Effects:

- When you roll a 1 on any roll, you may instead choose to make it a 20.
- You may use this Feat an amount of times equal to your Proficiency Bonus per Long Rest.

SUIT STAND

Prerequisite: Stand User Level 1+

Description:

Your Stand takes the physical form of a suit that covers you almost, if not completely.

Effects:

- Your Stand's Range Stat becomes 0, and it cannot be increased in any manner.
- Your Stand becomes bound in reality as a more tangible object. Therefore, when summoned it has a physical form that surrounds parts of or the entire User and is visible, even to those without a Stand. It is also now able to be affected by non-Stand damage types.
- You are now able to increase any stat (except Range) that your Stand has that you would normally be unable to increase. For example, an Ability-Type Suit Stand User could increase their Power and Durability past their initial values.
- Additionally, your Stand gets a multiplier boost of 2 for its physical stats. For example, a Power-Type which would typically have x4, x3, x3 for Power, Precision, Durability would get boosted to x6, x5, and x5 respectively as a Suit Stand.
- You also gain Anchored Stand if you don't already have it.

SUPERHUMAN

Description:

People usually have limits on how strong or smart they can get, but this is not always the case. You've found a way to push yourself past human limits.

Effects:

- Pick one of your six Ability Scores. You may increase that Score by 2, as well as the cap of that Score by 2.
- You may take this Feat multiple times if desired.

TANKY

Description:

Due to your abnormally stocky build, or just sheer commitment, you don't go down very easily in a fight.

Effects:

- Each Level, you gain an additional 2 Hit Points for your hit point maximum.
- This also applies retroactively, giving you twice your current Level additional maximum HP.
- You may take this Feat multiple times if desired.

TAVERN BRAWLER

Description:

Through experience and tussles, you've gained the ability to make objects from your environment into effective weaponry.

Effects:

- You gain Proficiency in the use of Improvised Weapons.
- If you are already Proficient in the use of Improvised Weapons, you instead gain expertise.
- If you make a melee attack against a target on your turn, you may either attack with an Improvised Weapon, or Grapple/Shove as a Bonus Action.

THROWN WEAPON SPECIALIZATION

Description:

You've spent a lot of time throwing all sorts of objects from darts to tomahawks and more.

Effects:

- You may draw a weapon with the "Thrown" specialization type as a free action.
- You may throw two of the same weapons with the Thrown specialization type or Improvised Weapons as a single Attack, without penalty to either object's accuracy or damage. You cannot do this with Spheres imbued with The Spin.
- You gain Proficiency in the use of any weapon with the "Thrown" specialization type.
- If you are already Proficient in the use of a Thrown Weapon that you use, you may instead gain expertise.

TRAINED COMBATANT

Prerequisite: Cannot be a Stand User

Description:

You're well-trained in combat, and really know how to overwhelm an opponent.

Effects:

- When you take the Attack Action, you may perform an additional Attack.
- You may take this Feat up to 3 times, granting a maximum of four Attacks per Action.

TRAP DETECTION

Description:

You've gone through your fair share of dangerous situations. Over time, you've built up an awareness of Traps and the ability to better sense danger.

Effects:

- Whenever you come within 5 meters of a hidden entrance or trap, you become aware of its existence. You also gain Advantage on any Checks relating to seeing the purpose and function of the trap or disarming the trap.

UNCONTROLLABLE STAND

Prerequisite: Stand User Level 1+, Cannot be a Remote-Type or Independent-Type Stand User

Description:

Your Stand is incredibly powerful, but not very reliable, which may result in unwanted or expected collateral damage.

Effects:

- Your Stand is massively powerful, but is interested in pursuing its own motives, sometimes being willing to harm allies or the user to do so. The only control the user has over their Stand is to have them summoned or not.
- Functionally, the stand will generally do what you suggest it to and you can influence its actions, but its behavior is ultimately determined by the DM.
- In addition, your stand gains two of the following benefits:
 - Your Stands Custom Ability massively increases in potency. For example, if your Stand uses scaling dice, you gain an additional amount of Ability Dice equal to your Proficiency Bonus. Alternatively, you may speak to your DM about increasing the potency of your Stands Ability in some other way, similar to Enhanced Custom Ability.
 - Your Range becomes irrelevant, and affects everyone or everything on the planet.
 - Your Stand Energy becomes 0, and your Stands Abilities may be used without cost.
 - Two of your Stands stats of your choice are doubled, as well as all of the points you put into those stats later.
 - Your Stand DC increases by an amount equal to your Proficiency Bonus.

UNSTOPPABLE WILLPOWER

Description:

Some have an inner strength that simply cannot be stopped. Some are born with it, and others earn it through struggle and perseverance.

Effects:

- Any time you take damage that would put you at 0 Hit Points or below, you may make a Constitution (Not Durability), or Charisma Saving Throw.
- The DC of this throw is equal to the half of the damage dealt to you, or 10, whichever is higher.
- Upon Failure you simply drop to 0 HP. Upon Success you instead drop to, or remain at, 1 HP.
- You may use this Feat an amount of times equal to your Proficiency Bonus per Long Rest.

VETERAN SPRINTER

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

Description:

You've done a lot of running in your time, so running is kind of second nature to you at this point.

Effects:

- Your movement speed increases by 5 meters.
- You may Dash as a Bonus Action.
- You may perform a Reckless Dash, where, as an Action, you may move up to three times your Movement Speed.
- You may perform a Reckless Dash an amount of times equal to your Strength Modifier per Short or Long Rest.

WEAPON FEAT

Description:

THIS IS NOT A FEAT, this is a category of Feats.

Effects:

- Please select a Feat from the list below. You may not gain the same Feat from this list twice, unless otherwise specified.
 - Demolitionist
 - Heavy Specialization
 - Martial Arts
 - Melee Specialization
 - Professional Weapon Training
 - Shield Proficiency
 - Shotgun Specialization
 - Sidearm Specialization
 - Simple Weapon Focus
 - Tavern Brawler
 - Thrown Weapon Specialization

WHIRLWIND ATTACKER

Description:

You know how to create and take advantage of opportunities.

Effects:

- When you drop an enemy to 0 HP, you may make another melee attack for free on a nearby target. This Feat may tie into itself.
- Additionally, as an Action, you may force every hostile creature within a meter of you to make a Dexterity (NOT Precision) Saving Throw against a DC of 8 + Proficiency Bonus + Strength Modifier. If they fail the Save you deal an amount of damage equal to your unarmed strike, the melee weapon you are holding, or your Stand's attack damage. If they succeed, they still take half damage.

