Tab 1

JJBA Campaign Characters

# Name: Bonnie de la Crème

Age: 20

Birthplace: Louisiana, USA

Occupation: Psychology Student at SDSU

Appearance:

Bonnie has a darkish pale complexion and stands at 5'6" with an athletic build. Her striking green eyes contrast with her blue hair, which originally was dark brown but turned blue when her Stand awoke. She styles her hair in twin ponytails, secured with angel wing hair ties. Her outfit consists of a transparent yellow tube top with a V-cut and frills over a black strapless bra, complemented by matching yellow transparent puffy sleeves on her upper arms and a yellow transparent sarong with frayed ends. She pairs this with black biker shorts, a dark brown belt with a gold buckle, matching high boots, gray tactical gloves, gold ball earrings, blue lipstick, and a black choker.

Background:

Born into a poor but loving family in Louisiana, Bonnie’s early life was marked by hardship. At the age of 10, her life changed dramatically when Child Protective Services (CPS) deemed her parents incapable of providing for her following a repo job incident. She was subsequently adopted by a wealthy and influential family in Orange County. Though they provided for her needs and possibly even cared for her, they instilled in her a belief that success could only be achieved through manipulation and ruthless tactics. Under their influence, Bonnie developed a conflicted sense of identity, torn between the genuine love she once knew and the thrill of winning by any means necessary.

Despite her affluent upbringing, Bonnie chose a modest path by attending a community college to earn her Associate of Arts degree. She then enrolled at San Diego State University (SDSU) to study psychology. However, a month before classes began, Bonnie was struck by a mysterious illness that left her in a coma and with a fever that persisted into the second week of the semester. Upon recovery, she felt an inexplicable surge of self-motivation and power. Soon, she discovered the source of her newfound strength: a Stand, which she named "Material Girl."

Bonnie currently lives in an apartment near the SDSU campus with a roommate. Her expenses are fully covered by her adoptive family, freeing her from financial concerns and allowing her to indulge in her interests, especially fashion. Her credit card history reveals a passion for unique clothing and self-expression—an outlet she never had in her hometown.

Personality:

Bonnie is highly ambitious, driven by a strong desire to succeed. Her upbringing has left her with a complex duality: on one hand, she yearns for genuine love and connection; on the other, she relishes the satisfaction of achieving her goals through cunning and manipulation. She is resourceful, strategic, and often uses her charm and intellect to her advantage. Her struggle between morality and ambition makes her a nuanced and unpredictable character. Bonnie's love for fashion reflects her desire to stand out and assert her individuality, a pursuit that gives her both freedom and fulfillment.  
  
Stand: Material Girl

Namesake: "Material Girl" by Madonna

Type: Humanoid Stand

Appearance:

Material Girl is a tall, athletic, and ghostly figure that exudes an aura of intimidation and power. Her skin is a distinct mauve, and her legs are wrapped in bands of rich Russian velvet, adding a unique texture to her form. From her head, devil horns protrude, framing a face that is gaunt, with piercing eyes featuring green irises and unsettling goat-like pupils. She has no ears, and her mouth is minimal, adding to her eerie and otherworldly appearance.

A light green, semi-transparent mohawk runs between her devil horns, and a matching tuft of hair at the end of her tail resembles that of an ox. Material Girl's body is adorned with light green armor, including round pauldrons, a Romanesque breastplate, form-fitting bracers, and knee pads, giving her a warrior-like presence. She also has a dermal piercing above her left eye, golden bracelets around her wrists, and a gold and jeweled necklace. Her gloves and heel guards are a deep Russian violet, complementing her mauve skin, and she wears a choker around her neck.

Her fingers end in sharp, black claws, and her feet resemble those of a raptor, with long black claws extending from them. The combination of these features gives Material Girl a menacing, almost predatory appearance, designed to strike fear into her enemies.

Abilities:

Material Transmutation:

Material Girl can transform inanimate solid objects and living beings into different non-living solid materials (e.g., concrete, paper, fabric). To activate this power, the Stand must be in direct contact with the target, and only the part being touched will be transformed. The transformation persists until Material Girl touches the target again to revert it, the target moves outside of its 10-meter range, or Bonnie is incapacitated.

Range Limitation: If the transformed object leaves the Stand's 10-meter range from Bonnie, it immediately reverts to its original state.

Transmutation Restrictions: This ability cannot affect liquids, gases, or plasma, and cannot be used on Bonnie herself. The transmutation is limited to solid, non-living materials only.

Stand Energy Infusion: Objects transmuted by Material Girl are charged with Stand energy, allowing them to interact with and damage other Stands.

Glove Transfer Control:

Material Girl possesses removable gloves that Bonnie can wear, transferring the Stand's transmutation powers directly to her.

When Bonnie wears the gloves:

Direct Control: Bonnie gains the ability to transmute materials with her hands, effectively extending the Stand’s power to her own body.

Stand Durability Enhancement: Bonnie's arms gain the durability of a Stand, protecting them from damage similar to Material Girl’s natural defense.

Vulnerability Trade-off: Material Girl loses its ability to perform transmutations while Bonnie wears the gloves, leaving the Stand defenseless and vulnerable, particularly to attacks targeting its arms.

Strengths:

Versatile Transformations: Material Girl can alter a wide variety of solid objects and living beings into materials with diverse properties, making it useful for both offensive and defensive strategies.

Creative Utility: The Stand’s ability to transform objects or enemies into materials like steel or rubber can be leveraged to create weapons, barriers, or traps.

Range Flexibility: The transmutation abilities can be wielded either directly by Material Girl or indirectly by Bonnie through the glove transfer, allowing for adaptable use in different situations.

Weaknesses:

Limited to Solids: The Stand cannot affect liquids, gases, or plasma, limiting the range of materials it can manipulate.

Contact and Range Requirement: Requires direct contact to activate the transformation, and any object or being that moves beyond a 10-meter range will revert to its original state.

Incapacitation and Glove Vulnerability: If Bonnie is incapacitated, or if the gloves are worn by Bonnie, Material Girl loses its transmutation powers and becomes more vulnerable to attacks.

Notable Uses:

Barrier Creation: By transforming walls or objects into hard, durable materials, Material Girl can create solid barriers for defense.

Weapon Formation: Everyday objects can be turned into potent weapons, such as converting a piece of wood into iron or a paper sheet into a metal blade.

Environmental Manipulation: Alters surroundings to gain an advantage in combat, such as making surfaces slippery or sticky to hinder opponents.

Direct Combat Enhancement: When Bonnie wears the gloves, she gains the power of transmutation herself, combining it with enhanced durability for close-quarters combat.

Limitations:

Material Girl is restricted to transmuting solid objects or beings into other non-living, solid materials. It cannot affect liquids, gases, plasma, or non-physical entities like ghosts. The ability requires direct contact and is limited by a 10-meter range from Bonnie, after which transformations will revert. When Bonnie wears the gloves, Material Girl loses its ability to transmute, making it defenseless and vulnerable to attacks.

# 

# Stand User: Jackson Qin Oswald

* **Age:** Born in 1885 (Deceased; Stand manifests posthumously)
* **Ethnicity:** Italian-Chinese American
* **Birthplace:** New Jersey
* **Era of Influence:** 1920s–1940s
* **Affiliation:** Formerly a prominent figure in the Italian Mafia, now a posthumous leader of a Stand-powered crime family in San Diego.

