

JoJo's Bizarre Tabletop Game

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

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Table of Contents

Rules -----	2
Passions -----	4
Rules of Stands -----	9
Types of Stands -----	10
Stand Actions and Passive Abilities -----	35
Ripple (Hamon) -----	42
Ripple Actions and Passive Abilities -----	37
The Spin -----	47
The Spin Actions and Passive Abilities -----	50
Non-Supernatural Classes -----	52
Weapons -----	57
Weapon Types-----	62
Feats -----	63
Special Races (Undead, Pillar Men, Rock Humans)-----	71
Artifacts and Locations -----	88

Rules of The Game

JoJo's Bizarre Tabletop is a game based off of the power systems of JoJo's Bizarre Adventure using Dungeons and Dragons 5th edition as a template. The combat systems, dice mechanics, and character building are all taken from D&D 5th edition. However, several changes have been made. Rather than Races, Classes, and Backgrounds, these have been replaced with Passions and different Classes. Every character may have only one Passion, but some people choose to have more than one Class. However, each character may only have one Stand, and therefore, each character may only have one Stand Type (Hybrid Stands are a thing, and the rules for them are written further down in the document) But one may decide to dip into several Classes that are not different Types of Stands. A great example of this would be a Stand User with a Power Type Stand also choosing to use The Ripple.

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

JoJo's Bizarre Adventure is a manga series that has been running for several decades, and has hundreds of chapters. As such, there are dozens of things unique to the worlds that Araki creates. This guide contains many objects and rules inspired by Araki's writing. This guide has many mechanics and powers and examples of them from across all parts. While there are no plot spoilers, or details such as major character deaths, abilities and powers of certain characters or Stands may be shown. As such, if you are interested in JoJo's Bizarre Adventure at all, I would highly recommend reading all of the manga, if you do not want any spoilers for 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. Mainly, the Arcana skill. Magic does not really exist in the Universe(s) that JoJo's takes place in. As such, **Arcana checks will instead be used to help you determine unexplained phenomenon**. A successful Arcana check will reveal if an item has been infused with a special energy, or if it is just a trick that can be explained through conventional technology. For example, if one were to see a floating toaster, a successful Arcana check may reveal that it is floating because there are probably magnets inside, or it might clue you that something else is going on. As a Reaction, when you are affected/damaged by an unknown phenomenon, you may make an Arcana Check in order to determine the function of the ability.

Initiative is also Calculated Differently. As opposed to adding Dexterity to a score, add both Dexterity and Wisdom (Adding Precision and Speed is not acceptable).

Talking is a Free Action. This 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 also different, each "square" represents **1 meter** (3 feet), and characters movement should be changed accordingly

Your Intelligence Modifier Determines your **Bonus Proficiencies**. You may pick a number of Skill Checks, equal to your Intelligence Modifier (minimum of one), and you may 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 works differently in this module. Refer to the first page of the "Stands" section for more information.

When someone is at 0 Hit Points, you may perform a **Medicine Check** (DC 10) on them. If you succeed the Medicine Check, they are not just Stable, but they also return to 1 Hit Point.

Inspiration works differently as well. You may have many points of Inspiration at a time, with no upper limit in terms of how much you can have. You may also, over the course of a Short or Long Rest, give as many points of Inspiration as you want to another character.

Unarmed Strikes deal 1d4 Bludgeoning Damage. You may choose to add either your Strength or Dexterity Modifier to the Attack and Damage Rolls of your Unarmed Strikes.

Running a Game

Running this game is a lot more challenging than running a standard D&D 5th edition game, but if done right, it can be just as fun. This is because rather than fighting a bunch of Monsters, and a boss every once in a while, you have to create a character for every fight. Most likely, you are also using Stands, so for every encounter, you have to create at least one character, at least one unique Stand with a unique ability, as well as put the enemy into a situation that allows your players to have a challenging and rewarding fight.

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

You should also make sure that all of your Characters are all relatively competent. I would recommend making sure that all of your characters have an Average Ability Score of 13 or higher. This will allow you to throw a little more at them in terms of power, without the risk of killing them almost immediately.

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. At most, an exceptional player should get around 3 Points per session.

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. Add the character's Racial Bonuses and Abilities (Ignore this step if you are playing a Human)
4. Pick the Character's Bonus Proficiencies, as well as Feats
5. Find what Class(es) your character will be playing, 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. Find your Character's Stand Score and Modifiers, as well as your Stand's Ability, and how it works (Ignore this step if your character is not a Stand User)

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.

CREATING A CHARACTER

PASSIONS

ABILITY SCORE SUMMARY

STRENGTH

Measures: *Natural athleticism, bodily power*

Important for: *Melee Combat, Grappling, Brute Force.*

Passion Increases:

Trained Laborer (+2) Athlete (+2)

DEXTERITY

Measures: *Physical agility, reflexes, balance, poise*

Important for: *Ranged Weapons, Agility, AC.*

Passion Increases:

Thief (+2) Artist (+2) Athlete (+1)

CONSTITUTION

Measures: *Health, stamina, vital force*

Important for: *Maximum Hit Points, Physical Durability*

Passion Increases:

Traveller (+3) Survivalist (+1) Performer (+1)

INTELLIGENCE

Measures: *Mental acuity, information recall, analytical skill*

Important for: *Arcana Checks, Bonus Proficiencies*

Passion Increases:

Academic (+2) Physician (+2) Trained Laborer (+1)

Artist (+1)

WISDOM

Measures: *Awareness, intuition, insight*

Important for: *Power Type Stands, Stand Speed*

Passion Increases:

Survivalist (+2) Traveller (+1) Service Worker (+1)

Physician (+1)

CHARISMA

Measures: *Confidence, eloquence, leadership*

Important for: *Ability Type Stands, Special Abilities and Stand Energy*

Passion Increases:

Con Artist (+2) Performer (+2) Service Worker (+1)

Thief (+1)

ACADEMICS

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

EXAMPLES

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

ACADEMIC TRAITS

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

Ability Score Increase. Your Intelligence score increases by 2.

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

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

ARTISTS

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

EXAMPLES

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

ARTIST TRAITS

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

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

Artist's Soul. You have proficiency in Sleight of Hand and Performance. You also gain Proficiency in a set of Artisan's Tools or an Instrument of your choice.

ATHLETE

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

EXAMPLES

- Olympians
- Professional Sports Players
- Warriors/Soldiers

ATHLETE TRAITS

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

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

Athletic Experience. You have proficiency in Athletics and Acrobatics.

CON ARTISTS

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

EXAMPLES

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

CON ARTIST TRAITS

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

Ability Score Increase. Your Charisma score increases by 2.

Award-Winning Smile. You have proficiency in Deception, Persuasion, Intimidation, and Religion.

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

HARD LABORERS

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

EXAMPLES

- Construction Workers
- Garbage Collectors
- Coal Miners

HARD LABORER TRAITS

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

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

Grit. You may choose to be proficient in two of the following: Athletics, Acrobatics, Animal Handling, or Intimidation.

PERFORMERS

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

EXAMPLES

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

PERFORMER TRAITS

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

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

Crowd Pleaser. You have proficiency in Deception, Persuasion, and of course, Performance. You are also Proficient in up to two Instruments of your choice.

PHYSICIANS

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

EXAMPLES

- Doctors
- Nurses
- Surgeons
- EMT Operators
- Veterinarian

PHYSICIAN TRAITS

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

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

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

SERVICE WORKERS

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

EXAMPLES

- Waiters/Waitresses
- Receptionists
- Secretaries
- Salespeople

SERVICE WORKER TRAITS

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

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

People Person. You have proficiency in Insight, Perception, and Persuasion.

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

STUDENTS

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

EXAMPLES

- High School Students
- College Students

STUDENT TRAITS

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

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

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

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

SURVIVALIST

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

EXAMPLES

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

SURVIVALIST TRAITS

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

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

Will to Thrive. You have proficiency in Insight, Perception, Animal Handling, and Survival. You also gain Proficiency in the use of the Herbalism Kit.

THIEVES

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

EXAMPLES

- Robbers
- Muggers

THIEF TRAITS

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

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

Street Smarts. You have proficiency in Sleight of Hand, Stealth, and Intimidation. You also gain Proficiency in Thieves' Tools.

TRAINED LABORERS

Someone who has studied for years in order to hone their craft. They use their Strength along with their experience in order to accomplish their tasks.

EXAMPLES

- Mechanics
- Blacksmiths/Metal Workers

TRAINED LABORER TRAITS

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

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

Labor Experience. You have proficiency in Athletics, Arcana and Investigation. You also gain Proficiency in a set of Artisan's Tools of your choice.

TRAVELLERS

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

EXAMPLES

- Triathletes
- (Most) Ripple Users

TRAVELLER TRAITS

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

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

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

STANDS



tands are one of the, 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 (or their Stand's Power) 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 upon the track to obtaining a Stand.

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

- One 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 excepting Enhancement or Independent Types).
- If the User is knocked unconscious, Stand Abilities and the Stand will disappear, until resummoned by the User when conscious (This applies for all Stands except for Revenge Type Stands, which have their own rules included in their information)
- Stand Energy is only consumed if the Ability actually affects something.

Additional Rules

- AC is calculated based on a base of 10, and then you have three options regarding what the AC can be:

10 + Dexterity Mod + Wisdom Mod

10 + Dexterity Mod + Constitution Mod

10 + Wisdom Mod + Constitution Mod

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- If a Stand user fights a non-stand user, the Stand User gets Advantage on all attack rolls using their Stand against them.

STAND STATS

ABILITY CONVERSION CHART

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

Abilities and Stand Energy: Divide the Stand Energy Score by 10, and that's how much Stand Energy you have. Normal Abilities all cost 1 point. Special Abilities take a different amount of points for each stand Type. Stand Energy fully replenishes when outside of Combat (Abilities, Special Abilities, and Ultimate Abilities relating to manipulation of Time or Space require 2 times the Stand Energy).

Stand Range: Your Stand may move a number in meters away from you equal to it's Range Modifier. A Stand may have a minimum Range of 1 Meter.

Stand Damage Reduction: Stands have natural resistance against damage. Take the Stand's Durability stat and divide it by 10 (rounding down). Your Stand can resist that many points of damage per round (Example: A Stand with a 100 durability would be able to resist 10 points of damage per round. A Stand with 40 would only be able to resist 4. Physical Attacks that hit Stands do 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 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 Modifier, 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 STAT MODIFIERS

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

ATTACKING

Your Stand's normal attacks (Punches) are determined similarly to regular attacks. Roll a d20, add the Power (or Precision) Modifier or your Stand, and your Proficiency Bonus to any attack rolls, and the amount of Damage Dealt is based off of your Stand's Attack Dice, with your Power (NOT Precision) Modifier Added on to determine the total damage.

For your user to punch, you may do so in one of two ways. Roll a d20, then add your Dexterity/Strength Bonus (whichever is higher). Dealing normal unarmed damage is not Stand Type Specific. Every Unarmed Punch or Kick deals 1d4 + Your Strength Bonus of damage. User punching (and regular physical attacks) DO NOT AFFECT STANDS (Except for Enhancement or Independent Types). Stands may use either their Precision or Power to determine their Attack (To Hit) Bonus, but their Damage is always based on their Power Modifier.

Speed is also VERY important. Take the total Speed Stat of your Stand, then divide it by 50, rounding down. Every 50 Points in Speed is one more Attack that the Stand (**or the user**) may perform each round, with a minimum of one. If Non-Stand Users want to have Multiple Attacks per round, there is a Feat for that.

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: For a person with a Stand with 2 meters of it, AC is calculated in the same kind of way. To calculate Stand AC, take a base of 10, then you have three options regarding what the AC can be:

10 + Precision Mod + Speed Mod

10 + Precision Mod + Durability Mod

10 + Speed Mod + Durability Mod

(If a Stand user has a Stand, but it is not within 2 meters of them at the time of attack, they have to use their regular AC as opposed to their Stand AC, unless they have the trait Speedy Movement, in which case, they can summon it back to them, then use it if it can return to them).

If the Stand User has both their Stand and User within the 2 Meter Range, they use the Stand AC rule. Stand AC makes a hit have 3 potential outcomes. For attack rolls less than your AC, the attack does not hit. If the attack roll falls between your Stand AC and Regular AC, the damage is resisted by your Stand, and the rest is taken from your Hit Points (unless the damage is a non-stand type, in which case, it simply bounces off or phases through, dealing no damage). This is known as a Stand Hit.

(Enhancement/Independent Type Stands resist all types of damage, but can also be hit with all types). An Attack roll higher than your Stand AC is a Direct Hit. This means all types of damage can hit, and you do not resist any damage taken. Independent Type Stands still have an AC, as well as a Stand AC, despite the fact that they do not technically have a user.

If your Stand is more than 2 Meters away from you, you simply use your Regular AC, and your Stand Uses its Stand AC as it's normal AC. Any time your Stand is hit while distanced from you, it cannot be hit by a Direct Hit.

Examples: A Stand with 27 Speed can attack once per turn. A Stand with 167 Speed may attack 4 times per turn.

STAND WHISPERS

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

CHOOSING A STAND 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
35-49	Ranged
50-69	Enhancement
70-79	Remote
80-89	Ability
90-93	Independent
94-97	Hive
98-99	Revenge
100	Act

Some Stands have Attributes of several different types of Stand. For these Stands, take the average of each Stat Multiplier for the two respective classes, and use those Multipliers when figuring out your initial Stand Stats (always round down for these averages). Furthermore, if there are any limiters for a Stand's Stat increases, then they still apply (If a Stand is both a Power and Enhancement Type, you cannot have a Range Stat above 20, even if the initial average would be higher. If you have a Power Type and an Ability Type, then you cannot increase the Stand's Power or Durability above what it would be initially, and the Range stat still cannot get above 20. If you use Hive Type as one of your Stand Types, you only get to take 1d4 + Level Up for points to increase your Stand's Scores. You also take the lower of the Hit Dice and Attack Dice if you are using two kinds of stands. Also, you get the Level 1 Abilities of both Stand Types for free.

Creating a Stand Ability

General Rules for crafting abilities: Healing/Damage dice should all follow these guidelines. Dice should increase every other level, in the same way that the 5th Edition's Rogue's Sneak Attack Dice increase.

Abilities Requiring a Saving Throw should have the Target make a save against this DC:

Stand DC: 8 + Proficiency Bonus + Charisma Modifier

- **No Damage/Dice:** Should be an ability that Buffs themselves or another 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 attack that affects multiple targets/saving requires a Saving Throw, dealing no Damage on a success, or Ranged Healing for a single target. Can also be Touch Healing that gives an additional effect.
- **d8:** Damage that may be attached to a Stand's Punch or Touch, is added on top of Damage on a hit, does not require a Saving Throw. Can also be a Ranged Attack that requires a Saving Throw, half damage on success. Can be Touch Healing that takes a Singular Attack or Bonus Action to perform.
- **d10:** Damage that may be attached to a Stand's Punch or Touch, requires a Saving Throw, success means taking no Damage. Can be Touch Healing that takes an Action to perform. Can be a Ranged Attack that requires a Saving Throw, success means taking no Damage. Can be Singular Target Melee Attack that requires a Saving Throw, taking half damage on Success.
- **d12:** Can be a Touch Healing Ability that takes your Action, as well as another type of Action (Reaction, Bonus Action, Movement Action). Can be Singular Target Melee Attack that requires a Saving Throw, taking 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 cap for the damage dealt 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 would be the limit for balancing reasons.

Additional Note: Abilities relating to the direct Manipulation of Space or Time should cost Twice the Stand Energy that they would normally (this applies to Custom Ability, Special Ability, and Ultimate Ability. Any other actions that cost Stand Energy cost the same amount that they would normally).

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 1d4/2d4/3d4 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: Star Platinum, Crazy Diamond, Gold Experience)

Description:

Power Stands are considered to be some of the most dangerous and powerful, due to their all around physical ability. Most opponents have no chance facing off against a Power type Stand user when within their range. Their only weakness is their extremely short range.