Epic Feats

This is a rule option for those wanting to run powerful boss characters who can stand up to a group of enemies by themselves. A particularly powerful and experienced Stand User may have the ability to take 1 Epic Feat, one of notable power may have up to 2, and very may even have up to 3, and these are generally reserved for end-game bosses.

These Epic Feats still take a regular Feat slot to obtain, and who gets them or if they're allowed at all is entirely up to the DM.

EXTREME MOTIVATION

Effects:

- You may choose to succeed on an amount of Saving Throws equal to your Proficiency Bonus, taking an amount of Necrotic damage equal to the Level of the character who caused the Save instead.
- The damage from this may not be reduced or avoided in any way.

HEALTH SPONGE

Effects:

- Your Hit Points increase by an amount equal to three times your Level.

IMMOVABLE OBJECT

Effects:

- You gain Proficiency in two additional Saving Throws.
- You also gain Advantage against any Ability or effect that would move you against your will or know you Prone, such as a Stand Ability or someone trying to Grapple or Shove you.

LEGENDARY RECOVERY

Prerequisite: Ripple Level 1+

Effects:

- You regain 3 Ripple Points at the start of your Turn if you are able to comfortably breathe, rather than just regaining 1.

SKILL MASTER

Effects:

- You may gain Mastery (three time Proficiency Bonus) in a Skill that you have Proficiency or Expertise in, and you gain Expertise in up to two Skills that you have Proficiency in.

SUPERHUMAN ABILITY

Effects:

- One of your Ability Scores increases by 4 up to a maximum of 24.

TERRIFYING AURA

Effects:

- Anyone within 20m of you who can see or hear you must make a Wisdom Saving Throw against a DC of 8 + your Proficiency Bonus + your Charisma Modifier. If they fail the Save, they become Frightened of you for one minute, or until they succeed the Save, which they may remake at the end of each of their Turns.
- Those who succeed the Saving Throw or have been under the effect within the last 24 hours become immune to the effect for the next 24 hours.

UNCANNY REFLEXES

Effects:

- You may halve any damage taken due to failing a Dexterity Saving Throw. If you succeed a Dexterity Saving Throw that would have dealt damage on success, it does not.
- Additionally, you may spend your Reaction to halve the damage of any Attack directed at you from a foe you can see.

UNSTOPPABLE FORCE

Effects:

- You deal triple damage to all objects and structures
- Additionally, when attacking a target, you may also choose to target a part of the environment within 1m of the target to cause damage to it as well.

WARRIOR'S ZEAL

Effects:

- You gain Proficiency in the use of all weapons and Expertise in up to three of your choice
- Additionally, you deal an additional amount of damage equal to your Proficiency Bonus with any weapon.

SPECIAL RACES/CLASSES

Human

Description: *The most common and basic race in the world of JoJo's, Humans are fairly uninteresting. They gain no special abilities like other races do, but they have boundless potential. Though they may start out quite ordinary, they're able to become a Stand User, Ripple User, Spin User, or even a Vampire if the right conditions are met.*

Playing a Human: Humans gain no special features, abilities, or attributes from their race. Extra Feats are granted based on level, and stat bonuses and Proficiencies are granted by Passions.

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 UV light. Most Zombies are slaves to their masters, but some Zombies may survive and live after their Master has left them in some way, mostly of their own free will but still slaves to their hunger for living flesh.*

Examples of Zombies: Police Zombie, Doobie, Jones.

Playing a Zombie: Zombies are powerful Undead creatures, but they have several weaknesses and shortcomings, and they are the weakest type of Undead. Once a creature becomes a Zombie, they have reached their full potential, and may no longer grow or develop.

While able to speak coherently, their insatiable hunger for flesh and violence will likely overtake them too much to do much else. Most Zombies will spend their time thinking about horrific and creative new ways to enact violence, or actually committing said violence.

Zombies have very little willpower of their own, and will obey commands with very little question from a greater Undead, such as a Vampire, or even a powerful Ghoul. A Zombie who had a Stand in life will be unable to use it, as their insatiable hunger and lack of reason overcomes the fighting spirit needed to keep a Stand in control.

Changes: When you become a Zombie, you retain any and all abilities possessed when you were Human. However, they may not develop or grow beyond their current capacity. Zombies retain any Non-Supernatural Levels, Proficiencies, and additional skills they had in life, but they cannot learn any new skills or gain any additional Class Levels.

Racial Features (Definitions in the Abilities section)

- Undead Nature
- Zombification
- Zombie Infection

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 from corpses, even if there are very little remains left of the corpse). This causes the Ghoul to undergo only minor changes as opposed to its Zombie counterpart, even able to pass as Human with little to no trouble at all.

Ghouls are able to retain some semblance of their willpower, even if it has been twisted to some dark end. A Ghoul may not be able to control their hunger for flesh, but they may exhibit little quirks or mannerisms that they had in life including certain ideals, just manifested in corrupted ways. A Ghoul that strongly believed in fair combat, for example, may choose to fight specific Humans they believe to be worthy opponents head-on, rather than ambushing anything that moves from the shadows.

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

Playing a Ghoul: When you become a Ghoul, you retain any and all abilities possessed when you were Human. While you may not further develop these skills, you may still use your Stand if you had one. Ghouls retain any Levels, Proficiencies, and additional skills they had in life, but they cannot learn any new skills or Levels, Proficiencies, or additional skills aside from Levels in Ghoul.

Ghouls must consume life in order to survive. As an Action, you may make physical contact with a willing or Incapacitated creature in some way (hitting, biting, stabbing with your hand, etc.) and drain up to 2 energy from them. You may safely take up to 2 energy from a person before they fall unconscious, and up to 4 before they die. Most humanoids are worth 10 energy, and animals give 1/5th the energy that Humans do (for example, an animal who is the same mass as you would give you 2 energy).

Leveling up requires a certain total amount of energy, which is not consumed upon Level-Up. You may not lose Levels in Ghoul, even if your energy dips below the prerequisite after you Level-Up.

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 non-Ghoul Levels, regardless of Experience 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. Ghouls need to eat either their entire body weight in Human parts, or five times their body weight from animals, per week in order to continue surviving.