#### **Background:**

Jackson Qin Oswald was born to an Italian father and a Chinese mother in New Jersey in 1885. He quickly became a rising star in the early waves of the Italian Mafia during the 1920s and 1930s, known for his ruthless ambition, sharp intellect, and the dual cultural influence that made him stand out. However, his half-Asian appearance—specifically his black hair and almond-shaped eyes—caused him trouble when anti-Asian sentiments in America reached a fever pitch during World War II.

Fearing for his life as Japanese internment camps began springing up across the country, Oswald fled to China in 1942, seeking refuge with distant relatives. His time in China was filled with tension; his family mocked him for being "too American," for his poor grasp of Chinese, and for his Western habits. Despite the ridicule, Oswald valued his family deeply and endured the disrespect.

In 1950, Oswald received a mysterious tip about a "great and dangerous treasure" hidden in North Vietnam, which turned out to be a Stand Arrow discovered in ancient Cambodian ruins. This treasure was in the hands of Ho Chi Minh, who saw it as a tool for global dominance. Oswald, using his American mob influence despite hiding from his home country, sought out this treasure. He met with Ho Chi Minh, but the meeting took a strange turn when he was kidnapped and brought before the Vietnamese revolutionary leader.

Ho Chi Minh explained the power of the Stand Arrow and his ambition to use it to control the world. However, as Oswald listened to the monologue, the arrow inexplicably leapt from its case and pierced him. Instead of manifesting a Stand on the spot, Oswald remained unchanged—because his Stand was one that would only activate after his death. Ho Chi Minh, frustrated by Oswald's seeming lack of ability, forced him to help create new Stand users for his plans. Oswald played along, but instead of aiding Ho Chi Minh, he escaped back to the United States.

There, he formed his own army of Stand users, building a powerful crime family in San Diego that would be bound to his will long after his death. Upon dying, his Stand finally activated, making Oswald an eternal, posthumous kingpin of his criminal empire.

### Stand: How Soon Is Now

* **Namesake:** The Stand is named after the famous song by The Smiths, reflecting themes of time, control, and inevitability—tying into Oswald's manipulation of time and posthumous power.

#### **Appearance:**

How Soon Is Now resembles an antique, ornate grandfather clock with a humanoid figure integrated into its design. The humanoid part has a crystal and metal exterior, glowing hollow eyes, and clock gears embedded in its chest. The clock’s hands continuously move, but at an irregular pace, representing Oswald’s command over time. Mechanical arms extend from its sides, transforming into weapons and tools when necessary.

#### **Abilities:**

1. **Temporal Confinement:**How Soon Is Now can pull a target into the "timeless dimension" within the clock. Inside, time flows irregularly, draining the target’s lifespan and converting it into power for Oswald’s Stand users or enhancing his control. Victims age rapidly while inside, and their connection to the outside world weakens, making escape nearly impossible.
2. **Deferred Death:**The Stand only activates after Oswald’s death. Once active, it slowly drains time from the living who come into contact with it, weakening them over extended periods. This ability allows Oswald to spread his influence posthumously, making it difficult for his enemies to resist as they slowly become fatigued and age prematurely.
3. **Temporal Proxy:**How Soon Is Now allows Oswald to possess living individuals, acting through their bodies while retaining his posthumous influence. The proxy becomes a vessel for Oswald’s mind, following his will. If the host dies, Oswald’s consciousness can move to another host, allowing his control to remain unbroken.
4. **Eternal Rebuttal:**In direct combat, How Soon Is Now uses its mechanical arms, which transform into blades, chains, and hammers. The Stand can momentarily manipulate the flow of time around objects or attacks, slowing or accelerating them to throw off enemies' timing, making it a difficult opponent in close-range fights.
5. **Chrono Reversal:**How Soon Is Now can rewind time in a small radius (10 meters) for up to five seconds, undoing immediate damage, repositioning itself or allies, or resetting mistakes in battle. This ability has a cooldown, so it must be used strategically.
6. **Judgment of Time:**The Stand can curse enemies with a debilitating temporal effect, slowing their movements and cognitive functions as though they were aging rapidly. Victims experience physical sluggishness and mental disorientation, leaving them vulnerable to Oswald’s allies.

#### **Stand Stats:**

* **Power - B:** Strong enough to deliver powerful strikes and manipulate time within a limited radius.
* **Speed - C:** Average speed, augmented by its time-warping abilities.
* **Durability - A:** Extremely resilient, symbolizing its eternal nature.
* **Precision - C:** Moderately accurate, though its time manipulation makes precision less crucial.
* **Potential - A:** How Soon Is Now has vast potential, particularly in strategic manipulation and temporal control.
* **Range - B:** Moderate physical range, but its time-draining abilities and consciousness transfer give it far-reaching influence.

### Character Traits:

* **Cold and Calculating:** Oswald was always a strategist, thinking several steps ahead of his enemies. His Stand reflects this, manipulating time and controlling others even beyond the grave.
* **Legacy Above All:** Obsessed with power, Oswald values his control over the Mafia and seeks to maintain it indefinitely through How Soon Is Now’s abilities.
* **Cultural Duality:** As an Italian-Chinese American, Oswald navigated different worlds and used his background to secure power, despite facing discrimination in both the mafia and his heritage communities.

#### **Trivia:**

* **The Arrow of Fate:** The Stand Arrow that gave Oswald his Stand only activated its full power after his death, tying his fate directly to time and legacy.
* **Eternal Monarch:** How Soon Is Now allows Oswald to continue his criminal empire indefinitely, controlling proxies and allies even after his death.

#### **Character Traits:**

* **Ruthless Strategist:** Oswald’s intelligence and cunning were always his greatest assets. Even in death, his Stand allows him to continue pulling the strings of his empire.
* **Reluctantly Connected to His Heritage:** While he faced discrimination for his mixed Italian-Chinese heritage, Oswald ultimately used his diverse background to navigate different worlds with ease.
* **Legacy of Control:** Oswald values power and influence over all else, even family. His ultimate goal is to cement his control over the San Diego Mafia for all time.

#### **Trivia:**

* **Posthumous Tyrant:** Oswald’s Stand only activates after his death, meaning he rules his empire from beyond the grave, ensuring his legacy is eternal.
* **Feared Mob Boss:** Known in life as a feared and ruthless figure in the mafia, Oswald’s Stand has only enhanced his reputation after death.
* **Manipulator of Time:** By manipulating time and controlling others, Oswald ensures that no one can challenge his power, even after he is long gone.

# 

# Giles Hone

*“Dude, that was totally bogus.”*

**Japanese Name:** ジャイルス・ホーン (Jairusu Hōn)  
**Romanized Name:** Jairusu Hōn  
**Stand:** **Sliver  
Stand Type:** Close-Range Stand  
**Stand Ability:** *Wire Manipulation***Affiliation:** Italian Mob (formerly)  
**Status:** Alive

### Profile

**Age:** 24  
**Birthday:** April 18, 1966  
**Gender:** Male  
**Height:** 6'2" (188 cm)  
**Weight:** 160 lbs (73 kg)  
**Hair Color:** Curly Brown  
**Eye Color:** Green  
**Nationality:** American  
**Occupation:** Former Mob Grunt, Surfer

### Appearance

Giles Hone is a tall, wiry man with a somewhat disheveled appearance, reflecting the chaotic and unstable life he leads. His curly brown hair often falls into his eyes, and he wears round, thin-framed glasses that add to his slightly geeky, unassuming look. Despite his tall frame, his posture is often slouched, indicative of his low self-esteem. Giles typically dresses in worn-out beachwear—board shorts, tank tops, and flip-flops—that signify his surfer lifestyle, though these clothes are often frayed and faded, showing his descent from former glory.