Stats	Mod
Power	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 (+The level you are becoming) and put the points into any of your Stand's stats. Your Stand's Range has a maximum Score of 20 (2 meters), and cannot go any higher than that.

Attack Dice: 1d12 + Power Modifier

Attack Dice Past Level 11: 2d10 + Power Mod

Hit Dice: 1d12 + Con Modifier

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Gain Feat of Power	1dx
2	+2	2	Custom Ability	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Gain Armored Stand, Melee Barrage, or Detached Senses	2dx
5	+3	2	Gain Stand Rush	3dx
6	+3	3	Ability Score Improvement, Gain a Class Feature from level 4.	3dx
7	+3	3	Gain either Counterattacking Blow, or Offensive Blow	4dx
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Gain Block Physical Projectile or Block Stand Projectile	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Attack Dice increase to 2d10 + power mod	6dx
12	+4	4	Gain Stand Leap	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Gain a Class Feature from Level 4, 7, or 9, and Gain Menacing Aura (Feat)	7dx
15	+5	4	Gain Special Ability (Costs 2 SE Per Use), The Requiem Quietly Plays	8dx
16	+5	5	-	8dx
17	+6	5	-	9dx
18	+6	5	-	9dx
19	+6	5	-	10dx
20	+6	6	Heaven Calls	10dx

RANGED

(Examples: Hierophant Green, Aerosmith, Whitesnake)

Description:

Ranged Stands are fantastic Stands all around. While not as strong or tough as Power types, Ranged Stands are able to use their versatility and flexibility to their advantage, often being able to effectively fight in almost any situation. A Stand type with no great strengths, but no great weaknesses either.

Attack Dice: 1d6 + Power

Attack Dice Past Level 11: 1d10 + Power

Hit Dice: 1d8 + Con Modifier

Stats	Mod
Power	Str x3
Precision	Dex x3
Durability	Con x3
Range	Int x6
Speed	Wis x3
Stand Energy	Cha x3

Every Level Up, You may roll 2d4 (+The level you are becoming) and put the points into any of your Stand's Stats except for Power or Durability.

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Gain Slippery, and either Detached Senses, or Armored Stand	1dx
2	+2	2	Custom Ability	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Gain Melee Barrage, or Ranged Attack	2dx
5	+3	2	Gain Oblivious Facade or Clever Disguise (Feat)	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Gain Silent Movement or Speedy Movement.	4dx
8	+3	3	Ability Score Improvement, Gain a Class Feature from levels 4, 5, or 7	4dx
9	+4	3	Gain Pincer Attack or Hot Pursuit	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Attack dice increase to 2d6 + Power mod	6dx
12	+4	4	Gain a Class Feature from levels 4, 5, 7, or 9	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Gain Menacing Aura (Feat) or Stand Pickpocketing.	7dx
15	+5	4	Gain Special Ability (Costs 2 SE per use), The Requiem Quietly Plays	8dx
16	+5	5	-	8dx
17	+6	5	-	9dx
18	+6	5	-	9dx
19	+6	5	-	10dx
20	+6	6	Heaven Calls	10dx

REMOTE

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

Description:

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

Attack Dice: 1d8 + Power Modifier

Attack Dice Past Level 11: 2d8 + Power Modifier

Hit Dice: 1d10 + Con Modifier

Stats	Mod
Power	Str x 3
Precision	Dex x 2
Durability	Con x 4
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.

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	Gain Programmed Stand, Stand Marking	1dx
2	+2	2	Custom Ability, and either Immense Range, Immense Power, or Passive	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Gain Detached Stand, or Detached Senses	2dx
5	+3	2	Gain Simple Weapon Proficiency (Feat), Martial Weapon Proficiency (feat), Pistol Proficiency (Feat), Rifle Proficiency (Feat), or Tavern Brawler (Feat).	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Gain Remote Grappler or Remote Self-Preservation	4dx
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Gain Tanky (feat), Scarflesh (feat), or Two Modes.	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Attack dice increase to 2d8 + power mod	6dx
12	+4	4	Gain Oblivious Facade, or Close Combat Specialist (Feat)	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Gain a Class Feature from levels 1, 4, 5, 7, or 12.	7dx
15	+5	4	Special Ability costs 2 SE, The Requiem Quietly Plays	8dx
16	+5	5	-	8dx
17	+6	5	-	9dx
18	+6	5	-	9dx
19	+6	5	-	10dx
20	+6	6	Heaven Calls	10dx

ABILITY

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

Description:

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

Attack Dice: 1d4 + Power Modifier

Attack Dice Past Level 11: 1d6 + Power Modifier

Hit Dice: 1d6 + Con Modifier

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(+ The level you are becoming) and put those points into any stat except Power or Durability.

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Gain Slippery, Custom Ability	1dx
2	+2	2	Gain Self-Acclimation	1dx
3	+2	2	Ability score increase	2dx
4	+2	2	Gain one of the following: Simple Weapon Proficiency (feat), Martial Weapon Proficiency (feat), Unarmed Proficiency (feat), Close Combat Specialist (feat), Pistol Proficiency (feat), Rifle Proficiency (feat).	2dx
5	+3	2	Gain Ranged Attack, Energy Imbuement (Feat), Stand Energy Recharge, or Detached Senses.	3dx
6	+3	3	Ability score increase	3dx
7	+3	3	Gain Powerful Flex, and either Defensive Ability or Mobile Ability	4dx
8	+3	3	Ability score increase	4dx
9	+4	3	Special Ability Costs 2 SE	5dx
10	+4	3	Ability score increase	5dx
11	+4	4	Gain a Class Feature from levels 4, 5, or 7, and your Attack Dice increases to 1d6	6dx
12	+4	4	Gain Energy Conservation	6dx
13	+5	4	Ability score increase	7dx
14	+5	4	-	7dx
15	+5	4	Gain Ultimate Stand Ability, The Requiem Quietly Plays	8dx
16	+5	5	-	8dx
17	+6	5	-	9dx
18	+6	5	-	9dx
19	+6	5	-	10dx
20	+6	6	Heaven Calls	10dx

ENHANCEMENT

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

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

Attack Dice: 1d10 + Power Modifier

Attack Dice Past Level 11: 2d8 + Power Modifier

Hit Dice: 1d10 + Con Modifier

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(+the level you are becoming) and put those points into any stat.

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	Gain Anchored Stand, Immense Resistance	1dx
2	+2	2	Custom Ability	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Gain Detached Senses	2dx
5	+3	2	Gain one of the following: Complete Control, Armored Stand (This Replaces Immense Resistance), or Immense Range	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Gain Oblivious Facade, or Stand Marking	4dx`
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Gain Camouflage.	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Your Attack Dice Increases to 2d8 + Power	6dx
12	+4	4	Gain either General Anchors or Speedy Switch	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Gain a Class Feature from levels 5, 7, or 12.	7dx
15	+5	4	Special Ability costs 2 SE	8dx
16	+5	5	-	8dx
17	+6	5	-	9dx
18	+6	5	-	9dx
19	+6	5	-	10dx
20	+6	6	Heaven Calls	10dx

REVENGE

(Ebony Devil, Stray Cat, Notorious BIG, Civil War)

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.

(The Stand only manifests and attacks when the user has been directly harmed by a person, creature, object, or Stand. Once the Stand has been summoned, they may be controlled as if they were a normal Stand)

Attack Dice: 1d12 + Power Modifier

Attack Dice Past Level 11: 2d10 + Power Modifier

Hit Dice: 1d12 + Con Modifier

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

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

Important!: You cannot activate this Stand by yourself. Instead, you must take an amount of Damage equal or greater to your Level in order to summon your Stand (This damage may be dealt over time, or in one hit. As long as you do not heal the health, it works). After you take that initial damage, you can summon it or put it away at will for an amount of minutes equal to your Level. The damage you take can either be something you deal to yourself, or something that another person/thing does to you.

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Gain Detached Senses, and Feat of Power	1dx
2	+2	2	Gain Stand Marking, and Custom Ability	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Gain Scarflesh (feat)	2dx
5	+3	2	Gain Oblivious Facade, or Menacing Aura (feat)	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Gain either Catlike Agility (feat), or Armored Stand	4dx
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Gain Near-Death Escape	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Your Attack Dice becomes 2d10 + Power	6dx
12	+4	4	Gain Second Life, Unconscious Control, or Immense Range	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Gain a Class Feature that you chose not to take in levels 5, 7, or 12	7dx
15	+5	4	Special Ability costs 3 SE, The Requiem Quietly Plays	8dx
16	+5	5	-	8dx
17	+6	5	-	9dx
18	+6	5	-	9dx
19	+6	5	-	10dx
20	+6	6	Heaven Calls	10dx

INDEPENDENT

(Anubis, Superfly, Foo Fighters)

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

(Note: Some Independent Stands did in fact have a user at some point, or still do have a user. However, they are not linked together. Damaging the Stand does no harm to the User, and vice versa. However, if a person does or did have an Independent Type Stand, they are still able to sense Stands and Ghosts, just how a normal Stand User would.)

(Note: Independent Type Stands have no actual Stand to summon, as they themselves are the Stand, 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 + Power Modifier

Attack Dice Past Level 11: 2d6 + Power Modifier

Hit Dice: 1d10 + Con Modifier

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

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

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Gain Immense Resistance, as well as Anchored Stand.	1dx
2	+2	2	Gain Custom Ability	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Gain either Ranged Attack or Self-Repair	2dx
5	+3	2	Gain either Melee Barrage or Armored Stand (This replaces Immense Resistance)	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Gain a Class Feature from levels 4 or 5	4dx
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Gain Oblivious Facade	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Your Attack Dice Increase to 2d6 + Power	6dx
12	+4	4	Gain either Defensive Ability or Mobile Ability	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Gain Stand Rush	7dx
15	+5	4	Special Ability costs 2 SE, The Requiem Quietly Plays	8dx
16	+5	5	-	8dx
17	+6	5	-	9dx
18	+6	5	-	9dx
19	+6	5	-	10dx
20	+6	6	Heaven Calls	10dx

HIVE

(Bad Company, Harvest, Sex Pistols)

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

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

Attack Dice Past Level 11: 2d6 + Power Modifier (When Combined)

Hit Dice: 1d8 + Con Modifier

When attacking using a Swarm of Stands, there is a way to attack with all of them without rolling dozens of attacks. Assume every Stand Instance Individually that hits lands a Stand Hit (Unless the target does not have a Stand, in which case it is direct), but they may only deal 1 Damage per hit. When hitting one or multiple targets using a swarm of your Stand, you gain an amount of additional Damage equal to your Stand's Power Modifier per Attack Action. You may distribute this Damage however you'd like.

Level 1-10: Attack (To Hit) Percentage per individual: Instance 5% (1 in every 20 instances deals 1 damage).

Level 11-20: Attack (To Hit) Percentage per Individual Instance: 10% (1 in every 10 instances deals 1 damage).

(Note: Each Instance has Individual Stats equal to the stats of the Stand, divided by the number of Instances. Unless an Individual Stand Instance has a Speed of 50 or more, you only get 1 Attack per turn. However, if you have 2 Instances total, and you have a Speed of over 50 for each Instance, then each Stand Instance gets to attack Twice. Your Durability Modifier absorbs damage as normal, without it being divided among each Instance. Furthermore, if your Stand Instances are close enough to be in Melee Range, assume that the attacker is able to hit many Instances at once, and the attack will deal full damage, so long as there are that many Instances in that area)

Stats	Mod
Power	Str x3/N
Precision	Dex x2/N
Durability	Con x3
Range	Int x10
Speed	Wis x3/N
Stand Energy	Cha x2

Every Level Up, you may roll 1d4 (+ The level you are becoming) points, and put those points into any stat except Durability.

Important! Keep an eye on your Health. The amount of Instances available for you to use can be 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 Zero when you die.

N = The Number of Instances

Level of Instances

Instance Level 1 = Maximum of 10

Instance Level 2 = Maximum of 100

Instance Level 3 = Maximum of 250

Instance Level 4 = Maximum of 500

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2	Gain Split Stand, and Instance Level 1	1dx
2	+2	2	Custom Ability	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Gain either one Instance Level, or put double the points you would normally get improving your Stand's stats for this Level Up.	2dx
5	+3	2	Gain Menacing Aura (feat), Powerful Flex, or Detached Senses	3dx
6	+3	3	Ability Score Improvement	3dx
7	+3	3	Gain either one Instance Level, or put double the points you would normally get improving your Stand's stats for this Level Up.	4dx
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Gain either Defensive Wave or Mobile Wave	5dx
10	+4	3	Ability Score Improvement	5dx
11	+4	4	Your Attack Dice increase to 2d6/10% Hit Rate	6dx
12	+4	4	Gain either one Instance Level, or put double the points you would normally get improving your Stand's stats for this Level Up.	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	You may put an additional 2d6 Points into any Stand Stat, including Durability	7dx
15	+5	4	Special Ability costs 3 SE, The Requiem Quietly Plays	8dx
16	+5	5	-	8dx
17	+6	5	-	9dx
18	+6	5	-	9dx
19	+6	5	-	10dx
20	+6	6	Heaven Calls	10dx

ACT

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

Examples of Act Stands: Echoes, Tusk.

(Note: You may switch between your Stands 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.)

Hit Dice: 1d8 + Con Modifier

Attack Dice for Act 0: 0

Attack Dice for Act 1: 1d4 + Power

Attack Dice for Act 2: 1d8 + Power

Attack Dice for Act 3: 2d8 + Power

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

ACT 0

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.

At Level 2: You gain: Ready To Hatch

ACT 1

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

**You may not Increase
your Power or Speed
Upon Leveling Up**

Level	Pro. Bonus	Number of Feats	Class Features	Ability Dice
1	+2	2		1dx
2	+2	2	Ready to Hatch, First Ability, Detached Senses and Slippery (Acts 1 and 2 can use for both)	1dx
3	+2	2	Ability Score Improvement	2dx
4	+2	2	Gain either Silent Movement, or Speedy Movement (All acts can use)	2dx
5	+3	2	Ready to Walk	3dx

ACT 2

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

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

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	Gain Stand Pickpocketing (All acts can use)	4dx
8	+3	3	Ability Score Improvement	4dx
9	+4	3	Gain Melee Barrage (Acts 2 & 3 can use)	5dx
10	+4	3	Ready to Fly	5dx

ACT 3

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

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

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	Gain Feat of Power	6dx
13	+5	4	Ability Score Improvement	7dx
14	+5	4	Gain Stand Rush and either Block Stand Projectile or Block Physical Projectile (Only act 3)	7dx
15	+5	4	Gain Stand Leap, The Requiem Quietly Plays	8dx
16	+5	5	-	8dx
17	+6	5	-	9dx
18	+6	5	-	9dx
19	+6	5	-	10dx
20	+6	6	Heaven Calls	10dx

STAND TYPE SPECIFIC ATTRIBUTES:

Anchored Stand:

Your Stand is physically attached, and anchored to a physical object. Your Stand, as such, may be damaged by physical means, as well as with Stands. However, regardless of if your Stand takes Physical or Stand Damage, you still apply the same damage reduction to it. Also, both you and your Stand gain Vulnerability to one Damage Type of your choice (as well as the Stand counterpart to that damage). 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 Modifier in order for you to use it, and Activate your Stand.

Armored Stand:

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

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 your Stand functions (Example: Wheel Of Fortune's squeezing, Strength's control of the Ship itself).

Custom Ability:

This is something that must be discussed with the DM of your Campaign. Further Details can be found in the Stands section, further above in the document. 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 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.

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, as well as your Stand, at the same time. For Hive Type Stand Users, you may sense through an amount of Instances equal to your Intelligence Score.

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

Energy Conservation:

You've gained Expertise with using your Stand's Ability. As such, you may expend less Stand Energy to perform the same Abilities. You consume half as much Stand Energy when using abilities that consume it, except for Ultimate Ability, which consumes the same amount as normal.

