



JoJo's Bizarre Tabletop Game

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

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PREFACE

JoJo's Bizarre Tabletop is a tabletop role playing game featuring the power systems of JoJo's Bizarre Adventure. The combat systems, dice mechanics, and character building are all similar to and inspired by D&D 5th edition, but there are some large differences.

JoJo's Bizarre Adventure is a manga series that has been running for several decades, and has hundreds of chapters. As such, there are dozens of things unique to the worlds that Araki creates. This guide contains many objects and rules inspired by Araki's writing, and has many mechanics and powers from across all parts. While there are no plot spoilers or details such as major character deaths, abilities and powers of certain characters or Stands may be shown. As such, if you are interested in JoJo's Bizarre Adventure at all, I would highly recommend getting caught up if you do not want any spoilers for the abilities of certain characters or power systems used in JoJo's Bizarre Adventure for Parts 1-8. You have been warned.

BASICS

ROLES

Players

When playing this tabletop game, you'll take on the role of a Player. Players interact with the world of the game, generally playing as a single character and doing anything within the rules to accomplish goals set by themselves, the backstory they've created, or the greater story of the campaign. Players don't have to worry about setting up the world design, but are encouraged to be creative, clever, or funny with how they create their character and interact with the world around them.

The Dungeon Master

At least one person will NOT be a player, however. This person is the Dungeon Master (DM), who is in charge of everything that happens during the game. The DM will create the world and the greater story as they build a unique campaign for the players to play in. The DM will generally be in control of all Non-Player Characters (NPCs), which will exist to make the world feel lived-in, guide the players along the story, or serve as antagonists along the path.

Additionally, the DM is in charge of interpreting and enforcing the rules of the game. The DM should usually try to avoid removing players' agency, but should still remind them of how rules and mechanics work as necessary. The DM may also tweak rules or make up their own as they see fit, a practice that is generally called "Homebrew", but should generally remain consistent in the function of rules throughout the campaign.

DICE

Dice Notation

To quickly note what dice are to be rolled, the notation $n\text{d}x$ is commonly used, where n represents the number of dice to be rolled and x represents how many sides each die should have. For example, if the notation "3d6" refers to rolling 3 six-sided dice.

Required Dice

To properly play using this system, you will need a variety of dice. If unavailable, an online dice roller can also be used. The required dice are: d4, d6, d8, d10, d12, d20, and Percentage Dice.

Percentage Dice can take a few different forms: a d10 with two digits on each side (00-90) or a large 100-sided die (d100). The d100 may be rolled as normal, but the special d10 must be rolled alongside a normal d10 to get the last digit of the result. The minimum roll is 1, so keep in mind that a 0 on the d10 represents 10, and 00 + 0 should be 100.

ABILITY SCORES

Ability Scores

Ability Scores measure the basic physical and mental aspects of your character. Are they strong? Wise? Tough? These values reflect those generalized attributes. You may also see them commonly called "stats" or "scores".

For most Humans, the lowest an Ability Score can naturally be is 6, and the maximum is 20. However, there are ways to increase a Score further through means such as Undeath, The Ripple, and the Superhuman Feat.

Strength (Str): A measure of your ability to lift, move, or perform other feats of physical might. A character with high Strength can lift large rocks, throw a ball a great distance, and have an easier time dealing with effects that would restrict their movement.

Dexterity (Dex): A measure of your ability to dodge, move swiftly, sneak, balance, and perform delicate tasks. A character with high Dexterity can sneak effectively, walk on a tightrope, pickpocket, and have an easier time dealing with effects that would deal damage in an area like explosives.

Constitution (Con): A measure of your ability to take hits, shrug off harmful toxins, and exert yourself for long periods. A character with high Constitution can take more damage before going down, run for many kilometers with ease, survive more easily in extreme climates, and have an easier time dealing with toxins and effects that cause decay.

Intelligence (Int): A measure of your ability to recall information, think critically, and deduce information. A character with high Intelligence can recall specific and relevant information, solve a puzzle or mystery, and have an easier time dealing with effects that change their perception or involve illusions or psychic abilities.

Wisdom (Wis): A measure of your ability to perceive, think creatively, and use practical problem solving skills. A character with high Wisdom can detect someone's movement from several rooms away, think of using a bedsheet as a makeshift rope, track a person or animal, and have an easier time dealing with effects related to someone's willpower.

Charisma (Cha): A measure of your ability to socially influence others through charm, wit, and a few well-placed words. A character with high Charisma can persuade someone to do them a favor, intimidate someone out of a fight, tell a convincing lie, hold the attention of a group, and have an easier time dealing with effects that would Possess or influence them.

Ability Modifiers

While an Ability Score is the raw number representing one of your character's basic attributes, the vast majority of mechanics will utilize the Modifier instead to add to your d20 rolls. The Score is simply used to calculate the Modifier.

The formula to determine your Modifier (Mod) from the corresponding Score is $(x-10)/2$ rounded down. For example, a character with 15 Strength would have a Modifier of +2 ($15-10 = 5$, $5/2 = \sim 2$).

Stand Ability Scores and Modifiers

Stands also have their own attributes, determined by the Ability Scores of their User and which type of Stand they are.

Unlike regular characters, Stands gain points upon Levelling-Up which may be spread between their Ability Scores as desired to increase them.

Stand Ability Modifiers are still calculated using these scores, but use a simpler formula of $x/10$ rounded down.

Power (Pow): A measure of your Stand's strength. Affects how hard your Stand hits.

Precision (Pre): A measure of your Stand's dexterity. Affects how easy your Stand is to hit.

Durability (Dur): A measure of your Stand's constitution. Affects how easy your Stand is to hit and how much damage it can mitigate.

Range (Rng): A measure of how far your Stand can travel from its User.

Speed (Spd): A measure of how quickly your Stand can move and act. Affects how many attacks your Stand can perform at once.

Stand Energy (SE): A measure of how much energy your Stand has for its powers. Affects how many times your Stand can use its Ability before tiring.

Proficiency Bonus and Levels of Proficiency

Proficiency Bonus (PB) scales with your total Level and provides a flat bonus (alongside the associated Ability Modifier) to any Attack, Skill Check, or Saving Throw rolls that you're Proficient in. Proficiency has 3 defined levels, Proficiency, Expertise, and Mastery, with each level adding the bonus for an additional time. Going past Mastery is possible and the bonus continues adding additional times.

Any time you gain Proficiency in something you're already Proficient in to some degree, your Level of Proficiency increases (Proficiency to Expertise, Expertise to Mastery, etc).

You gain Proficiencies from your Passion or certain Feats, and you also gain an amount equal to your Intelligence Modifier (minimum 0). When gaining Proficiencies from your Passion or Int Mod, the options include: 1 Skill Proficiency, 2 sets of tools, 3 instruments, or 3 languages.

Tool, language, and instrument Proficiencies are less likely to directly benefit rolls you make, but still note that you are capable of using those things correctly and effectively.

SKILL CHECKS

Types of Skill Checks

Skill Checks are rolls your Dungeon Master may ask you to make to determine how effectively you're able to accomplish a specific action. Which Ability Score you add to the roll and whether or not you're Proficient in it depends on the type of Check asked for.

To perform a Skill Check, roll a d20 and add (or subtract, if applicable) the corresponding Ability Modifier as well as your Proficiency Bonus if you're Proficient in that type of Check. Your DM will determine if you succeed or not, depending on the roll.

Acrobatics: Uses Dexterity. Used to perform precise movement in the air, balancing abilities, and can be used to Contest a Grapple/Shove.

Athletics: Uses Strength or Wisdom. Strength is used to perform athletic activities that require a sudden burst of strength, such as jumping, climbing, swimming, lifting, pushing, or Grappling/Shoving. Wisdom is used to determine the result of Speed Duels.

Bluff: Uses Charisma. Used for deception, bluffing, or other methods of making people believe or think something untrue.

Care: Uses Wisdom or Charisma. Used for the handling and proper care of animals, children, wounded or elderly people, etc. Wisdom is typically used when dealing with animals, while Charisma is typically used for people.

Diplomacy: Uses Charisma. Used to influence other people into thinking or understanding things in a certain, but not necessarily untrue, way.

Finesse: Uses Dexterity. Used to perform careful and precise movements, including sleight of hand, pickpocketing, and other small, delicate movements.

Grit: Uses Constitution. Used to determine pain tolerance, the ability to exert yourself for long periods, and the ability to handle large amounts of potentially toxic substances.

Intimidate: Uses Strength or Charisma. Used to threaten or coerce other people with the threat of physical force, or something else they'd be afraid of.

Investigation: Uses Intelligence. Used for puzzle solving and analyzing clues, though it doesn't necessarily help you find something, it can help you know if something is relevant or not.

Medicine: Uses Intelligence or Wisdom. Used to figure out things that require medical knowledge, tend to a wounded creature, and help a downed ally to recover 1 Hit Point.

Knowledge: Uses Intelligence. Used to recall historical information, as well as general information.

Perception: Uses Wisdom. Used to find hidden creatures or objects and detect small sensory details.

Presence: Uses Charisma. Used to blend in or stand out in social spaces as desired, seeming like you belong somewhere, and holding an audience's attention.

Science: Uses Intelligence. Used to recall scientific knowledge and understanding, as well as scientific procedure.

Sneak: Uses Dexterity. Used to move silently and stay hidden.

Supernatural: Uses Intelligence or Wisdom. Intelligence is used for recalling information regarding religious, spiritual, or otherwise supernatural occurrences, events, and rituals. Wisdom is used to figure out the cause or effect of an observed supernatural ability.

Survival: Uses Intelligence or Wisdom. Intelligence is used for recalling information about the functions of nature, such as determining safe or valuable plants. Wisdom is used to track things, create traps, or navigate an unknown region.

Vibe: Uses Wisdom or Charisma. Used to find out if someone is hiding something, or if they have ulterior motives. Failed Checks don't give false information, just no information.

D&D 5e Skill Conversions

This system was originally based on Dungeons & Dragons 5th edition, so the following exists as a guide to allow older characters to be converted to the new Skills

Animal Handling becomes **Care**
Arcana becomes **Supernatural**
Deception becomes **Bluff**
History becomes **Knowledge**
Insight becomes **Vibe**
Intimidation becomes **Intimidate**
Nature becomes **Survival**
Performance becomes **Presence**
Persuasion becomes **Diplomacy**
Religion becomes **Supernatural**
Sleight of Hand becomes **Finesse**
Stealth becomes **Sneak**

Difficulty Class and Contested Checks

When making a Skill Check, you will be rolling against one of two things: the Difficulty Class of the Check, or a Contested roll.

Most Skill Checks have a Difficulty Class, or DC, either already set or decided by your Dungeon Master. The higher the DC is, the harder the Check will be to succeed. Rolling below a Check's DC results in failure.

Contested Skill Checks occur when two characters make Skill Checks against each other. The initiator's result can be viewed as the 'DC' for the Contestor to beat. This means a tie results in the initiator of the Contest failing.

Some DMs or situations may treat the results as binary, while others may have varying degrees of success and failure. Additionally, some DMs may take "Natural 1s" and "Natural 20s" into account, resulting in a particularly spectacular failure or success if you roll a 1 or a 20 on the d20 respectively.

Advantage and Disadvantage

Having Advantage on a roll allows you to roll two d20s instead of one and take the higher result. Advantage can stack, but grants a +2 bonus to the roll instead of granting another additional roll attempt.

Disadvantage works opposite to Advantage, forcing you to take the lower result of two d20 rolls and granting a -2 bonus for each additional stack

Advantage and Disadvantage cancel each other out, so if, for example, you have 2 sources of Advantage and 1 source of Disadvantage, you'd effectively have regular Advantage.

Inspiration

Inspiration is a consumable attribute that allows you to reroll any d20 roll that you didn't like the result of. The Modifiers added don't change, and you must keep the new roll or spend another point of Inspiration to roll again. There is no limit to how many points of Inspiration you can have, and you can give points to another character when you die or over the course of a Short or Long Rest.

Your DM should give out Inspiration relatively often, between 1-3 times per session per character. Inspiration is typically given as a reward for clever use of the environment, or creative roleplay or gameplay.

Passive Perception and Passive Skills

Passive Perception is a way to judge how perceptive your character is without directly rolling a check. It particularly applies when your character isn't paying close attention, instead picking up on something strange or unusual without specifically looking for it. Passive Perception is equal to $10 + \text{your Perception Skill Bonus}$.

Depending on the setting or playstyle, your DM may be interested in your character's ability for other Passive Skills. For example, in a Mystery campaign, your DM may want to know the players' Passive Investigation. Regardless, the value is $10 + \text{that Skill's bonus}$.

TOOLS

Types of Tools

These items may be acquired and gained Proficiency in through various means. Using them may allow you to make specific Skill Checks related to their use or give you a bonus to certain specific Checks.