### Personality

Giles is a deeply insecure individual who has struggled with maintaining relationships since childhood. He was never popular, and his inability to form lasting connections led to a sense of loneliness and inadequacy that followed him into adulthood. These insecurities drove him to seek validation through wealth and status, which he hoped would attract friends and give him a sense of belonging. Unfortunately, this only led him to surround himself with people who valued him for his money, not for who he was.

Despite his flaws and poor decisions, Giles has a strong moral compass buried beneath his insecurities. The guilt of his involvement in the mob and the murder of an innocent student eats away at him, leading him to take a stand against the organization that once gave him a false sense of purpose. His redemption arc is driven by a desire to do something good, even if it might cost him everything.

### History

**Background**Giles Hone was born and raised in Morro Bay, California. As a child, he spent most of his time alone on the beach, surfing and dreaming of a life where he was popular and admired. However, his introverted nature and difficulty in maintaining relationships made him a loner. After high school, he moved to San Diego to pursue a degree in electrical engineering but dropped out after a month, unable to handle the pressures of college life and feeling increasingly isolated.

**Downfall**After dropping out, Giles returned to surfing but found it difficult to sustain himself financially. Desperate for money and recognition, he fell in with the Italian Mob, initially doing small jobs like arson and money laundering. His newfound wealth briefly gave him the attention he craved, but the friendships he formed were shallow and unfulfilling. His poor decision-making culminated in a disastrous attempt to steal a million dollars from a powerful mafioso, which led to his arrest for kidnapping after he ditched the money and hijacked a cab in a panic.

**Redemption Arc**After serving time in prison, Giles returned to the mob, who only allowed him back to exploit him for free labor. He was treated like dirt, and his once-glamorous lifestyle had crumbled into nothing. It was during this time that he learned of the murder of a student who had uncovered the mob’s embezzlement scheme at a local college. This event was the catalyst for Giles’ change of heart. He began to secretly work against the mob, leaving a clue for the main character to find and eventually trying to aid the investigation from the shadows, despite his fears.

## [Stand](https://docs.google.com/spreadsheets/u/0/d/1D-1BHca37TrH_ntn4zPhSrkvQ1IfW2uqm52k9HqnLl4/edit)

**Name:** Sliver (スライヴァー, Suraivā)

**Stand Type:** Close-Range

**Ability:** Wire Manipulation

**User:** Giles Hone

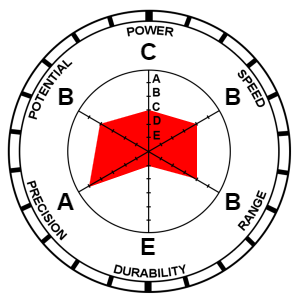
**Description:** Sliver manifests as a series of thin, razor-sharp metallic wires that extend from Giles Hone's fingers. These wires are characterized by their extreme sharpness and precision, allowing Giles to cut through most materials with ease. The Stand's ability is primarily focused on close-range combat and precision attacks, making it highly effective for delicate tasks or precise strikes. The wires can also be used defensively, creating barriers or traps. However, the wires' fragility mirrors Giles’ own emotional vulnerability, making them susceptible to damage from powerful or sustained attacks.

**Appearance:** Sliver appears as a collection of slender, metallic threads that extend from Giles' fingertips. The wires are almost invisible due to their thinness, making them difficult to detect unless they catch the light at certain angles. They are so sharp that they can slice through most materials, including flesh and metal, with minimal resistance. The wires shimmer faintly with a silvery hue, hinting at their sharpness and the danger they pose.

**Abilities:**

* **Wire Manipulation:**
  + **Function:** Giles can extend and control the metallic wires with precise accuracy. These wires can be used to slice through objects, cut through barriers, or ensnare opponents.
  + **Attack:** The wires are extremely sharp and can cut through almost any material, including steel and stone, with ease. This makes Sliver a formidable tool for both offense and sabotage.
  + **Defense:** Sliver's wires can be used to create defensive barriers or traps, though their fragile nature limits their effectiveness in prolonged engagements.
* **Precision and Delicacy:**
  + **Function:** The Stand excels in precision, allowing Giles to perform delicate operations, such as cutting through locks, disarming traps, or performing intricate tasks that require a steady hand.
  + **Detail Work:** Due to their thinness and sharpness, the wires can be employed in tasks requiring high precision, such as surgical cuts or fine adjustments.
* **Fragility:**
  + **Function:** The wires are very delicate and can be easily broken by strong impacts or sustained attacks. This vulnerability reflects Giles’ own insecurities and emotional fragility.
  + **Weakness:** The wires’ durability is a significant drawback, as they can be severed by powerful Stand abilities or physical attacks, rendering them ineffective in prolonged or high-intensity battles.

**Stats:**

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* **Power:** C
  + **Description:** The raw power of Sliver is moderate. While it can slice through many materials, it lacks the raw destructive force of higher-ranked Stands.
* **Speed:** B
  + **Description:** Sliver's wires can extend and retract swiftly, allowing Giles to react quickly in combat situations. The speed of his attacks makes him dangerous in close-quarters.
* **Range:** B
  + **Description:** The Stand’s effective range is limited to close proximity, as the wires can only extend as far as Giles’ reach. This range makes Sliver a close-combat Stand but limits its effectiveness at a distance.
* **Durability:** E
  + **Description:** The wires are highly fragile and can be easily damaged or destroyed by strong attacks or sustained pressure. This low durability reflects Giles' own emotional instability.
* **Precision:** A
  + **Description:** Sliver excels in precision, with the ability to perform highly accurate attacks and maneuvers. This makes it highly effective for delicate tasks and strategic strikes.
* **Potential:** B
  + **Description:** The Stand has considerable potential for strategic use, particularly in precision-based operations and tactical combat. However, its fragility limits its overall effectiveness in direct confrontations.

### Trivia

* **Morro Rock Origin:** Giles received his Stand, Sliver, after a harrowing climb of Morro Rock, where he cut his hand on a shard from a meteorite embedded in the rock. This event marked the beginning of his downward spiral.
* **Surfing Roots:** Despite his fall from grace, Giles still occasionally returns to the beach, finding solace in the waves, even though the joy of surfing has long faded for him.
* **Loneliness:** Giles’ greatest fear is being alone, which drove him to seek out the mob’s company, despite knowing it would lead to his ruin.
* **Regret:** The memory of the student’s murder haunts Giles, pushing him to take action, even if it means risking his life.

# Alex Caruso

*“Ok, sure, ill just put the records in the trash over there… \*RIIIIIIIIIIP\*.”*

**Japanese Name:** アレックス・カルーソ (Arekkusu Karūso)  
**Romanized Name:** Arekkusu Karūso  
**Stand:** None **Stand Type:** N/A  
**Affiliation:** College Student, Work-Study Treasurer  
**Status:** Deceased

### Profile

**Age:** 21  
**Birthday:** October 12, 1969  
**Gender:** Male  
**Height:** 5'10" (178 cm)  
**Weight:** 155 lbs (70 kg)  
**Hair Color:** Black  
**Eye Color:** Hazel  
**Nationality:** American  
**Occupation:** College Student (Economics Major), Treasurer (Work-Study Program)

### Appearance

Alex Caruso was an unassuming young man with a clean-cut appearance, reflecting his serious and disciplined nature. He had short, neatly combed brown hair and hazel eyes that often appeared focused, as if constantly deep in thought. His wardrobe was practical and modest, typically consisting of button-up shirts, jeans, and a well-worn backpack slung over one shoulder, filled with textbooks and notes. Despite his relatively average appearance, there was an air of quiet determination about him that set him apart from his peers.