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

Immense Power:

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

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

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

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

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

Hot Pursuit:

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

Immense Range:

Your Stand is powerful, but it is limited by how far your Stand can be away from you. From now on, you have a x10 modifier to your Range Stat. This also multiplies any points gained to your Range Score by 10.

Oblivious Facade: You've attempted to hide the fact that you're a Stand User before. You know what works, and what doesn't. When attempting to pass yourself off as a non-Stand User, you get Advantage on the Deception Check(s) used.

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

Self-Acclimation: You've spent so much time manipulating certain elements, that you gain immunity to one damage type, that relates to your Stand Type. An example of this would be Ghaccio's Cold Immunity. You also gain Immunity to that type of damage, even if it is caused by a Stand (Immunity to Piercing also extends to Stand Piercing Immunity). Pillar Men, and Undead of all kinds cannot choose Radiant as the damage type for which they are immune.

Silent Movement: You have, through experience, gained better control of your Stand, allowing you to move your Stand extremely carefully, ensuring that the only way that your Stand may be detected is when it is seen. Its movement is silent. When your Stand moves in an attempt to evade detection, they may roll Stealth with Advantage.

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.

Special Abilities: These are powers that use the same concept of the regular Custom Ability, but taken to a whole new level. These abilities have immense strength, at twice the cost of a normal Ability (Usually twice the Stand Energy). When used, these abilities take a lot more Stand Energy than a regular ability. Special Abilities is usually 1 Bracket of Dice Stronger than the ability would be normally (d8 would become d10, d4 would become d6). 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. A Special Ability might also be a passive ability 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.

Speedy Movement: You have, through experience, built up the movement speed of your Stand. At any time, as a Reaction, you may call your Stand back to you, allowing it to come back and defend you, or perform any action requiring your Stand to be near you, up to its Movement Speed. This also means that your AC may be increased to your Stand's AC if it is able to return to you. However, when your Stand returns to you, if it passes through the Melee Range of a Stand or Creature that can sense it, the Stand/Creature may make an Attack of Opportunity against your Stand.

Split Stand: As a Hive Type Stand User, your Stand functions very differently than a typical Stand. Rather than a Stand being an extension of your Will To Fight, Each Instance of your Stand is like a separate organism, that simply must follow your orders. Each Instance of your Stand only has a fraction of the Power of a regular Stand. Not only that, but each Instance may act independently of the others or the Stand User. Not only that, but if one Instance is totally destroyed, that fraction of the User's Health is taken away (If you have 12 Instances of your Stand, and one gets destroyed, take your total Health, then divide it by 12, and that is how much damage you take). If every Instance of your Stand is destroyed, you die instantly. If your health is restored, so are your Stand Instances. Even when you fall unconscious, you still have 1 Stand Instance. Only when you die is that Instance erased.

Stand Pickpocketing: Through trial and error, you've gained the ability to slip objects from the grasp of other people using your Stand. From now on, when making Sleight of Hand checks using your Stand, you have Advantage.

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/from Ranged Mode. In Ranged Mode, Remote Stands may function as any other Stand does, in that they may be controlled by the user's will, and can follow specific commands. However, while in Ranged Mode, you may not use your Stand Ability, nor your Special Stand Ability. If your Stand has Stand Marking active, that also shuts off upon changing to Ranged Mode. Your Stand has the same stats regardless of the mode that they are in.

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

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

TYPE SPECIFIC ACTIONS:

Block Physical Projectile: When a Physical Projectile (Bullet, Arrow, Thrown Object) lands a Direct Hit, as a Reaction, you may roll 1d6, and add your Stand's Precision Modifier. If the result is higher than the damage that the Projectile would deal, you may instead catch/block the projectile, and take no damage. If the result rolled is lower, you still take the full damage the projectile would normally deal.

Block Stand Projectile: When a Stand-based Projectile or group of Projectiles (Emerald Splash, Foo Fighters' bullets, Tusk's Nails) land a Stand Hit or Direct Hit, as a Reaction, you may roll 1d6, and add your Stand's Precision Modifier. If the result is higher than the damage that the Projectile would deal, you may instead catch/block the Projectile, and take no damage. If the result rolled is lower, you still take the full damage the projectile would normally deal.

Counterattacking Blow: Setting Up Counterattacking Blow counts as an Action. The action itself may be activated as a Reaction when somebody enters your Stand's Range (if your Stand is within its movement speed), or at any time when your Target is within your Melee Range. Roll the Attack Roll with Advantage. If the attack hits, roll a regular Damage Roll, and add an additional amount of Damage equal to your Attack Dice.

Camouflage: As an Action, You may take your Stand, and perfectly disguise it, making it difficult for others to tell where or what your Stand is (Example: High Priestess disguising as a metal object, Wheel of Fortune shifting to look like a normal car). This disguise allows your Stand to perform surprise attacks if opponents do not take note. Anyone attempting to determine what your Stand is hidden as has Disadvantage on the roll, as long as your Stand does not move.

Defensive Ability: Through clever use of your Stand, you've found a way to properly defend yourself using it. 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. You may choose one of the following effects:

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

Defensive Wave: As an Action, you may give yourself a buff that is active until the start of your next turn. Your Stand is a bunch of (or a few) little instances. However, these Instances may hold themselves together in order to form a shield, with the purpose of protecting their User. When this Shield is active, 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.

Feat of Power: As an Action, you may use your Stand to perform a great act of physical strength. Take the Power Score of your Stand, then Multiply it by 50. That is how heavy an object you may lift in Kilograms. You may also use this ability to crush objects, break down walls, throw something, or perform any other act of 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 are able to use Stand Leap, and do, then you do not take damage. This ability may not be used as an attack against a Creature, Undead, or a Construct that does not wish to be manipulated by your Stand, unless they are Unconscious.

Melee Barrage: As an Entire turn (meaning that your Action, Bonus Action, Movement Action, and Reaction are all used, and if you have used any part of your turn, you may not use Melee Barrage). Perform a number of Melee attacks equal to your Stand's Speed Modifier (+6 Speed would mean 6 attacks in one Melee Barrage), with a maximum of 10 Attacks. Each hit functions as normal in terms of the Attack Rolls. When you deal damage, you do not add your Stand's Power Modifier to the Damage Rolls. Each Attack deals an amount of damage equal to your Stand's Base Attack Dice, and even after Level 11, you still use the base (A Power Type would be able to deal a maximum of 10d12 instead of 20d10, even at high levels). Furthermore, you may not Activate a Stand Ability with any of these Attacks. If you roll a 1 on any of these attack rolls, the Melee Barrage ends.

Mobile Ability: Through clever use of your Stand, you've found a way to use your ability to propel yourself, or boost your movement in some way. 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. You may choose one of the following effects:

- Gain 5 meters of movement speed per turn
- When you make the Attack Action, you may Attack an additional time as part of the Action.
- You may use your Bonus Action twice per turn.

Mobile Wave: Your Stand is a collection of smaller instances, all making up the same Stand. However, your Stand may work as a collective, with the purpose of moving you to one place extremely quickly. As an Action, you and your Stand may be transported to the same place, up to an amount of meters equal to 2 x your Stand's Movement Speed (A Stand with 10 Meters of Movement Speed could transport you and your Stand 20 Meters, without even using your Movement Action). You may also climb, move through water, or across Difficult Terrain without penalty to your Movement.

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

Offensive Blow: If you have not used your Movement Action for this turn, you may perform this action (after which you may not move until the start of your next turn). As a Bonus Action, You gain Advantage on your next attack that you take this turn. You may use this Bonus Action at any point while attacking, as long as you have at least one attack remaining for your turn. If the attack with Advantage hits, you may roll double your Stand's Attack Dice for Damage.

Pincer Attack: In order to prepare this Attack, you must successfully hide your Stand in a specific place within your Range. Preparing your Stand in a hiding place also counts as an Action. Once it has been prepared, you may activate this ability when you perform the Attack Action. You may spend just one Attack Action, but you and your Stand may both attack for just one Attack Action. For that one attack, both you and your Stand have Advantage.

Powerful Flex: As an Action, and at the cost of 1 Stand Energy, You may make an Intimidation roll with Advantage.

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. As an Attack, you may make an attack, Using your Stand's Precision + Proficiency Bonus for these Attack Rolls, and you add your Speed Modifier to the damage dealt on a hit. You may choose between three options regarding your Ranged Attack. Once you have chosen an option, it remains the same, unless you wish to change it when leveling up. When you obtain this ability, You may choose a d6, d8, or d10 for your Damage Dice. However, the more damage you can deal, the less accurate the attack is. Picking a d10 means that you do not add your Proficiency Bonus when attacking. Picking a d8 means that you may add your Proficiency Bonus to the Attack Roll as normal. Picking a d6 means that you may add your Proficiency Bonus twice when rolling Attack Rolls with Ranged Attack. This attack has a short Range of 10 Meters from the Stand, with a long Range of 20 Meters from the Stand. This attack can deal Stand Piercing, Stand Slashing, Stand Bludgeoning, or a different kind of damage, if it relates to your Stand, or your Stand's Abilities. Whenever your Attack Dice improves, this Attack's Short Range increases to 20 Meters, and the Long Range increases to 40 Meters, and you get an Additional Damage Dice equal to the one you chose for your Damage Previously (Example: 1d8 becomes 2d8).

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

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

Speedy Switch: 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, switching to another Anchor, the first hit misses automatically. However, if your Stand moves outside of someone's Melee Range, they can still take an attack of opportunity.

Stand Energy Recharge: You have very strong abilities, but it's very tiring to try to use them constantly, all the time. As an Action, you may regain an amount of Stand Energy equal to your Charisma Modifier.

Stand Leap: At the cost of 5 Meters of your Movement Action, Upon a strong, rigid surface, a Stand may punch or kick it in order to propel both the Stand and the User into the air. This can be done straight up, horizontally, or at an angle somewhere in between. The Stand User can move in any direction, an amount of meters equal to their Stand's Power Modifier. Also, as a Reaction, you can negate all Fall Damage, but you are not able to actually propel yourself as a Reaction.

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, until you are killed, or until the object/person that it is “Marked” onto is destroyed/killed. When your Stand is marked onto something, 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.

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 when you drop someone to 0 Hit Points using some sort of Melee Attack with your Stand. This takes an entire turn, but if desired, may go on for at maximum, 10 turns. Through this action, your Stand may perform a punching attack the amount of times that your Stand’s Speed Stat Modifier is (A Stand with a +10 Speed Modifier would attack 10 times). If you choose to do so, you may perform this action lethally, most likely killing your victim, or non-lethally, where you drop your opponent’s health points to Zero, and cannot go lower than that. When trapped within a Stand Rush, no action can be taken.

HAMON/RIPPLE

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 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

(Character Building Note: For Ripple Users, their bodies are much better honed than the bodies of most humans. Normally, Humans are limited to having a Maximum of 20 in any Ability Score. However, if you have any levels in Ripple, your Maximum Dexterity, Strength, and Constitution may be 24, rather than the Standard 20).

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

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

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

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

Cost: When experience points are gained, experience points can go into either Ripple, or into the Stand ability. This means that a Stand User can have a different amount of Experience which corresponds to each class.

Against Undead creatures such as; Zombies, Ghouls, Vampires, or Enhanced Pillar Men, attacks involving Ripple deal Double Damage. A Successful hit upon the head of one of these creatures also deals Double damage. 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, Gain Healing Hands	1	1d6
2	+2	2	Gain Healing Ripple, Rippling Weapons. Increase your Strength, Dexterity, or Constitution Score by 1.	2	1d6
3	+2	2	Gain Ionic Rippling + Headhunter (feat), Ability Score Improvement.	3	1d6
4	+2	2	Gain Zoom Punch, Ripple Pressure or Sunlight Yellow Overdrive. Increase your Strength, Dexterity, or Constitution Score by 1.	4	1d6
5	+3	2	Gain a Class Feature from level 4	5	1d8
6	+3	3	Gain Ripple Regeneration, Ability Score Improvement. Increase your Strength, Dexterity, or Constitution Score by 1.	6	1d8
7	+3	3	Gain Sento Overdrive or Scarlet Overdrive	7	1d8
8	+3	3	Gain a Class Feature from level 4 or 6. Ability Score Improvement. Increase your Strength, Dexterity, or Constitution Score by 1.	8	1d8
9	+4	3	Gain Toxin Expulsion	9	1d8
10	+4	3	Gain Ripple Shield or Ripple Cutter, Ability Score Improvement. Increase your Strength, Dexterity, or Constitution Score by 1.	10	1d10

11	+4	4	Gain Liquid Solidification	11	1d10
12	+4	4	Gain Thunder Cross Split Attack, Life Magnet, or Extreme Healing Ripple. Increase your Strength, Dexterity, or Constitution Score by 1.	12	1d10
13	+5	4	Gain a Custom Ripple Technique, Ability Score Improvement.	13	1d10
14	+5	4	Gain a Class Feature from levels 4, 10, or 12. Increase your Strength, Dexterity, or Constitution Score by 1.	14	1d10
15	+5	4	Gain Deep Pass Overdrive	15	1d12
16	+5	5	Increase your Strength, Dexterity, or Constitution Score by 1.	16	1d12
17	+6	5	Increase your Strength, Dexterity, or Constitution Score by 1.	17	1d12
18	+6	5	Increase your Strength, Dexterity, or Constitution Score by 1.	18	1d12
19	+6	5	Increase your Strength, Dexterity, or Constitution Score by 1.	19	1d12
20	+6	6	Increase your Strength, Dexterity, or Constitution Score by 1.	20	1d12

Defensive Abilities:

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

Healing Ripple: As an Action that costs 1 ripple point, You may touch somebody else or yourself, and heal $1d4 + \text{Your Constitution Modifier}$ points of damage. You may spend additional Ripple Points to add additional d4s, but you may only add the Modifier once.

Ripple Shield: This counts as an Action, if there are enough materials nearby to use it. This action costs 5 ripple points. You are able to take any Ripple conductor, and hold it together using the Ripple. This Shield lasts until the start of your next turn, and may be sustained for as long as you would prefer, with a Ripple Point cost of only 1 per turn. However, if you do this, you may not perform any kind of Action outside of Free Actions. This Shield gives you and anyone within 1 meter of you an amount of additional AC equal to your Constitution Modifier.

Life Magnet: As an Action, and by spending 5 ripple points, with a cost of 1 ripple point for every additional turn used. When finding a collection of significant biomass, you may collect up to 1 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. You may move while Life Magnet is being used, but if you stop touching the biomass, the structure created falls apart. The Structure has an amount of Hit Points equal $3 \times \text{your Level in The Ripple}$. It has an AC equal to your Ripple DC.

Extreme Healing Ripple: As an Action, You may use as many Ripple Points as you would like. You may touch somebody, and heal $1d8 + \text{Your Constitution Modifier}$ for every 2 Ripple Points Consumed in Hit Points.

Deep Pass Overdrive: As an Action, and for 15 Ripple Points, you may Touch a Creature nearby. After performing this action, your Ripple level drops to 0. You lose $1d10$ Maximum Health every turn from now on. Your Strength, Dexterity, and Constitution Scores all drop to 3. Your target gets a permanent boost of +2 in their Strength, Dexterity, and Constitution scores, as well as another +3 in either Strength, Constitution, or Dexterity. Your target gains 3 points of Inspiration, as well as all of the Inspiration that you had. Your target, for the next 10 minutes, gets Advantage on all rolls involving a d20.

Ripple Regeneration: Gain an amount of Hit Points equal to your Constitution Modifier back at the start of every turn, when you are conscious.

Toxin Expulsion: Your blood moves, and sends energy through your body. Foreign, harmful substances are detected and removed from the body automatically through the point of entry (Venom exists through the injection site, Poison is immediately spit up completely). You are now immune to Toxins of all sorts, including diseases. You gain Immunity to Poison and Acid Damage.