Artist's Tools are used to create or analyze various forms of artistry, and may specifically be one of the following: a Filmmaker's Camera, Glassmaker's Tools, Jeweler's Tools, Painter's Supplies, Potter's Tools, Sculptor's Tools, Weaver's Tools, Woodcrafter's Tools, or Writer's Tools.

Blacksmith's Tools may be used to maintain metallic weapons or create a basic tool or trinket from metal.

Chemist's Tools may be used to create basic chemical compounds, identify a chemical, store a small amount of a strange substance, or create chemical reactions.

Chef's Utensils may be used to create a variety of meals, dice something finely, identify ingredients in a dish, or experiment to find a new dish.

Diviner's Tools may be used to predict the future, often in ways that don't make sense without context until the moment of truth.

Engineer's Tools may be used to move something heavy, measure a precise amount of distance, or to repair certain structures or machines that have been damaged.

Fletcher's Tools may be used to create and maintain weapons and ammunition made out of wood and natural materials, including bows, crossbows, atlatls, spears, clubs, and darts.

Gunsmith's Tools may be used to create and maintain firearms, to identify a shell casing, to create gunpowder, or create ammunition for such weapons.

Herbalism Kits may be used to identify and treat the symptoms of a poison or disease, or identify plants and their potential medicinal purposes.

Thieves' Tools may be used to pick a lock, hotwire an engine, or grab something small precisely.

MISCELLANEOUS

Ranged Effects

Some mechanics, such as ranged weapons, senses, and other wide-area effects, may have specific ranges that they're most effective in. This is often notated in the form "SR/LR", where SR and LR are the Short and Long Ranges of the effect, respectively. When targeting the Short Range, Checks and Attack Rolls may be made normally. However, when targeting the Long Range, Checks and Attack Rolls are made with Disadvantage.

For example, when firing a pistol, which has the Ranged (20/60) attribute, you can fire at anything within its Short Range of 20m normally, or anything within 20-60m with Disadvantage.

Limited Resources

Any consumable resource is not consumed if it has no effect for any reason. This does not apply to physical resources like material or ammunition, but game resources like energy, dice, charges, etc. The Action Economy related to it is still consumed, but the resource itself isn't.

Doubling/Halving Effects

Effects that multiply a value do not stack multiplicatively, but instead additively. For example, two doubling effects (+100%) would result in an overall 3x multiplier (+200%), and A doubling effect (+100%) and a tripling effect (+200%) would result in an overall 4x multiplier (+300%), etc. This does NOT apply to calculations for Ability Scores, which allow multiplicative stacking as expected.

Rounding

Unless otherwise specified, **ALWAYS round down**. For example, half of 5 should be 2.

CHARACTERS

CHARACTER TRAITS

Passions

A character's Passion determines their background and specialties. It grants a bonus to several Ability Scores, several Skill Proficiencies, and determines Saving Throw Proficiencies. Keep an eye on the bonuses gained from your Passion as you Level-Up, as additional Skill Proficiencies scale with your Proficiency Bonus.

Creature Types and Races

The vast majority of characters in JoJo's are Human, which is treated as a baseline. Humans do not gain any particular abilities, but lack the weaknesses other Races might have as well.

Each specific Race fits into a more generalized Creature Type, listed below:

Beast (Animals)

Construct (Cyborgs, Robots, Synthetic Beings)

Ghost (Ghosts, Spirits)

Humanoid (Humans, Rock Humans, Pillar Men)

Stand (Stands, Living Stands)

Monstrosity (Abominations, Living Chimera, Ultimate Beings)

Plant (Plants)

Undead (Zombies, Ghouls, Vampires, Undead Chimera, Enhanced Pillar Men)

Classes

Your Class is what determines the way your character fights, granting specific abilities and techniques called Class Features each time you gain a Level in one. Every Class has 20 defined Levels that grant Class Features. It is possible to go above Level 20 in a Class, but further Levels do not provide additional Class Features.

Level

Your Level determines how experienced you are in combat. Characters with a higher Level know more abilities and techniques and tend to be more effective with them than characters with a lower Level. Most games restrict players to Level 20 at the highest, but may involve higher Level enemies (bosses, etc.) to provide extra challenge and balance.

It's generally recommended that all players Level-Up together so they stay the same Level as each other.

Multiclassing

Multiclassing allows a character to take Levels in multiple Classes at once, rather than just one. For instance, a Stand User may choose to also utilize The Ripple.

When a Multiclassed character gains a Level, they must choose which Class to gain a Level in (and get Features and a Hit Die from). Your Proficiency Bonus and number of Feats are based on your total Level, not individual Class Level.

Having Levels in a Race (such as Vampire) does NOT count as Multiclassing. Race Levels are separate from Class Levels and have different Level-Up conditions.

Keep in mind that a character may only have one Stand. Like all Classes, you may not have multiple instances of the Stand User Class. However, you may have a Multi-Type Stand instead, which has traits and Features of multiple different Stand Types. Multi-Typing is explained more on the Stands page.

Abilities

Abilities are the core Features available to a Class. Compared to Feats, Abilities tend to be more specific and restricted, and are only able to be gained by Levelling-Up in a Class that has access to them.

Feats

Feats are more general, typically not Class-specific Features that give you access to special techniques and bonuses. You always have an amount of Feats equal to your Proficiency Bonus, and can take any that you meet the prerequisite for. Sometimes you may gain a Feat while Levelling-Up in a Class. Feats gained through Levelling-Up do not count against the number you may have based on your PB.

You may switch out your PB-based Feats anytime you Level-Up.

If you have an Act-Type Stand or Substand, you may use any Feats you have that you meet the prerequisite for with that Stand. Feats are not form-specific, unlike the Abilities you gain with these Stands.

Size

Creatures can have many various Sizes that fit into a few defined Size Categories for the sake of certain mechanics. For example, you can only Grapple or Shove a creature that is one Category larger than you or smaller, and you can move through the space of creatures the same Size as you or smaller as Difficult Terrain.

Tiny creatures tend to be around 70cm or shorter, weigh around 3.5 kg or less, and control a 1x1 meter space.

Small creatures tend to be around 120cm or shorter, weigh around 30 kg or less, and control a 1x1 meter space.

Medium creatures tend to be around 2.5m or shorter, weigh around 225 kg or less, and control a 1x1 meter space. The vast majority of adult Humanoids are Medium creatures.

Large creatures tend to be around 5m or shorter, weigh around 1800 kg or less, and control a 2x2 meter space.

Huge creatures tend to be around 10m or shorter, weigh around 15000 kg or less, and control a 3x3 meter space.

Gargantuan creatures tend to be around 10m or taller, weigh around 15000 kg or more, and control a 4x4 meter space.

CREATING A CHARACTER

Determining Starting Stats

When a character is first created, their Ability Scores need to be determined. There are several ways to do this, such as Point Buy, Standard Array, or rolling dice. Point Buy and Standard Array are systems commonly used for Dungeons and Dragons 5th edition, and will suffice here. When rolling dice, there are several common ways to do so, such as 3d6, 4d6 drop the lowest, etc. Which method you use is generally up to the preference of your Dungeon Master.

Character Creation Checklist

Characters have many unique traits and attributes, even at Level 1, so it's important that they are built correctly.

If desired, you can use our custom character sheets or create one online using our editor.

1. Characters should be built roughly in this order:
2. Roll and assign Stats using your DM's preferred method
3. Choose your character's Passion and Proficiencies (including Proficiencies from your Intelligence Modifier)
4. If your character isn't Human, note the Features of their Race
5. Choose a number of Feats equal to your character's Proficiency Bonus
6. Choose which Class(es) your character will be playing and note the Features gained from it at your starting Level
7. Determine your characters Hit Points, Armor Class, and other smaller stats based on your previous choices
8. Talk to your DM regarding your Starting Equipment, the setting, and your character's backstory
9. If your character is a Stand User, determine your Stand's stats as well and figure out how you want its Ability to function

LEVELLING-UP

Milestone Levelling

The simplest way to handle Levels is to have players Level-Up when they reach specific points (milestones) in the story of the campaign. Players still earn rewards like items, money, favors, status, etc., from doing extra quests and defeating enemies, but more quests and combat won't necessarily allow them to Level-Up faster. This will generally encourage players to make consistent progress in the campaign story.

Experience Levelling

Experience (Exp) is a point value that determines when a character can Level-Up, rather than relying on reaching story milestones. Experience can be gained from several sources, including as a reward for completing quests or objectives, or defeating an enemy.

It is important to be careful with Experience gain, as having it too readily available may result in players going on unnecessary side-quests to, for example, kill every rat in the city, just for Experience, or generally become higher Level than they're meant to be for combat balance. It may be advised for the Dungeon Master to set a Level cap, allowing players to gain more Exp but not Levelling-Up until they hit a requisite milestone, finding a happy medium between the two methods of Levelling.

The chart below shows the total Exp needed to reach a corresponding Level, as well as the corresponding Proficiency Bonus at that Level.

Exp	Level	PB
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	PB
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

Level-Up Checklist

1. If Multiclassing, choose which Class to gain a Level in.
2. Gain 1 Hit Die and roll it to increase Hit Points.
3. If a Stand User, increase Stand Ability Scores.
4. Check if your PB increases at this Level.
5. Check if any of your Abilities and Feats scale in some way with your Level.
6. Gain new Abilities or Feats from the Level-Up table for your Class.

Reading the Level-Up Table

When you Level-Up, you'll gain several Features (typically in the form of Abilities and Feats) from your Class (or possibly your Race), according to that Class's Level-Up table.

The symbol "|" is used to visually separate gained features. You'll gain both things separated by the pipe symbol.

The word "OR" is used to indicate that you'll have to pick between two or more features to gain.

The phrase "Choose another Class Feature from Level..." allows you to choose another Feature that you didn't take at a previous Level that had an "OR" choice. If the Feature specifies that it can be taken multiple times, you may take one you've taken before.

The phrase "Variant Rule" indicates that a Feature can only be gained with permission from your Dungeon Master. Variant Rules tend to push the bounds of what is canon for gameplay purposes, and your DM may decide if they do or don't want to use them.

Modular Classes

Your Dungeon Master may desire to use Modular characters, rather than using the normal Level-Up tables. Modular characters still gain Class Features when Levelling-Up, but will often instead gain the "{Classname} Feature" Ability. This special Ability allows you to choose from any of the Features associated with a Class, so long as you meet any listed prerequisites. If the Feature specifies that it can be taken multiple times, you may take one you've taken before.

THE TURN

TAKING YOUR TURN

When to Take Turns

Generally, during roleplay, actions can be taken relatively freely. However, during combat or other time-sensitive segments, gameplay becomes turn-based, with characters actions and environmental changes happening one at a time.

For the sake of timing and flavor, a Turn is generally assumed to take 5 seconds in-world, with each character acting at once in that time. This means 1 minute takes 12 turns, etc.

Initiative

Turn order is determined by an Initiative roll, a special Skill Check made by all characters at the start of combat. A d20 is rolled, then the Dexterity and Wisdom Modifiers are added to the result. Turns proceed in order from highest Initiative to lowest. For ties between a player and an NPC, the player should typically go first. For ties between players, they may decide who goes first.

The start of each round of Turns is called the Top of Initiative. Many per-round effects, such as Stand Damage Reduction, regeneration, and more, reset or occur at the Top of Initiative.

Parts of the Turn

Each Turn has several distinct parts, each of which can be used up to 1 time per round unless otherwise specified. This is typically referred to as your "Action Economy".

Action: The largest part of your Turn, typically the main focus of what you're doing for the round.

Bonus Action: A slightly smaller action, ability, or technique that can be used or activated quickly.

Movement: The amount you can move in one Turn. By default, a Human has 10 meters of Movement Speed that can be used in a Turn. Stands have their own Movement Speed as well, which can be used separately from their User's Movement.

Reaction: An action that can be taken outside of your Turn in response to something else happening to or around you. You may still only take one Reaction per round, and get it back at the start of your next Turn when used.

Free Action: Something that takes practically no focus or time to perform, like talking. Unlike other parts of the Turn, Free Actions can be used as many times as desired.

COMBAT ACTIONS

These actions may be taken by anyone in Combat as one of the specified parts of their Turn.

Action

Each of these actions costs your Action. You may only use one per Turn unless otherwise specified.

Attack: Allows you to use an Attack action. Doing so locks you into using your full Action to attack, but you may have several Attacks per Action.

Dash: Allows you to Move an additional amount of meters equal to your Movement Speed.

Disengage: Prevents enemies from taking Opportunity Attacks when you exit their Melee Range until the start of your next Turn.

Dodge: Grants one of the following defensive effects until the start of your next Turn. If you're a Stand User, you also gain 1 Stand Energy doing this.

- Gives enemies Disadvantage on Attack Rolls against you and gives you Advantage on all Saving Throws and Contested Skill Checks against you that weren't initiated by you.
- Halves the damage you take from all sources.

Help: Grants an ally within 1 meter Advantage on their next Skill Check or Attack Roll. Also removes 1 level of Fear or the effects of Taunt.