### Personality

Alex was known for his strong sense of justice and his unwavering commitment to doing what was right, even when it meant standing up against powerful forces. As a student majoring in Economics, he was both intelligent and meticulous, traits that made him an excellent treasurer for the college’s work-study program. He was passionate about his studies and believed in the importance of using his knowledge to benefit others, particularly his fellow students.

Though naturally introverted, Alex was not afraid to speak out when he saw injustice, and he was often described as principled and incorruptible. However, this also made him somewhat isolated, as many of his peers found his rigid morality difficult to relate to. Despite this, Alex remained undeterred, believing that the truth was worth any personal cost. His tragic death revealed just how far he was willing to go to expose corruption and protect those who were being exploited.

### History

**Background**Born and raised in a middle-class family, Alex Caruso was a diligent student who excelled academically from a young age. He was particularly drawn to the study of economics, which he believed was the key to understanding and addressing societal inequalities. His passion for fairness and transparency led him to take up the role of treasurer in his college’s work-study program, where he quickly began to notice discrepancies in the school’s financial records.

**Investigation and Discovery**While meticulously reviewing the college’s finances, Alex uncovered evidence that large sums of money, primarily from student tuition, were being siphoned off and redirected into private accounts. This discovery disturbed him deeply, as he realized the funds were likely being funneled into the hands of corrupt individuals. Determined to expose the truth, Alex began gathering more evidence, hoping to present his findings to the authorities.

**Murder**On the night of his death, Alex went to the college’s copy room to make duplicates of the incriminating documents he had found. However, before he could complete the task, he was confronted by a mob grunt sent to silence him. Realizing the danger he was in, Alex pretended to discard the documents, but secretly tore out a crucial page and hid it in his sock. The mobster, noticing the missing page, pursued Alex, eventually cornering him in a secluded room. Using his Stand, the mobster murdered Alex, making it look like a suicide to cover up the crime.

**Cover-Up**The college, likely under pressure from the mob, swiftly covered up Alex’s death, labeling it a tragic accident and burying any mention of the suspicious circumstances. No official investigation was conducted, and Alex’s work was quietly erased from the school’s records. However, whispers of the truth persisted, leading some, including the main character, to suspect foul play.

### Legacy

Alex’s death became the catalyst for the main character’s investigation into the corruption at the college, eventually leading them into the darker world of the Italian Mob and its ties to the institution. Though Alex never lived to see justice served, his courage and dedication inspired others to continue his work, uncovering the truth he died to protect.

### Trivia

* **Unwavering Morality:** Alex was often described as having a strong moral compass, which made him both respected and alienated by his peers.
* **Last Words:** Though Alex’s final moments were never witnessed, it is believed that he fought to the very end to protect the evidence he had gathered.
* **Inspiration:** Alex’s story draws parallels with real-life whistleblowers who have risked everything to expose corruption.

# Logan Shakeel and Urban Struggle

## Logan Shakeel

**Age:** 32  
**Height:** 6'2"  
**Weight:** 300 lbs  
**Nationality:** White/Indian  
**Occupation:** Biker, Low-Tier Gang Member  
**Affiliation:** Low-Tier Bike Gang, Italian Mob

**Appearance:**Logan Shakeel is a large, rotund man with a prominent gut, often seen wearing a cowboy hat, a leather biker jacket, and rugged jeans. His scruffy beard and disheveled appearance complement his rough demeanor. Despite his southern cowboy persona, Logan’s true background and accent reveal a more complex heritage, rooted in his mixed white and Indian descent.

**Background:**Logan Shakeel was born to an Indian father and a Utah mother who met during a missionary trip in India. The marriage was fraught with issues, culminating in a divorce when Logan was five years old. Raised between his controlling father and passive mother, Logan grew up with a deep-seated disillusionment toward both sides of his family. His father’s obsession with Western culture and patriotism provided some form of connection but also deepened Logan’s frustration with his upbringing.

Disillusioned with the Mormon values of his mother and the controlling nature of his father, Logan eventually rebelled, finding solace in the chaotic world of a low-tier bike gang. His addiction to drugs and abrasive personality further isolated him, leading him to use his Stand, Urban Struggle, to carve out a niche for himself within the criminal underworld.

**Personality:**Logan is loud, abrasive, and dismissive of conventional politeness. He thrives in environments of organized chaos and values strong leadership and obedience. His drug addiction exacerbates his erratic behavior, making him unpredictable and dangerous. Despite his low-tier status in the bike gang, his strategic mind and Stand abilities make him a significant threat.

## Urban Struggle

**Stand Name:** Urban Struggle  
**Stand User:** Logan Shakeel  
**Stand Type:** Map-Based  
**Appearance:** Physical Map  
**Stand Ability:** Control and Manipulate Tracked Vehicles

### Stand Appearance

Urban Struggle manifests as a detailed physical map that Logan Shakeel carries with him. The map is highly intricate, showing streets, alleys, and tracked vehicles within the city. It has an ethereal glow around marked vehicles and specific areas, indicating Logan’s control. The map’s appearance can vary based on its condition, with new maps appearing pristine and older ones showing signs of wear and tear.

### Stand Ability: Urban Struggle

**Overview:**Urban Struggle allows Logan Shakeel to control any tracked vehicle within the city by marking them on a physical map. This power includes the ability to manipulate the vehicle’s movement, create disruptions, or strategically reposition them. The Stand’s range and effectiveness are limited to the map and the area covered by it.

**Primary Powers:**

1. **Vehicle Marking and Manipulation:**
   * **Mechanism:** Logan must physically touch a vehicle to mark it on the map. Once marked, he can control the vehicle’s movements, redirect its path, or cause disruptions as long as the map remains intact.
   * **Examples:** Redirecting a food truck to a different location, causing a car to stall, or manipulating a bus’s route.
2. **Map Dependency:**
   * **Mechanism:** Urban Struggle’s powers are entirely dependent on the physical map. If the map is damaged or destroyed, Logan loses control over all vehicles marked on it. Vehicles that move outside the map’s coverage area also lose their markings.
   * **Examples:** A torn map causing the loss of control over vehicles, or vehicles leaving the map’s range and acting independently.
3. **Detailed Surveillance:**
   * **Mechanism:** The map provides real-time updates on the positions and statuses of all tracked vehicles. This ability allows Logan to keep tabs on the urban environment and make strategic decisions.
   * **Examples:** Monitoring traffic patterns, tracking the movement of specific vehicles, or identifying hidden vehicles.
4. **World Map Advantage:**
   * **Mechanism:** When using a world map, Logan can mark and control airlines and planes globally. This power extends his influence far beyond the city, affecting international travel and logistics.
   * **Examples:** Redirecting international flights, manipulating cargo shipments, or causing global transport disruptions.

### Stand Stats

* **Power:** None
* **Speed:** None
* **Range:** S  
  *The Stand’s effectiveness is limited to the area covered by the physical map. A world map extends this range to global levels.*
* **Durability:** D  
  *The Stand’s durability is tied to the physical map. Damage or destruction of the map directly impacts its power.*
* **Precision:** B  
  *Urban Struggle allows for precise control of vehicles, enabling Logan to execute detailed and complex strategies.*
* **Potential:** A  
  *The Stand’s potential is immense, especially with the ability to control international transport via a world map. However, this potential is contingent on maintaining intact maps.*

### Stand Limitations

1. **Physical Map Dependency:**
   * Urban Struggle’s power is entirely reliant on the physical map. Any damage or loss of the map means Logan loses control over the marked vehicles. To mitigate this, Logan carries multiple maps and takes measures to protect them.
2. **Line of Sight and Range:**
   * Logan must maintain a clear view of the map. Vehicles that move outside the map’s coverage lose their markings and control, requiring Logan to adjust his strategies accordingly.
3. **Physical Vulnerability:**
   * Despite his Stand’s capabilities, Logan remains physically vulnerable. He is less effective in direct combat and relies on his Stand for strategic advantages rather than physical confrontations.