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

Offensive Abilities:

Rippling Weapon: As a Bonus Action, you may imbue a melee weapon (or an Unarmed Strike) with The Ripple. This costs 2 Ripple Points. When you make a Rippling Weapon, it deals additional Radiant Damage equal to Twice your Unarmed Attack Dice (If you had 1d6 as your Unarmed Attack Damage, you may deal an additional 2d6 Radiant Damage on your next successful strike with the Weapon). The extra damage goes away if you hit something with the weapon, or if your turn ends.

Zoom Punch: As an Attack, and the cost of 2 Ripple Points, you may make an Unarmed Strike. This punch deals additional Radiant Damage equal to your Unarmed Damage Dice, and gives you an Additional Meter of Range for that attack.

Sunlight Yellow Overdrive: As an Entire Turn (including Action, Bonus Action, Reaction, and Movement Action), and at the cost of 4 Ripple Points, You may make a number of Unarmed Attacks equal to your Constitution Modifier. If you so desire, you may ensure that this attack is non-lethal, and only drop your opponent's health points to 0, and no further. If you have already used an Action, Bonus Action, Reaction, or a part of your Movement Action, you may not perform this Action.

Scarlet Overdrive: As an Attack that costs 4 ripple points, you may harness the power of the sun within the beat of your own blood, and form a new kind of Ripple. A ripple of flame. In order to use this, you must touch something to transfer the energy. Upon transference, the target catches fire. You may make an Unarmed Strike as normal. If the attack lands, you deal an Additional amount of Fire Damage equal to Twice the damage dealt by an Unarmed Strike (Example: An unarmed Strike that would deal 1d10 + 3 Damage would add 2d10 + 6 Fire Damage to the damage already dealt with the Unarmed Strike).

Ionic Rippling: Your Ripple has progressed, and become more powerful. It is now able to affect Energy-based abilities, and interact with any form of energy, including warping Light itself. You may use this to create illusions, warping the path of light, making objects look like they are in different locations than where they actually are. You cannot, however, attack or affect Stands using this ability.

Ripple Pressure: This action takes one turn to perform, but may be charged for longer than that. This action costs 1 Ripple Point per turn. Ripple Pressure is a technique that occurs when Ripple energy is continuously channeled into an airtight container, which builds up pressure. When the container cannot take it anymore, something gives, and the contents of this container burst out. For every turn that the container has Ripple being put into it, it deals 1d6 more Radiant damage, with a maximum of 8d6 in any one container. You may release it as a Reaction, as a 5 Meter Cone, with those caught inside of the cone making a Dexterity Saving Throw, taking half damage on a Successful Save.

Sendo Overdrive: As an Attack, and at the cost of 3 Ripple Points. Your mastery of The Ripple has allowed you to affect objects from a distance. By carefully aiming, you can influence matter at a distance, so long as there is a proper conduit. Proper conduits include Liquids, Metals, or Organisms, and these have a range of roughly 10 meters. Sendo may also be sent through an improper conduit, but doing this reduces the effective range down to 2 meters. Sendo Overdrive, if aimed at a target, it deals an additional amount of Radiant Damage equal to what your Unarmed Attacks deal.

Ripple Cutter: As an Attack, at the cost of 4 Ripple Points, and if there are enough materials nearby to use it, You are able to take any Ripple conductor (Liquids, Metals, Organic Material) and split it apart, propelling it through the air, imbuing it with Ripple energy. The range on the Attack is a 5 meter cone in any one direction. Targets must make a Dexterity saving throw. If failed, the opponent takes 4d10 Slashing damage, or half as much on a successful save.

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

THE SPIN

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

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

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 Range and Hit Dice for these objects, just use the material closest to one of the four above materials.)

Level	Pro. Bonus	Number of Feats	Class Features

1	+2	2	Gain Spherical Spin
2	+2	2	Gain Sculpt Sphere
3	+2	2	Gain Return to Sender, Ability Score improvement
4	+2	2	Gain Harden Flesh
5	+3	2	Gain either Muscle Contraction, or Sento Spin
6	+3	3	Gain Wrist Memory, Ability Score improvement
7	+3	3	Add another attack die for any Sphere Attacks (ex. 1d6 becomes 2d6). This includes Improvised Sphere.
8	+3	3	Ability Score Improvement, Gain either Restraining Spin, or Twisting Spin
9	+4	3	Gain a Class Feature from levels 5 or 8, Gain Supernatural Force
10	+4	3	Ability Score Improvement, Gain either Tendon Twister or Medicinal Spin
11	+4	4	Gain Defensive Spin, or Satellite Spin
12	+4	4	-
13	+5	4	Ability Score improvement
14	+5	4	Add another attack die for any Sphere Attacks (ex. 1d6 becomes 2d6). This includes Improvised Sphere. Gain a Class Feature from levels 5, 8, or 11
15	+5	4	Gain Special Technique
16	+5	5	-
17	+6	5	Ability Score Improvement
18	+6	5	-
19	+6	5	-
20	+6	6	Gain Perfect Spiral

Material	Range	Damage	Effect
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Wood	10/30 Meters	1d4 + Dex Force	The Wooden Sphere will splinter and shatter upon contact. Splinters will fly off in all directions 2 meters from the point of the Sphere's impact. Those within the 2 meters must make a Dex (or Precision) saving throw against your Spin DC. If the saving throw is failed, the enemy takes an additional 1d8 points of Piercing damage (This Damage increases to 2d8 starting at level 7, and 3d8 at level 14).
Rubber	40/240 Meters	1d6 + Dex Force	None
Rock/Stone	20/60 Meters	1d8 + Dex Force	None
Metal	10/30 Meters	1d12 + Dex Force	None
Improvised Sphere	N/A	None	Prerequisite: Defensive Spin This is a Sphere that may be used as a reaction to an attack, then used to block damage from one attack. You must either have the sphere prepared beforehand, or have something that can be spun like a Sphere Nearby. Different Materials absorb different amounts of Damage. The Sphere is destroyed after the attack's damage is reduced. Water reduces 1d4, Ice or Wood reduces 1d6, Stone reduces 1d8, and Metal reduces 1d10. You roll the Die, then add your Dexterity Modifier to the amount of Damage Reduced.
Satellite Sphere	5/15	None	Prerequisite: Satellite Spin This is a Sphere that must be custom made, with several separate marble-sized balls embedded on the outside of The Sphere. The Opponent must make a Dexterity Saving Throw. If failed, the opponent must roll 1d6. That corresponding sense is then lost for 1d6 turns. 1 = Taste, 2 = Smell, 3 = Touch, 4 = Hearing, 5 = Sight, and if they roll a 6, they simply take 1d12 Bludgeoning Damage (It deals 2d12 starting at level 7, and 3d12 starting at level 14). The Satellite Sphere thrown is destroyed, and cannot be used again.

SPIN ABILITIES

Spherical Spin: Using an object similar in shape to a sphere, you may throw it, imbuing it with the energy of The Spin. A regular Spherical Spin attack deals damage based vibrations produced by the rotation, as well as the damage the actual object deals. Different Materials deal more damage based upon density, with more dense objects being more powerful. To calculate your Attack bonus with Spherical Spin attacks, treat them as Finesse Thrown Weapons, but different materials deal different amounts of damage and have different ranges.

Harden Flesh: As an Attack, You may hit yourself or an ally with a Sphere, dealing no damage. Instead, you may give them 2d6 + Your Dexterity Modifier Temporary Hit Points. This benefit lasts for a maximum of One Minute.

Muscle Contraction: As an Attack, You may take a Sphere, and throw it into your own, or another creature's muscles. The Affected Muscles move as normal for the most part. While affected, the target gains additional Strength equal to your Dexterity Modifier. This effect lasts for an amount of turns (6 Seconds per turn) equal to your Level in The Spin (For a Level 5 Spin User, this effect would last for 5 turns on the affected muscles).

Return To Sender: When you throw a Sphere, you may make a choice. Upon throwing, unless specified, the Sphere will return to you after damaging/hitting/missing its target.

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

Medicinal Spin: As an Attack, You may throw a Sphere into the flesh of a creature within the Short Range of the Sphere you are using. If you hit them, you do not deal damage. Instead, you may do several things with this action.

- You may restore them to 1 Hit Point if they are at 0.
- You may remove one of the following conditions from your target: Poisoned, Paralyzed, Stunned.
- You may also use this to ensure that any healing your Target receives until the end of their next turn is Doubled. Any of these actions may be chosen, and there is the added benefit that, when used, Pain is dulled from all wounds around the area of impact.

Sculpt Sphere: In order to create a Sphere, you must have a decently sized chunk of material in your hand. roughly the amount of material to form a baseball out of said material. Through use of the Spin, you've found that you can create Spheres out of everyday materials through grabbing a clump of something in one hand, then spinning. As an Action, you may spin the material in your hand, shaving off the excess material, and creating a Sphere suitable for use of the Spin.

Sendo Spin: As an Attack, You may take a Sphere, then throw it into an object. The Energy produced by the Sphere will send vibrations up to one meter away from the point of Impact. These vibrations are violent, and if placed correctly, could cause tunnels to collapse, sand to fall, rocks to shift, or the ground underneath somebody's feet to become unsteady. You may throw beneath someone's feet (if they are standing on Solid Ground), and they must make a Dexterity Saving Throw. Failure means that they become Prone. You may also change a One Meter Square of a surface into Difficult Terrain.

Tendon Twister: As an Attack, You may take a Sphere, then throw it into a creature within the Short Range of the Sphere used. Pick a Limb. Use your regular damage and To Hit for a Standard Attack. If the Sphere hits your Opponent, they may not use the Limb that you Selected for an amount of turns (6 seconds per turn) equal to your Dexterity Modifier.

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. Your Target must make a Constitution Saving Throw. Failure means that they are Restrained until the end of your next turn (If your Target is Restrained, you may not use Restraining Spin on them).

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

Supernatural Force: The Force Damage that you do using The Spin is now able to damage Stands themselves, through the Spin's Power. The damage you deal becomes Stand Force Damage, and affects Stands in a similar way to how Stand Bludgeoning, Stand Slashing, and Stand Piercing affect them. Furthermore, you are now able to see and sense Stands.

Special Technique: As a competent user of The Spin, you've figured out how to properly use the excess energy produced in a creative way. Talk to your DM about making this Special Technique Functional.

Perfect Spiral: As an Action, You may take a Sphere, and throw it through the air. This Sphere deals 10 Times the Damage that your normal throw does. However, in order to perform this action, you must be doing one of two things. Either you must be flying through the air in the Shape of The Golden Spiral (Acrobatics Check, DC of 25), or you must be riding a horse at a perfect speed (Animal Handling DC of 25). If you are able to perform this feat, your Stand either manifests or evolves. Stands are a manifestation of the User's Fighting Spirit. However, through use of the Golden Spin, you may artificially trigger one of two events relating to a Stand. Firstly, if a Non-Stand User uses this ability, use of The Golden Evolution will trigger their Stand to Manifest. This Stand temporarily manifests as any kind of Stand, at Level 15 in their Stand Type. This Stand will be active, and will operate as a normal Stand for 1 hour after use of The Golden Evolution. If the Spin User is already a Stand User, and they activate this ability, it triggers a Stand Evolution. This Stand Evolution takes all of the Stand's normal Stats, and multiplies all of them by 2. This also greatly enhances the potency of your Stand's Abilities, and even gives it one more new ability. A good General Rule of Thumb is that using the Golden Ability once, one's influence could affect an entire City. This Evolved Stand also lasts for One Hour after the use of Golden Evolution. You and your Stand can simply choose to be immune to any abilities relating to the Manipulation of Time or Space.

NON-SUPERNATURAL CLASSES

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

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

BRAWLER

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

Hit Dice: 1d8

Level	Pro. Bonus	Number of Feats	Class Features
1	+2	2	Gain Tavern Brawler (feat) or Unarmed Proficiency (feat)
2	+2	2	-
3	+2	2	Gain Trained Combatant (feat), Ability Score Improvement
4	+2	2	-
5	+3	2	-
6	+3	3	Gain Close Combat Specialist (feat), Ability Score Improvement
7	+3	3	-
8	+3	3	Ability Score Improvement
9	+4	3	Ability Score Improvement
10	+4	3	Ability Score Improvement
11	+4	4	-
12	+4	4	Gain Cleave (feat), or Adrenaline Rush (feat)
13	+5	4	Ability Score Improvement
14	+5	4	-
15	+5	4	Gain Trained Combatant (feat)
16	+5	5	-
17	+6	5	-
18	+6	5	Ability Score Improvement
19	+6	5	-
20	+6	6	Gain Unstoppable Willpower (feat)

Knight

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

Hit Dice: 1d8

Level	Pro. Bonus	Number of Feats	Class Features
1	+2	2	Gain Simple Weapon Proficiency (feat), Martial Weapon Proficiency (feat)
2	+2	2	-
3	+2	2	Gain Cleave (feat), or Scarflesh (feat), Ability Score Improvement
4	+2	2	-
5	+3	2	-
6	+3	3	Gain Heavy Weapon Specialist (feat), or Shield Master (feat), Ability Score Improvement
7	+3	3	-
8	+3	3	Ability Score Improvement
9	+4	3	Ability Score Improvement
10	+4	3	Ability Score Improvement
11	+4	4	-
12	+4	4	Ability Score Improvement
13	+5	4	Ability Score Improvement
14	+5	4	-
15	+5	4	Gain Trained Combatant (feat)
16	+5	5	-
17	+6	5	-
18	+6	5	Ability Score Improvement
19	+6	5	-
20	+6	6	Gain Tanky (feat)

Soldier

Soldiers are Modern Day Warriors, often trained in the use of Firearms, as well as Close Combat. They are a more Modern-day version of the Knight.

Hit Dice: 1d6

Level	Pro. Bonus	Number of Feats	Class Features
1	+2	2	Gain Simple Weapon Proficiency (feat), Pistol Proficiency (feat)
2	+2	2	-
3	+2	2	Gain Tavern Brawler (feat), Ability Score Improvement
4	+2	2	-
5	+3	2	-
6	+3	3	Gain Heavy Weapon Specialist (feat), or Rifle Proficiency (feat), Ability Score Improvement
7	+3	3	-
8	+3	3	Ability Score Improvement
9	+4	3	Ability Score Improvement
10	+4	3	Ability Score Improvement
11	+4	4	-
12	+4	4	Gain either Headhunter (feat), or Automatic Weapon Proficiency (feat)
13	+5	4	Ability Score Improvement
14	+5	4	-
15	+5	4	Gain a Class Feature from levels 1, 6, or 12
16	+5	5	-
17	+6	5	-
18	+6	5	Ability Score Improvement
19	+6	5	-
20	+6	6	Gain Trap Detection (feat)

Sniper

Snipers are those who prefer to take out their enemies from a good distance away, preferring to shoot from behind cover than to attack their enemies directly.