Leveling Up

Level	Energy Required	Ability
1	0	Undead Nature Ghoulification Zombie Infection
2	10	Inferior Lifesteal
3	25	Menacing Aura
4	50	Ghoul Physique
5	100	Ghoul Peak

Vampire

Description: *Vampires are Humans that were able to find a Stone Mask, and awaken the true potential of the Human mind. When the front of the mask is exposed to blood, spikes shoot out from the mask, then retract after around 5 seconds. This kills anyone wearing the mask, and transforms them into a Vampire. When you become a Vampire, you retain all memories, skills, and abilities that you had in life, in addition to gaining later ones further down the line. Vampires are a lot stronger than Humans, Zombies, or even Ghouls. Vampires have a wide array of powerful Abilities, but this power comes at a cost, as all things do. Vampires must consume the blood of the living in order to survive, as well as become stronger.*

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

Playing a Vampire: Vampires are extremely powerful, but they have a huge weakness. Because Vampires are Undead, any exposure to sunlight or The Ripple disintegrates the flesh itself.

Vampires must consume life in order to survive. As an Action, you may make physical contact with a willing or Incapacitated creature in some way (hitting, biting, stabbing with your hand, etc.) and drain up to 2 energy from them. You may safely take up to 2 energy from a person before they fall unconscious, and up to 4 before they die. Most humanoid are worth 10 energy, and animals give 1/5th the energy that Humans do (for example, an animal who is the same mass as you would give you 2 energy).

Leveling up requires a certain total amount of energy, which is not consumed upon Level-Up. You may not lose Levels in Vampire, even if your energy dips below the prerequisite after you Level-Up. **Levels of Vampire do not classify as Multiclassing.** You can Level-Up as an Undead independent of your Class, as long as you meet the energy requirements to do so.

Note: *Vampires are not weakened by artifacts like holy symbols, Holy Water, or a stake to the heart. Sunlight and The Ripple are their primary weakness.*

Vampiric DC: 8 + Proficiency Bonus + Charisma Modifier

Leveling Up

Level	Energy Required	Ability
1	0	Undead Nature Vampirification Greater Undead Health Threshold Lifesteal Zombie Infection
2	20	Primal Charm
3	40	Ability Score Improvement
4	60	Menacing Aura OR Brutality
5	80	Greater Undead Senses
6	100	Ability Score Improvement
7	120	Ghoul Creation
8	140	Ability Score Improvement
9	160	Flesh Grafting
10	180	Ability Score Improvement
11	200	Hypnosis
12	220	Controlled Veins Freezing Touch
13	240	Ability Score Improvement
14	260	Vampiric Body Control Vampiric Dormancy
15	280	Space Ripper Stingy Eyes
16	300	Ability Score Improvement
17	320	Body Evacuation
18	340	Flesh Bud
19	360	Ability Score Improvement
20	380	Vampire Creation

Pillar Man

Description: *An ancient race of people, they lived extremely long lives and were very strong, but they were weak to the sun. 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 another extinction event occurred. 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 to force them to take over.

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".

Examples of Pillar Men: 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. Humans need to eat around 2000 calories to stay healthy, and properly nourished, and 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 1d4 Radiant Damage at the start of each of your Turns, for every Turn when you are in direct sunlight. You now age a lot slower than you would normally. Humans only live to around 70, but Pillar Men live to around 200 years old. Your Strength, Dexterity, and Constitution increase by 2.

Racial Features (Definitions in the Abilities section)

- Primal Charm

Enhanced Pillar Man

Description: *Thousands of years ago, a genius named Cars created the Stone Mask and tested it on himself, with the eventual goal of conquering the Sun, and being able to bask in its glow. The Stone Mask was an important step into this process. While it did not give him, nor his Pillar Men brethren any resistance to The Sun, it made them much, much stronger. The only drawback was that in order to sustain this new power, they had to consume massive amounts of energy.*

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 and The Ripple actually becomes more acute.

EPMs must consume life in order to survive. As an Action, you may make physical contact with a willing or Incapacitated creature in some way (hitting, biting, stabbing with your hand, etc.) and drain up to 5 energy from them. You may safely take up to 2 energy from a person before they fall unconscious, and up to 4 before they die. Most humanoid are worth 10 energy, and animals give 1/5th the energy that Humans do (for example, an animal who is the same mass as you would give you 2 energy).

Leveling up requires a certain total amount of energy, which is not consumed upon Level-Up. You may not lose Levels in EPM, even if your energy dips below the prerequisite after you Level-Up. **Levels of EPM do not classify as Multiclassing.** You can Level-Up as an Undead independent of your Class, as long as you meet the energy requirements to do so.

Note: *Enhanced Pillar Men must feed, obtaining roughly 100 Energy every week in order to survive. A Human only provides 10 Energy (3 energy may be taken without killing them), animal blood only works at 1/5th the efficiency of Humans, and most Zombies and Ghouls only have 10 Energy which you only get half of. As such, it's best for an Enhanced Pillar Man to create or hunt down and consume Vampires, gaining half of their potentially much higher energy.*

Note: *Enhanced Pillar Men are an enhanced version of the Pillar Men, and as such get the same stat increases and racial features as Pillar Men.*

Leveling Up

Level	Energy Required	Ability
1	0	Undead Nature Pillar Man Enhancement Greater Undead Health Threshold Superior Lifesteal Zombie Infection
2	50	Ability Score Improvement Menacing Aura
3	100	Ghoul Creation
4	150	Ability Score Improvement
5	200	Greater Undead Senses
6	250	Ability Score Improvement
7	300	Flesh Grafting
8	350	Ability Score Improvement
9	400	Vampire Creation
10	450	Ability Score Improvement
11	500	Controlled Veins
12	550	Ability Score Improvement
13	600	Cellular Phasing
14	650	Ability Score Improvement
15	700	EPM Dormancy
16	750	Ability Score Improvement
17	800	Body Evacuation
18	850	Ability Score Improvement
19	900	Specialized EPM Ability
20	950	Ability Score Improvement

Abomination

Description: *Abominations are Humans who have had a Flesh Bud implanted into their brains by a Vampire that's been destroyed. The Flesh Bud goes haywire, permanently changing the function of the once humanoid body. Extremely aggressive tumors rapidly grow within a matter of minutes after the death of the Vampire that had planted the Flesh Bud, taking over almost 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 functions drop to around the levels of a dog.*

Example of an Abomination: Mr. Nijimura

Changes: Your Intelligence, Wisdom, and Charisma all Drop to 3. Your Strength and Dexterity both drop by 5, and you lose all Abilities, Feats, and anything else you've learned. Your max HP remains whatever it was before your transformation or becomes 200, whichever is higher. Your Class becomes Abomination Level 1. You may not gain Experience Points nor Level-Up, and you lose all sense of humanity or sentience. You also become effectively immortal, healing 50 Hit Points at the top of the Initiative order every Turn. If you drop to 0 Health Points, you go comatose. However, in order to actually die you must reach the inverse of your maximum HP. Only then will you not regenerate, and finally be destroyed.