**Trivia:**

* **Organizational Talent:** Logan’s skill in organizing and controlling through Urban Struggle highlights his strategic mind, contrasting with his otherwise chaotic and erratic behavior.
* **Drug Addiction:** His addiction significantly influences his actions and decisions, contributing to his unpredictable nature.
* **Southern Charade:** Logan’s southern persona is a facade he uses to create a tough, intimidating image, masking his complex background.

**Stand User’s Role in the Story:**

Logan Shakeel and Urban Struggle are key antagonists within the campaign, leveraging the Stand’s abilities to manipulate and control tracked vehicles to serve the mob’s interests. Logan’s unpredictable behavior and strategic use of his Stand make him a formidable opponent for the protagonists as they unravel the web of corruption and deception surrounding the college’s murder case.

# Beck Bartosz

**Name:** Beck Bartosz (ベック・バルトス, Bekku Barutosu)

**Stand:** Red Shadows

**Stand Type:** Close-Range

**Age:** 35

**Nationality:** American

**Occupation:** Mob Enforcer, Conspiracy Theorist

**Affiliation:** Italian Mob

**Status:** Active

**Appearance:**

Beck Bartosz presents himself as a disheveled and unpleasant individual. He is of average height and has a bulky, unkempt appearance. His clothing is characterized by a lack of fashion sense, with a preference for counter-fashion that includes stained, ill-fitting garments. Beck is often seen wearing an array of cheap colognes that contribute to his overpowering odor. He uses charcoal toothpaste to turn his teeth black, adding to his overall unappealing appearance. His style is intentionally provocative, aiming to annoy and unsettle those around him.

**Personality:**

Beck is a brash, obnoxious individual with a notable disdain for both conventional norms and genuine human interactions. He harbors a deep-seated belief that most people are either boring or trying too hard, and he prides himself on being able to see through what he considers the “facade” of society. Beck is obsessed with conspiracy theories and believes himself to be exceptionally intelligent, despite his inability to read social cues or effectively manipulate others.

He revels in sowing discord and frustration, deriving pleasure from irritating people and disrupting social harmony. Beck’s abrasive personality and lack of self-awareness make him a highly disliked individual, both within the mob and in general social settings. His role in the mob is largely due to his tendency to cause trouble rather than any strategic value.

**Background:**

Beck Bartosz was born and raised in a middle-class American family. He grew up with a profound sense of dissatisfaction and a strong inclination toward radical theories and alternative viewpoints. His tendency to challenge societal norms and his abrasive demeanor led him to clash frequently with those around him.

Beck’s disillusionment with conventional life pushed him towards the Italian Mob, where he saw an opportunity to gain influence and assert his dominance. However, his ineptitude in social manipulation and his tendency to annoy rather than lead resulted in him being assigned to low-level enforcement roles.  
  
**Personality Traits:**

* **Intellectual Arrogance:** Beck considers himself a deep thinker and believes in his superior understanding of the world, which fuels his disdain for others.
* **Social Ineptitude:** His inability to recognize social cues and his tendency to annoy others make him a pariah in both criminal and social circles.
* **Conspiracy Believer:** Beck is obsessed with political and social conspiracies, often ranting about his theories to anyone unfortunate enough to listen.

**Trivia:**

* **Counter-Fashion:** Beck’s clothing and grooming choices are deliberately chosen to repel others and assert his non-conformity.
* **Unpopular:** His presence is often marked by a strong aversion from those around him, making him an unwelcome figure in many social settings.
* **Mob Role:** Despite his lack of influence or strategic ability, Beck's role in the mob is sustained by his ability to cause disruption and annoyance, fitting his niche within the criminal organization.

Beck Bartosz is a character defined by his obnoxious personality and the manipulative abilities of his Stand, *Red Shadows*. His actions and demeanor reflect his profound dissatisfaction with conventional society and his quest for influence through chaotic means.

## Stand: Red Shadows

**Stand Name:** Red Shadows (レッド・シャドウズ, Reddo Shadōzu)  
**Stand Type:** Close-Range  
**User:** Beck Bartosz

### Appearance:

**Red Shadows** manifests as an ornate, red parasol with a sleek, elegant design. The parasol features an intricate pattern on its fabric and a sturdy yet refined handle. When deployed, the parasol creates a wide, ominous shadow that can be manipulated by Beck Bartosz. The fabric seems to ripple and shimmer subtly, hinting at its supernatural nature.

### Ability:

**Red Shadows - Shadow Constriction:**

* **Function:  
  Red Shadows** allows Beck Bartosz to create and manipulate shadows cast by the parasol. The primary ability of **Red Shadows** is to turn these shadows into quicksand-like voids. Anyone who remains within the shadow is gradually pulled into the void, becoming trapped in a suffocating and immobilizing quicksand.
* **Constriction Mechanism:**The parasol can be closed or partially closed, causing the shadow to shrink and constrict around any victim within its reach. As the shadow contracts, the quicksand-like void tightens, increasing the pressure on the trapped individual and making it harder for them to escape.
* **Disintegration and Storage:**Once a target is fully submerged in the red shadow void, it quickly disintegrates as if dissolved in a super acidic, viscous liquid. Any remaining trace of whatever was engulfed can be stored within the red shadow void, but it must be expelled before the Stand can return to Beck. The expulsion takes the form of a watery black goo that stains everything it touches, serving as a mark of the evil and destructive nature of the Stand.
* **Destruction and Ejection:**If the shadow cast by the parasol is destroyed by a strong light force or other means, the quicksand void collapses, causing any trapped victim to be forcefully ejected from the void. This sudden ejection can be disorienting and potentially injurious to the victim, but it allows them to escape the immediate danger of being trapped.

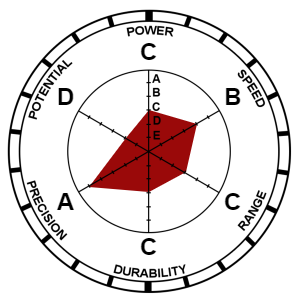
### Applications:

* **Offensive Use:**Beck can use the parasol to trap and immobilize opponents by expanding and manipulating the shadow. The constriction effect can be used strategically to incapacitate enemies, making them vulnerable to further attacks.
* **Defensive Use:**The parasol's shadow can be employed to create barriers or traps. Beck can use the shadow to control the battlefield, forcing opponents into unfavorable positions or creating zones of danger.
* **Control and Precision:**The parasol allows for precise control of the shadows, enabling Beck to target specific areas or individuals. This precision makes it possible for him to set traps and manipulate the environment to his advantage.

### Weaknesses:

* **Light Forces:**The shadows created by **Red Shadows** are vulnerable to strong light sources. If the shadow is exposed to intense light, it can be destroyed or dispersed, which will release any trapped victims and cause the void to collapse.
* **Fire and Basic Liquids:**The shadows are also highly susceptible to fire and basic liquids (like water). Fire can burn away the shadow, while basic liquids dilute and weaken its acidic nature, reducing its effectiveness or causing it to dissipate.
* **Dependence on Proximity:  
  Red Shadows** requires Beck to be in proximity to the area where he wishes to create shadows. The parasol’s range is limited to the area directly affected by the shadows it casts.