Hide: When in a suitable hiding place (a dark area, behind an object, camouflaged, etc), you may make a Sneak Check against any enemies that are aware of you, which they can Contest with a Perception Check. Targets that fail the Contest lose track of your location.

Revive: When within 1 meter of a Downed ally, you may make a DC 10 Medicine Check, bringing the ally back up to 1 Hit Point on success. You may instead choose to stabilize them on success, keeping them at 0 Hit Points but preventing them from having to make any Death Saves.

Skill Check: Allows you to make any Skill Check to interact with your environment.

Attack

When taking the Attack Action, your attack can take the form of any of the following. By default, only one Attack may be made per Action, but there are ways to get more Attacks, such as being a Stand User or taking the Trained Combatant Feat.

Attack: Allows you to make a single Attack Roll against a target, rolling damage if it hits them. Whether or not an Attack Roll hits is determined by the target's Armor Class, which is explained in the Combat section.

Grapple/Shove: When in Melee Range of a target, you may make an Athletics (Str/Pow) Check, forcing the target to Contest using either Athletics (Str/Pow) or Acrobatics (Dex/Pre), their preference. If the target fails the Contest, they suffer the effects of your Grapple or Shove. A Shove can either push the target back 1 meter or knock them Prone. A Grapple requires one of your hands to hold the target and inflicts them with the Grappled Condition. You cannot Grapple or Shove a creature that is more than one Size Category larger than you. Size Categories are explained more in the Miscellaneous section. Prone and Grappled are explained more in the Damage & Conditions section.

Speed Duel: When attempting to take a non-weapon object off of someone, or do something else faster than someone like reaching a location first, or even just to measure awareness and reaction time between two people, you may initiate a Speed Duel, which takes the form of a Contested Athletics (Wis/Spd) check. The winner is considered 'faster', keeping in mind that the initiator loses a tie.

Taunt: When within 10 meters of a target whom you can communicate with, you may initiate a Grit (NOT Dur) or Presence Check against them, which can be Contested by either of those Skills as well, at their preference. If the target fails the Contest, they become Taunted towards you, forcing them to try and target you with a negative effect or damage. The effects of Taunted are explained more in the Damage & Conditions section.

Extra Bonus Action: You may expend half of your total Attacks (rounded up) or to gain an additional Bonus Action for this Turn. You may also spend all of your Attacks (even if you only have 1) to gain an additional 2 Bonus Actions. If you use this to make Attack Rolls during this extra Bonus Action, you may not make more rolls than the number of Attacks you spent to gain that Bonus Action.

Bonus Action

Each of these actions costs your Bonus Action. You may only use one per Turn unless otherwise specified.

Dual Wield: After making at least one Attack with a weapon in one hand, you may use a weapon with the Light property to make another Attack. This applies to Unarmed Strikes, but not Stand Attacks.

Hasty Skill Check: Allows you to make any Skill Check with Disadvantage. If you use this action multiple times through any means, you gain an additional stack of Disadvantage for each use.

Reaction

Each of these actions costs your Reaction. These may occur outside of your Turn. You may only use one per Turn unless otherwise specified.

Identify: In response to observing a supernatural phenomenon, you may make a Supernatural Check to learn some (but not necessarily all) information on the cause of it on success.

Opportunity Attack: In response to a hostile enemy you can observe exiting your Melee Range, you may make a single Melee Attack, Grapple, or Shove against them.

Movement

Each of these actions costs some amount of your Movement Speed. You may use any combination of these at any point during your Turn until you run out of Movement Speed.

Move: For every 1 meter of Movement Speed spent, you may move 1 meter.

Jump: Each meter moved while jumping costs 1 meter of Movement Speed. You must Move at least 2m in the direction you're jumping to gain the benefits of a "running start". Without a running start, the maximum distance of your Jump is halved. Two types of Jumps may be performed.

- **High Jump:** Allows you to jump vertically an amount of meters equal to your Strength Modifier (minimum 1).
- **Long Jump:** Allows you to jump horizontally an amount of meters equal to double your Strength Modifier (minimum 2).

Get Up: You may expend half of your total Movement Speed to remove the Prone Condition from yourself. You may not do so if you have less than half of your Movement Speed remaining.

Free Action

Each of these actions costs no part of your Action Economy, and they may be used as many times as you'd like.

Talking: You can talk as much and as often as you'd like, off or on your Turn. You may not make any Skill Checks (such as Diplomacy) while doing so, however.

Drop: Allows you to fall Prone at will, or drop any object, weapon, or Grappled target you're holding.

Object Interaction: Allows you to pick up an object off the ground, push an item on the ground up to 5m away, draw or stow up to two weapons or up to five weapons with the Thrown property. Unlike other Free Actions, you may only use this action once per Turn. When drawing or stowing weapons specifically, you may also do so freely at the Top of Initiative without consuming your Object Interaction.

Other

These actions aren't necessarily common parts of your Action Economy and function in unique ways.

Hold Turn: Allows you to choose to take your Turn later in the round than your Initiative roll would normally have you act. Specifically, you may choose one of your allies to act after their Turn. When taking this action, you may choose whether or not to take this order for just this round or the entire encounter.

Ready: Allows you to choose a predetermined Action to take at a later point, instead of on your Turn, in response to something happening. When the trigger occurs, you may then expend your Reaction to execute the Action you specified.

Use an Object: The Economy consumed to use an object greatly depends on what kind of object is being used, and how. Complicated objects may take a full Action to use, while less complicated ones may only take a single Attack or Bonus Action.

DAMAGE & CONDITIONS

TAKING DAMAGE

Hit Points

Hit Points (HP) are a measure of how much willpower your character has to fight. When you take damage, your total HP will be reduced by a certain amount. There are no penalties for having low HP, but if you fall to 0, you gain the Downed Condition and will be unable to continue fighting until healed or revived. You cannot have an HP value below 0 (except Undead in certain situations).

Your total HP amount is determined by a combination of your Classes' Hit Dice and your Constitution Modifier. At Level 1, you use the max value of your Hit Die and add your Con Mod. Each Level-Up will have you roll your Hit Die (or take the average roll) and add your Con Mod to the result to gain more Max HP. For example, a character with a d8 Hit Die and a +2 Con would start with 10 HP, then upon Levelling-Up would add 1d8+2 (or 5+2) HP to their maximum.

Stands typically share an HP pool with their User. Some Types may have a separate pool, though, in which case their separate pool would be the same size as their Users.

Temporary Hit Points

Temporary Hit Points (Temp HP) are extra Hit Points that can stack on top of your HP as a separate, temporary pool. Temp HP cannot be healed and cannot revive a Downed character, but can be decreased instead of your main HP pool when taking damage.

Temp HP does not stack with itself unless otherwise specified, but you may choose to take the higher value when gaining new Temp HP. For example, if you have 5 Temp HP remaining and gain 8 Temp HP, you may choose to increase your Temp HP to 8.

Receiving Damage

When you take any damage, your Hit Points are reduced by the amount taken. If you have any Temporary Hit Points, you may choose to reduce them first instead.

There is an order to damage calculations. If anything would add or subtract from the damage, that occurs **before** any multiplication or division. After this, Stand Damage Reduction, Damage Negation, and Scarflesh can apply.

Damage Types

Damage can come in a number of different forms, and different characters may be more Vulnerable, Resistant, or even Immune to different types of damage.

It should be noted that three types of damage are considered to be "physical": Bludgeoning, Piercing, and Slashing. The others are all considered to be "elemental".

Acid damage is typically dealt by abilities or substances that eat away at most materials. Examples include sulfuric acid, Yellow Temperance, and Yo-Yo Ma.

Bludgeoning damage is typically dealt by blunt weapons, strikes, and anything that pummels targets. Examples include punches, clubs, and falling rocks.

Cold damage is typically dealt by abilities, substances, or weather conditions that significantly lower temperature. Examples include snow, Vampiric Freezing, Horus, and White Album.

Fire damage is typically dealt by abilities or substances that significantly raise temperature. Examples include bonfires, plasma, ACDC's blood, Magician's Red, and Speed King.

Force damage is typically dealt by abilities or effects that involve pure energy or manipulate space-time. Examples include black holes, disintegration, Cream, The Hand, Killer Queen, and The Spin.

Lightning damage is typically dealt by abilities or effects that involve electricity. Examples include power lines, lightning, and Red Hot Chili Pepper.

Necrotic damage is typically dealt by abilities or substances that cause rapid decay and death. Examples include necrosis, radiation, draining life force, Highway Star, and Purple Haze.

Piercing damage is typically dealt by sharp-tipped weapons, projectiles, and anything that stabs targets. Examples include guns, arrows, spears, and spike traps.

Poison damage is typically dealt by abilities or substances that cause bodily harm and illness. Examples include diseases, toxins, Ratt, Green Day, and Brain Storm. Non-Living creatures, such as Constructs and Undead, are immune to Poison damage.

Psychic damage is typically dealt by abilities or effects that cause mental stress and target someone's mind directly. Examples include immense confusion or panic, The Lovers, and Echoes Act 1

Radiant damage is typically dealt by abilities or effects that involve light or focused energy. Examples include lasers, UV rays from the Sun, and The Ripple.

Slashing damage is typically dealt by bladed weapons, sharp edges, and anything that slices targets. Examples include swords, knives, and claws.

Thunder damage is typically dealt by abilities or effects that involve loud sounds or shockwaves. Examples include explosive blasts, Sheer Heart Attack, and Oasis' underground attack.

Resistances, Immunities, and Vulnerabilities

Some characters are particularly weak or strong against certain types of damage. There are several ways to achieve this, depending on what Class, Abilities, and Feats your character has. Vulnerability to a damage type causes you to take double the damage dealt to you, while Resistance causes you to take half. Immunity to a type causes you to take no damage from it at all.

These attributes may not stack with each other. You may not be doubly Resistant to a type of damage, nor may you use a Resistance to cancel out a Vulnerability.

Stand Damage

Typically, Stands are immune to mundane damage, you can't simply stab one with a knife as it will go right through them. However, when Stands deal damage, it is generally a special type of damage that is capable of affecting other Stands. This is often referred to as the "Stand" counterpart of each damage type, like Stand Piercing, for example.

As an optional rule, your DM may choose to allow other Classes to damage Stands for the sake of balance.

NEGATIVE EFFECTS

Saving Throws

Many negative effects can be avoided or resisted if you're prepared for them and manage to react well, by bracing yourself or dodging, etc. To save yourself from a harmful effect, you may be able to attempt a Saving Throw.

Saving Throws are similar to Skill Checks. To make one, you'll roll a d20 and add the relevant Modifier (Str Mod for Strength Saves, etc.) in an attempt to meet the Difficulty Class (DC) of the Save. Succeeding the Save generally results in either not being affected or being affected to a lesser extent, while failing results in suffering the full effect.

You may have proficiency in certain Saving Throws depending on your Passion or Feats, in which case, you may add your Proficiency Bonus to those kinds of Saving Throws.

Some DMs or situations may treat the results as binary, while others may have varying degrees of success and failure. Additionally, some DMs may take "Natural 1s" and "Natural 20s" into account, resulting in a particularly spectacular failure (like taking double damage) or success (like taking no damage when it would be half) if you roll a 1 or a 20 on the d20, respectively.

Strength Saves are typically made in response to effects that involve pushing, pulling, or standing your ground. Examples of things that may require a Strength Save include a ceiling collapsing on you, Bastet, The Hand, Echoes Act 3, and Awaking III Leaves.

Dexterity Saves are typically made in response to effects that involve dodging and area of effect attacks. Examples of things that may require a Dexterity Save include a rain of arrows, an explosion, Sheer Heart Attack, Planet Waves, and Boku no Rhythm wo Kiitekure.

Constitution Saves are typically made in response to effects that involve withstanding something. Examples of things that may require a Constitution Save include poison or disease, exposure to the elements, exhaustion, The Sun, Purple Haze, White Album, and Scary Monsters.

Intelligence Saves are typically made in response to effects that involve memory and perception. Examples of things that may require an Intelligence Save include memory manipulation, illusions, Heaven's Door, Jail House Rock, California King Bed, and Paper Moon King.

Wisdom Saves are typically made in response to effects that involve willpower and control. Examples of things that may require a Wisdom Save include Fright, Charm, The Lock, Echoes Act 1, Enigma, and Survivor.

Charisma Saves are typically made in response to effects that involve one's sense of self. Examples of things that may require a Charisma Save include Possession, Anubis, Osiris, Atum, and Civil War.

Conditions

Some attacks, abilities, or hazards may do more than just damage you. In some cases, they can inflict you with a negative effect called a Condition. Conditions can be caused in various ways and involve unique interactions or challenges to be overcome. However, most Conditions can be mitigated or shaken off in some way.