Ultimate Being

Description: *Thousands of years ago, a genius named Cars created the Stone Mask as a way to overcome the sunlight. However, he was missing something and ended up creating Undeath instead. If one is to find a Perfect Aja and slot it into the mask, a Completed Stone Mask is created. If the Completed Stone mask is donned and the front of it is wet with blood while UV light is channeled through the Aja, it will trigger the creation of the Ultimate Being. The Perfect Aja remains intact, but the mask itself crumbles after the transformation. The Ultimate Being is the perfect evolution of life itself, and there are very few who could possibly hope to stand against one.*

Changes: When becoming an Ultimate Being, the Undeath Nature feature and anything else relating to Undeath is lost. Additionally, your hit points are doubled or become 200, whichever is higher.

Racial Features (Definitions in the Abilities section)

- Immortality
- Lifeweaver

Rock Human

Description: *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 don't need to 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. Every 6 years, during hibernation, they will molt their old bodies and change themselves into a slightly different form. 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 Humantowns or countries, preferring to live in the wild.*

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

Racial Features (Definitions in the Abilities section)

- Stoneflesh
- Stone Cold Willpower
- Mysterious Disappearance
- Natural Armor

ARTIFACTS/LOCATIONS

CONDUCTIVE CLOTHING

Description: Certain clothing may be crafted with the express purpose of conducting The Ripple and its energy. Such clothing is often very expensive to make, as there are few materials that conduct The Ripple so effectively. The best conductors are the yarn of the Satiporoja Beetle, silk, and wool. Most wet clothing also acts more than adequately.

Effect: Ripple Energy can easily be sent through Conductive Clothing, allowing the clothing to act as a conduit for the energy. Ripple users are Proficient in the use of Conductive Clothing, but must be able to properly breathe and channel The Ripple to make use of these special features and may only use one of these Artifacts at a time. Undead that wear one of these Artifacts can use it as a Ripple Anchor to gain Advantage on any Saving Throws inflicted by the Ripple.

Variants

Conductive Clothing comes in several different forms. Here are a few examples, and their differing effects.

- Scarab Cape: As a Reaction you may increase your AC by an amount equal to half your level in The Ripple, with a minimum of 1.
- Scarab Cloak: Whenever a Creature hits you with an Unarmed Strike, they take Radiant Damage equal to double your Unarmed Dice. If they are Undead, they take triple instead. If you're hit by a non-Unarmed melee attack, you may choose to deal this damage as a Reaction (rather than automatically).
- Scarab Scarf: You may make Unarmed Strikes from up to 3m away. Additionally your vertical and horizontal jump height is doubled.

STONE MASK

Around ten thousand years ago, a genius named Cars sought a way to conquer the weaknesses of his people, the Pillar Men. Through countless hours of research, hundreds of test subjects, and perseverance, Cars was able to create the Stone Mask, a device that creatures may use to enhance themselves by shedding their mortality, at a cost.

Description: A simple stone mask with a human face upon the front upon it and 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 made 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.

Effect: Activation requires at least 1 oz of blood from the same species as the wearer to be in contact with the front of the Mask. It will then shake for roughly 3 seconds before the stone spikes shoot out of the mask at a speed of roughly 10 meters/second, aimed to pierce the brain of the wearer. 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. Most become a Vampire, but if the wearer is a Pillar Man they become an Enhanced Pillar Man.

Note: If combined with the Red Stone of Aja, this artifact will become the Completed Stone Mask.

STAND ARROW

Thousands of years ago, a meteor fell from the sky, upon which was an alien virus. Early Humans stumbled upon this, and saw great potential in its power. The infected metal from the meteor was crafted into arrowheads with the ability to awaken abilities in those with potential.

Description: *A simple arrow, made of wood and metal, around 50 centimeters long with the regular wooden shaft taking up most of that length. However, the Stand Arrow maintains its effect even when the shaft is broken or missing. The only important part is the arrowhead itself, and even fragments of the arrowhead still function. Some of the arrowheads have unique identifying features, such as a large beetle on one of them.*

Effect: 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, and fighting spirit of the exposed person/creature. 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 (inability to control a Stand) must roll a Con Saving Throw with a DC of 8. If the creature succeeds, their condition remains stagnant, but if they fail the creature loses 1 maximum HP. If their maximum HP drops to 0 or less, they slip into a coma, and if the creature's maximum HP gets lower than the inverse of their normal max HP, they succumb to their Stand, and die.

Requiem: The Arrow also has a secondary effect, the Power of Requiem. In order to obtain the Power of Requiem, you must fulfill two requirements, as well as have possession of the arrow. You must first 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.

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

Rejection: If you are a Stand User of Level 15 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 Level 15 or above you must be determined to be worthy, which is done by rolling d8s. You may spend as many saved points of Inspiration as you wish, with each one resulting in rolling another 1d8. In order to be accepted by the arrow and obtain the power of Requiem, your final roll must be more than 50. If your roll is lower than 50 your Stand will not function, making you effectively stunned for one turn. After this turn, your Stand (and your control over it) returns to normal.

Activation of a Requiem Stand: In order for the Power of Requiem to activate, the arrow must be buried within your or your Stand's flesh, to the point where the arrow will begin to embed itself into your body, dealing 3d8 Stand Piercing damage (this cannot be reduced). If you survive this, you (and your Stand) may not move for one turn. At the start of your next turn your Stand will disintegrate, leaving an empty husk upon the ground. After the turn of exposure you may expend as many Hit Dice as you wish, so long as you still have not used those Hit Dice, as though you were taking a Short Rest. The damage and healing only happens the first time that you are successfully exposed to the arrow's Requiem-giving ability.

Requiem Stand Traits: Design Change, Physical Change, Surging Energy, Enhanced Ability, Requiem Ability

THE RED STONE OF AJA

Description: Sometimes called the Super Aja, this is a perfect and beautiful red gemstone that was passed down generations of Ripple users for around 2000 years in order to protect it and keep it out of the hands of the Pillar Men. It is said it absorbs and reflects light millions of times within, empowering the effects of The Ripple and creating a focused, high-energy beam.

Effect: When Light or The Ripple is sent 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 doesn't matter how powerful the light or Ripple energy is, as regardless of the power of the input, the light / energy will be reflected until the Stone can no longer hold it.

Note: If combined with a Stone Mask, that mask will become the Completed Stone Mask.