**Stats:**

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* **Power:** C
  + **Description:** The power of *Red Shadows* lies in its ability to trap and constrain opponents, though it lacks in raw destructive force.
* **Speed:** B
  + **Description:** Beck can quickly manipulate the shadow and control the parasol’s constriction effect, allowing for rapid adjustments in combat situations.
* **Range:** C
  + **Description:** The effective range of *Red Shadows* is confined to the area directly impacted by the parasol’s shadow, requiring Beck to be relatively close to his targets.
* **Durability:** C
  + **Description:** The parasol itself is reasonably durable, but its effectiveness can be compromised by significant light forces or physical damage.
* **Precision:** A
  + **Description:** Beck can control the shadows with high precision, enabling him to create specific areas of quicksand and target individuals with great accuracy.
* **Potential:** D
  + **Description:** While *Red Shadows* has unique abilities, Beck’s lack of social skills and strategic ineptitude limits the Stand’s potential for success. Its effectiveness is often undermined by Beck’s personal flaws.

# Claudia Harper

* **Age:** 45
* **Gender:** Female
* **Stand:** Burn No Bridges

### Appearance

Claudia Harper is a tall, slender woman exuding an aura of detachment and coldness. She has long, straight black hair, often pulled back into a tight ponytail, emphasizing her sharp, angular features. Her striking icy blue eyes are usually hidden behind thin, rectangular glasses, adding to her reserved and calculating appearance. Claudia dresses in a professional yet minimalist style, favoring dark, muted colors like black, gray, and deep blue. She often wears a long trench coat that enhances her distant, guarded demeanor, and her upright posture makes her seem unapproachable.

### Personality

Claudia embodies the concept of "burning bridges" in her personal relationships, consistently avoiding emotional connections and abandoning people whenever conflicts arise. She is fiercely independent, perceiving dependence on others as a vulnerability. Claudia’s cold and dismissive attitude is a defense mechanism to mask her deep-seated fear of vulnerability. She tends to avoid those she dislikes, often wishing for their disappearance to ease her conscience.

Her outlook on life is deeply cynical; she believes that everyone ultimately acts in self-interest, which justifies her actions of severing ties when relationships become challenging. Claudia is highly intelligent, strategic, and manipulative, using her Stand to exert control without forming personal bonds. Despite her outward confidence, she battles with guilt and regret over her past actions, though she would never openly acknowledge these feelings.

### Backstory

Claudia Harper grew up in a turbulent, emotionally manipulative household, fostering a survival instinct to sever ties before others could hurt her. As an adult, she drifted through jobs, avoiding deep connections until she became the Treasurer at her school, where her intelligence and strategic mindset quickly caught the attention of the local Mob. Drawn into their embezzlement schemes by promises of protection and wealth, Claudia manipulated school funds while maintaining a cold detachment, believing everyone acted in self-interest. Despite the Mob’s offers of protection, she refused, valuing her staunch independence. Balancing her professional duties and secret Mob affiliations, she maintained control through manipulation and detachment, driven by greed and a deeply cynical worldview. Though her outward demeanor exuded confidence, Claudia’s life was a constant battle with guilt and isolation, as her strategic mind kept her one step ahead but emotionally distant from everyone around her.

### Encounter with Claudia

During the MC’s investigation of the Treasury department, Claudia initially appears helpful. However, upon learning that the MC is probing into Alex’s death, she subtly changes demeanor and excuses herself, prompting a handshake that activates her Stand. Claudia then attempts to slip away and eliminate the MC by using the burning effect of "Burn No Bridges," leading to a tense encounter that forces the MC to either confront or comply with Claudia’s conditions.

## Stand: Burn No Bridges

* **Stand Type:** Phenomenon Stand
* **Namesake:** "Burn No Bridges" by Gray Matter

1. Power - B
2. Speed - E
3. Durability - E
4. Potential - A
5. Precision - E
6. Range - B

### Appearance

"Burn No Bridges" is a phenomenon Stand that lacks a traditional physical form. When activated, the Stand manifests as a spectral bridge connecting the user’s hand to the target’s hand during a handshake. The bridge is ethereal, glowing with translucent strands of light intertwined with ember-like sparks. It only appears during activation and vanishes after the handshake, except for a burning fuse effect that trails from the target.

### Abilities

**1. Heat of Departure**

* **Description:** Upon shaking hands, a spectral bridge forms between the user and the target. When the handshake ends, the bridge snaps, and the half connected to the target begins to burn like a fuse. The target’s distance from the user directly affects the burning speed: the farther away they move, the faster the bridge burns, increasing their body heat dangerously. If the target continues distancing themselves, their body temperature escalates to the point of fever and spontaneous combustion.
* **Effect Visual:** The burning bridge provides a clear indication of the Stand’s effect. As the target moves closer, the burning slows, and the bridge begins to repair. A proper goodbye handshake fully restores the bridge and nullifies the burning.

**2. Escape Clause**

* **Proper Goodbye:** The burning effect can be halted if the target returns to the user and gives a sincere goodbye handshake, allowing the bridge to reabsorb into the user.
* **Defeat the User:** The Stand's effect ends immediately if Claudia is incapacitated or killed, extinguishing the burning bridge.

### Strengths

* **Visual Cue for Effect:** The burning bridge provides a clear visual of the ongoing effect, helping Claudia track her target's proximity.
* **Tactical Advantage:** The Stand forces targets to remain close, allowing Claudia to control positioning and movement strategically.
* **Psychological Impact:** The burning effect induces fear and urgency, pushing targets to comply with Claudia's conditions to avoid harm.

### Weaknesses

* **Limited Activation Method:** Activation requires a handshake, making it difficult to use against aware or cautious opponents.
* **Counterable with Knowledge:** Once the Stand’s mechanics are understood, targets can mitigate the effect by staying close or using the goodbye ritual.
* **Vulnerable User:** The Stand's effectiveness hinges on Claudia’s safety; incapacitating her instantly nullifies the effect.

### Gallery

* **Activation:** The initial handshake, showing the bridge forming between the hands.
* **Burning Bridge:** The bridge burning as the target moves away, symbolizing the increasing threat.
* **Restoration:** The bridge gradually repairing as the target returns closer.
* **Goodbye Ritual:** The fully restored bridge reabsorbing when a proper goodbye is given.

### Trivia

* The burning bridge symbolizes the consequences of Claudia's abandonment and the dangers of severing connections recklessly.
* The Stand’s unique visual manifestation adds tension and drama to each interaction, highlighting Claudia's manipulative nature.

# User Profile: Officer Daniel "Danny" Steele

**Age:** 34

**Gender:** Male

**Appearance:**Danny Steele is a stocky man with a cocky demeanor and a constant sneer. His uniform is often disheveled, with his badge carelessly displayed and his belt overloaded with various gadgets. His short-cropped, dirty blonde hair and stubbly face give him an unkempt appearance that matches his corrupt attitude. He has cold, gray eyes that never seem to convey genuine emotion, and his posture exudes arrogance. When off-duty, he dresses in casual but expensive clothing, flaunting his ill-gotten gains. He often wears dark aviator sunglasses and a smug grin, which add to his untouchable persona.