Hit Dice: 1d4 + Con Modifier

Level	Pro. Bonus	Number of Feats	Class Features
1	+2	2	Gain Rifle Proficiency (feat)
2	+2	2	-
3	+2	2	Gain Pistol Proficiency (feat), Ability Score Improvement
4	+2	2	-
5	+3	2	-
6	+3	3	Gain Level-Headed (feat), or Rifle Proficiency (feat), Ability Score Improvement
7	+3	3	-
8	+3	3	Ability Score Improvement
9	+4	3	Ability Score Improvement
10	+4	3	Ability Score Improvement
11	+4	4	-
12	+4	4	Gain either Headhunter (feat)
13	+5	4	Ability Score Improvement
14	+5	4	-
15	+5	4	Gain Hidden Assassin (feat)
16	+5	5	-
17	+6	5	-
18	+6	5	Ability Score Improvement
19	+6	5	-
20	+6	6	Gain Deadly Accuracy (feat)

WEAPONS

Weapon Name	Weapon Attributes	Weapon Type	Attack and Damage Base	Damage
Shortsword	Melee, One-Handed.	Simple	Strength/Dexterity	1d6 Piercing/Slashing
Greatsword	Melee, Two-Handed.	Simple	Strength	2d6 Slashing
Rapier	Melee, One-Handed	Martial	Strength/Dexterity	(Requires: 13 Dex) 1d8 Piercing
Scythe	Reach (2 Meters), Two-Handed.	Martial	Strength	1d8 Slashing
Halberd	Reach (2 Meters), Two-Handed	Simple	Strength	(Requires: 15 Dex) 1d10 Slashing/Piercing
Spear	Reach (3 Meters), Two Handed, Finesse	Simple	Dexterity	1d6 Piercing
Whip	Reach (3 Meters), One-Handed, Finesse.	Martial	Dexterity	1d4 Slashing
Combat Knife	Melee, One-Handed.	Simple	Strength	1d4 Piercing/Slashing Enemy Makes CON Saving Throw on a successful hit. DC: 8 + Strength Modifier + Your Proficiency Bonus (If you are Proficient in Simple Weapons.) If failed, they take another 1d12 Piercing Damage.
Dagger	Melee, One-Handed.	Martial	Dexterity	1d4 Piercing If you have advantage on an Attack Roll using a Dagger, add another 1d6 Piercing Damage for every number you have for Proficiency Bonus (+4 Proficiency Bonus would mean another 4d6 Additional Damage).
Throwing Axe	Thrown (5/15), One-Handed	Martial	Strength/Dexterity	1d6 Slashing
Throwing Knife	Thrown (5/15), One-Handed	Martial	Strength/Dexterity	1d6 Piercing
Throwing Hammer	Thrown (5/15), One-Handed	Martial	Strength/Dexterity	1d6 Bludgeoning
Wooden Baseball Bat	Melee, Two-Handed	Simple	Strength	1d8 Bludgeoning If you deal more than Twelve Damage in one attack using this Weapon, the bat breaks, and becomes unusable. However, take the damage that you'd already rolled, and add an extra 2d6

				Piercing Damage for the splinters produced.
Metal Baseball Bat	Melee, Two-Handed	Simple	Strength	1d10 Bludgeoning
Greataxe	Melee, Two-Handed.	Simple	Strength	1d12 Slashing
Warhammer	Melee, Two-Handed.	Simple	Strength	Prerequisite: 13 Str 2d4 Bludgeoning Enemy Makes CON/DUR Saving Throw. DC: 8 + Str/Power + Proficiency Bonus (If you are proficient in Simple Weapons.) If Failed, breaks the bone(s) under the flesh hit. Breaking the Bones means that at the start of every one of their turns, they have to make the Save again. If they fail, they cannot take a Movement action.
Quarterstaff	Reach (2 Meters), Two-Handed	Martial	Strength/Dexterity	1d8 Bludgeoning
Shovel/Spade	Reach (2 Meters), Two-Handed	Simple	Strength	1d8 Bludgeoning/Slashing You may tunnel/dig underground at a speed of Strength/Power Divided by 20. That is how many meters you may tunnel underground in terms of movement speed. You may not move through anything denser than Gravel using this ability.
Nunchucks	Melee, One-Handed.	Martial	Strength	(Prerequisite: 17 Dex) 1d12 Bludgeoning
Pistol	Reload (Ammo x9), Ranged (20/60), One-Handed, Firearm	Pistol	Dexterity	1d6 Piercing
Revolver	Reload (Ammo x6) Ranged (20/60), One-Handed, Firearm	Pistol	Dexterity	(Prerequisite: 13 Con) 1d8 Piercing
Handcannon	Reload (Ammo x6) Ranged (20/60), One Handed, Firearm	Pistol	Dexterity	(Prerequisite: 17 Con) 3d4 Piercing
Pump-Action 20-Gauge Shotgun	Reload (Ammo x5) Ranged (5/15), Two-Handed, Firearm	Rifle	Constitution	(Prerequisite: 15 Str) 1d10 Piercing
Double Barrelled 12-Gauge Shotgun	Reload (Ammo x2) Ranged (5/15), Two-Handed, Firearm	Rifle	Constitution	(Prerequisite: 17 Str) 1d12 Piercing

Sawed-Off Shotgun	Reload (Ammo x2), Ranged (5/15), One-Handed, Firearm	Pistol	Constitution	(Prerequisite: 13 Str) 1d8 Piercing
The Hand of God	Reload (Ammo x1) Ranged (5/15) Two-Handed, Firearm	Rifle	Constitution	(Prerequisite: 17 Con, 17 Str) 1d20 Piercing
Light Crossbow	Reload (Ammo x1) Ranged (20/60), Two-Handed	Rifle	Dexterity	1d8 Piercing Attacking at Melee Range with this weapon does not impose Disadvantage
Heavy Crossbow	Reload (Ammo x1) Ranged (50/200), Two-Handed	Rifle	Dexterity	(Prerequisite: 13 Strength) 1d10 Piercing Attacking at Melee Range with this weapon does not Impose Disadvantage
Shortbow	Ranged (20/60), Two-Handed	Martial	Dexterity	1d6 Piercing
Longbow	Ranged (50/200), Two-Handed	Martial	Dexterity	(Prerequisite: 13 Strength) 1d8 Piercing
Bolt Action Rifle	Reload (Ammo x5), Ranged (200/600), Two-Handed, Firearm	Rifle	Dexterity	1d10 Piercing
Sniper Rifle	Reload (Ammo x1) Ranged (600/1,200), Assembled, Two-Handed, Firearm	Rifle	Dexterity	(Prerequisite: 15 Intelligence) 1d12 + Dex Piercing If you do not move during this turn, you may give yourself Advantage on the Attack Roll. If you spend an Action on your Previous Turn to set up the shot beforehand, you may deal an additional 1d12 Damage. Attack Rolls against Targets within 10 Meters are at Disadvantage (This does not apply to Targets within Melee Range, which are made as normal).
Taser	Melee, One-Handed, Reload (Ammo x3).	Simple	Strength/Dexterity	Target within Melee Range must make a Constitution saving throw. DC: 12. If failed, the Target is Paralyzed for 1d2 turns.
Brass Knuckles	Melee, One-Handed	Simple/Martia l	Strength	Changes the Attack Dice for User Unarmed Punches to 1d6. No use for Stands. You may not hold anything in the hand where the Brass Knuckles are equipped.
Spiked Gauntlets	Melee, One-Handed, Finesse	Martial	Strength	Changes the Attack Dice for User Punches to 2d4 Piercing Damage. You may not hold anything in the hand where the Spiked Gauntlets are equipped. It takes an entire turn to equip/unequip each Spiked Gauntlet.

Shield	Melee, One-Handed	N/A	N/A	+2 AC, -2 Meters Movement Speed (This Movement Speed Reduction applies when carrying the Shield, even when it is not equipped) You may only have one Shield/Tower Shield Equipped at a time.
Tower Shield	Melee, One-Handed	N/A	N/A	Prerequisite: 15 Str +5 AC, -4 Meters Movement Speed (This Movement Speed Reduction applies when carrying the Shield, even when it is not equipped) As an Action, you may hunker behind the Shield, and gain $\frac{3}{4}$ Cover. (If you do not have the Shield Master Feat, you only get +2 AC, and you may not Hunker behind it as an Action) You may only have one Shield/Tower Shield Equipped at a time.
Frag Grenade	Explosive (Trigger: Remove Pin, release handles, Five Seconds) (DC of 20), Thrown (5/15) One-Handed	N/A	Dexterity	Radius Damage: Between 0-1 Meters = 3d6 + 5 Thunder, 3d4 Piercing Damage Between 1-3 Meters = 2d6 + 2 Thunder, 2d4 Piercing Damage Between 3-5 Meters = 1d6 Thunder, 1d4 Piercing Damage
Dynamite Stick	Explosive (Flammable Fuse, every 10 cm gives the fuse one more second before exploding) (DC of 16), Thrown (5/15) One-Handed	N/A	N/A	Radius Damage: Between 0-2 Meters = 4d10 + 10 Thunder Damage Between 2-4 Meters = 2d10 + 5 Thunder Damage
C-4	Explosive (Digital Timer, set it between 1 hour to 30 seconds) (DC of 30) Two-Handed	N/A	N/A	Radius Damage: Between 0-1 Meters = 8d10 + 20 Thunder Damage Between 1-3 Meters = 2d10 + 10 Thunder Damage Between 3-6 Meters = 2d10 Thunder Damage Between 6-10 Meters = 1d10 Thunder Damage
Gasoline Bomb	Explosive (Upon Lighting, takes 5 seconds to explode, or upon impact with something) (DC of 14) Thrown (3/15) One-Handed	N/A	N/A	Radius Damage: Between 0-3 Meters = 2d10 + 5 Thunder, 3d4 + 10 Fire Damage Between 3-6 Meters = 1d10 + 5 Thunder, 1d4 + 5 Fire Damage Between 6-10 Meters = 1d6 Thunder, 1d4 Fire Damage
Molotov Cocktails	Explosive (Upon Lighting, takes 10 seconds to explode, or upon impact) (DC of 10) Thrown (5/15) One-Handed	N/A	N/A	Radius Damage: Between 0-1 Meters = 2d12 + 6 Fire Damage Between 1-2 Meters = 1d12 + 3 Fire Damage (Note: The Fire will spread if Flammable objects are within the Radius of Impact. If there are no

				flammable objects within the Radius, the fire will still continue to burn for 1d4 Turns)
UV Flashlight	Reload (Ammo x15) Ranged (3/15) One-Handed	N/A	N/A	AOE Effect (Con Save w/ DC of 20 for half damage) Deals 0 Damage to most creatures. Deals 1d8 Radiant Damage to Pillar Men. Deals 2d10 + 10 Radiant Damage To Undead.
UV Laser	Reload (Ammo x1) Ranged (10/50) One-Handed	Simple	Dexterity	Deals 1d4 Radiant Damage to most creatures. Deals 2d10 + 10 Radiant Damage to Pillar Men. Deals 2d20 +20 Radiant damage to Undead.
UV Cannon	Reload (Ammo x5) Ranged (10/30) Two-Handed	N/A	N/A	AOE Effect (Con Save, DC of 25 for half damage) Deals 1d2 Radiant Damage to most creatures. Deals 4d10 + 10 Radiant Damage to Pillar Men. Deals 3d20 + 30 Radiant Damage to Undead.
Uzi	Reload (Ammo x15) (3 Bursts) Ranged (5/15), One-Handed, Firearm	Automatic	Constitution	3d6 Piercing
Automatic Rifle	Reload (Ammo x30) (6 Bursts) Ranged (15/45), Two-Handed, Firearm	Automatic	Constitution	3d6 Piercing
Mounted Minigun	Ranged (Ammo N/A) (Bursts N/A) (Range 20/60 Meters), Two-Handed, Firearm	Automatic	Constitution	Prerequisite: Automatic Weapon Proficiency (Unless already prepared, this weapon takes a Full Action to set up the Minigun. Can be mounted, or if the user has a Strength of 15 or higher, can be carried as a Two-Handed Weapon, but halves your Movement Speed when carried). 3d10 Piercing

Weapons and Stands:

If you take the Energy Imbuement Feat, when an object is imbued (or incorporated into the Stand itself), the weapon deals the same kind of damage that it would normally, but it can now affect Stands (Example: Slashing becomes Stand Slashing).

If your Stand either: wields a weapon, or has a weapon incorporated into it using the Energy Imbuement Feat, they may attack using the stats of the Stand, rather than that of the user. For example, Strength becomes Power, Dexterity becomes Precision, and Constitution becomes Durability. You may use your Stand's respective stats to add to the Attack and Damage rolls on the weapon incorporated into the Stand.

Weapon Types:

Simple	Automatic
Martial	Pistol
Improvised	Rifle

Melee Weapon: Has 1 meter range from user/stand

Reach Weapon: Has additional range, but otherwise the same as a melee weapon

Ranged Weapon: To Hit is based on Dexterity, and has a specific range (Roll normally/Roll with Disadvantage) ex. (5/15). Roll with disadvantage if used in melee range.

Automatic Weapon: Has a specific range and specific ammo (fired in bursts of 5). Every time you fire an Automatic Weapon, if you roll a 5 or below on the d20 for your attack roll, the weapon jams. When the weapon jams, the weapon becomes permanently unusable, unless repaired by a gunsmith, or you have the Automatic Weapon Proficiency Feat.

Reload: Takes one attack action to reload a weapon to full capacity. Only needs to be done when ammo count runs out.

Explosives: Once used they are destroyed. Has a specific radius, and ranges of damage from target. Explosives may be used to set traps, not just as thrown/propelled weapons. Those caught within the blast radius make a Dexterity Saving Through to attempt to take half damage. If thrown, and a 1 is rolled the explosive goes off centered on the user.

One-Handed: Can be wielded in both hands. When making an attack (or several attacks) with a weapon in each hand you may make an additional attack with a bonus action. May be holstered/concealed easily.

Assembled: Easily concealed by putting the weapon into smaller parts. Takes two turns to assemble, must be proficient to assemble the weapon.

Firearm: Ranged Weapon, does not impose Disadvantage on Ranged Attack within Melee Range. Often makes a loud sound, can be heard from up to a Half Kilometer away.

Thrown Weapon: Can be used as both a ranged and melee weapon. Has a range similar to ranged weapons, but can only be used again if picked up after being thrown.

Two-Handed: May be held in one hand, however with disadvantage. Difficult to Holster/conceal.

Note: 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 your Attack Rolls. If you do not meet a Prerequisite for use of the weapon (Ex. Strength of 13 or Higher), you may still use the weapon, but all Attacks using it have Disadvantage.

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 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).
1-5	2	
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

The Human Body has a remarkable tendency to keep itself alive in tough situations. Your body is even better at doing so. As a Bonus Action you may activate this ability. While this ability is active, you get Advantage on all Strength, Constitution, and Dexterity Saving Throws, and an amount of Temporary Hit Points equal to your Level. These benefits last for up to 10 Rounds (1 Minute). You can use this Feat an amount of times equal to your Strength Modifier, per Long Rest.

ART OF DISTRACTION

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

People are easy to fool, a thing that you've learned over years of experience. You gain Advantage on all Performance and Sleight of Hand Checks. Furthermore, you may now make Sleight of Hand Checks as a Bonus Action.

AUTOMATIC WEAPON PROFICIENCY

You've put in hours on the shooting range, and now you can use Automatic Weapons properly. Add your Proficiency Bonus to your To Hit when using Automatic Weapons. Also, instead of the weapon jamming on a roll of 5 or lower, the weapon only jams on a Critical Failure (roll of 1 on the d20). Furthermore, when the Weapon jams, as a Bonus Action, you may fix it, getting it back in functioning order.

BLENDED FIGHTING

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

Your Stand is certainly a powerful weapon, but that won't stop you from fighting as well. When you take the Attack Action, and attack at least once using your Stand, you (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 User's Stats (not your Stand's)

BRUTALITY

If you or your Stand misses your target on a Melee attack roll, you may make the same Melee Strike as a Bonus Action. If this attack lands upon the intended target, it is a guaranteed Critical Hit. If the attack misses, your Use of Brutality is not used up, and you may attempt it again later. The damage dealt by this Brutality attack cannot be Non-Lethal Damage. You may use this ability once per Short or Long Rest.

CALCULATING

Prerequisite: Must be a Level 1 Stand User or higher

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. Instead of adding your Charisma Modifier to your Stand DC, you may swap it out to add your Wisdom or Intelligence Modifier instead. If you have a Class Feature relating to your Charisma Modifier like Stand Energy Recharge, you may also swap out your Charisma Modifier for either Wisdom or Intelligence there.