COMPLETED STONE MASK

The Stone Masks were too weak to pierce the brains of the Enhanced Pillar Men, so Cars sought to perfect the Mask with the addition of another powerful artifact.

Description: The Completed Stone Mask is a combination of one of Cars' Stone Masks and the Red Stone of Aja. As such, it has the same appearance as the Stone Mask, but with the addition of the perfect red crystal embedded in it.

Effect: The Completed Stone Mask is activated when the Red Stone of Aja is exposed to direct light. When activated it glows violently and latches onto the wearer in the same way as the Stone Mask. After activation the wearer temporarily loses consciousness, awakening after one Turn (or 6 seconds). The Stone Mask then crumbles, leaving only the Red Stone of Aja. The Wearer, if they were Undead, becomes an Ultimate Being. However, if the wearer was not Undead, they take 100d10 Radiant damage that cannot be resisted, reduced, or avoided, and they do not become an Ultimate Being.

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.

Description: There are 4 known Devil's Palms, and they are notoriously difficult to find as the Palms move slowly over time. The locations of the Palms are: The Arizona Desert, West of Chicago, South Carolina, and the Rocky Mountains. Each Palm is harsh and unforgiving, with very little life in them.

Effect: After entering a Devil's Palm only those with strong wills may find themselves able to leave. Those who possess strong willpower may still find themselves stranded for days or weeks on end. However, those able to escape will find that they have gained a new ability in the form of a Stand. Very rarely, the Palm may even reveal a part of the Holy Corpse, which they exist to protect, to someone.

LOCACACA FRUIT

Description: The Locacaca Fruit is a fruit with unusually potent and rapid healing abilities, but such healing comes with a cost. 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 are still extremely difficult to find even then. If an expert on the Fruit is able to get their hands on it they could grow many of them, but because it is so rare experts are rare as well. The Fruit typically grows on small, bush-like trees, usually in sets of 1-3 per tree. They are very similar to figs, being close in smell, taste, and appearance, but are pink in color with small spikes on the outside of the fruit.

Effect: Upon consuming over $\frac{2}{3}$ of a Locacaca Fruit, your Hit Points are brought up to maximum and any permanent illness or hindrance that has been plaguing you, such as a birth defect or other improper formation in the human body, disappears entirely. 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. It may also be used to heal a side effect caused by previous consumption of the Locacaca Fruit. When you consume enough of a fruit and gain the healing effect caused by it you must roll a d20 and receive a detriment from the following table:

Number Rolled	Part Turned To Stone	Effect
1	Inner Heart Valve	1 Force damage at the start of each turn (every 6 Seconds), this damage cannot be reduced or removed in any way.
2	Inner Brain	Gain 5 Levels of Exhaustion and fall into a coma.
3	Stomach	Food (other than the Locacaca Fruit) may no longer be digested, and 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, which 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, the feet become totally unusable and walking speed is reduced by 5 meters.
9	Lung	Chest feels heavy, half lung capacity, easily winded and, cannot take the Dash Action.
10	Left Ear	Lose hearing in the left ear.
11	Right Ear	Lose hearing in the right ear.
12	Jaw	Inability to speak properly or chew food normally.
13	Left Eye	Lose sight in the left eye.
14	Right Eye	Lose sight in the right eye.
15	Appendix	Minor, continued discomfort in the abdomen.
16	Left Kidney	The left kidney shuts down completely.
17	Right Kidney	The right kidney shuts down completely.
18	Teeth	Regular teeth fall out and are replaced with stone teeth in the same shape.
19	Nose	Lose ability to breathe through the nose, as well as all sense of smell. This also alters the sense of taste.
20	Reproductive Organs	Sterility

THE HOLY CORPSE PARTS

Hundreds of years ago, a creature of nigh immeasurable power perished on the continent of North America. 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.

Description: Each individual part appears as a mummified body part with little to no flesh, hidden and protected within a Devil's Palm unless already discovered by someone else. The individual parts are:

Heart, Eyes, Ears, Left Arm, Right Arm, Both Legs, Spine, Rib Cage, Skull

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 (for example, Gyro's Scan), However, when you relinquish or give up a Corpse Part you will no longer have this gained power. If you are given a Stand (or the ability to see them), however, you keep it.

Reconnection: Once one of the corpse parts is unearthed, fate itself will ensure that the parts will slowly begin to attract one another over the course of time. It could take anytime between days and 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.

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. For example, if the Right Eye is obtained the Corpse Part will meld into the holder's right eye. If the holder of the Corpse Part is knocked unconscious the Corpse Part(s) become exposed and they may be removed from their current host. They may also be removed/exposed by their current host at will.

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

THE COMPLETED HOLY CORPSE

Once the entire Corpse is brought together, the Parts fuse and form a complete body. Once 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 individual parts can. In order to use The Completed Holy Corpse, the user must stay within 10m of it. The last one to touch The Corpse is the one that gains the Corpse's powers.

Love Train: This ability is the physical manifestation of luck in a quantitative, tangible way, an effect that may manifest around anybody who is currently in possession of The Completed Holy Corpse. It is an ability that has several sub-abilities, which are listed below. Additionally, while Love Train is active, The Corpse may not be touched by anybody else, as it is protected by a forcefield.

Incalculable Fortune, Vicious Misfortune, Gravitational Pull, The Wall

HEAVEN

Description: 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 grants a Stand of perfection. However, across several universes, only two beings are known for achieving Heaven. Heaven Stands are a kind of evolution that grants the user an ability 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.

The Steps

- **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) have a possibility to appear in your dreams and subconscious through informational fragments. Most Stand Users who hear these whispers ignore them or don't hear them at all. Upon waking up from sleep you may 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. Also, if you know at least one step, you gain the understanding that this process will result in your Stand evolving and gaining an ability of immense power.
- **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 (except their soul) will be destroyed in the process. In order for this to happen your friend must sacrifice themselves willingly, knowing what will happen to them.
- **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 1 minute of each other. The method of killing does not matter, so long as their brains all stop functioning within the minute. When this happens, your Stand will begin to undergo a painful but necessary transformation.
- **Step 4:** The Code - There are 14 phrases that one must repeat 500 times, in order, correctly. This step may take as long as needed, being all consecutive or even over the course of years. You may also go through other actions in between saying these phrases, and you may also say anything you'd like in between. These phrases may be spoken in any language so long as their meaning remains the same, except the Latin words which must be spoken in Latin. The phrases, in order, are:
 1. Spiral Staircase
 2. Rhinoceros Beetle
 3. Desolation Row
 4. Fig Tart
 5. Rhinoceros Beetle
 6. Via Dolorosa
 7. Rhinoceros Beetle
 8. Singularity Point
 9. Giotto
 10. Angel
 11. Hydrangea
 12. Rhinoceros Beetle
 13. Singularity Point
 14. Secret Emperor

- **Step 5: The Location** - This is different for every Stand User. In order to achieve Heaven, the final step is to go to a very specific location. Immediately after completion of Steps 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, along with the 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, but you should not have to dig down more than 10 meters. Upon reaching this point roll 1d20 to determine how many hours you must wait to achieve Heaven. You must only be in the specific location for a very short amount of time for the timer to activate, as when activated, the timer may not be stopped. While the timer is counting down your stand goes through a transition.