**Personality:**Danny Steele is a corrupt cop who believes himself to be above the law. He is arrogant, power-hungry, and has no qualms about abusing his authority, especially against those he perceives as weak or beneath him. Danny revels in the control his Stand grants him, using it to manipulate, intimidate, and enforce his will on others. He sucks up to those in higher positions, always seeking to elevate his status while crushing anyone who stands in his way. Danny sees himself as untouchable, thanks to his connections with the mob and his Stand’s power, and he takes pleasure in exerting control over others.

Danny’s behavior is fueled by a deep-seated need to feel powerful and respected, masking an underlying insecurity about his place in the world. He views the law as a tool to exploit rather than uphold, bending rules whenever it suits him. Despite his bravado, Danny is paranoid about losing his power and will go to great lengths to eliminate perceived threats, including turning against his allies if it means securing his position.

**Backstory:**Danny grew up in a rough neighborhood where strength and influence dictated survival. As a teenager, he fell in with a bad crowd, learning early on that authority could be manipulated to his advantage. He joined the police force, not out of a sense of duty, but because he saw it as an easy way to gain power. Danny quickly fell into corruption, taking bribes, roughing up suspects, and abusing his authority without consequence. His Stand, Bootlicker, manifested during a tense standoff when he found himself overwhelmed by a gang confrontation. The Stand’s ability to control and compel others saved his life, cementing his belief that he was destined for power.

Danny’s alliance with the mob only further corrupted his sense of morality. He became the mob’s inside man, using his badge to eliminate their enemies and cover their tracks. His unchecked ambition and ruthless tactics earned him a reputation as both feared and despised within his precinct, but his Stand ensured no one dared challenge him directly. Danny's ultimate goal is to climb higher in the mob’s ranks, gaining even more influence and securing his untouchable status.

**Character Arc:**Danny’s story could involve his eventual downfall as his arrogance leads him to overreach, alienating both the mob and his fellow officers. He could face a formidable opponent who exposes his weaknesses, forcing him to confront the limits of his Stand and his own insecurities. Whether he meets a brutal end, seeks redemption, or falls further into corruption depends on his choices and the people he chooses to manipulate—or betray.

Danny serves as a cautionary figure of the dangers of power without accountability, and his Stand, Bootlicker, perfectly reflects his desire to control and dominate without regard for the consequences.

## Stand Profile: Bootlicker

**Namesake:** "Bootlicker" by SPY

**Stand Type:** Colony Stand

1. Power - D
2. Speed - B
3. Durability - D
4. Potential - A
5. Precision - B
6. Range - B

**Appearance:**Bootlicker manifests as a swarm of small, three-handed creatures, each resembling thick, fleshy versions of sticky hand toys. The creatures are T-shaped, with two hands extended outward to the sides and one hand sticking straight up, giving them a distinctive silhouette. The back of each creature features a pattern resembling chains, with icons on each hand: a handcuff on the left hand, a knife on the middle hand, and a gun on the right hand. The creatures are sticky and cling easily to surfaces, leaving faint, greasy smears when they move. Their hands are flexible but powerful, capable of both gentle grips and crushing force.

**Abilities:**

1. **Command Grab  
   Description:** If a Bootlicker creature grabs any part of a target's head—whether it's hair, skin, or even just the side of the face—the target is immediately compelled to follow the user’s commands. The victim hears whispers of his commands coming from within their head as if they are their own thoughts. The command is enforced through psychological and physical pressure; if the target disobeys or resists, the creature tightens its grip, squeezing the target’s head with increasing force until compliance is achieved or serious injury occurs. The pressure can induce severe pain, confusion, and even unconsciousness if the target resists too much. The control is lost if the creature is forcibly removed or destroyed.
2. **Partial Control  
   Description:** If a Bootlicker grabs onto any other body part—such as a limb—it gains control over that specific part. For instance, if it grabs an arm, it can force that arm to move independently of the target's will. This ability extends beyond living beings; it can also latch onto objects or machinery, manipulating them as though they were extensions of its own body. Bootlicker’s control is tactile, requiring physical contact to maintain its influence, making its swarm nature particularly effective in chaotic or close-quarter confrontations.
3. **Mob Cohesion  
   Description:** Bootlicker functions as a hive mind, allowing the user to control the swarm with precise coordination. The user can see through the creatures' simple but effective vision, giving them a tactical advantage. This ability allows the user to operate the Stand from a distance, using Bootlicker’s swarm to overwhelm or manipulate targets without putting themselves directly in harm’s way. The creatures can also link together, forming makeshift chains or ropes, creating barriers, or enhancing their grip strength.

**Strengths:**

* **Enforcement of Commands:** Bootlicker’s ability to compel targets into submission makes it a powerful tool for manipulation and control, both in combat and outside of it.
* **Versatility in Control:** The Stand’s partial control ability makes it adaptable, allowing the user to manipulate anything the creatures touch, from body parts to objects, granting both offensive and defensive uses.
* **Tactical Swarm Advantage:** The swarm’s hive mind allows for coordinated attacks, surveillance, and strategic positioning, giving the user multiple layers of control over the battlefield.

**Weaknesses:**

* **Close-Range Dependency:** Bootlicker’s abilities are limited to physical contact, requiring the creatures to attach themselves to the target. This makes the Stand vulnerable to area-of-effect attacks or anything that can sever its connection.
* **Fragility of Creatures:** Each Bootlicker creature is relatively weak on its own and can be easily destroyed with sufficient force, heat, or sharp objects. Destroying a significant portion of the swarm can severely limit the Stand’s effectiveness.
* **Counterable Through Awareness:** Targets who understand Bootlicker’s mechanics can potentially resist the commands by removing the creatures or avoiding physical contact altogether.

# 

# Clemens Tyne

**Stand User:** Clemens Tyne  
**Born:** 1915, California  
**Age:** 75

**Background:** Clemens Tyne’s life is a complex tapestry of violence and survival. Initially drafted into WWII, he transitioned into a career in construction demolition. Despite his advanced age, he sought to fight in the Vietnam War. Using mafia connections to forge documents, Clemens joined the conflict. During a mission on the coast of Vietnam, he was struck by a meteor fragment, leading to a coma and the manifestation of his Stand, Photograph. This event was part of a ritual by locals, who, desperate for protection and victory, used meteor fragments to bestow Stand abilities upon their strongest warriors.

**Backstory and Notable Events:**

* **Stand Acquisition:** Clemens obtained his Stand, Photograph, during his coma caused by the meteor fragment. The ritualistic use of meteor fragments by locals to gain Stand abilities explains the unexpected NVA victories during the war, as they used these powers to protect their forces.
* **Memory Issues:** At 75, Clemens suffers from short-term amnesia, a result of his age and past trauma. This condition leads to occasional lapses in memory and forgetfulness.
* **Coronado Incident:** On Coronado Island, Clemens used Photograph to assassinate a target by placing their head into the Stand's mouth. He inadvertently left the enlarged skull off the coast, which was later discovered by scientists. The skull, now referred to as the "Mysterious Giant of Coronado," is displayed in the SDSU anthropology section, contributing to Clemens’s infamy.

**Character Traits:**

* **Violent and Ruthless:** Clemens’s history of violence and his role as a mob assassin highlight his ruthless nature.
* **Forgetful:** His age and memory issues result in occasional lapses in judgment and accidental oversights.
* **Survivor Mentality:** Clemens’s combat experience and role in the mob have made him skilled in assassination and arson, but his past traumas have left him with a complex psychological profile.

## Stand: Photograph

Namesake: "Photograph" by Nickelback

**Appearance:**Photograph resembles a vintage film enlarger, with mechanical legs and arms. Its central feature is a "mouth" where objects are placed for projection.