Blinded: The afflicted cannot see, failing any sight-based Skill Check. Attack Rolls against Blinded targets have a +4 bonus, and Blinded creatures have a -4 penalty on Melee Attack Rolls. When making a ranged/thrown weapon Attack, a Blinded creature may only target creatures in its Short Range and has a -4 penalty to the Attack Roll. Blinded creatures also have a -4 penalty to Perception Checks. Creatures with skill in some other sense (such as Ripple Perception or Additional Sense) are immune to the penalties of Blindness if they're able to use it to detect what they're aiming or looking for.

Charmed: The afflicted cannot attack the charmer or target them with any harmful effects. The charmer has a +4 bonus on any Check to socially interact with the creature. The charmer may make a single Charisma Check against one or more creatures Charmed by them each turn as a Free Action. A Charmed creature cannot be ordered to do anything that would obviously cause them bodily harm.

Confusion: The afflicted has a -4 penalty to all mental Checks, Saves, and all Attack Rolls. In addition, they cannot perceive anything over 10 + Perception Bonus meters away from them, automatically failing Perception Checks past that. The -4 penalty does not apply to Saves to remove Confusion.

Deafened: The afflicted cannot hear, failing any sound-based Skill Check. They have a -2 penalty to Perception Checks. If a Deafened creature is Flanked, Flanking creatures gain an additional +4 to their Attack Rolls, rather than the typical +2. Flanking is explained more in the Combat section.

Downed: When someone's HP is reduced to 0, they become Downed. The afflicted becomes Incapacitated and Prone until they are tended to or healed in some way. They drop anything they were holding and may not take actions or perceive anything. Unless they were Downed through a Non-Lethal Strike, the afflicted must begin rolling Death Saving Throws on each of their Turns. Death Saves always have a DC of 10 and a +0 Modifier, but can benefit from effects such as Aura of Awareness. After three successes, they become Stable, no longer needing to make Death Saves unless they're damaged again while still at 0 HP. After three failed Saves, the afflicted dies. A Downed (but not dead) creature may be revived and lose this Condition through any source of healing, or someone using the Revive action to either Stabilize them (but keep them Downed) or bring them back to 1 HP. If a creature is damaged at any time while Downed, they must make a Death Save, even if they were Stable. Downed creatures that are Stable may benefit from Resting when able. Resting is explained more in the Miscellaneous section.

Exhausted: There are 6 levels of Exhaustion that a creature may be afflicted with. Each level grants a scaling -2 penalty to all d20 rolls. At level 4, the creature's Movement Speed is halved. At level 5, their Maximum HP is halved. At level 6, the creature is immediately Downed and must begin making Death Saves. If a creature with 6 levels of Exhaustion becomes Stable, they remain in a comatose state until they can remove a level of Exhaustion. An amount of Exhaustion levels equal to half your Constitution Modifier (minimum of 1) is removed at the end of each Long Rest. 1 level of Exhaustion may be removed during a Short Rest if the afflicted spends half of their total Hit Dice to do so. Resting is explained more in the Miscellaneous section. Exhaustion is typically resisted through Constitution Saves.

Frightened: The afflicted has experienced something scary that they'd rather avoid. A creature may typically resist becoming Frightened through Wisdom Saves. The effect differs depending on how much they failed the Save by:
 Fear (Failed by < 5): The afflicted has a -2 penalty to all d20 rolls while they can see or hear the source of their Fear.
 Terror (Failed by 5+): The afflicted has a -4 penalty to all d20 rolls while they can see or hear the source of their Terror. Additionally, they can only willingly move closer to the source by an amount equal to half of their Movement Speed each Turn, unless they spend an Attack to move up to their full Movement Speed.

Panic (Failed by 10+): The afflicted has a -6 penalty to all d20 rolls while they can see or hear the source of their Panic. Additionally, they must use at least half of their Movement Speed to move away from the source each Turn, unless they spend an Attack to stand their ground or spend 2 or their full Action to move up to half their Movement Speed towards the source.

A Frightened creature may spend their full Action or have an ally use the Help Action on them to reduce their Fright level by 1, removing the condition completely if at the lowest level (Fear).

Grappled: The afflicted is physically held by another creature. Their Movement Speed is reduced to 0, and they can be easily dragged along, allowing the grappler to move at half their Movement Speed while keeping the target Grappled. The grappler gains a +2 bonus to Attack Rolls against the Grappled creature. Grappled is typically resisted through Strength Saves and Checks or Dexterity Checks.

Hypnotized: The afflicted will do whatever they're ordered to do, performing these tasks to the best of their ability. They cannot follow orders that would cause them bodily harm, but do not have control over their faculties otherwise. Hypnotized creatures can perform complicated tasks like social encounters and critical thinking, appearing normal to strangers, but those familiar with the creature will know something is wrong. Hypnotized is typically resisted through Charisma Saves.

Incapacitated: The afflicted cannot act in any way.

Invisible: The afflicted cannot be seen visually, though they still have a thermal signature and will make noise when moving or interacting with objects. They have a +4 bonus to all Sneak Checks and a +2 bonus to Attack Rolls, and Attack Rolls against them have a -2 penalty. A creature that has another way of sensing an Invisible creature, such as Tremorsense, thermal vision, Blindsight, Truesight, etc., is unaffected by these penalties and bonuses when perceiving them.

Overwhelmed: The afflicted cannot gain buffs, bonuses, or temp HP from any source and has a -2 penalty to all Saving Throws. The -2 penalty does not apply to Saves to remove Overwhelmed. Overwhelmed is typically resisted through Intelligence Saves.

Petrified: The afflicted is transformed into a solid and inanimate substance, increasing their weight tenfold and stopping the aging process. They are considered Incapacitated, Restrained, and are unaware of their surroundings. They are also immune to all poison and disease, suspending (but not removing) any existing ailments. They are also considered Resistant to all damage.

Poisoned: The afflicted takes an amount of Poison damage equal to their Level at the beginning of each of their Turns. This damage cannot reduce the afflicted to less than half their Max HP. They also have a -4 penalty to all physical Checks, Saves, and Attack Rolls. Poisoned is typically resisted through Constitution Saves.

Possessed: The afflicted has a spirit or other force controlling their body and will do exactly what is ordered of them, performing these tasks to the best of their ability. They cannot perform complicated tasks like social encounters or critical thinking. Possession is typically more intense than Hypnosis, but over a shorter period of time. Possession is typically resisted through Charisma Saves.

Prone: The afflicted is collapsed on the ground. Melee Attacks against them have Advantage, and Ranged Attacks against them have Disadvantage. A Prone creature may spend half its Movement Speed to stand up and remove this Condition on their turn. Prone is typically resisted through Strength Saves and Checks or Dexterity Checks.

Restrained: The afflicted is held or bound in some way. Their Movement Speed becomes 0, and they may not benefit from any bonuses to their Movement Speed. Attack Rolls against Restrained creatures have a +2 bonus, and they have a -2 penalty to all Attack Rolls. Additionally, Restrained creatures have a -4 penalty to Strength and Dexterity Saving Throws. Restrained is typically resisted through Strength Saves.

Staggered: The afflicted has lost their footing. They have a -2 penalty to all Saving Throws, as well as Acrobatics and Athletics Checks made to avoid being Grappled or Shoved. Additionally, creatures targeting a Staggered creature have their Critical range increased by 1 (for example, allowing a 19 to act as a Critical Hit). The -2 penalty does not apply to Saves to remove Staggered.

Stunned: The afflicted has lost their focus, and their actions are restricted. When taking their turn, they must choose to either use their Action or Bonus Action, as well as have either half their Movement or their Reaction available. If the Stunned creature chooses to use their Action to Attack, they may only use up to half their number of Attacks, with a minimum of 1. The creature may still use any Free Actions they have available. A Stunned creature also has a -2 penalty to all Attack Rolls and a -4 penalty to all Strength and Dexterity Saving Throws. Creatures targeting a Stunned creature gain a +2 bonus to their Attack Rolls.

RECOVERY

Resting

Characters need time to recover and heal from previous encounters. Two ways of Resting allow your party to regain precious resources and health.

Short Rests consist of a relatively short break, allowing the party to catch their breath and tend to their wounds. It takes far less time than a Long Rest, but does not result in a full restoration.

Short Rests normally take 1 hour. However, your DM may decide to shorten them further, to 10-20 minutes or even nearly instant, to encourage their use, in which case the DM may also choose to limit the number of short rests that can be taken in a day.

Short Rests allow you to spend and roll your Hit Dice, the quantity and quality of which are determined by your Level and Class, respectively, to regain an amount of HP equal to the result of the roll plus your Constitution Modifier for each die. Instead of healing, you may choose to spend your Hit Dice to remove Exhaustion, removing 1 level for spending half of your total Hit Dice, or 2 levels for spending all of them. You'll also regain any Abilities or Feats that state their usage is recovered on a Short Rest.

Long Rests are essentially settling in for the night, taking around 8 hours to relax, wind down, and get a good night's rest, fully restoring your party.

Long Rests may be taken without sleeping, and you may still gain the benefits from it, but no levels of Exhaustion are removed during it, and you must make a DC 10 Constitution (NOT Durability) Saving Throw, taking a level of Exhaustion on failure.

Long Rests restore all of your character's expended resources, including all Hit Points, Hit Dice, usage of your limited Abilities or Feats, etc.

COMBAT

ATTACKING

Armor Class

Armor Class (AC) is the value that must be met by an Attack Roll to hit a target, similar to a Skill Check's Difficulty Class. Rolls that are equal to or higher than the target's AC result in a hit that deals damage, while rolls lower than the AC miss and deal no damage. Because standard armor is not common in the world of JoJo's (or in modern settings in general), every character has built-in Unarmored Defense, resulting in an AC equal to 10 + two of either your Dex, Con, or Wis Mods.

Stands also have their own Armor Class (Stand AC), which determines whether an Attack Roll hits the Stand (a "Stand Hit"), the User (a "Direct Hit"), or misses. If the Stand is on its own and not protecting anyone, the Stand AC acts like a normal AC and results in either a hit or a miss. If it is protecting someone within 2m, though, landing a blow between the Stand AC and the AC of the creature being protected results in a Stand Hit, which allows the damage to be reduced by Stand Damage Reduction (DR) before passing the remaining damage to the User. Only hitting above both ACs results in a Direct Hit that can't be reduced and redirected. Keep in mind that most Stands cannot be damaged by mundane weapons, so those will only deal any damage at all on a Direct Hit. Stand AC and DR are explained further on the Stands page.

Head Armor Class (Head AC) applies to Undead creatures. These creatures have a separate HP pool for their head, which is harder to hit, but destroying their head specifically is the only way to actually kill them. Hits below their Head AC only damage their body, but hits that meet their head AC can damage either their head or their body. Their head can also be damaged instead of their body if they're forced to make a Saving Throw and fail by an amount equal to or higher than their Proficiency Bonus.

Attack Rolls

In order to damage something, an Attack Roll must be made. To do so, roll a d20 and add the relevant Modifier (usually specified by the weapon being used) and your Proficiency Bonus if applicable. If the result is equal to or higher than your target's AC, the Attack lands and deals damage. Otherwise, it's a miss and deals no damage. For example, a character with a +3 PB and +4 Str making an Unarmed Strike would roll a d20 and add +7 to the roll, possibly resulting in $12+7=19$, which would hit anything with an AC of 19 or lower.

By default, you only get 1 Attack per Action (see The Turn), but you may get more through the Trained Combatant Feat or for each 50 Speed your Stand has. The maximum number of Attacks per Action for every character is 10.

Critical Hits and Misses

When making an Attack Roll, you can potentially roll a "Natural 1" or "Natural 20", which occurs when you roll the lowest or highest possible value on the d20 before adding any Modifiers. Natural 20s result in a guaranteed hit regardless of the target's AC and also deal double damage. Natural 1s, on the other hand, result in a guaranteed miss regardless of the target's AC.

It's possible to have Abilities or Feats that increase your Critical Hit Range. These can stack with each other as well, further lowering the natural roll that would result in a Critical Hit. For example, if you have both Rifle Specialization and Focused Hatred, you can Crit on any roll that's naturally 17 or higher.

Surprise Attacks

If you manage to catch a foe unaware, you may be able to perform a Surprise Attack. This Attack Roll has Advantage and guarantees you go first in Initiative order without the need for an Initiative Roll. You may either choose to take a full Surprise Turn for yourself, or perform only 1 Attack and allow your allies to also make 1 Attack each before beginning the normal round at the Top of Initiative.

Non-Lethal Damage

When dealing damage to a creature, you may choose to deal Non-Lethal damage. If this damage reduces them to 0 HP still makes them Downed, but keeps them Stable so that they don't have to roll any Death Saves. This essentially knocks them unconscious, rather than mortally wounding or killing them.

TYPES OF ATTACKS

Unarmed Strikes

Unarmed Strikes are as simple as hitting something with your bare hands or feet, typically punches or kicks. You are considered Proficient in Unarmed Strikes by default. Unarmed Attack Rolls can be made with either Strength or Dexterity, and deal $1d4 + \text{Str}$ (NOT Dex) Mod Bludgeoning damage. These "weapons" are considered to have the Open Hand, Light, and Fist attributes.

