***JASCI*** *JJBA Extension*

# Creating a Stand

## Stand Creation Basics:

In the JASCI system, Stands represent the user's inner abilities and imagination. This guide helps you craft a Stand tailored to your character and the campaign.

## Understanding The Stand Sheet:

1. **Name**
   1. The name of your Stand. It often references music, as is typical in the JoJo’s Bizarre Adventure series.
2. **Level**
   1. Indicates the current level of your Stand, which should match your character’s level. This affects the overall power and progression of the Stand.
3. **Stat**
   1. Displays the six core stats of your Stand, which are:
      1. **Strength (Power):** Measures the Stand’s offensive capabilities.
      2. **Dexterity (Speed):** Determines the Stand’s speed and reaction time.
      3. **Constitution (Durability):** Reflects the Stand’s ability to withstand damage.
      4. **Perception (Precision):** Indicates the Stand’s accuracy and effectiveness in hitting targets.
      5. **Willpower (Potential):** Represents the Stand’s internal strength and potential.
      6. **Range:** The effective distance within which the Stand can operate.
4. **Stat Points**
   1. Shows the current level of each stat, ranging from 1 to 10. This determines the raw power and effectiveness of the Stand in various aspects.
5. **Stat Modifier**
   1. The roll modifier added to relevant rolls based on your stat. Calculated as (=ROUNDDOWN("Stat" \* 1.3) - 3), this modifier adjusts how much bonus or penalty your Stand receives during actions involving that stat.
6. **DAMAGE MITIGATION**
   1. Indicates how much damage your Stand can mitigate when being attacked. This value equals your Survival skill modifier, representing your Stand’s ability to reduce or negate incoming damage.
7. **Skill Points (To Allocate)**
   1. The total number of skill points available for you to distribute across your Stand’s various skills.
8. **Skills**
   1. Lists the skills available for your Stand to specialize in. Skills enhance specific capabilities and effectiveness in different areas.
9. **Skill Points (Current Skill Level)**
   1. Shows the current amount of points allocated to a specific skill, out of a maximum of 100 points.
10. **Skill Modifier**
    1. The roll modifier applied to relevant rolls for each skill. Calculated as (=ROUNDDOWN("Skill Points" / 10) + "Matching Stat"), this modifier reflects the skill level and the associated stat, improving the effectiveness of skill-related actions.
11. **Abilities**
    1. Names the abilities your Stand possesses. Each ability provides a unique power or effect.
12. **Ability Description**
    1. A concise explanation of each ability, highlighting gameplay specifics and how it functions in the game. This section should focus on the practical applications and effects of the ability during gameplay.
13. **Stand Description**
    1. Provides a comprehensive overview of your Stand, including:
       1. **Name:** The Stand’s name.
       2. **Stand User:** The character who wields the Stand.
       3. **Stand Type:** The general classification of the Stand (e.g., Close-Range, Long-Distance, etc.).
       4. **Namesake:** The reference or inspiration for the Stand’s name (often musical).
       5. **Appearance:** A detailed description of the Stand’s physical form and visual characteristics.
       6. **Abilities:** A summary of the Stand’s abilities and powers.
       7. **Additional Information:** Any other relevant details that help to understand the Stand’s nature, functionality, and role in the game.
14. **Stand Stats:** Distribute a total of 30 points across the Stand's stats. No single stat can exceed 10 points. Include Range in your calculations, as it affects how far the Stand can interact with targets.
    * **Strength (Power):** Measures the Stand’s offensive capabilities.
    * **Dexterity (Speed):** Determines the Stand’s speed and reaction time.
    * **Constitution (Durability):** Reflects how much damage the Stand can withstand.
    * **Perception (Precision):** Indicates the Stand’s accuracy and ability to hit targets.
    * **Willpower (Potential):** Represents the Stand’s internal strength and potential.
    * **Range:** The distance within which the Stand can effectively operate.
15. **Stand Skills:** Allocate a cumulative total of 80 points across various skills. Skills enhance the Stand’s capabilities in different areas. Each skill’s effectiveness is based on its points and modifiers.

## Stand Abilities:

When developing your Stand’s abilities, it’s essential to ensure they are deeply rooted in your character’s traits, history, and personal journey. The powers of a Stand are a manifestation of the user’s inner self—reflecting their personality, emotions, desires, fears, and experiences. This connection creates a more compelling and thematically rich character, allowing the Stand to feel like an extension of the user.