CLEVER DISGUISE

You're used to getting away from people, sometimes fighting from a distance. However, if those coming after you have seen your face, or recognize you in any way, you may use a new set of clothes, (and possibly a hair change) to pass yourself off as someone else. It takes 1 Minute to create such a disguise, but if you are able to do so, you have Advantage on all Deception Checks to pass yourself off as someone else, and any attempts to determine your true identity are made with Disadvantage.

CLEAVE

When a creature is dropped to 0 Hit Points by a melee attack by you or your Stand, you may take a 1 Meter Step (if you wish), and perform another Melee Attack (This Movement does not trigger Opportunity Attacks). A Successful Cleave may trigger other Cleave attacks.

CLOSE COMBAT SPECIALIST

You've become accustomed to defending yourself, and coming out victorious, even in the Stickiest of Situations. Add +2 to your AC. Proficiency Bonus may be added when using improvised weapons. If you are already Proficient in using Improvised Weapons, you may add your Proficiency Bonus again.

CONSISTENT ACCURACY

When making attacks using Thrown or Ranged Weapons (Including your Stand's Ranged Attack), you may attack up to the Weapon's Long Range, without Disadvantage.

DEADLY ACCURACY

Prerequisite: 13 Dexterity or higher

When making Ranged Attacks where you or your Stand make a Ranged Attack, you may choose to only attack once, as your full Action. If you choose to do this, you add your Attack Bonus twice (Example: A person with a total Attack Bonus of +5 [+3 Dex, +2 Proficiency Bonus] would have +10 To on the Attack Bonus for this attack). This Feat may be activated even when you use the ability that gives you Advantage on a Sniper Rifle. Upon a Successful Hit, you may roll double the Damage Dice that you would roll normally, and you may roll the Damage you deal Twice, taking the higher result.

CATLIKE AGILITY

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

Your Reflexes are faster than that of the average person. As a Bonus Action, you may make the Dodge action. You may use this Feat an amount of times equal to your Dexterity Modifier per Long Rest.

COMBAT MEDIC

Prerequisite: 13 Intelligence or higher, or your Passion must be Physician

You may make Medicine Checks as a Bonus Action. Furthermore, as an action, you may heal others on the battlefield. If you have a First Aid Kit or something similar, you may make a DC 15 Medicine Check upon a creature that you can touch. Upon a Successful Check, the creature may spend a Hit Dice, and heal 1 Hit Dice + Their Constitution Modifier in HP. This special action may not be performed as a Bonus Action.

CONSISTENT SKILLS

When you make a Skill Check that you have Proficiency or Expertise with, when you roll a 9 or lower on the d20 roll, you may treat the d20 roll as a 10.

DEMOLITIONIST

Normally, if you roll a 1 when throwing an Explosive, it detonates in your hand. However, due to your use and knowledge of Explosive Items, when you roll a Nat 1 when throwing an Explosive, you prevent it from exploding, and the Explosive that you attempted to throw becomes a dud. You also gain advantage to checks relating to crafting, modifying, or disarming explosive devices.

ENERGY IMBUEMENT

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

Some Stand Users are able to extend just a little bit of energy into a Physical Object, and make it into a permanent part of their Stand. In order to permanently incorporate an object into your Stand, your Stand must Imbue the object with Stand Energy for 8 hours, with the express purpose of incorporating it into itself. When adding an object into your Stand, the object gains the same resistance that the rest of your Stand has. If the object is destroyed, it does not damage the User in any way. Not only that, but it regenerates mass at a rate of 1kg/hour. If the object incorporated is a Ranged Weapon, then you may refill the Ammo on the Weapon to maximum capacity as a single Attack, at the cost of 1 Stand Energy. When you incorporate an object into your Stand, you lose this Feat, then in place of this feat, you have an object as a part of your Stand. You may not take another Feat to replace spending this one. If you would like, you may relearn this Feat later on.

ENHANCED STAND SENSES

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

You have spent enough time looking through your Stand that you've gotten very good with it. Whenever your Stand is Summoned, when making a Perception Check through it, you gain Advantage, and your Passive Perception is doubled.

EVASIVE

Prerequisite: 13 Dexterity or higher

When you make a Dexterity Saving Throw, and succeed, you take no damage. If you fail the Dexterity Saving Throw, you instead take half damage.

HEADHUNTER

You've fought the Undead many times before, and you know their tricks, and how to best defeat them. You get +5 added to all Attack rolls aimed at all Undead Creatures' Heads. You also have Advantage on any Saving Throws from an effect given by an Undead Creature.

HEART OF TRUTH

Prerequisite: You must not have the Heart of Lies Feat

You've gone through a lot in life. You've witnessed struggle, pain, and possible even death itself. All of these things have happened in front of your eyes.

FORTUNE TELLER

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 or situation, that isn't very helpful until the time of the Divination comes to pass. At the end of a Long Rest, roll 3d20. Write the result of each of these d20 rolls 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 the number, it cannot be used again. You reroll these numbers, and get all three of them back at the end of your next Long Rest.

HEART OF LIES

Prerequisite: You must not have the Heart of Truth Feat

You've defeated countless enemies, and overcome all challenges presented to you, dropping every foe in your way. When one of your attacks kills an enemy, roll a d4. If you roll a 4, you gain 1 point of Inspiration.

HEAVY WEAPON SPECIALIST

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

Through all of the time you've spent lugging around and using heavy equipment, you've realized how to deal

You've seen the absolute worst of Humanity. And that is why it is of absolute importance that you achieve your goals. When you use a point of Inspiration, roll a d4. If you roll a 4, you gain back a point of Inspiration.

HIDDEN ASSASSIN

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

IMMENSE IMPACT

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

INTERPRETER

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

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

JACK OF ALL TRADES

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

LIGHT SLEEPER

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

the most damage using these powerful, heavy weapons. When using a Two-Handed Weapon, an attack roll of either 19 or 20 counts as a Critical Hit. Furthermore, when you land a successful Critical Hit, you may roll an additional Damage Die.

IMMEDIATE CONNECTION

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

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

IMPROVISED HEALING

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

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

MARTIAL WEAPON PROFICIENCY

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

MENACING AURA

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

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

MOTIVATED

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

Through a combination of Talent and naturally born skill, you have gotten very good at certain tasks. Choose up to Two Skills that you are Proficient in. Whenever you make an Ability Check using those two skills, you may add your Proficiency Bonus Twice. You may take this Feat several times, if you wish.

NATURAL ARMOR

Prerequisite: Must be a Rock Human

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

Humanoid: No Change

Hybrid: +5 Temporary Hit Points, +5AC, -5 meters movement speed, Resistance to Slashing Damage (as well as Stand Piercing).

Rock: +20 Temporary Hit Points, +10 AC, No Movement Speed, the only actions taken must either be with your Stand, or turning into one of the other forms. You also gain resistance to Slashing, Piercing, and Bludgeoning Damage (and their Stand Counterparts).

NATURAL TOUGHNESS

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

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

PARANOIA

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

PISTOL PROFICIENCY

Through knowledge and training, you have gained the ability to properly use handguns and revolvers. You may now add your Proficiency Bonus to your Attack Rolls when using Pistols. Furthermore, you may reload a Pistol as a Bonus Action, rather than as a full Attack.

PRACTICAL EXPERIENCE

Experience happens to be a great teacher, and you've learned a lot. You may gain Proficiency in Three Skills of your Choice. You may take this Feat several times, if you wish.

PRESSURE POINT MANIPULATOR

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. As an Action, you make an Attack, and you may choose a limb on a Target. Upon a successful hit, rather than dealing damage, the opponent may not use the limb that you Targeted for an amount of turns equal to your Intelligence Modifier.

QUICK ON YOUR FEET

You're used to getting out of difficult situations using your wit. Gain Proficiency in a Saving Throw of your Choice.

RIFLE PROFICIENCY

Through training and patience, you have gained the ability to accurately use rifles. You may now add your Proficiency Bonus to your To Hit when using Rifles. Furthermore, if you choose not to move during your turn, on that same turn, you may add your Proficiency Bonus again to attack rolls made when using a Rifle.

SCARFLESH

You've gone through a lot of physical trauma, and your body is beginning to show the signs of it. Scar tissue is beginning to build up on your Skin, as well as internally. You gain a Damage resistance equal to your Constitution Modifier every turn (A Person with a +5 Con Mod would resist 5 points per round).

SIMPLE WEAPON PROFICIENCY

Through knowledge and training, you have gained the ability to properly use simple weapons. You now may add your Proficiency Bonus to your Attack Rolls when using Simple Weapons. Furthermore, when using a Simple Weapon that you have trained with, you may throw it with the Range of an Improvised Weapon (5/15), and use the same Attack Roll and Damage Dice that you would when using it as a Melee Weapon.

RESILIENT

Through luck or some sort of early exposure, you've gained an interesting ability. You (and your Stand) may choose to either be resistant to Piercing, Slashing, or Bludgeoning Damage (as well as their Stand Counterparts), or to be resistant to any other three Damage types of your choice (and their Stand Counterparts as well). If you have a Damage Vulnerability, you may not use a Resistance to cancel it out. You may take this feat several times, if you wish.

SHIELD MASTER

You're pretty accustomed to using a Shield in combat. When you are using a Shield, you do not take a Penalty to your Movement Speed. Furthermore, you may bash someone using the Shield, using the same Attack Roll and Damage as either an Unarmed Strike, or an Improvised Weapon.

STROKE OF LUCK

You seem to have some sort of unknown force that protects you and watches over you, kicking in at the most crucial moments. When you roll a 1 on any roll, you may instead choose to make it a 20. You may use this ability an amount of times equal to Half your Proficiency Bonus (rounded down) per Long Rest.

STAND SPECIALIZATION

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

Due to the Nature of your Stand, there are some things that simply cannot harm you. 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 (It should tie in to your Stand's Anchor or Ability, like how a Stand made out of Fire would be Immune to Fire and Radiant Damage, but it would be Vulnerable to Cold Damage). Furthermore, if you gain Immunity to Bludgeoning, Slashing, or Piercing, you only gain one Immunity, and you still obtain a Damage Vulnerability. You may gain Immunities at the cost of Vulnerabilities, as many times as you wish. Vulnerabilities gained through this feat cannot be cancelled out by Resistance or Immunity gained through any means. Gaining Immunity to a Damage Type also gives you Immunity to the Stand counterpart of the Damage Type.

SUPERHUMAN

People usually have limits on how strong or smart they can get. However, this is not always the case. You've found a way to push yourself past human limits. When you take this feat, pick one of your six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma), and increase the maximum score for that stat by two. The ability score does not increase by 2 when you take this feat, but the maximum for it does. You may take this Feat multiple times.

TANKY

Due to your abnormally stocky build, or just sheer commitment, you don't go down very easily in a fight. For every level you have or gain, you gain an additional 2 HP. This also applies retroactively, if you take the feat later on down the line. You may take this Feat more than once.

TOXIN RESISTANCE

Through training and patience, you have made your body resistant to almost all toxins through incremental exposure. You have complete Immunity to poisons or toxins ingested (up to 1/4 Liter every 24 hours), and the Poisoned Condition. You have advantage on all Constitution saving throws made against Venoms, Breathable Toxins, and Acids, and you gain Resistance to Poison and Acid Damage.

TAVERN BRAWLER

Through experience and tussles, you've gained the ability to make objects from your environment into effective weaponry. You may add your proficiency bonus to any object you use to attack somebody. If you already have Proficiency in Improvised Weapons, simply add the Proficiency Bonus again. Not only that, but you may pick up objects less than 20 kg as a free action. Also, if you pick up or hide behind an object around 1 meter in area, you may use it as a makeshift Shield. Depending on the size, and the DM's discretion, it becomes a Shield, a Tower Shield, or a form of Cover.

TRAINED COMBATANT

Prerequisite: Must not be a Stand User (If you had this feat before becoming a Stand User, and then you become a Stand User, you no longer have it, and if it was given to you as a Class Feature by your Non-Supernatural Class, you cannot take a different Feat to replace it. You may replace this Feat if it was not given to you as a Class Feature)

When you take the Attack Action, you may perform an additional Attack. You may take this Feat up to 3 times, having a maximum number of Four Attacks as an Action.

TRAP DETECTION

You've gone through your fair share of dangerous situations, and over time, you've built up an awareness

THROWN WEAPON MASTER

You've spent a lot of time throwing all sorts of objects, from darts to tomahawks. You may Draw Thrown

of Traps, and the ability to better sense danger. You have Advantage on Perception and Investigation Checks.

UNARMED PROFICIENCY

Through training and patience, you have spent time figuring out how to fight utilizing every muscle in your body effectively. You gain +1 to your AC. Also, instead of rolling d4s for damage, you may use d6s. You may also add your Proficiency Bonus to Attack Rolls when using Brass Knuckles or Spiked Gauntlets.

weapons as free actions. When using a Weapon with the Thrown Property, you may add your Proficiency Bonus to your Attack Rolls. You may also throw two of the same Thrown Weapons or objects, as a singular Attack, without penalty to either object's accuracy or damage. You cannot do this with Spheres imbued with The Spin.

UNSTOPPABLE WILLPOWER

Some have an inner strength that simply cannot be stopped. Some are born with it, and others earn it through struggle and perseverance. 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 the damage dealt to you, or 15, whichever is higher. Upon Failure, you simply drop to 0 Hit Points. Upon Success, you instead drop to, or stay at 1 Hit Point.

VETERAN SPRINTER

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

You've done a lot of running in your time, so running is kind of second nature to you at this point. Your movement speed increases by 5 meters. You may now Dash as a Bonus Action, and you may also 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 MASTER

You gain Proficiency in the use of all Weapons (Not including Improvised Weapons). However, you do not gain any additional benefits that you would get from taking Feats for specific kinds of weapons.

SPECIAL RACES/CLASSES

Zombie

Description: A Zombie is created whenever a Vampire takes blood out of a living human, or brings a shriveled corpse back from the dead. Zombies are creatures with great strength and durability, but almost total weakness to UV light. Most Zombies are slaves to their masters. However, some Zombies, after their Master has left them in some way, may survive and live, mostly of their own free will, but as 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. A person turned Zombie keeps all of their stats and proficiencies, but they lose the ability to use their Stand. A Zombie must obey their master, as they are bound to them. If they have no orders, or no master, Zombies usually seek out flesh to satiate their immense hunger. Zombies are grotesque abominations, taking on some of the parts of Vampires, and immediately gaining immense strength. However, they, in their current state, may not become stronger. Regardless of the Experience points gained by a Zombie, they cannot gain levels. A Zombie can become a Vampire or an Ultimate being, but they need the necessary equipment (Stone Mask or Completed Stone Mask, respectively).

Changes: When you become a Zombie, you retain all abilities, skills, and powers you had when you were a human. However, several things have changed. Any experience points gained are destroyed, and your class goes away. You then become a Level 1 Zombie. As level one Zombie, your Strength increases by 2, your Constitution increases by 2, and your Dexterity Increases by 1. However, your Wisdom decreases by 3, your intelligence decreases by 4, and your Charisma Score becomes 3 (Unless it is lower, in which case, it remains the same). Zombies heal at roughly the same rate that they would heal before they became a Zombie. Any damage dealt by Hamon or UV Radiation leaves a wicked scar, similar to a severe burn on a normal human. Zombies do not need to eat or drink normally, instead needing to eat raw or living creatures, usually humanoids. Zombies need to eat either their entire body weight in human parts, or five times their body weight from animals, per month, in order to continue surviving. A Zombie may be turned into a higher form of Undead (Ghoul or Vampire), and they count as a fresh corpse for the purpose of any effects that would do so.

Class Features

Zombie Infection: As an Action, you may infect living humans using your ability, and convert them into Zombies. When some of your Zombie Blood or saliva comes into contact with a living being's blood, they must make a Constitution Saving Throw (DC 10), taking 2d6 Necrotic Damage on a failed Save. If the target succeeds on the save, they take no damage. If the Necrotic Damage dealt to the target kills them, then they revive at the start of their next turn as a Zombie. You may also use this ability to revive a freshly deceased body, so long as they died within 24 hours of exposure, or if they have been preserved through other means, such as Freezing.