Transitional Stand: Upon completing all 5 steps, your Stand is destroyed and replaced with a different one until the timer hits zero. This Stand is very powerful, at a Level equal to yours, and is produced in order to protect you until the timer runs out. It takes some of the physical characteristics and personal traits that your sacrificed friend from Step 2 had before they were obliterated, as well as some aspects of your previous Stand. 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 runs out 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 lives of 36 Sinners and a good devoted friend, 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 can be any Stand Type you'd like. It has stats equal to a similar Stand as it's Level, unlike its other Evolved counterparts, but what really sets it apart is its ability. Your Stand Energy is multiplied by 10, and you regain 10 Stand Energy at the start of each of your turns. 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 this is not necessary.

THE FAMILIAR SYSTEM

Familiars are animal companions that a character may have with them. This may range anywhere from a pet to a steed. This system seeks to allow for far more customization for such beings.

Obtaining a Familiar

In order to obtain a Familiar, you must take the Familiar Bond Feat.

There is a simple order to follow for creating your new Familiar:

1. Roll their stats
2. Choose their size
3. Choose their Class
4. Choose their Feats

Note: Familiars use their own Classes and Feats, which are found on this page. Other Classes and Feats are not balanced or designed for Familiars.

Rolling Familiar Stats

When rolling stats for a Familiar, roll their physical stats and Wisdom the same as you would for any other character. For Intelligence and Charisma, roll 2d6 + 2 and drop the lowest d6.

Creature Size

A Familiar's size determines its Movement Speed, AC bonus, and Hit Dice.

<p>Tiny: Hit Dice: 1d4 Movement: 5m OR 0m and 5m Flying/Swimming Additional AC: +4 Natural Weapon Dice: 1d4</p>	<p>Small: Hit Dice: 1d6 Movement: 8m OR 2m and 8m Flying/Swimming Additional AC: +2 Natural Weapon Dice: 1d6</p>
<p>Medium: Hit Dice: 1d8 Movement: 10m OR 3m and 10m Flying/Swimming Additional AC: +1 Natural Weapon Dice: 1d8</p>	<p>Large: Hit Dice: 1d10 Movement: 12m OR 5m and 12m Swimming Additional AC: +0 Natural Weapon Dice: 1d10</p>

Additional Familiar Rules

- Your Familiar will have a number of Familiar Feats equal to half of the Feats that you have, rounded up. For example, if you have 3 Feats, your Familiar has 2.
- In order for your Familiar to awaken a Stand, both of you must take the Familiar Fighting Spirit Feat.
- Your Familiar will follow your lead in combat, taking their turn in Initiative directly after yours.
- Your Familiar will Level-Up alongside you, and will always be the same Level as you.

Familiar Classes

The Guardian

Guardians are courageous and disciplined creatures. Using their powerful natural weapons they assist and protect others, and can shake off fear even in the most stressful of situations.

Starting Proficiencies (Choose 2 of the following): Acrobatics, Athletics, Intimidation, Perception, Survival
They also gain 2 Proficiencies of their choice.

Saving Throws: Strength and an additional Saving Throw of your choice
Effect DC: 8 + Proficiency Bonus + Strength Modifier

Level	Pro. Bonus	Feats	Features	Ability Dice
1	+2	1	Bravery	1dx
2	+2	1	-	1dx
3	+2	1	Ability Score Improvement	1dx
4	+2	1	-	1dx
5	+3	1	Extra Attack, Protecting Attack OR Shove Attack	2dx
6	+3	2	-	2dx
7	+3	2	Superior Natural Weapons	2dx
8	+3	2	Ability Score Improvement	2dx
9	+4	2	Superior Bravery	3dx
10	+4	2	-	3dx
11	+4	2	Siege Attack OR Power Attack	3dx
12	+4	2	-	3dx
13	+5	2	Ability Score Improvement	4dx
14	+5	2	-	4dx
15	+5	2	Superior Mobility or Superior Saves	4dx
16	+5	3	-	4dx
17	+6	3	-	5dx
18	+6	3	Gain an additional class feature from levels 5, 11, or 15.	5dx
19	+6	3	-	5dx
20	+6	3	Perfected Primary Stat	5dx

The Nimble

Nimbles are animals that specialize in stealth, quiet movement, and delicate operations. They are able to handle fragile objects and execute precise maneuvers, allowing them to slip through the most cunning of traps.

Starting Proficiencies (Choose 2 of the following): Acrobatics, Insight, Investigation, Perception, Sleight of Hand, Stealth, Survival.

They also gain any 2 Proficiencies of your choice.

Saving Throws: Dexterity and an additional Saving Throw of your Choice

Effect DC: 8 + Proficiency Bonus + Dexterity Modifier

Level	Pro. Bonus	Feats	Features	Ability Dice
1	+2	1	Agility	1dx
2	+2	1	-	1dx
3	+2	1	Ability Score Improvement	1dx
4	+2	1	-	1dx
5	+3	1	Extra Attack OR Finesse Attack	2dx
6	+3	2	-	2dx
7	+3	2	Superior Natural Weapons	2dx
8	+3	2	Ability Score Improvement	2dx
9	+4	2	Superior Agility	3dx
10	+4	2	-	3dx
11	+4	2	Blinding Attack OR Pounce Attack	3dx
12	+4	2	-	3dx
13	+5	2	Ability Score Improvement	4dx
14	+5	2	-	4dx
15	+5	2	Superior Mobility or Superior Saves	4dx
16	+5	3	-	4dx
17	+6	3	-	5dx
18	+6	3	Gain an additional class feature from levels 5, 11, or 15.	5dx
19	+6	3	-	5dx
20	+6	3	Perfect Primary Stat	5dx

The Stalwart

Stalwarts are creatures who are loyal, durable, and reliable. They are able to shrug off exhaustion and damage that would kill another member of their species.