Weapon Attacks

When dealing damage using a weapon, the Modifiers added to the Attack Roll and damage amount and type dealt are dependent on what kind of weapon it is. You may have Proficiency in a type of weapon, allowing you to add your PB to the Attack Roll as well. For example, a character with Professional Weapon Training (gives Simple and Martial Proficiency) with a Club (a Simple-Type weapon), +2 PB, and +3 Str, would have +5 to the Attack Roll and would deal $1d6+3$ Bludgeoning damage.

Every weapon has a Type and a Specialization, which determines whether or not you have Proficiency in it and can also allow you to do more with the weapon if you have the matching Feats.

Every weapon has several distinct attributes. These attributes can affect how you use a weapon or the additional effects it has on a hit. Be sure to read what all of your weapon's attributes do, so you know how to use it.

Some weapons have prerequisites that must be met to be able to use them. You may attempt to use a weapon for which you don't meet the prerequisite, but Attack Rolls made with it will have Disadvantage.

Improvised Weapons

Objects that aren't traditional 'weapons' can still be picked up and used to hit people, of course. Doing so results in an Improvised Weapon Attack, which uses Strength for Attack Rolls and deals $1d4 + \text{Str}$ Mod damage. These "weapons" are considered to have the Thrown (5/15) attribute and Melee/Thrown Specialization unless otherwise specified.

Some Improvised Weapons may have different damage values and attributes, examples of which can be found on the Weapons page.

Natural Weapons

Beasts and similar creatures have weapons built into their anatomy, such as claws, fangs, spikes, or a tail. Attack Rolls with these weapons can be made with either Strength or Dexterity, but only use Strength as the damage Modifier.

Natural weapons count as Unarmed Strikes for the sake of interactions that would enhance one's Unarmed Strikes (The Ripple, Martial Arts, etc).

POSITIONING AND MEASUREMENT

Flanking

When you and an ally are on opposite sides of a target in Melee Range, you and the ally both gain a +2 bonus to Melee Attack Rolls against that target.

You cannot Flank with your own Stand unless it is a truly separate entity from you (Remote-Types, Independent-Types, and Sentient or Uncontrollable Stands).

Measuring with Metric

For the sake of keeping calculations simple (and reflecting JoJo's canon), this system uses the Metric System for measurement. This means measuring distance in Meters, mass in Kilograms, and temperature in Celsius.

Distances are typically measured and tracked on a grid system using either hexagons or squares, or even just a ruler. It is common for a battlemap to be used, especially for combat, to keep track of where everyone and everything is. It doesn't matter what method is used, so long as it remains consistent for combat purposes.

When moving diagonally on a square grid, 1 diagonal square is considered 1m while 2 diagonal squares are considered 3m. For example, moving 5 diagonal units on a square grid should be considered to cost 7m. This simplification is intended to avoid doing complex trigonometry mid-combat, while still being close enough to the correct distance at reasonable scales. This is not an issue with hex grids.

Area of Effect Shapes

Some attacks or effects are large enough that they hit an entire area, rather than a single target. These areas of effect can have several different shapes, depending on the source. The Point of Origin for these shapes must be within the range defined by the source of the effect. If the Point of Origin is on the edge of the created shape (not a Cube or Sphere), the character that initiated the effect may decide whether or not that point is hit by the effect.

Cone: A Cone extends forward from its Point of Origin. The width of a Cone at the end is always equal to its length. For example, a 5m Cone would extend 5m from its Point of Origin, with the width gradually increasing until it ends with the curve of a circle with a 5m diameter.

Cube: A Cube extends outward from its Point of Origin in six perpendicular directions. The Point of Origin is always in the exact center of the shape, and all sides of the shape are equal in size. For example, a 5m Cube would extend 2.5m upwards, downwards, forwards, backwards, left, and right of its Point of Origin.

Cylinder: A Cylinder is composed of two parallel circles and the area between them, like a tube. The Point of Origin is always in the center of one of the circles. For example, a 5m Cylinder could extend in a circle with a 2.5m radius around its Point of Origin, as well as 5m upwards from that circle.

Line: A Line extends forward from its Point of Origin. If the width of the Line is not defined, it can be assumed to be 1m. For example, a 5m Line would extend 5m from its Point of Origin and include any area within 0.5m on either side of the Line.

Sphere: A Sphere extends outward from its Point of Origin equally in all directions. The Point of Origin is always in the exact center of the shape. For example, a 5m Sphere would extend 2.5m in all directions around its Point of Origin.

ENVIRONMENT

ENVIRONMENTAL EFFECTS

Difficult Terrain

Any obstacle that would reduce your ability to easily move through it is considered Difficult Terrain. Moving across Difficult Terrain costs double Movement Speed, so 2m of Movement Speed for every meter moved. Some Difficult Terrain may be even harder to move through, scaling the cost further. To indicate this, you may see notation such as "Difficult Terrain (x3)", which costs triple Movement Speed, etc.

Light and Darkness

Areas may have varying degrees of brightness throughout them, which could potentially restrict the ability to see within the area. There are varying levels of brightness used to describe these conditions:

Bright Light: Everything is clearly illuminated by light, making it easy to see. Checks to perceive using sight may be made normally.

Dim Light: Things are more difficult to see and make out, with smaller light sources being used to see into surrounding darkness. Checks to perceive using sight may be made with Disadvantage.

Darkness: It is impossible to see anything, as the area is completely enveloped in darkness. Checks to perceive using sight may not be made at all, and creatures in the area are considered to have the Blinded Condition unless they are immune to it or have Darkvision.

Obscured Space: It is impossible to see anything, as the area is completely enveloped in some form of obscurity, such as smoke, fog, or blindingly bright light. Checks to perceive using sight may not be made at all, and creatures in the area are considered to have the Blinded Condition unless they are immune to it.

Deep Water

Creatures in Deep Water have Disadvantage on Melee Attacks that don't deal Piercing damage and cannot use Ranged/Thrown weapons that don't deal Piercing damage at all. Ranged/Thrown weapons that deal Piercing damage may be used, but attempting to use their Long Range inflicts double Disadvantage. Creatures with a Swimming Speed may ignore the Melee Attack restriction and may use Piercing Ranged/Thrown weapons at Long Range without doubling the Disadvantage.

Everything in Deep Water takes half damage from Fire, and creatures have Disadvantage on Saving Throws against Lightning and Thunder Damage, as well as AOE effects of The Ripple.

Improvising Effects and Damage

Sometimes environmental effects or damage might have to be improvised based on the unique nature of the environment in question. The effects of the environment can have a wide variety, but the following guide may be used to determine damage dealt by it.

Damage should scale based on the Severity of the environmental effect as well as the character's Level (via their Proficiency Bonus). Players will often be able to make a Save or Skill Check to attempt to either take no damage or half damage instead.

Severity Examples:

- Inconvenience: You trip into a thorny bush.
- Setback: You fall into a pit of broken glass.
- Dangerous: You fall into a pit of sharp spikes.
- Deadly: You fall into a pit of sharp spikes coated with potent venom.

PB (Level)	Inconvenience	Setback	Dangerous	Deadly
+2 (Level 1-4)	4 (1d6)	9 (2d8)	16 (3d10)	26 (4d12)
+3 (Level 5-8)	7 (2d6)	18 (4d8)	33 (6d10)	52 (8d12)
+4 (Level 9-12)	11 (3d6)	27 (6d8)	49 (9d10)	78 (12d12)
+5 (Level 13-16)	14 (4d6)	36 (8d8)	66 (12d10)	104 (16d12)
+6 (Level 17+)	18 (5d6)	45 (10d8)	82 (15d10)	130 (20d12)

INTERACTING WITH THE WORLD

Occupying Space

While a character is positioned in a square meter space on the game map, that doesn't necessarily mean they physically take up that full square's space, but rather that they control that space. A character cannot move through another creature's controlled space unless they're allied, allowed to do so, and the same Size Category or smaller than the creature already in that space. Moving through another creature's space like this counts as moving through Difficult Terrain. Size Categories are explained more in the Miscellaneous section.

Movement Options

Every creature has a Movement Speed which allows them to walk that amount of meters. However, some creatures may also have another kind of Movement Speed, and may instead choose to spend their Movement Speed to move in that manner. Movement Speed can be split up as desired, but always uses the same proportion compared to normally walking. For example, a creature with 10m Movement Speed and 5m Burrowing Speed could choose to walk 10m, burrow 5m, or walk 6m and burrow 2m, etc.

Burrowing: A character without a specified Burrowing Speed cannot burrow. Burrowing Speed can be used to travel through mud, dirt, and other relatively soft materials by digging into and through it. Stone, concrete, and other harder materials can also be burrowed through, but count as Difficult Terrain.

Climbing: A character without a specified Climbing Speed can still climb, but doing so counts as moving through Difficult Terrain. Climbing Speed can be used to vertically scale surfaces, but requires those surfaces to have sufficient footholds and supports to do so.

Flying: A character without a specified Flying Speed cannot fly. Flying Speed can be used to freely move through the air, but requires continuous movement to do so unless the ability to hover is specified.

Swimming: A character without a specified Swimming Speed can still swim, but doing so counts as moving through Difficult Terrain. Swimming Speed can be used to freely move through or across water.

Cover

By strategically positioning yourself behind an object in your environment, you can gain Cover from attacks. There are three stages of Cover that grant increasing levels of protection, which takes the form of a bonus to your AC and Dexterity Saving Throws. Half Cover grants +2, Three-Quarters Cover grants +5, and Full Cover prevents you from being targeted entirely.

Cover only works if the object granting it is between you and your attacker, generally only protecting you in a single direction.

Falling

For every 3 meters a creature falls, they take 1d6 Bludgeoning damage (maximum 20d6) when hit the ground. Upon hitting the ground, they must make a Dexterity Saving Throw with a DC of 10 + the number of d6s of fall damage they would take. On failure they take the full damage and fall Prone, but on success they only take half damage and do not fall Prone.

Falling occurs at a speed of 150 meters per Turn. This means that falling more than 150m results in taking more than one Turn to hit the ground. While falling, you may not use any Movement, unless you have a Flying Speed, but may otherwise act normally.

Drowning or Suffocating

Without air, you can survive for an amount of rounds equal to your Constitution Modifier (minimum 1) without penalty. Past that, at the end of each Turn, you must make a Constitution Saving Throw with a DC of 10 + the number of total turns you've gone without air. On failure, you gain 1 level of Exhaustion, or 2 if you fail by 10 or more. Exhaustion gained in this way does not stack with other sources, and if you have other levels the higher one determines the applied effects. Once you are able to breathe again, any Exhaustion gained in this way is removed.

While unable to breathe, Ripple Users may not regain spent Ripple Points, and lose 1 RP at the end of each Turn without air.

Constructs and Undead do not need to be able to breathe unless they also have a living component (such as Cyborgs), and are thus immune to the above effects.

DM TIPS

Basic Tips for Being a Dungeon Master

Being a Dungeon Master for this game can be quite challenging and time-consuming, but also quite rewarding. You will have to create all the Non-Player Characters (NPCs), as well as the entire world, story, and all environments, yourself.

You'll need to keep the rules in mind and be sure to remind players how mechanics are supposed to work when they try to do something, but avoid removing their agency. You may tweak or create rules as you need, but try to remain consistent and fair.

Most characters have some sort of unique technique or ability that is unique to them and in line with their theme and powers. When creating an ability for a character, you'll need to find a balance of strength and versatility. The stronger an ability is, the more limited it should be, and the more versatile an ability is, the weaker it should be.

Another thing to keep in mind is the importance of Inspiration. Inspiration should be given out as a reward for good and engaging roleplay, or creative use of their abilities or environment. Ideally, each player should receive 1-3 points of Inspiration per session. If you want to keep Inspiration equal, you can choose to instead give everyone in the party a point whenever the party does something cool, rather than focusing on individuals.

For more advice on being a DM for this system, you can check out our full DM Guide: {COMING SOON}

PASSIONS

ACADEMICS

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

EXAMPLES

- Professors
- Accountants
- Teachers
- Programmers
- Researchers

ACADEMIC TRAITS

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

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

Academic Studies. You have Proficiency in two of the following: Grit, Investigation, Knowledge, Science or Supernatural. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in three additional languages, or two tools.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to $1 + \text{your Proficiency Bonus}$.

ARTISTS

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

EXAMPLES

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

ARTIST TRAITS

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

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

Artist's Soul. You have Proficiency in two of the following: Finesse, Medicine, Perception, or Presence. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools, or three instruments.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to $1 + \text{your Proficiency Bonus}$.

ATHLETES

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

EXAMPLES

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

ATHLETE TRAITS

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

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

Athletic Experience. You have Proficiency in two of the following: Athletics, Acrobatics, Finesse, Grit, Medicine, or Presence. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in the other physical Saving Throw (Str, Dex, Con) that you did not pick.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to $1 + \text{your Proficiency Bonus}$.