Zombie Double Health: As the weakest kind of Undead, Zombies have the same kind of power that other Undead have, just in a much weaker form. Zombies have 1d6 + CON Modifier health in their head, whereas the Body of a Zombie has the same amount of health as they would have in life, but multiplied by 3 (A Human with 4 Health in life would have 12 as a Zombie). A Zombie's Head, specifically, has +5 AC when compared to its body. Your Flesh dries out, and you smell like rotting meat. You have disadvantage on all rolls where you attempt to pass off as a living human.

Undead Nature: As a creature that has been changed and twisted, you have been removed from the traditional life cycle. Part of life is decay and death, but you have ascended beyond decay itself. As an Undead Creature, you do not age in any capacity, and are physically incapable of doing so. When converted into an Undead Creature, your body regains the youth that you may have lost, bringing your age to roughly 25, at the peak of your physical performance. If you are exposed to the Stone Mask when you are younger, your mind fully develops and matures, and you continue to mature normally until you reach 25, and at that time, you stop aging. You are unable to be affected by any poison, toxin, or venom, so you gain Immunity to Poison Damage, and the Poisoned Condition. Acids still affect you normally. You are unable to feel pain, excepting Radiant Damage. You do not need to sleep. Your body takes 1d100 Radiant damage every turn when any part of your body is exposed to direct sunlight. Your head also takes 1d100 Radiant damage every turn when exposed to direct sunlight. This sunlight damage cannot be reduced in any way, as long as it continues to hit the flesh. If your Body Health Pool hits 0, you become unable to move until you regenerate or are healed in some other fashion. When your Head Health Pool hits 0, you become paralyzed, but stay conscious. When your Head Health Pool becomes less than the inverse of your total Head Health, your head is destroyed, and you are completely destroyed.

Zombie Strength: Zombies have an advantage on all Strength Saving Throws. As an Action, Zombies may lift or throw an object weighing up to 5 times their Strength Score, in Kilograms.

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. Ghouls are slaves to their Vampiric Masters, but not to the same level that Zombies are. Ghouls retain many skills and abilities that they once had, as well as their sense of pride and moral code. Their psyche is only changed to the point where they still may act independently of their Vampiric Masters, they simply respect and revere their Vampiric Masters. If someone more powerful were to come along, a Ghoul could potentially change their allegiance. Ghouls look very similar to their human counterparts, and are able to pass as Human with little to no trouble at all. Ghouls 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.

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

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

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

Class Features

Ghoulish Agility: You get advantage on all Dexterity Saving Throws. You get an additional 2 meters of movement speed, and a +1 Bonus to your Body's AC.

Ghoulish Double Health: Ghouls have 3 times the Hit Points that they had, or would've had in life, for their body. Ghouls get 1d4 + CON Modifier Head Health (they may roll for every level they gained previously in order to determine Head HP, not including the Level in Ghoul). The Head of a Ghoul gets +5 AC when compared to the rest of their body.

Ghoulish Strength: You get Advantage on all Strength Saving Throws. As an Action, you may lift or throw an object up to 20 times your Strength Score in Kilograms.

Zombie Infection: As an Action, you may infect living humans using your ability, and convert them into Zombies. When some of your Ghoul Blood or saliva comes into contact with a living being's blood, they must make a Constitution Saving Throw (DC 10), taking 2d6 Necrotic Damage on a failed Save. If the target succeeds on the save, they take no damage. If the Necrotic Damage dealt to the target kills them, then they revive at the start of their next turn as a Zombie. You may also use this ability to revive a freshly deceased body, so long as they died within 24 hours of exposure, or if they have been preserved through other means, such as Freezing.

Vampire

Description: Vampires are humans that were able to find a Stone Mask, and awaken the true potential of the Human Mind. In order to become a Vampire, a human must activate, then put on the Stone Mask. Vampires are a lot stronger than Humans, Zombies, or even Ghouls. Vampires have a wide array of abilities, ranging from Regeneration to High-Pressure Liquid Lasers. However, this power comes at a cost, as all things do. Vampires must consume the blood of the living in order to survive, as well as become Stronger. A Vampire may also be created when a living human or a corpse receives a large amount of blood from another, very powerful Vampire.

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

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

Note: Vampires are not weakened by artifacts like Holy Symbols, Holy Water, or a Stake to the Heart. They are, however, still weak to Sunlight. Vampires must feed, gaining at least 10 energy when doing so, every week. An average living human gives 10 Energy, but up to three energy may be taken without killing them. Animal Blood does work, but at 1/5th of the efficiency of human blood. You may also drain other Undead (Zombies and Ghouls both have 10 Energy by default), but when you do so, you only get half of the Energy that they have.

Vampiric DC: 8 + Proficiency Bonus + Charisma Modifier

Level	Energy
1	0
2	10
3	15
4	20
5	30
6	45
7	75
8	100
9	150
10	225

Level	Energy
11	335
12	500
13	750
14	1125
15	1685
16	2525
17	3790
18	5685
19	8530
20	12500

Level	Ability
1	Vampire Double Health, Vampiric Regeneration, Undead Nature, and Vampiric Feeding.
2	Menacing Aura
3	Vampiric Musculature
4	Zombie Creation
5	Primal Charm
6	Vampiric Senses
7	Ghoul Creation
8	Hypnosis
9	Flight
10	Space Ripper Stingy Eyes
11	Flesh Grafting
12	Freezing Touch
13	Vampiric Body Control
14	Controlled Veins
15	Body Evacuation
16	Vampiric Dormancy
17	Embryo Implantation
18	Flesh Bud
19	Vampire Creation
20	Vampiric Peak

Vampire Double Health: As a Vampire, you get the same amount of Hit Points that you did when you were alive. However, your Hit Dice becomes 1d10, unless it was the same, or higher. Your Head Hit Dice is 1d4 + Your CON Modifier. Your Head has an Additional +5 added to its AC.

Vampiric Feeding: As an Attack, You may make a Grapple Check upon a living creature. If you are successful, you place the blood vessels of your hand upon the creature, and connect them to the body you have grappled. The damage dealt is 1d6 + Your Level of Vampire Piercing Damage. This damage is dealt at the start of each of their turns, until they escape your Grapple. You heal half of the damage that you deal to your foe when you perform this Action. Alternatively, if your target is willing, incapacitated, or Unconscious, you may use this ability to remove an amount of Energy from them, up to an amount equal to your Proficiency Bonus.

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

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

Ghoul Creation: When you kill someone using Vampiric Feeding, you may activate this as a Bonus Action. You may also use this ability on a corpse, as a Bonus Action. You take a small amount of Vampiric Essence, and replace it with the Blood you have consumed. This ability costs 50 Energy, and can be used once per Short Rest. Upon using this Ability, the affected body revives at the start of their next turn as a Ghoul.

Vampiric Regeneration: You gain an amount of Hit Points back in either your Head or Body for an amount equal to your Constitution Modifier, every time initiative is rolled. Furthermore, as an Action, you may restore Hit Dice to yourself. You regain an amount of Hit Points equal to your Hit Dice + Your Constitution Modifier. You may only restore One Hit Die as an Action. Hit Points restored by this feature can either restore Hit Points to your Head, or Body, but you may split Hit Points restored between the two, if you so desire.

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

Vampiric Senses: The Stone Mask, or a Master of some sort, has unlocked the true potential of your Human Mind. Your Body can perceive much more accurately, and your mind can quickly and efficiently process this information. You are now Proficient in Perception Rolls, and you may add your Proficiency Bonus to your Perception Rolls and Passive Perception, even if you already had Proficiency or Expertise in them.

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

Hypnosis: This Feature takes an entire turn. By reflecting light within your eyes, and attaching Brain Waves to it, you may send your Brain Waves through the air, and take control of another living thing. The Range of this 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. If the throw is failed, the creature becomes Hypnotized. This effect lasts up to an hour. While a creature is Hypnotized, they must follow any and all commands given to them by their Vampiric Controller, even if it would put them in the way of harm, or be completely opposed to the creature's normal goals. 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. 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 a Success. The effect also ends if the target falls Unconscious. You may use this Feature once per Long Rest.

Space Ripper Stingy Eyes: As an Attack, You are able to highly pressurize liquid within your eyeballs, convert it all into light, and fire them in the form of lasers. You may fire either one or two lasers at once, one for each eye. Any Creature caught within the Laser's Range must make a Dexterity Saving Throw against your Vampire DC, taking 2d8 Piercing Damage on a failed save, and no damage on a Successful one. This damage cannot be reduced or circumvented in any way. There is no effective Range for this attack. The Laser will simply travel in a Straight Line wherever you aim, and it will continue to travel, despite physical objects in the way. If there are several targets in the straight line that you fire at, they are all potentially hit by the Laser. Reflective Objects may reflect the laser, but no matter can really stop it completely. You may perform this action an amount of times equal to your Proficiency Bonus, per Short or Long Rest.

Flesh Grafting: You've gained the ability to start controlling individual cells and their function within your body. You may now replace things such as removed limbs, removed organs, removed bones, and even entire bodies, with the flesh of other humanoid creatures. This taken flesh will assimilate to your body much faster than if you were to attempt to grow back your own body through Regeneration. You may also use this ability to connect living or undead creatures together in order to create Chimeras. Talk to your DM to determine the stats and abilities of the Chimeras that you create. You may perform this ability at any time, without limit. To attach your Head to a New Body, and make it perfectly attuned to yours, it takes 1d6 days. While the new body is assimilating, it may regenerate a maximum of 1 HP per round, as opposed to the normal amount. Grafting the Full Body/Body Part of a Hamon User takes 5d100 Days instead, for a perfect graft. In theory, you could also use this ability to fix injuries of living creatures, and as an Action, you could give an amount of Hit Points equal to your Level in Vampire to someone.

Freezing Touch: As an Unarmed Strike, You may take almost all of the liquid and a lot of heat from any of your limbs, lowering the effective temperature of each limb to around -40 Degrees Celcius. If you successfully land this attack, the target must make a Constitution Saving Throw, taking 6d8 Cold Damage, and becomes unable to move the affected limb. The target takes half damage, and is not affected, on a Successful Save. The Saving Throw may be repeated at the end of every one of the affected target's turns, and if succeeded, the effect ends on their limb. You may use this Feature an amount of times equal to your Proficiency Bonus per Long Rest.

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. If the health of your Head is Zero or lower, you may not do this. 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.

Vampiric Dormancy: Normally, as a Vampire, you have to Feed for at least 10 energy once per week. However, you may, if you so choose, enter a State of Extended Dormancy, in which every part of your body ceases to function, and it is effectively preserved. This preservative runs throughout your entire body and brain, allowing your body to stay virtually the same for extended periods of time. Your brain almost completely stops functioning, and you must set a trigger to awaken you, such as a loud noise, or movement within a certain radius. When this trigger is activated, it takes an entire turn for you to return to your full self, with full control over your body. Entering a state of Vampiric Dormancy takes one full minute (or 10 turns). You may survive in the State of Vampiric Dormancy for up to 500 years. Past around 500 years, every year you spend in Dormancy Consumes 10 Energy from you. If you run out of Energy, your brain shuts off fully, and you die. Losing Energy does not cause you to lose levels in Vampire.

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.

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. As an Attack, you use your Secondary Muscular System (The Controlled Veins) to remove your Head and Secondary Muscular System from the rest of you. Your Head (and Secondary Muscular System) is now the only part of you. You may slowly regenerate your own body, but it takes 3d4 days to do so, as well as 50 Energy for each Kilogram of flesh regenerated. You still have to feed at the standard rate, but you may now do this with your Secondary Muscular System as opposed to your standard Feed Action. The action is the same, it is simply no longer carried out using your hand.

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

Flesh Bud: Using some of your Secondary Muscular System, as well as 50 Energy, you may create a Flesh Bud. Flesh Buds are small collections of flesh that are placed upon the forehead. A Flesh Bud forces the one who it is implanted into to do the Vampire's bidding, despite the interests of the individual. However, this form of Mind Control does not completely change the personality of the one wearing it 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 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 suddenly, in its entirety, without any chance to respond. The Flesh bud is Undead Flesh, and as such, it will immediately die when exposed to Sunlight.

The Flesh Bud will function normally for up to 3 years. After around 3.5 years have passed, the Flesh Bud will feed off of the Blood of The Brain directly, resulting in a loss of 1d4 Maximum HP per day. When the target's Maximum HP reaches Zero, they are killed instantly. If the Vampire that implanted the Flesh Bud is killed, the Flesh Bud goes haywire, and the Target becomes an Abomination.

Vampire Creation: You've gained enough knowledge of the function of your own body, that you've found out how exactly the Stone Mask or your Master changed your Anatomy, and the function of your cells and DNA.

Rather than taking Blood away from your target, you may take the corpse or the living creature, and simply infuse a large amount of your own blood, mixed with a decent amount of Vampiric Essence. This feature takes an entire turn to accomplish. If the creature that you've attempted to convert is living, they must make a Constitution Saving throw against your Vampire DC. Every time they fail the saving throw, they take 2d12 Piercing Damage, which cannot be blocked or reduced in any way. If the target succeeds, they no longer take damage, and the effect no longer applies. When the target drops to below 0 hit points, they go unconscious.

It takes one full turn, but after that full turn is completed, the affected individual/corpse becomes a Level 1 Vampire, and they keep whatever levels they had previously, or if they were a lower level undead, they regain the levels that they once had in life. Upon becoming a Vampire, it is important to note that you do not lose your Experience Points. However, in order to level up further, you must meet the stated Energy Requirement. The Vampire created has total free will, and is not obligated to serve or obey you in any way. Their mind is as it was in life, the only difference being that they are now a Vampire as well.

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

Pillar Man

Description: *An Ancient Race of people, they lived extremely long lives and were very strong, but they were weak to the sun. Pillar Men is not really accurate, as there were also Pillar Women and Children. As such, Pillar Men is a Misnomer, and you may be any Gender, but still be classified as a "Pillar Man". Although it was originally thought that all of the Pillar Men were killed by Cars, that is not really the case.*

Some might have escaped and lived out long lives, or 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.

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

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

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

Enhanced Pillar Man

Description: Thousands of years ago, a genius named Cars created the Stone Mask, testing it on himself, with the eventual goal of conquering the Sun, and being able to bask in its glow. The Stone Mask was an important step to this process. While it did not give him, nor his Pillar Men brethren any resistance to The Sun, it made them much, much stronger, with the only problem being that in order to sustain this new power, they had to consume massive amounts of energy. Enhanced Pillar Men must feed, obtaining roughly 100 Energy every week in order to survive..

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

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

Level	Energy
1	0
2	100
3	150
4	200
5	300
6	450
7	750
8	1000
9	1500
10	2250

Level	Energy
11	3350
12	5000
13	7500
14	11250
15	16850
16	25250
17	37900
18	56850
19	85300
20	125000

Level	Ability
1	EPM Double Health, EPM Regeneration, Undead Nature, and Superior Feeding.
2	Menacing Aura
3	Ancient Charm
4	EPM Brain Stimulation
5	EPM Enhanced Musculature
6	EPM Flexibility
7	EPM Senses
8	EPM Durability
9	Controlled Veins
10	Body Evacuation
11	Flesh Grafting
12	Total Body Control
13	Cellular Phasing
14	Cellular Drive
15	Elemental Battle Mode
16	EPM Dormancy
17	Gain an extra feat
18	EPM Muscular Proficiency
19	Gain an extra feat
20	EPM Peak

Class Feature

EPM Double Health: As an Enhanced Pillar Man, you get the same amount of Hit Points that you did when you were alive. However, your Hit Dice, regardless of your class, becomes 1d12 + Your CON Modifier. Your Head Hit Dice is 1d6 + Your CON Modifier. Your Head's AC is equal to your Regular AC + 5.