Starting Proficiencies (Choose 2 of the following): Animal Handling, Athletics, History, Intimidation, Nature, Perception, Survival

They also gain any 2 Proficiencies of your choice.

Saving Throws: Constitution and an additional Saving Throw of your Choice

Effect DC: 8 + Proficiency Bonus + Constitution Modifier

Level	Pro. Bonus	Feats	Features	Ability Dice
1	+2	1	Hardy	1dx
2	+2	1	-	1dx
3	+2	1	Ability Score Improvement	1dx
4	+2	1	-	1dx
5	+3	1	Extra Attack OR Siege Attack	2dx
6	+3	2	-	2dx
7	+3	2	Superior Natural Weapons	2dx
8	+3	2	Ability Score Improvement	2dx
9	+4	2	Superior Hardy	3dx
10	+4	2	-	3dx
11	+4	2	Protecting Attack OR Shove Attack	3dx
12	+4	2	-	3dx
13	+5	2	Ability Score Improvement	4dx
14	+5	2	-	4dx
15	+5	2	Unrelenting OR Superior Saves	4dx
16	+5	3	-	4dx
17	+6	3	-	5dx
18	+6	3	Gain an additional class feature from levels 5, 11, or 15.	5dx
19	+6	3	-	5dx
20	+6	3	Perfected Primary Stat	5dx

The Tracker

Trackers are creatures that use their superior senses and natural knowledge to navigate difficult situations. They can track, find food and shelter easily, and are exceptionally perceptive.

Starting Proficiencies (Choose 3 of the following): Acrobatics, Animal Handling, History, Insight, Intimidation, Investigation, Medicine, Nature, Survival

They also gain any 2 Proficiencies of your choice.

Saving Throws: Wisdom and an additional Saving Throw of your Choice

Effect DC: 8 + Proficiency Bonus + Wisdom Modifier

Level	Pro. Bonus	Feats	Features	Ability Dice
1	+2	1	Natural Tracker	1dx
2	+2	1	-	1dx
3	+2	1	Ability Score Improvement	1dx
4	+2	1	-	1dx
5	+3	1	Finesse Attack OR Pounce Attack	2dx
6	+3	2	-	2dx
7	+3	2	Superior Natural Weapons	2dx
8	+3	2	Ability Score Improvement	2dx
9	+4	2	Superior Natural Tracker	3dx
10	+4	2	-	3dx
11	+4	2	Blinding Attack OR Extra Attack	3dx
12	+4	2	-	3dx
13	+5	2	Ability Score Improvement	4dx
14	+5	2	-	4dx
15	+5	2	Superior Skills or Superior Saves	4dx
16	+5	3	-	4dx
17	+6	3	-	5dx
18	+6	3	Gain an additional class feature from levels 5, 11, or 15.	5dx
19	+6	3	-	5dx
20	+6	3	Perfect Primary Stat	5dx

Familiar Class Features

Agility:

Your Familiar has Advantage on any Saving Throw against any effect that would reduce their Movement Speed, or restrict their mobility, as well as Advantage on Strength (Athletics) or Dexterity (Acrobatics) Checks to avoid the Grappled or Restrained Conditions.

Blinding Attack:

As an Action your Familiar may make a single Natural Weapon Attack. If this Attack lands, the opponent must make a Constitution Saving Throw, or be Blinded until the start of their next turn. Anyone who is surprised by your Familiar has Disadvantage on the Save.

Bravery:

Your Familiar has Advantage on any Saving Throw against the Frightened Condition.

Extra Attack:

When your Familiar takes the Attack Action on their turn, they may make two Natural Weapon Attacks, rather than one.

Finesse Attack:

Whenever your Familiar makes an Attack using their Natural Weapons, they may use Dexterity for their Attack and damage rolls, rather than Strength.

Additionally, once per turn, if you land Finesse Attack on a Surprised enemy or an enemy that you have Advantage against, you deal an additional die of damage.

Hardy:

Your Familiar has Advantage on any Saving Throws against extreme heat, extreme cold, disease, poison, or exhaustion.

Natural Tracker:

Your Familiar gains Proficiency in the Survival Skill. If they are already Proficient in Survival, they instead gain Expertise. Also, your Familiar may make Investigation checks using their Wisdom, rather than their Intelligence. Additionally, your Familiar has Advantage on any Check made with the intent of looking for food, water, or shelter.

Perfected Primary Stat:

The limit for your Familiar's Primary Stat increases by 4, and the Ability Score itself also increases by 4. Strength for Guardians, Dexterity for Nimble, Constitution for Stalwart, and Wisdom for Trackers.

Pounce Attack:

As an Action, your Familiar may leap onto a foe. You may jump double its normal jump distance in a high jump or long jump. Alternatively, if your Familiar has a Flying Speed, it may simply fly into them. If the jump reaches the target, your Familiar may make a Natural Weapon Attack. If the opponent fulfilled one of the following conditions, they must make a Strength Saving throw in addition to the damage of the attack if it hits:

- They are Surprised
- Your Familiar has Advantage on the Attack roll against them
- They are engaged with one of your allies in melee combat

If they fail, they cannot take Reactions until the start of their next turn.

Power Attack:

Whenever your Familiar makes an Attack roll you may choose to have -5 to the attack roll of any Natural Weapon Attack, and add an additional +10 to the damage of that attack.

Protecting Attack:

As an Action, your Familiar may make a single Natural Weapon Attack against a creature of your choice, or dodge. If they have an ally within Melee Range, as long as that ally remains within Melee Range, they may add your Familiar's Strength Modifier to their AC until the start of your Familiar's next turn.

Shove Attack:

When your Familiar lands an Attack on a creature that creature must make a Strength Saving Throw. If they fail, your Familiar may choose to knock them prone or push them back an amount of meters equal to their Strength Modifier. Your Familiar may only use a Shove Attack once per turn and only against creatures one size category above theirs or smaller.

Siege Attack:

As an Action, your Familiar may make a single Natural Weapon Attack on a creature or object, dealing double damage to any objects targeted.

Superior Agility:

In addition to the effects of Agility, your Familiar gains the ability to choose to pass any Saving Throw that would reduce their Movement Speed or restrict their mobility, as well as any Strength (Athletics) or Dexterity (Acrobatics) checks to avoid the Grappled or Restrained Conditions. You may use this ability once per Short Rest.

Superior Bravery:

Your Familiar is immune to the Frightened Condition. This replaces the Bravery feature.