CHEFS

Those who make a living creating wonderful food for people. These people work with extreme patience and resilience to make culinary wonders.

EXAMPLES

- Chefs
- Sous Chefs
- Cooks

ARTIST TRAITS

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

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

Culinary Experience. You have Proficiency in two of the following: Athletics, Finesse, Grit, Perception, or Survival. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to $1 + \text{your Proficiency Bonus}$.

CON ARTISTS

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

EXAMPLES

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

CON ARTIST TRAITS

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

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

Award-Winning Smile. You have Proficiency in two of the following: Bluff, Finesse, Supernatural, or Vibe. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to 1 + your Proficiency Bonus.

HARD LABORERS

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

EXAMPLES

- Construction Workers
- Coal Miners
- Garbage Collectors

HARD LABORER TRAITS

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

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

Grit. You have Proficiency in two of the following: Athletics, Care, Grit, or Intimidate. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in three additional languages, or two sets of artisan tools.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to 1 + your Proficiency Bonus.

HOSPITALITY WORKERS

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

EXAMPLES

- Waitstaff
- Receptionists
- Secretaries
- Salespeople

HOSPITALITY WORKER TRAITS

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

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

People Person. You have Proficiency in two of the following: Diplomacy, Investigation, Perception, or Vibe. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in three additional languages, or two sets of artisan tools.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to 1 + your Proficiency Bonus.

LEADERS

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

EXAMPLES

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

LEADER TRAITS

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

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

Leadership Experience. You have Proficiency in two of the following: Bluff, Diplomacy, Perception, Presence, Supernatural, or Vibe. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in the other mental Saving Throw (Int, Wis, Cha) you didn't pick.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to 1 + your Proficiency Bonus.

MEDICAL EXPERTS

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

EXAMPLES

- Doctors
- Nurses
- Surgeons
- EMT Operators
- Veterinarians

MEDICAL EXPERT TRAITS

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

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

Medical Expertise. You have Proficiency in two of the following: Care, Finesse, Investigation, or Medicine. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to 1 + your Proficiency Bonus.

PERFORMERS

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

EXAMPLES

- Musicians
- Stand Up Comedians
- Actors
- DJs

PERFORMER TRAITS

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

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

Crowd Pleaser. You have Proficiency in two of the following: Acrobatics, Bluff, Diplomacy, or Presence. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools, or three instruments.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to 1 + your Proficiency Bonus.

SCIENTISTS

Those who make a living pushing the frontiers of science through calculations and experimentation.

EXAMPLES

- Mathematicians
- Engineers
- Physicians
- Chemists

MEDICAL EXPERT TRAITS

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

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

Scientific Research. You have Proficiency in two of the following: Finesse, Investigation, Knowledge, Medicine, Science, or Supernatural. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to 1 + your Proficiency Bonus.

STUDENTS

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

EXAMPLES

- High Schoolers
- College Students

STUDENT TRAITS

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

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

Constant Improvement. You have Proficiency in three Skills of your choice. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in three additional languages, two sets of tools, or three instruments.

Additional Proficiencies: You gain an additional amount of Proficiencies of your choice equal to your Proficiency Bonus.

SURVIVALISTS

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

EXAMPLES

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

SURVIVALIST TRAITS

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

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

Will to Thrive. You have Proficiency in two of the following: Care, Grit, Perception, Survival, or Vibe. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to 1 + your Proficiency Bonus.

THIEVES

Those who must make a living taking from the more fortunate. Through stealth, intimidation, or speed, Thieves take to sustain the needs of themselves or those they hold close.

EXAMPLES

- Robbers
- Muggers

THIEF TRAITS

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

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

Street Smarts. You have Proficiency in two of the following: Bluff, Finesse, Intimidate, Perception, or Sneak. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to 1 + your Proficiency Bonus.

TRAINED LABORERS

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

EXAMPLES

- Mechanics
- Blacksmiths / Metal Workers

TRAINED LABORER TRAITS

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

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

Labor Experience. You have Proficiency in two of the following: Athletics, Finesse, Grit, Investigation, or Science. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to 1 + your Proficiency Bonus.

WARRIORS

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

EXAMPLES

- Soldiers
- Bodyguards
- Mercenaries

WARRIOR TRAITS

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

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

Soldier's Discipline. You have Proficiency in two of the following: Athletics, Acrobatics, Grit, Perception, Sneak. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in any weapon Type or Specialization.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to 1 + your Proficiency Bonus.

WEIGHTLIFTER

Those who work on their physique for muscle mass or pure strength. These people work diligently to not only keep in top shape, but to be able to show the work of their labors off.

EXAMPLES

- Bodybuilders
- Some Olympians
- Powerlifters

SURVIVALIST TRAITS

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

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

Powerful Performance. You have Proficiency in two of the following: Athletics, Acrobatics, Grit, Intimidate, Medicine, or Presence. Alternatively, you may choose to forgo one of these Proficiencies to instead gain Proficiency in two sets of tools.

Additional Proficiencies. You gain an additional amount of Proficiencies of your choice equal to $1 + \text{your Proficiency Bonus}$.

STANDS



tands are one of, if not, the most iconic part of JoJo's Bizarre Adventure. Most PC's, NPCs, and enemies that you meet or create will most likely be Stand Users. A Stand is the physical manifestation of the soul's fighting spirit. If a person has a strong will to fight, and they are exposed to the right catalyst, they may manifest their Stand Ability in some form.

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

One of the most common methods of obtaining a Stand comes from getting pierced by a Stand Arrow (see Artifacts and Items). When a living creature's skin is pierced by the Arrow, they will develop a fever over the course of several days. The severity and duration of the fever is dependent upon the physical build and fighting spirit of whatever or whoever catches it. For example, Jotaro Kujo barely notices a difference in his daily routine and begins to take note of his Stand very quickly afterwards. However, Ermes, 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

- All Stands have the "Stand" Creature Type
- A single person can only have one stand (Hive Stands are the same Stand, just split up into much smaller parts)
- Whatever Damage is inflicted upon the Stand or the User is also dealt to the other
- Only Stand Users can sense Stands
- Stand Users can interact and speak with spirits or ghosts
- Only Stands can defeat Stands, physical objects simply pass through or bounce off of all Stands except Enhancement or Independent types
- If the User is knocked unconscious and the Stand is not a Revenge-Type, the Stand and its Ability will disappear until resummoned by the User when conscious
- Stand Energy is only consumed if the Ability actually affects something
- If a Stand User fights a Non-Stand User, the Stand User gets Advantage on all Attacks using their Stand
- If a Stand User is Surprised and does not have their Stand active, they may not use it to defend themselves.
- Unless otherwise specified, a Stand may only be summoned/dispelled within 2m of its User. Remote-Types are not restricted in this way, instead summoning within 15m of whatever triggered them.

STAND WHISPERS

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

STAND STATS

ABILITY CONVERSION CHART

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

STAND STAT MODIFIERS

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

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

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

Stand Damage Reduction: Stands have natural resistance against damage, determined by their Durability Mod. Your Stand can resist that many points of damage per round. For example, a Stand with a 100 Durability would be able to resist 10 points of damage per round, and a Stand with 40 would only be able to resist 4. Physical attacks that hit Stands deal no damage, unless specifically stated otherwise. The only types of damage that may deal damage to Stands is damage dealt by Stands, or the Abilities of Stands. It should be noted that if the User is in the radius of a Saving Throw, Damage Reduction cannot be applied to any damage inflicted unless it is a Physical Save that the Stand is able to assist with. Your Stand's Damage Reduction resets at the top of each round of Initiative.

Stand Movement: Stands have a Movement Speed equal to twice their Stand's Speed Mod in meters, or a Movement Speed equal to their User, whichever is higher. Stands and Users each have a separate Movement Action.

Independent-Type Stands can only move the base 10 Meters that a regular Human can, unless they have a specific ability that allows them to increase it.

Stand AC: Your Stand AC is equal to 10 plus your Durability, Precision, and Speed Modifiers. When your Stand is within 2 Meters of you your Stand can protect you from attacks using its AC. Like normal, if an Attack Roll is less than your AC it misses. However, if the Attack Roll is between your Stand AC and your own AC it hits your Stand instead, allowing you to apply your Stand's Damage Reduction. Additionally, if the damage type is Non-Stand, it simply bounces off of your Stand or phases through it. An Attack Roll higher than your Stand AC is a direct hit to the User.

You may use your Stand to protect someone other than yourself as well. Should you choose to do so, the target may benefit from your Stand's AC rather than you. They will still take damage on a Direct Hit, but if your Stand AC is hit you (or your Stand) will take the damage instead. Your Stand may also assist this other person with physical Checks and Saves. **While your Stand is protecting someone else, it is not protecting you.**

Skill Checks and Saving Throws: Your Stand may assist you with physical Skill Checks and Saving Throws, using Power, Precision, and Durability in place of Strength, Dexterity, and Constitution respectively. If your Stand is able to assist you with a physical Saving Throw, you may apply its Damage Reduction to any damage received regardless of whether you succeed or fail.

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

ATTACKING

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

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

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

CHOOSING A STAND TYPE

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

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

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

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

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

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

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

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

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

STAND TYPES

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

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

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

Creating a Stand Ability

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

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

- **No Dice:** May be an Ability that buffs/debuffs someone or some sort of utility. These Abilities are generally lower powered but reliable. The strength of the effect may still scale with Ability Dice. For example you may have an Ability which buffs an ally's d20 rolls, granting a $+2(n)$ bonus where n is your number of Ability dice (so +2 at Level 1 and +20 at Level 20 etc).
- **d4:** May be an Ability that can affect multiple targets at once from a distance. It may do one, but not multiple, of the following:
 - Increase the die used from a d4 to a higher die such as a d10/d12 if a condition is met. If using the increased die a Saving Throw is required for the targets and they take half damage or are unaffected on success.
 - Apply a powerful secondary effect in certain circumstances.
 - Choose which targets are affected by a negative effect in range, rather than all creatures being affected.

If you afflict a group with both damage AND a negative effect the targets may attempt a Saving Throw to shrug off the effect but still take full damage.

- **d6:** May be an Ability that deals guaranteed damage to groups of people in range without requiring a Saving Throw, or used to heal or buff/debuff multiple targets. May also have a situational secondary effect in addition to healing/damage, or a stronger single buff/debuff effect, if it only affects a single target.
- **d8:** May be an Ability that requires a Saving Throw to deal damage to multiple targets and dealing half on a success, or instead adding guaranteed damage to a successful Melee Attack. May instead be multi-target healing or buffing/debuffing within a short range (like 10m) or a single-target effect from a greater distance.
- **d10:** May be an Ability that requires a Saving Throw to deal damage to multiple targets and dealing none on success, or to deal damage to a single target and dealing half on success. May instead apply healing or a buff/debuff to a single target within Melee Range.
- **d12:** May be an Ability that requires a Saving Throw to deal damage to a single target within 5m, dealing none on success. May instead be a Melee Range heal that requires a full Action, situational and short debuff or, buff with a downside.

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

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

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

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

Leveling up:

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

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

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

TYPES OF STANDS

POWER

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

Also known As *Close-Range* Stands

Description:

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

Attack Dice: 1d12

Attack Dice Past Level 11: 2d10

Hit Dice: 1d12

Stand DC: 8 + Cha + Proficiency Bonus

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

Every Level-Up in this Class, you will gain a number of points to put into any of your Stand's Ability Scores. The number of points you get depends on which of the modes of progression below your DM is using:

- Linear Progression: +10
- Classic Progression: 2d4 (or 5) + Level of Stand User you're becoming

Your Stand's Range may not be increased past 20 (2 meters).

Leveling Up

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

Modular Variant:

A more modular variant of the Power-Type Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features	Ability Dice
1	+2	Feat of Power	1dx
2	+2	Custom Ability Confident Provocation	1dx
3	+2	Ability Score Improvement	2dx
4	+2	Power Feature	2dx
5	+3	Power Feature	3dx
6	+3	Power Feature Ability Score Improvement	3dx
7	+3	Power Feature	4dx
8	+3	Ability Score Improvement	4dx
9	+4	Power Feature	5dx
10	+4	Special Ability Ability Score Improvement	5dx
11	+4	Attack Dice increase to 2d10	6dx
12	+4	Power Feature	6dx
13	+5	Ability Score Improvement	7dx
14	+5	Power Feature Menacing Aura (feat)	7dx
15	+5	The Requiem Quietly Plays	8dx
16	+5	Power Feature	8dx
17	+6	Ability Score Improvement	9dx
18	+6	Power Feature	9dx
19	+6	Power Feature	10dx
20	+6	Heaven Calls Blow for Blow	10dx

RANGED

Examples of Ranged Stands: Hierophant Green, Aerosmith, Whitesnake

Also Known As *Versatile* Stands

Description:

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

Attack Dice: 1d8

Attack Dice Past Level 11: 2d6

Hit Dice: 1d8

Stand DC: 8 + Cha + Proficiency Bonus

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

Every Level-Up in this Class, you will gain a number of points to put into any of your Stand's Ability Scores, except for Power and Durability. The number of points you get depends on which of the modes of progression below your DM is using:

- Linear Progression: +10
- Classic Progression: 2d4 (or 5) + Level of Stand User you're becoming

Your Stand's Power and Durability may not be increased past their initial values.