EPM Regeneration: You gain an amount of Hit Points back in either your Head or Body for an amount equal to your Constitution Modifier, every time initiative is rolled. Furthermore, as an Action, you may restore Hit Dice to yourself. You regain an amount of Hit Points equal to your Hit Dice + Your Constitution Modifier. You may only restore an amount of Hit Dice equal to your Proficiency Bonus as an Action. Hit Points restored by this feature can either restore Hit Points to your Head, or Body, but you may split Hit Points restored between the two, if you so desire.

Superior Feeding: Your Body has changed on a cellular level. As a Pillar Man, your body was already fully accustomed to consuming living beings, and your cells were used to consuming the energy provided through normal digestion of living creatures. However, now every cell in your body may break down living tissue, and make it into energy extremely quickly. By simply touching living flesh, you may absorb the matter present, and convert it into energy in a matter of seconds. You may also use this as an attack. Against living flesh, you may make contact using your body, and begin to absorb the flesh contacted. Upon making sustained contact (or as part of an Unarmed Strike), your flesh deals 1d6 Acid damage per turn (At Level 5, it becomes 2d6, Level 10 is 3d6, Level 15 is 4d6, and Level 20 is 5d6). The Higher Level of Enhanced Pillar Men you become, the faster this process becomes.

Ancient Aura: The power coming from you is mysterious, but of ridiculous strength. All living creatures recognize this power subconsciously. Your Charisma Score increases by 3, and you gain Proficiency in Intimidation (If you were already Proficient in Intimidation, you may add the Proficiency Bonus again).

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

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

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

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

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

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

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

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

EMP Dormancy: You may seal yourself within a thin shell of rock at any point. As an Action, you may enter this state. 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 that tells you when to awaken, or a trigger that allows you to wake up (a bird lands on your casing, you hear a gunshot, etc...) In order to enter this state, it costs 100 Energy. This state also takes just one action to awaken from. You may stay in this state 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.

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

EPM Muscular Proficiency: Gain advantage on Strength, Constitution, and Dexterity Saving Throws.

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

Abomination

Description: *Abominations are humans who have had a Flesh Bud Implanted into their brains by a Vampire, but that Vampire was destroyed. The Flesh Bud then went haywire, permanently changing the function of the once Humanoid Body. The Body rapidly grows extremely aggressive tumors within a matter of minutes after the death of the Vampire that had planted the Flesh Bud. These Tumors take 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 function drop to around the levels of that of a dog.*

Example of an Abomination: Mr. Nijimura

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

Ultimate Being

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

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

Immortality: You gain new Hit Dice, and lose your Double Health. Your new Hit Dice is 1d20. You may reroll the health points gained in all previous levels using these new Hit Dice upon transforming. You regenerate an amount of Hit Points equal to your Constitution Modifier every round. You may choose to spend as many Hit Dice as you would like, as an Action.

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

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

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

Rock Humans

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

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

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

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

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

ARTIFACTS/LOCATIONS

Conductive Clothing

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

Stand Arrow

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

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

The Arrowhead contains an Alien Virus. When a living creature's skin is pierced by this Arrow, they will develop a Fever over the course of several days. The severity and duration of the fever is dependent upon the physical build, 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 (unable to control a Stand) must roll a CON saving throw. They must beat a DC of 8. If the creature succeeds, their condition remains stagnant. If they fail, the creature loses 1 HP off of their HP maximum. If their maximum HP drops to 0 or less, they slip into a coma. If the creature's maximum HP gets lower than the inverse of their normal max HP, they succumb to their Stand, and die.

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

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 not worthy (as determined by a roll of d8's. 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), 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: Your Stand (or your flesh) must be pierced by the arrow. However, it is not simply a piercing. In order for the Power of Requiem to activate, the arrow must be buried within your or your stand's flesh, to the point where the beetle touches the exposed wound. From there, the arrow will begin to embed itself into your body, dealing 3d8 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. During the one turn, the arrow will make its way to the forehead of your Stand, and then it will pop out. After the turn of exposure, you may expend as many Hit Dice as you would wish, so long as you still have not used those Hit Dice. This healing works as if you were taking a Short Rest, in terms of Healing. It may be removed without issue. The damage and healing only happens the first time that you are successfully exposed to the arrow's Requiem-giving ability.

Requiem Stand Traits:

Physical Change: Requiem Stands have immense power. Take all of your Stand's Stats, and Multiply them by 2.

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

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

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

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

Stone Mask

Around Ten Thousand years ago, a genius named Cars sought a way to conquer the weaknesses of his people, the Pillar Man. 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 to shed their mortality, at a cost.

Description: A simple stone mask, with a human face upon the front upon it, a single fang sticking out of the mouth. Most Stone Masks are roughly 20-30 centimeters tall, and 10-15 centimeters wide. The inside is indented, as if 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. **If the Artifacts: Red Stone of Aja and Stone Mask are combined, they fuse into one artifact known as: The Complete Mask.**

Activation: In order to be activated, at least 1 oz. of blood of a creature of the same species must be put on the front of the mask. The Stone Mask will then shake for roughly 3 seconds, then activate. Upon activation, the Stone spikes will shoot out of the mask at a speed of roughly 10 meters/second. Roughly 10 seconds after the initial exposure to blood, the Spikes will retract. When worn by a creature, human or otherwise, they become the pinnacle of their species. They become a Vampire, unless they are a Pillar Man, in which case, they become an Enhanced Pillar Man.

The Red Stone of Aja

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

Locacaca Fruit

The Locacaca Fruit is a fruit with unusually potent and rapid healing abilities, but with a cost. In order for the effect of the Fruit to take place, one must eat at least ⅔ of one instance of the fruit. These fruits are exceedingly rare, only found in New Guinea, and still extremely difficult to find even then. If an expert on the specific fruit is able to get their hands on it, they could grow many of them, but because the fruit 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. The Fruits are very similar to figs, being close in smell and taste. They also look similar to figs, but being Pink in color, and having small spikes on the outside of the fruit.

Effects: The Locacaca is a fruit that can heal almost any wound, ailment, or illness. However, it comes at a price. Upon Consuming over ⅔ of a Locacaca Fruit, your Hit Points are brought 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, disappeared 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. The Fruit may also be used to heal a side effect caused by a 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 obtain the detriment rolled on the table below:

Number Rolled	Body Part Turned To Stone	Effect Produced
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	You gain 5 Levels of Exhaustion, and fall into a Coma.
3	Stomach	Food (other than the Locacaca Fruit) may no longer be digested, stomach acid will begin to leak into the body after 6 hours.
4	Small Intestinal Fragment	Results in Half-digested food being pushed into the body, outside of the organs.
5	Anus	Improper Solid Waste Disposal. Will eventually result in an intestinal rupture, likely within the next few days.
6	Left Arm	Past the elbow, the left arm becomes unusable.
7	Right Arm	Past the elbow, the right arm becomes unusable.
8	Both Feet	From the ankles down, your feet become totally unusable. Your walking speed is reduced by 5 meters.
9	Lung	Chest Feels Heavy, half Lung Capacity, easily winded, cannot take the Dash Action.
10	Left Ear	Lose hearing in your Left Ear.
11	Right Ear	Lose hearing in your Right Ear.
12	Jaw	Inability to speak properly or chew food normally.
13	Left Eye	Lose sight in your left eye.
14	Right Eye	Lose sight in your right eye.
15	Appendix	Minor, Continued Discomfort in the abdomen.
16	Kidney	Causes one Kidney to completely shut down. Not a problem, unless you only have one functional Kidney in the first place.
18	Teeth	Regular Teeth fall out, replaced with Stone Teeth in the same shape.
19	Nose	Lose ability to breathe through your nose, as well as all sense of smell. This also alters your sense of taste.
20	Reproductive Organ(s)	Causes sterility in the consumer.

The Complete Mask

Description: The Completed Stone Mask is a combination of one of Kars' Stone Masks, as well as the Red Stone of Aja. The Completed Stone Mask is the same as a regular Stone Mask, but with the Red Stone of Aja sitting within it. The Completed Stone Mask is activated when the Red Stone of Aja is exposed to direct light. When Activated, it glows violently, and the mask latches onto the wearer, in the same way as the Stone Mask. After activation, the wearer temporarily loses consciousness. After one turn (or 6 seconds), the wearer awakens, and the Stone Mask crumbles, leaving only the Red Stone of Aja. The Wearer, if they were a Level 20 or higher Enhanced Pillar Man, or a Level 20 or higher Vampire, they awaken as an Ultimate Being. However, if the wearer does not fall into one of the aforementioned categories, the wearer takes 100d10 Radiant Damage that cannot be resisted, reduced, or avoided, and the affected individual does not become an Ultimate Being. Upon becoming an Ultimate being, Vampires/Enhanced Pillar Men do not lose any of their Abilities or levels, only losing Undead Nature.

The Devil's Palms

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

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

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

The Holy Corpse Parts

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

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

Pocket Dimensions: When coming into contact with the Corpse Parts, they will meld to flesh, and nestle themselves within a pocket dimension that aligns with the corresponding Corpse Part (if the Right Eye is obtained, the Corpse Part will meld into the holder's left eye. If the holder of the Corpse Part is knocked unconscious, the Corpse/Corpse Parts become exposed, and they may be removed from their current host. They may also be removed/exposed by their current host at will.

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, or years for The Holy Corpse to become reconnected once unearthed, but rest assured, once one part is unearthed, the parts will eventually come together, until it is either complete, or each part is individually reburied.

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

Individual Corpse Parts:

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

THE COMPLETED HOLY CORPSE

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

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

Vicious Misfortune: While in possession of The Holy Corpse, if either you, or an action that you perform injures someone, and you are aware of the injury, you may choose how exactly the injury affects the person. You can reduce all damage, increase the damage caused, or even move the wound to a different part of the body (Example: A prick on the finger could be amplified, and moved to the internal heart valve, causing an almost certain mortal wound. It takes 2 full turns for a Non-Mortal Wound to become Fatal. If healed 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. For this to happen, the Healer would have to restore at least 50 points of damage within those two turns. If the Damage is restored, the receiver of the wound simply drops to 0 HP, and the receiver becomes stable, rather than dying.

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

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.

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

OBTAINING HEAVEN

Heaven is the highest possible form that a Stand User can achieve. While becoming an Ultimate Being is the path to physical perfection, achieving Heaven gives a Stand of Perfection. However, across several universes, only two beings are known for achieving Heaven. Heaven Stands are a kind of Evolution that gives 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.

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 do not 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 an 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, with knowledge and sacrifice, 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 1 minute of each other). 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 keep memorized. This Step becomes completed when these Phrases are repeated 500 times, in order, correctly (This step may take as long as needed, being all consecutive, or even over the course of years. So long as these Phrases are repeated 500 times, this step will be completed. You may also go through other actions in between saying these phrases, and you may also say anything you'd like in between. Despite the Native Speakers' Language, these Phrases may be spoken in any language, so long as the meaning remains the same, excepting the Latin words, which must be Spoken in Latin). These are the phrases, in order:

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

Step 5: The Location: For every Stand User, this is different. In order to achieve Heaven, the final step is to go to a very specific location. Immediately after Completion of Step 2, 3, and 4, you know the exact Latitude and Longitude of where you must go. This location may be a place of Great Power, Personal Importance, a place where different elements meet, or otherwise. Regardless, your DM gives you the exact coordinates showing where to go. These Coordinates also have another number, that of elevation from Sea Level. This number could be anywhere from Sea Level, to 1km above Sea Level. You may have to dig or find a way to go upwards in order to fulfill this final requirement, but you should not have to dig down more than 10 meters. However, upon reaching this point, a Timer activates. Roll 1d20. The Number that you roll determines how many hours you must wait to achieve Heaven. You must only be in the specific point for a very short amount of time for the Timer to activate. When activated, the Timer may not be stopped. From the time when you start the timer, until the Timer hits zero, your Stand changes.

Transitional Stand: Upon completing all 5 steps, your Stand is destroyed, and replaced with a different one instead, until the timer hits zero. This Stand is very powerful, and is a new Stand produced in order to protect you until the Timer runs out. It is a Stand that is equal in level to you. This Stand takes upon physical characteristics as well as some of the personal traits that your Sacrificed Friend (from Step 2) had before they were obliterated, 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 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 you may make the Stand any Stand Type. This Stand 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 it is not necessary.

Heavenly Ability: This ability costs 50 points (if activated), and costs 1 Point 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 a person, usually relating to a person's beliefs. As a general Rule of Thumb, when a Heavenly Ability is activated, if the Heaven Ascended Stand is intentionally using its full power, the entire Universe could be affected. However, as powerful as this may seem, these abilities are usually broad, and effect a large area indiscriminately. The less broad an ability, the stronger it is. An example is that Made In Heaven can speed up time exponentially without end, but it affects everybody indiscriminately, with no ability to stop it once time begins to speed up. The World Over Heaven, on the other hand, can rewrite reality itself (sometimes even changing the laws of physics in a small region), with the cost being that The World Over Heaven has to hit something with its fists in order to change it.

Jojo's Bizarre Tabletop Game

Character Name

--

Hit Point Maximum

--

Current Hit Points

--

Race + Passion

--

Class + Level

--

Stand Damage Reduction

(Per Round)

Stand DC

--

Death Saves

Successes	Failures

Saving Throws

Skill Proficiencies

Strength	<input type="radio"/>	_____	<input type="radio"/> Acrobatics (Dex)	<input type="radio"/> Medicine (Wis)
Dexterity	<input type="radio"/>	_____	<input type="radio"/> Animal Handling (Wis)	<input type="radio"/> Nature (Int)
Constitution	<input type="radio"/>	_____	<input type="radio"/> Arcana (Int)	<input type="radio"/> Perception (Wis)
Intelligence	<input type="radio"/>	_____	<input type="radio"/> Athletics (Str)	<input type="radio"/> Performance (Cha)
Wisdom	<input type="radio"/>	_____	<input type="radio"/> Deception (Cha)	<input type="radio"/> Persuasion (Cha)
Charisma	<input type="radio"/>	_____	<input type="radio"/> History (Int)	<input type="radio"/> Religion (Int)
Proficiency Bonus			<input type="radio"/> Insight (Wis)	<input type="radio"/> Sleight of Hand (Dex)
			<input type="radio"/> Intimidation (Cha)	<input type="radio"/> Stealth (Dex)
			<input type="radio"/> Investigation (Int)	<input type="radio"/> Survival (Wis)

Armor Class

--

Hit Dice

--

Movement Speed

Character	Stand

Stand Armor Class

--

Initiative Bonus

--

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

--

Undead Character Sheet

Character Name

Head Hit Points

Current Head Hit Points

Type and Level of Undead

Head Armor Class

Energy

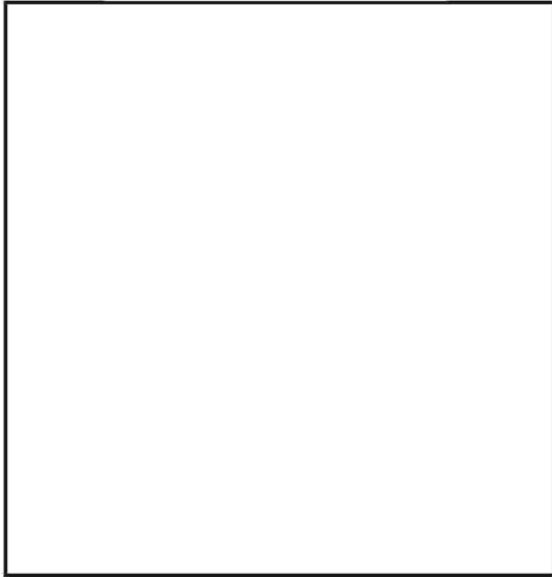
Minions

Class Features

Attacks + Actions

Attacks Per Round

Character Drawing



Weight

Height

Age

Hair Color

Skin Tone

Eye Color

Voice

Passion

Job(s)

Known Languages

Ideals

Flaws

Personality

Relationships

Inventory