**Abilities:**

* **Projection and Destruction:** Photograph can insert an object into its mouth, project a larger, black-and-white version in front of itself, and cause the original object to be destroyed. This ability is inspired by the concept of "The good old days," emphasizing the grandeur and scale of the past.

**Trivia:**

* **Giant Skull:** The giant skull discovered on Coronado Island, attributed to Clemens’s actions, has become a local legend and a point of scientific intrigue.

# Psychic Bigfoot

**Stand User:** Psychic Bigfoot  
**Real Name:** Unknown  
**Alias:** Bigfoot  
**Origin:** Alien infected by the Stand virus and turned into a zombie

**Background:**Psychic Bigfoot, commonly known as Bigfoot, is a mysterious being with an extraterrestrial origin. Originally an alien, Bigfoot was transformed into a zombie-like entity due to an infection by the Stand virus. This transformation left him with profound loneliness, and his Stand, Otherside, is a reflection of his unique predicament. The Stand's ability ensures that anyone who sees Bigfoot cannot reveal his existence, with their memories of him being severely altered and unreliable. However, children retain fragmented memories of him, leading Bigfoot to seek out their companionship to combat his isolation.

## Stand: Otherside

Namesake: "Otherside" by Red Hot Chili Peppers

**Appearance:**Otherside does not have a traditional physical form, but manifests as an aura or distortion surrounding Bigfoot. It creates a shimmering effect in the environment, which warps perceptions and memories of those who encounter Bigfoot.

**Abilities:**

* **Memory Distortion:** Anyone who witnesses Bigfoot has their memories of him heavily altered and degraded, rendering their recollections vague and unreliable. They are also unable to reveal his existence to others.
* **Selective Memory Retention:** Children who see Bigfoot can remember him, though their memories are fragmented and become less coherent as they grow older. This allows Bigfoot to form fleeting connections with the young, though these bonds are destined to fade over time.

**Stand Stats:**

* **Power - None:** The Stand does not possess offensive or destructive capabilities.
* **Speed - None:** The Stand does not have attributes related to speed or reaction.
* **Durability - None:** As a Stand focusing on mental manipulation, it does not have physical durability.
* **Potential - None:** The Stand’s capabilities are primarily about memory manipulation, not enhancing potential in other areas.
* **Precision - None:** The Stand does not operate with precision, as its effects are broad and affect perception rather than specific targets.
* **Range - S:** The Stand’s influence extends over a vast range, affecting anyone who sees Bigfoot within its effective area.

**Character Traits:**

* **Lonely and Isolated:** Bigfoot’s condition leads to a life of profound solitude. His search for companionship among children is a response to his deep-seated loneliness.
* **Innocent Affection:** Despite his alien and zombie-like nature, Bigfoot forms genuine emotional connections with children, highlighting his underlying kindness and the tragic aspect of his existence.
* **Bittersweet Encounters:** The relationships Bigfoot builds with children are transient, reflecting the ephemeral nature of his interactions and the sadness of their inevitable dissolution.

**Trivia:**

* **Memory Warping:** The Stand’s power to alter memories serves as a metaphor for the ephemeral and unreliable nature of human recollection.
* **Childhood Friendships:** Bigfoot’s interactions with children emphasize the contrast between the pure, untainted memories of youth and the inevitable loss of these connections over time.

# Nate Cole

**Age:** 21  
**Gender:** Male  
**Affiliation:** Wealthy Student, College Elite  
**Stand:** Bad Mouth

#### **Appearance**

Nate Cole is a sharply dressed young man who exudes an air of arrogance and entitlement. He stands at an average height with a lean physique, reflecting his commitment to maintaining a superior appearance. His wardrobe features designer clothes, including tailored blazers, stylish dress pants, and polished shoes. Nate’s look is completed with high-end sunglasses and a meticulously styled haircut. His polished appearance and demeanor underscore his privileged background and self-assured nature.

#### **Personality**

Nate Cole is characterized by his arrogance, cruelty, and sense of superiority. He delights in belittling others and uses his Stand, Bad Mouth, to diminish his targets’ self-worth physically and psychologically. His need to assert dominance stems from deep-seated insecurities, driving him to control and exploit others. Nate’s manipulative nature and sharp tongue make him a formidable antagonist who thrives on causing discomfort and pain to those he deems beneath him.

#### **Background**

Nate Cole was born into a wealthy family, and his privileged upbringing instilled in him a sense of entitlement and superiority. His family’s influence and wealth provided him with opportunities to assert control over others, reinforcing his belief in his own superiority. Nate’s Stand, Bad Mouth, emerged from his need to manipulate and degrade others to maintain his sense of power. He exploits his Stand’s abilities to shrink individuals, selling them into forced labor in sweatshops to further his wealth and influence.

#### **Goals and Motivations**

Nate Cole’s primary goal is to maintain and expand his power and influence. He uses his Stand and wealth to manipulate, control, and exploit others, reinforcing his sense of superiority and entitlement. His criminal activities and stand abilities are driven by a desire to preserve his status and profit from the suffering of others.

## Stand Name: Bad Mouth

Type: Natural Non-Humanoid Stand  
Namesake: "Bad Mouth" by Fugazi

**Appearance:**Bad Mouth manifests as a small, disembodied head with vestigial arms, hovering menacingly in the air. Its spherical form is adorned with an array of sharp, purple and green spikes, giving it a sinister, thistle-like appearance. This unsettling design, combined with its sleek and ominous demeanor, makes Bad Mouth a striking and intimidating presence.

**Abilities:**

* **Bite of Despair:** Bad Mouth grapples and sinks its teeth into a target, dealing damage through an unarmed attack. Each size reduction inflicted by Verbal Assault enhances the bite’s effectiveness, increasing its Unarmed Skill by 1 point per size reduction.
* **Spiked Defense:** The Stand’s spiky exterior serves as a formidable defense mechanism. Any Stand that attacks Bad Mouth from outside its mouth suffers damage equal to half of the original attack’s damage, reflecting the Stand’s perilous nature.
* **Verbal Assault:** Nate unleashes psychological torment through cutting taunts, compelling targets to make a Charisma saving throw with disadvantage. Effective taunts cause the target to shrink by 1 size per taunt, with a maximum of 10 size reductions. Should the shrinking process be interrupted, the target will revert to its original size, growing 1 size per turn.

**Weaknesses:**

* **Limited Physical Damage:** Initially, Bad Mouth’s physical damage is relatively weak, relying heavily on the shrinking effect to become increasingly damaging.
* **Interruption Vulnerability:** The shrinking effect can be halted if the process is interrupted, potentially reversing the progress made and nullifying the Stand’s advantage.

**Trivia:**

* **Stand Symbolism:** The spiky, menacing appearance of Bad Mouth symbolizes its role in causing emotional and physical harm through its biting and shrinking abilities.
* **Psychological Impact:** The combination of shrinking and verbal assault emphasizes Bad Mouth’s theme of undermining and diminishing its targets.

Ideas

* Golfing Stand:
* Locksmith Stand:
  + A scorpion like stand with lock picks for legs and a lock dangling from the tail as the stinger. Its eyes are lock holes and the mouth is a drill. When it drills into its target, anything organic or inorganic, it takes a core from the drill and analyzes it. It then disappears and brings back a “key” basically it is the thing that will open/unlock the target. Example, if the stand targets a computer, it will bring back a paper with the password or perhaps a USB stick that hacks the pc, if it targets a person it will bring back a tool to open up the person let it be something to bribe them, something to torture them, or something to literally open the person up like a weapon.