Leveling Up

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

Modular Variant:

A more modular variant of the Ranged-Type Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features	Ability Dice
1	+2	Slippery Detached Senses and Doubled Range OR Immense Resistance and Tanky (feat)	1dx
2	+2	Custom Ability Stand Pickpocketing Distant Defense OR Close-Range Deflection (feat)	1dx
3	+2	Ability Score Improvement	2dx
4	+2	Ranged Feature	2dx
5	+3	Ranged Feature Oblivious Facade OR Clever Disguise (feat)	3dx
6	+3	Ability Score Improvement	3dx
7	+3	Ranged Feature	4dx
8	+3	Ranged Feature Ability Score Improvement	4dx
9	+4	Ranged Feature	5dx
10	+4	Special Ability Ability Score Improvement	5dx
11	+4	Attack Dice increases to 1d10, Ranged Attack dice and range are doubled	6dx
12	+4	Ranged Feature	6dx
13	+5	Ability Score Improvement	7dx
14	+5	Ranged Feature	7dx
15	+5	The Requiem Quietly Plays	8dx
16	+5	Ranged Feature	8dx
17	+6	Ability Score Improvement	9dx
18	+6	Ranged Feature	9dx
19	+6	Ranged Feature	10dx
20	+6	Heaven Calls Improved Slippery OR Perfected Tremorsense	10dx

REMOTE

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

Also Known As Automatic Stands

Description:

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

Note: *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 still use their User's Initiative position, but have a separate Turn where they can only perform one predetermined action.*

Attack Dice: 1d10

Attack Dice Past Level 11: 2d8

Hit Dice: 1d10

Stand DC: 8 + Cha + Proficiency Bonus

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

Every Level-Up in this Class, you will gain a number of points to put into any of your Stand's Ability Scores, except for Precision. The number of points you get depends on which of the modes of progression below your DM is using:

- Linear Progression: +10
- Classic Progression: 2d4 (or 5) + Level of Stand User you're becoming

Your Stand's Precision may not be increased past its initial values.

Leveling Up

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

Modular Variant:

A more modular variant of the Remote-Type Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features	Ability Dice
1	+2	Programmed Stand Stand Marking Equalizer (feat)	1dx
2	+2	Custom Ability Immense Range OR Immense Power	1dx
3	+2	Oblivious Facade Ability Score Improvement	2dx
4	+2	Remote Feature	2dx
5	+3	Remote Feature	3dx
6	+3	Ability Score Improvement	3dx
7	+3	Remote Feature	4dx
8	+3	Ability Score Improvement	4dx
9	+4	Remote Feature	5dx
10	+4	Special Ability Ability Score Improvement	5dx
11	+4	Attack Dice increases to 2d8	6dx
12	+4	Remote Feature	6dx
13	+5	Ability Score Improvement	7dx
14	+5	Remote Feature	7dx
15	+5	The Requiem Quietly Plays	8dx
16	+5	Remote Feature	8dx
17	+6	Ability Score Improvement	9dx
18	+6	Remote Feature	9dx
19	+6	Remote Feature	10dx
20	+6	Heaven Calls Zealous Focus	10dx

ABILITY

Examples of Ability Stands: Hermit Purple, Moody Blues, Man in the Mirror, White Album, Oasis

Also Known As: Also Known As *Phenomenon* Stands

Description:

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

Attack Dice: 1d6

Attack Dice Past Level 11: 1d8

Hit Dice: 1d6

Stand DC: 8 + Cha + Proficiency Bonus

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

Every Level-Up in this Class, you will gain a number of points to put into any of your Stand's Ability Scores, except for Power and Durability. The number of points you get depends on which of the modes of progression below your DM is using:

- Linear Progression: +10
- Classic Progression: 2d4 (or 5) + Level of Stand User you're becoming

Your Stand's Power and Durability may not be increased past their initial values.

Leveling Up

Level	Pro. Bonus	Class Features	Ability Dice
1	+2	Custom Ability	1dx
2	+2	Self-Acclimation OR Resilient Distant Defense OR Object Stand (feat) OR Phenomenon Stand (feat) OR Sentient Stand (feat) OR Shared Stand (feat) OR Suit Stand (feat) OR Uncontrollable Stand (feat)	1dx
3	+2	Ability Score Improvement	2dx
4	+2	Weapon Feat (feat)	2dx
5	+3	Ranged Attack OR Detached Senses OR Energy Imbuement (feat)	3dx
6	+3	Special Ability Ability Score Improvement	3dx
7	+3	Stand Energy Recharge Defensive Ability OR Mobile Ability OR Resource Regeneration (feat)	4dx
8	+3	Ability Score Improvement	4dx
9	+4	Choose another Class Feature from the Level 2, Level 4, Level 5, or Level 7 options	5dx
10	+4	Ultimate Stand Ability Ability Score Improvement	5dx
11	+4	Choose another Class Feature from the Level 2, Level 4, Level 5, or Level 7 options, Attack Dice increases to 1d8, Ranged Attack dice and range are doubled	6dx
12	+4	Enhanced Custom Ability	6dx
13	+5	Ability Score Improvement	7dx
14	+5	Slippery OR Tanky (feat)	7dx
15	+5	The Requiem Quietly Plays	8dx
16	+5	Calculating (feat) OR Quick on your Feet	8dx
17	+6	Ability Score Improvement	9dx
18	+6	Subtle Assistance OR Menacing Aura (feat)	9dx
19	+6	Choose another Class Feature from the Level 2, Level 4, Level 5, Level 7, Level 14, Level 16, or Level 18 options	10dx
20	+6	Heaven Calls Second Nature	10dx

Modular Variant:

A more modular variant of the Ability-Type Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features	Ability Dice
1	+2	Custom Ability	1dx
2	+2	Ability Feature Ability Feature	1dx
3	+2	Ability Score Improvement	2dx
4	+2	Ability Feature	2dx
5	+3	Ability Feature	3dx
6	+3	Special Ability Ability Score Improvement	3dx
7	+3	Stand Energy Recharge Ability Feature	4dx
8	+3	Ability Score Improvement	4dx
9	+4	Ability Feature	5dx
10	+4	Ultimate Stand Ability Ability Score Improvement	5dx
11	+4	Attack Dice increases to 1d8, Ranged Attack dice and range are doubled Ability Feature	6dx
12	+4	Ability Feature	6dx
13	+5	Ability Score Improvement	7dx
14	+5	Ability Feature	7dx
15	+5	The Requiem Quietly Plays	8dx
16	+5	Ability Feature	8dx
17	+6	Ability Score Improvement	9dx
18	+6	Ability Feature	9dx
19	+6	Ability Feature	10dx
20	+6	Heaven Calls Second Nature	10dx

ENHANCEMENT

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

Also Known As: *Bound Stands*

Description:

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

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

Attack Dice: 1d10

Attack Dice Past Level 11: 2d8

Hit Dice: 1d10

Stand DC: 8 + Cha + Proficiency Bonus

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

Every Level-Up in this Class, you will gain a number of points to put into any of your Stand's Ability Scores. The number of points you get depends on which of the modes of progression below your DM is using:

- Linear Progression: +10
- Classic Progression: 2d4 (or 5) + Level of Stand User you're becoming

Leveling Up

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

Modular Variant:

A more modular variant of the Enhancement-Type Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features	Ability Dice
1	+2	Anchored Stand Immense Resistance	1dx
2	+2	Custom Ability Confident Provocation	1dx
3	+2	Ability Score Improvement	2dx
4	+2	Detached Senses OR Armored Stand	2dx
5	+3	Enhancement Feature	3dx
6	+3	Ability Score Improvement	3dx
7	+3	Enhancement Feature Oblivious Facade OR Clever Disguise (feat)	4dx
8	+3	Ability Score Improvement	4dx
9	+4	Enhancement Feature	5dx
10	+4	Special Ability Ability Score Improvement	5dx
11	+4	Attack Dice increases to 2d8	6dx
12	+4	Enhancement Feature	6dx
13	+5	Ability Score Improvement	7dx
14	+5	Enhancement Feature	7dx
15	+5	The Requiem Quietly Plays	8dx
16	+5	Enhancement Feature	8dx
17	+6	Ability Score Improvement	9dx
18	+6	Enhancement Feature	9dx
19	+6	Enhancement Feature	10dx
20	+6	Heaven Calls Condensed Material OR Fleeting Invulnerability	10dx

REVENGE

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

Also Known As: *Grudge* Stands

Description:

Some Stands have immense power but are unable to properly function unless their user feels a certain way. Through feelings of hatred, pain, or loss, certain Stands may manifest properly, showing their true form and relentlessly attacking those who wronged their users.

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

Attack Dice: 1d12

Attack Dice Past Level 11: 2d10

Hit Dice: 1d12

Stand DC: 8 + Cha + Proficiency Bonus

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

Every Level-Up in this Class, you will gain a number of points to put into any of your Stand's Ability Scores. The number of points you get depends on which of the modes of progression below your DM is using:

- Linear Progression: +13
- Classic Progression: 3d4 (or 8) + Level of Stand User you're becoming

Grudge Points:

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

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

- You see someone who has previously wronged you, and you consider to be an enemy.
- You are injured, targeted by an attack or negative effect, or slighted in some other way (taking direct damage, receiving a warning shot, someone's actions frustrate or anger you considerably, etc)

You may spend Grudge Points in the following ways:

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

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

Leveling Up

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

Modular Variant:

A more modular variant of the Revenge-Type Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features	Ability Dice
1	+2	Detached Senses Feat of Power Equalizer (feat)	1dx
2	+2	Custom Ability Stand Marking Confident Provocation	1dx
3	+2	Ability Score Improvement	2dx
4	+2	Revenge Feature	2dx
5	+3	Reckless Attack Revenge Feature	3dx
6	+3	Ability Score Improvement	3dx
7	+3	Revenge Feature	4dx
8	+3	Ability Score Improvement	4dx
9	+4	Nemesis Revenge Feature	5dx
10	+4	Special Ability Ability Score Improvement	5dx
11	+4	Attack Dice increases to 2d10	6dx
12	+4	Revenge Feature	6dx
13	+5	Ability Score Improvement	7dx
14	+5	Revenge Feature	7dx
15	+5	The Requiem Quietly Plays	8dx
16	+5	Revenge Feature	8dx
17	+6	Ability Score Improvement	9dx
18	+6	Revenge Feature	9dx
19	+6	Revenge Feature	10dx
20	+6	Heaven Calls Hit List	10dx

INDEPENDENT

Examples of Independent Stands: Anubis, Superfly, Foo Fighters

Also Known As: *Stand-Alone* Stands

Description: Independent-Type Stands are quite interesting, and are one of the more rare Stand Types in JoJo's Bizarre Adventure. These Stands are odd because they do not actually have a User, instead in control of themselves. They have the same sort of attributes that regular Stands do and must follow most of the same rules. However, the Stand is still made up of physical matter, and thus is similar to an Enhancement type Stand in that they can be damaged physically by Non-Stand damage types.

Note: Some Independent Stands did in fact have a User at some point, or might even still have a User. They are not linked together though, as damaging the Stand does no harm to the User and vice versa. However, if a person does or did have an Independent-Type Stand they are still able to sense Stands and Ghosts, just like a normal Stand User would. Independent Stands with a User still roll Initiative and take their Turn separately.

Note: Even if there is no User, Independent Stands still have the 6 regular Ability Scores for the sake of determining other stats and mental Checks/Saves. They can also still be hit 'directly' whether they do or don't have a separate User.

Attack Dice: 1d8

Attack Dice Past Level 11: 2d6

Hit Dice: 1d10

Stand DC: 8 + Cha + Proficiency Bonus

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

Every Level-Up in this Class, you will gain a number of points to put into any of your Stand's Ability Scores, except for Range. The number of points you get depends on which of the modes of progression below your DM is using:

- Linear Progression: +10
- Classic Progression: 2d4 (or 5) + Level of Stand User you're becoming

Your Stand's Range may not be increased past 0.