### Example Ability

**Ability Name: "Fractured Mirror"  
Description:** This ability allows the Stand to create a field of fragmented, reflective surfaces that distort light, sound, and space within a specified area. When activated, the Stand generates a 10-meter radius dome of floating shards that bend reality inside, making it difficult for enemies to perceive the true positions of anyone within the field. The user and their allies can see through the illusion, but opponents suffer from distorted vision and misaligned sound, making their attacks and movements less accurate.

* **Mechanics:** Enemies within the Fractured Mirror field must pass a **DC 15 Perception check** at the start of their turn to discern the correct positions of anyone inside. Failure results in disadvantage on all attack rolls and ability checks that rely on sight or sound. If an enemy attacks blindly, they must roll a d4. On a 1, their attack hits a mirror shard instead, reflecting back 1d4 damage to them.
* **Duration and Range:** The Fractured Mirror field lasts for 3 turns and can be projected up to 20 meters away from the Stand. The ability can be used once per short rest.
* **Character Reflection:** This ability mirrors a character’s strategic, cunning nature, using deception and misdirection to outmaneuver foes. It reflects a personal history of feeling unseen or misunderstood, turning those experiences into a tactical advantage.

| **Abilities** | **Description** |
| --- | --- |
| Fractured Mirror | Creates a **10-meter radius** field of reflective shards that distort vision and sound, causing enemies to have disadvantage on attacks and checks. Enemies must pass a **DC 15 Perception check** each turn or risk hitting a shard, taking **1d4 reflective damage**. Lasts **3 turns**, usable **once per short rest**. |

### How Your Stand Should Reflect Your Character:

1. **Traits and Personality:**
   * Your Stand’s abilities should mirror your character’s key personality traits. For example, if your character is analytical and strategic, their Stand might excel at long-range attacks, manipulation, or reconnaissance. A character who is bold and confrontational may have a Stand with powerful, close-range combat abilities.
2. **Personal History:**
   * Incorporate elements of your character’s backstory into your Stand’s powers. If your character has faced significant trauma or challenges, their Stand could have defensive or retaliatory abilities, reflecting their desire to protect themselves or fight back. A character who has a history of being overlooked or underestimated might have a Stand that excels in stealth or deception.
3. **Strengths and Weaknesses:**
   * Your character’s strengths can be amplified through their Stand, while their weaknesses can also play a role. A cautious and methodical character might have a Stand that excels in precision but struggles with durability. This balance helps maintain consistency between the character and their Stand, emphasizing the unique bond between the two.
4. **Emotional State:**
   * The emotional state of your character at the time their Stand developed can influence its abilities. A character who developed their Stand in a moment of fear might have a Stand that focuses on evasion or psychological manipulation. A character driven by anger might have a Stand with explosive, uncontrolled power.
5. **Goals and Aspirations:**
   * Align your Stand’s abilities with your character’s goals. If your character aspires to become a leader, their Stand might have supportive or commanding abilities that empower allies. A character driven by a desire for freedom might have a Stand that excels in movement and breaking restraints.
6. **Stand Appearance:** The look of your Stand is equally important and should reflect your character's traits, emotions, and history. The appearance is a visual representation of who your character is, often highlighting aspects of their personality or past that influence their abilities. The design of your Stand can be as telling as its powers, offering a glimpse into your character's soul.

### Steps to Develop Stand Abilities:

1. **Identify Core Traits:** List the most prominent traits and emotions of your character. Consider how these could be represented through abilities.
2. **Connect with Backstory:** Think about significant events in your character’s life that have shaped them. Reflect these events in the Stand’s powers, such as a protective ability for someone who has lost loved ones.
3. **Balance Strengths and Weaknesses:** Make sure the Stand’s abilities reflect not just what your character is good at but also their limitations. This can add depth and prevent overpowered abilities.
4. **Involve the Game Master:** Collaborate with your Game Master to ensure the abilities align with the campaign’s theme and maintain balance within the game.
5. **Record and Refine:** Once your abilities are defined, document them on your character sheet. Refine them as needed to ensure they fit the evolving narrative of your character’s journey.