Superior Hardy

In addition to the effects of Hardy, your Familiar also gains resistance to any three non-physical damage types of your choice.

Furthermore, when you take a Short Rest, you may remove one level of Exhaustion and you may reroll any Hit Dice expended, taking the higher of the results.

Superior Mobility:

Your Familiar gains an additional 3m of Movement Speed, or an additional 3m of Flying or Swimming Speed if that's their highest Movement Speed.

Superior Natural Tracker:

In addition to the benefits of Natural Tracker, your Familiar also gains Advantage on any Investigation or Survival Checks for tracking down any creature that has passed through your current location an hour ago or sooner.

Superior Natural Weapons:

You gain an additional Natural Weapon die when attacking. For example, if your Natural Weapons die is 1d8, it becomes 2d8.

Superior Saves:

Your Familiar gains Proficiency in an additional Saving Throw of your choice. Alternatively, you may choose the Primary Stat of your Familiar's class and gain Expertise in the use of that Saving Throw.

Superior Skills:

Your Familiar may gain an additional two Skill Proficiencies of your choice. Alternatively, you may choose a Skill that your familiar is already Proficient in and give them Expertise in it.

Unrelenting:

Once per Long Rest, your Familiar may remove one level of Exhaustion as an Action.

FAMILIAR FEATS

Always Alert

Your Familiar is aware of their surroundings, even while resting or sleeping. Additionally, they cannot be Surprised.

Animal Instincts

Your Familiar has Advantage on any Insight Checks made against a creature that they've just met for the first time. Additionally, they grant Advantage to their partner's Initiative rolls.

Camouflage

Through clever hiding or a natural ability to change their appearance, your Familiar may hide themselves in a remarkably effective way.

As an Action, your Familiar may blend in with their surroundings. As long as they do not use any of their Movement Speed or make any Attack rolls, they gain Advantage on all Dexterity (Stealth) and Dexterity (Sleight of Hand) Checks.

Climber

Your Familiar gains a Climbing Speed equal to their Movement Speed or Flying/Swimming Speed, if that is their highest Movement Speed.

Dwarf's Escape

Prerequisite: Must be a familiar of Tiny or Small Size

Your familiar may Dodge or Hide as a Bonus Action.

Excavator

Your Familiar gains a Burrow Speed equal to half of their Movement Speed, or Flying/Swimming Speed if that is their highest Movement Speed.

Familiar Fighting Spirit

Your familiar is a Stand User. In order to have a stand on your familiar, **both you and your familiar must have this feat**. When you have a familiar who is a stand user, they use their stand type's class features, rather than the ones normally gained by familiars, but they still roll familiar stats for determining Ability Scores, they keep their size, may only use familiar feats, and they use the familiar's scaling ability dice.

Giant's Wrath

Prerequisite: Must be a familiar of Medium or Large size.

Your Familiar deals an additional die of damage when they Attack using their Natural Weapons.

Keen Senses

Through superior sensory organs and patience, your Familiar has learned to trust a couple of their senses in particular, and hone them.

Choose two of the five senses (sight, hearing, smell, touch, taste). Whenever your Familiar makes a Perception Check using one of those two senses, they have Advantage.

Naturally Sheltered

Your Familiar is naturally protected from the elements, due to their thick hide or adaptive behaviors.

When your Familiar stays in the same place, they are considered to be housed comfortably. If your familiar is Large, they do not need to spend time setting up their shelter. If they are Medium, they must spend 1 minute setting up a shelter. If they are Small, they must spend 5 minutes setting up a shelter. If they are Tiny, they must spend 10 minutes setting up a shelter.

Additionally, your familiar may comfortably shelter a single creature of a size category that is smaller than them, up to three creatures that are two size categories smaller, and up to seven creatures that are three size categories smaller than them.

Natural Skirmisher

Using natural mobility and speed, your Familiar has the ability to land a couple hits and leave before they can be hit themselves.

Whenever your Familiar attempts to make a melee Attack against a creature, they cannot be targeted by Opportunity Attacks from that creature until the end of your Familiar's next turn.

Treasure Hunter

Your Familiar has an eye for shiny objects, and likes to find and collect them.

Your Familiar has Advantage on any Skill Check made to find shiny and visually interesting objects. This includes everything from natural crystals to coins, as well as shards of glass or bits of scrap metal.



JoJo's Bizarre Tabletop Game

Character Name

Hit Point Max

Current Hit Points

Race & Passion

Class & Level

--	--

Damage Reduction

Stand DC

Death Saves

Won	Lost

Saving Throws

Skill Proficiencies

Strength <input type="checkbox"/> _____	Acro (dex) <input type="checkbox"/> _____	Medic (wis) <input type="checkbox"/> _____
Dexterity <input type="checkbox"/> _____	Animals (wis) <input type="checkbox"/> _____	Nature (int) <input type="checkbox"/> _____
Constitution <input type="checkbox"/> _____	Arcana (int) <input type="checkbox"/> _____	Percept (wis) <input type="checkbox"/> _____
Intelligence <input type="checkbox"/> _____	Athlete (str) <input type="checkbox"/> _____	Perform (cha) <input type="checkbox"/> _____
Wisdom <input type="checkbox"/> _____	Decept (cha) <input type="checkbox"/> _____	Persua (cha) <input type="checkbox"/> _____
Charisma <input type="checkbox"/> _____	History (int) <input type="checkbox"/> _____	Religion (int) <input type="checkbox"/> _____
Proficiency Bonus: _____	Insight (wis) <input type="checkbox"/> _____	Slight (dex) <input type="checkbox"/> _____
	Intimid (cha) <input type="checkbox"/> _____	Stealth (dex) <input type="checkbox"/> _____
	Invest (int) <input type="checkbox"/> _____	Survive (wis) <input type="checkbox"/> _____

Armor Class

Hit Dice

Movement Speed

--	--

Stand AC

Initiative

Passive Perception

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Power

Precision

Durability

Range

Speed

Stand Energy

Class Features

Feats

--	--

Attacks & Actions

Inventory

--	--

Languages & Other Proficiencies

Attacks Per Round: _____

Inspiration: _____

JoJo D&D Ability Sheet

Character Name

Stand Name

Head HP

Head AC

Energy

Alt. Level

Stand HP

Current SE

Stand / Alt. Image

Stat Array

Ability Info

Minions / Equipment

Other Notes and Features

JoJo D&D Flavor Sheet

Character Image



Character Name



Backstory



Ideals

Flaws



Weight

Height

Age



Hair Color

Skin Tone

Eye Color



Voice



Personality



Relationships



Other Information