## Ability Types

1. **Close-Range Stands**
   * **Description:** These Stands excel in physical combat at close proximity, offering powerful melee attacks and exceptional hand-to-hand fighting skills. They are adept at engaging enemies directly and handling situations up close.
   * **Character Traits:** Assertive, confrontational, confident, decisive, and willing to face challenges head-on.
2. **Long-Distance Stands**
   * **Description:** These Stands operate effectively from a distance, using ranged attacks or abilities to manipulate targets without being directly involved in physical combat. They are ideal for strategic planning and indirect confrontation.
   * **Character Traits:** Strategic, cautious, methodical, analytical, and prefers to control situations from afar.
3. **Automatic Stands**
   * **Description:** Automatic Stands act independently based on preset instructions or conditions. They function without requiring constant user input, often performing complex tasks or maintaining a set pattern of behavior.
   * **Character Traits:** Organized, meticulous, prefers automation, detail-oriented, and values structured approaches.
4. **Materialized Stands**
   * **Description:** Materialized Stands are tangible and often take the form of physical objects or tools. They are directly linked to the user’s possessions or can be used as part of their daily life.
   * **Character Traits:** Practical, relies on specific objects, prefers tangible solutions, and has a strong connection to certain items or tools.
5. **Psychological Assault Stands**
   * **Description:** These Stands target the mind and emotions of their opponents, using abilities that affect mental states, perceptions, or psychological conditions. They are designed to manipulate or disrupt an enemy's mental stability.
   * **Character Traits:** Introspective, enjoys mind games, emotionally complex, and skilled in psychological manipulation.
6. **Reconnaissance Stands**
   * **Description:** These Stands specialize in gathering information, surveying areas, and providing intelligence. They are ideal for users who need to understand their environment or gather data from a distance.
   * **Character Traits:** Observant, detail-oriented, enjoys research and intelligence-gathering, and prefers to be well-informed.

## Form Types

1. **Natural Humanoid Stands**
   * **Description:** These Stands have a humanoid form with organic characteristics, allowing them to express emotions and perform tasks requiring dexterity. They resemble humans or human-like creatures.
   * **Character Traits:** Empathetic, relatable, expressive, and values human-like connections and emotional expression.
2. **Artificial Humanoid Stands**
   * **Description:** These Stands feature mechanical or artificial elements, resembling robots, cyborgs, or androids. They have a more industrial or technological appearance and often include mechanical features.
   * **Character Traits:** Technologically inclined, analytical, futuristic, and appreciates mechanics or automation.
3. **Natural Non-Humanoid Stands**
   * **Description:** These Stands take the form of natural elements or creatures, such as animals or plants. Their appearance is reminiscent of natural organisms or phenomena.
   * **Character Traits:** Connected to nature, unconventional, appreciates natural forms, and has a strong affinity for living organisms or elements.
4. **Artificial Non-Humanoid Stands**
   * **Description:** These Stands resemble tools, machines, or non-humanoid constructs. They have a mechanical or functional appearance and often serve specific practical purposes.
   * **Character Traits:** Practical, functional, appreciates efficiency, and values tools or mechanical constructs.
5. **Phenomenon Stands**
   * **Description:** Phenomenon Stands lack a definitive physical form and instead manifest as abstract phenomena or supernatural effects. They often provide unique or otherworldly abilities.
   * **Character Traits:** Abstract thinkers, enjoys exploring unconventional ideas, and has a deep connection to the supernatural or conceptual.
6. **Colony Stands**
   * **Description:** Composed of multiple units that function as a single Stand, Colony Stands can overwhelm opponents by attacking from various directions and distributing damage across many units.
   * **Character Traits:** Resilient, adaptable, strategic, and not easily deterred by damage or setbacks.
7. **Evolved Stands**
   * **Description:** Evolved Stands undergo transformations or enhancements, gaining new abilities or forms. They can evolve naturally or through special means, like the Arrow or unique circumstances.
   * **Character Traits:** Growth-oriented, adaptable, open to change, and has potential for significant personal or spiritual development.
8. **Sentient Stands**
   * **Description:** Sentient Stands possess their own consciousness and can think, analyze, and converse with their user. They often have distinct personalities and can offer advice or comments.
   * **Character Traits:** Introspective, reflective, and values communication and partnership. They may also have a strong sense of identity or autonomy.
9. **Shared Stands**
   * **Description:** Shared Stands are capable of having multiple users, either simultaneously or over time. They can be passed on or shared between individuals for various reasons.
   * **Character Traits:** Collaborative, flexible, and able to work well with others or adapt to changing circumstances.

# Leveling Up

When a player reaches the XP cap, their Stand levels up. Upon leveling up, the following benefits are granted:

1. **Skill Points:** The Stand gains 16 skill points, which can be distributed across any of the Stand’s skills.
2. **Ability Adjustment:** The player can modify one of their Stand’s abilities, with guidance from the Game Master (GM). This adjustment reflects the character's growth and accomplishments, allowing abilities to evolve or gain new effects.

## Stat Increase

* Every 5 levels, the Stand gains 1 stat point. This point can be allocated to any of the following stats: **Strength**, **Dexterity**, **Constitution**, **Perception**, or **Willpower**.