Leveling Up

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

Modular Variant:

A more modular variant of the Independent-Type Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features	Ability Dice
1	+2	Immense Resistance Anchored Stand	1dx
2	+2	Custom Ability Confident Provocation	1dx
3	+2	Ability Score Improvement	2dx
4	+2	Independent Feature Oblivious Facade OR Clever Disguise (feat)	2dx
5	+3	Independent Feature	3dx
6	+3	Ability Score Improvement	3dx
7	+3	Independent Feature	4dx
8	+3	Ability Score Improvement	4dx
9	+4	Independent Feature	5dx
10	+4	Special Ability Ability Score Improvement	5dx
11	+4	Attack Dice increases to 2d6, Ranged Attack dice and range are doubled	6dx
12	+4	Independent Feature	6dx
13	+5	Ability Score Improvement	7dx
14	+5	Independent Feature	7dx
15	+5	The Requiem Quietly Plays	8dx
16	+5	Independent Feature	8dx
17	+6	Ability Score Improvement	9dx
18	+6	Independent Feature	9dx
19	+6	Independent Feature	10dx
20	+6	Heaven Calls Fleeting Invulnerability OR Regenerative Surge	10dx

HIVE

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

Also Known As: Colony Stands

Description:

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

Attack Dice: 1d8

Stand DC: 8 + Cha + Proficiency Bonus

Attack Dice Past Level 11: 2d6

Hit Dice: 1d8 + Con Modifier

Note: Your attacks may take the form of regular Stand Melee Attacks, or Swarm Attacks (defined below). When attacking normally, you have Disadvantage if using less than half of your current (not total) Instances.

Note: Keep an eye on your health. The amount of Instances available for you to use is determined by the percentage of health you are at. If you are at 50% Health, you only have 50% of your Hive Stand available for use. When defending with half of your current (not total) Instances or less you still get your full Stand AC but may only use half of your Stand's Damage Reduction. When you are at 0 Hit Points, you may still have 1 Stand Instance that functions, but it is recalled, and cannot act in any way. Your amount of Stand Instances only drops to 0 when you die.

Swarm Attacks: While you may still make regular Stand Melee Attacks using your Stand's Attack Dice, you may also choose to instead use an Attack to force a target within Melee Range of at least 2 of your Stand Instances to make a Saving Throw against a Swarm Attack.

Choose one of the three following Saving Throws: Strength, Dexterity, or Constitution. Your target must make a Saving Throw of the chosen type (NOT using their Stand stats) with a DC of 8 + Proficiency Bonus + either your Strength or Dexterity Modifier (NOT Power or Precision). When you make a Swarm Attack, you may choose between the following options:

- Precise Swarm: 1d6 + Power Modifier damage (this damage increases to 2d6 at Level 11). Your opponent takes full damage if they fail the Saving Throw, or half if they succeed.
- Violent Swarm: 1d10 + Power Modifier damage (this damage increases to 2d10 at Level 11). Your opponent takes full damage if they fail the Saving Throw, or none if they succeed.

This Ability's damage can be a type that you and your DM agree fits for your Stand. When you attack using less than half of the current (not total) instances of your Stand, your target has Advantage on the Saving Throw.

Because Stand stats cannot be used for the Save, Stand Damage Reduction cannot be applied to the damage taken from Swarm Attacks.

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

Every Level-Up in this Class, you will gain a number of points to put into any of your Stand's Ability Scores. The number of points you get depends on which of the modes of progression below your DM is using:

- Linear Progression: +10
- Classic Progression: 2d4 (or 5) + Level of Stand User you're becoming

Leveling Up

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

Modular Variant:

A more modular variant of the Hive-Type Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features	Ability Dice
1	+2	Split Stand Hive Feature	1dx
2	+2	Custom Ability	1dx
3	+2	Ability Score Improvement	2dx
4	+2	Hive Feature	2dx
5	+3	Hive Feature	3dx
6	+3	Ability Score Improvement	3dx
7	+3	Stand Pickpocketing Hive Feature	4dx
8	+3	Ability Score Improvement	4dx
9	+4	Hive Feature	5dx
10	+4	Special Ability Ability Score Improvement	5dx
11	+4	Swarm Attack Dice increases to 2dx	6dx
12	+4	Hive Feature	6dx
13	+5	Ability Score Improvement	7dx
14	+5	Hive Feature	7dx
15	+5	The Requiem Quietly Plays	8dx
16	+5	Hive Feature	8dx
17	+6	Ability Score Improvement	9dx
18	+6	Hive Feature	9dx
19	+6	Hive Feature	10dx
20	+6	Heaven Calls Great Recall	10dx

ACT

Examples of Act Stands: Echoes, Tusk

Also Known As: *Evolution* Stands

Description: It is said that Stands are a physical manifestation of one's fighting spirit. However, there are some that are exposed to a Stand-Granting item that do not possess a proper fighting spirit, but develop a Stand regardless due to some (often benevolent) outside force. These Stand Users will grow and develop alongside their Stand. Despite starting out extremely weak, they eventually become some of the strongest, scariest, and most versatile Stand Users. They are forced to evolve their Stand once they have developed as a person, experienced combat several times, and when they are in a situation that puts them in despair.

Note: You may switch between your Acts as a Bonus Action once you have obtained them, all except for the Act 0 Stand. In order to evolve your Stand, you must have unlocked the next Act, and you must go through an event that your DM considers to be hopeless or desperate.

Note: When switching to an Act with a higher Stand Energy Modifier, your Stand Energy must remain at the lower value. For example, if your Act 2 Stand has 6 SE and you switch to Act 1 with a maximum of 10, your available Stand Energy remains at 6.

Hit Dice: 1d8 + Con Modifier

Stand DC: 8 + Cha + Proficiency Bonus

Every Level-Up in this Class, you will gain a number of points to put into any of your Stand's Ability Scores, except those restricted by each Act's Type. The number of points you get depends on which of the modes of progression below your DM is using:

- Linear Progression: +10
- Classic Progression: 2d4 (or 5) + Level of Stand User you're becoming

You put all of the points into each Act. When you gain a new Act, you may retroactively increase the stats of it to match its Level.

Act Types:

Each time you gain a new Act, you must choose what type it is from the following list. Your Act Type determines the Attack Dice, Ability Score Multipliers, and Class Features gained for that Act.

Close-Range		Long-Range	
You gain: Feat of Power and Confident Provocation		You gain: Slippery and Distant Defense and either Detached Senses and Doubled Range OR Immense Resistance and Tanky	
Note: Your Range Score may not go above 20		Note: You may not increase your Power or Durability when Leveling Up.	
Attack Dice: 1d10 (2d8 past Level 11)		Attack Dice: 1d8 (2d6 past Level 11)	
Power	Str x3	Power	Str x3
Precision	Dex x3	Precision	Dex x3
Durability	Con x3	Durability	Con x3
Range	Int x1	Range	Int x1
Speed	Wis x4	Speed	Wis x4
Stand Energy	Cha x2	Stand Energy	Cha x2
Ability-Focused		Remote-Focused	
You gain: Self Acclimation		You gain: Programmed Stand and Stand Marking	
Note: You may not increase your Power or Durability when Leveling Up.		Note: You may not increase your Precision when Leveling Up. If someone activates your Remote trigger, you may switch to your Remote-Focused Act as a Reaction.	
Attack Dice: 1d4 (1d6 past Level 11)		Attack Dice: 1d10 (2d8 past Level 11)	
Power	Str x3	Power	Str x3
Precision	Dex x3	Precision	Dex x3
Durability	Con x3	Durability	Con x3
Range	Int x1	Range	Int x1
Speed	Wis x4	Speed	Wis x4
Stand Energy	Cha x2	Stand Energy	Cha x2

Leveling Up

Level	Pro. Bonus	Class Features	Ability Dice
1	+2	Act 0	1dx
2	+2	Act 1 (Long Range) Custom Ability (Act 1) Act Modifier OR Clever Disguise (feat) OR Oblivious Facade (feat)	1dx
3	+2	Ability Score Improvement	2dx
4	+2	Stand Pickpocketing (Act 1)	2dx
5	+3	Melee Barrage (Act 1) OR Act Modifier OR Deadly Accuracy (feat) OR Ranged Attack (Act 1)	3dx
6	+3	Act 2 (Ability-Focused) Custom Ability (Act 2) Ability Score Improvement	3dx
7	+3	Stand Energy Recharge (Act 2)	4dx
8	+3	Ability Score Improvement	4dx
9	+4	Act Modifier OR Defensive Ability (Act 2) OR Mobile Ability (Act 2) OR Resource Regeneration (feat)	5dx
10	+4	Ability Score Improvement	5dx
11	+4	Act 3 (Close-Range) Custom Ability (Act 3)	6dx
12	+4	Armored Stand (Act 3) OR Melee Barrage (Act 3) OR Stand Leap (Act 3)	6dx
13	+5	Ability Score Improvement	7dx
14	+5	Act Modifier OR Block Projectile (Act 3) OR Menacing Aura (Act 3) OR Siege Combat (Act 3)	7dx
15	+5	The Requiem Quietly Plays	8dx
16	+5	Choose another Class Feature from Level 5, Level 9, Level 12, or Level 14	8dx
17	+6	Ability Score Improvement	9dx
18	+6	Act Modifier OR Immense Range (Act 1) OR Improved Awareness (Act 1) OR Subtle Assistance (Act 2) OR Devastating Melee (Act 3) OR Calculating (feat) OR Defensive Agility (feat)	9dx
19	+6	Choose another Class Feature from Level 5, Level 9, Level 12, Level 14, or Level 18	10dx
20	+6	Heaven Calls Instant Swap OR Act 4 (Variant Rule)	10dx

Modular Variant:

A more modular variant of the Act-Type Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features	Ability Dice
1	+2	Act 0	1dx
2	+2	Act 1 Custom Ability (Act 1) Act Modifier OR Act Feature	1dx
3	+2	Ability Score Improvement	2dx
4	+2	Act Feature	2dx
5	+3	Act Modifier OR Act Feature	3dx
6	+3	Act 2 Custom Ability (Act 2) Ability Score Improvement	3dx
7	+3	Act Feature	4dx
8	+3	Ability Score Improvement	4dx
9	+4	Act Modifier OR Act Feature	5dx
10	+4	Ability Score Improvement	5dx
11	+4	Act 3 Custom Ability (Act 3)	6dx
12	+4	Act Feature	6dx
13	+5	Ability Score Improvement	7dx
14	+5	Act Modifier OR Act Feature	7dx
15	+5	The Requiem Quietly Plays	8dx
16	+5	Act Feature	8dx
17	+6	Ability Score Improvement	9dx
18	+6	Act Modifier OR Act Feature	9dx
19	+6	Act Feature	10dx
20	+6	Heaven Calls Instant Swap OR Act 4 (Variant Rule)	10dx

SUBSTANDS

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

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

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

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

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

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

HAMON/RIPPLE

The Ripple is an energy that travels through the blood and is powered by breathing. A sacred art, it can be used for both healing and destruction. It is extremely effective against Undead, and it can be used against corporeal objects to manipulate them. The Ripple works similarly to electricity, in that it is able to travel through liquids, metals, and most biomass incredibly well.

Hit Dice: 1d10 + Con Modifier

Ripple DC: 8 + Con + Proficiency Bonus

Honed Body: Ripple Users' bodies are much better honed than the bodies of most Humans. Rather than a maximum of 20 in each Ability Score, Ripple users have a maximum of 24 for their Strength, Dexterity, and Constitution.

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

Ripple Points: Each Ripple User has an amount of Ripple Points equal to their Level in Ripple. If a Ripple User is able to comfortably breathe, they gain 1 Ripple Point at the top of Initiative. When unable to breathe, Ripple Users are not able to regain Ripple Points and lose one Point per Turn.

Undead's Bane: Any damage dealt by The Ripple is doubled against Undead, and Pillar Men take extra damage equal to their Level.

Leveling Up

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

Modular Variant:

A more modular variant of the Ripple Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features	Ripple Points	Unarmed Attack Damage
1	+2	Unarmed Strikes now deal Radiant Damage Healing Hands Spiritual Ripple (Variant Rule) Sunshield Equalizer (feat)	1	2d6
2	+2	Healing Ripple Liquid Solidification Ripple Fighting Style Confident Provocation Increase Str, Dex, or Con Score by 1	2	2d6
3	+2	Custom Ripple Technique Slowed Aging Ripple Possession Headhunter (feat) Ability Score Improvement.	3	2d6
4	+2	Rippling Weapon Ripple Feature Increase Str, Dex, or Con Score by 1	4	2d6
5	+3	Ripple Regeneration Ripple Perception Trained Combatant (feat)	5	2d8
6	+3	Ripple Feature Ability Score Improvement Increase Str, Dex, or Con Score by 1	6	2d8
7	+3	Ripple Feature	7	2d8
8	+3	Ripple Feature Ability Score Improvement Increase Str, Dex, or Con Score by 1	8	2d8
9	+4	Ripple Feature	9	2d8
10	+4	Ripple Feature Ability Score Improvement Increase Str, Dex, or Con Score by 1	10	2d10
11	+4	Ripple Feature Trained Combatant (feat)	11	2d10
12	+4	Ripple Feature Increase Str, Dex, or Con Score by 1	12	2d10
13	+5	Ability Score Improvement	13	2d10
14	+5	Ripple Feature Increase Str, Dex, or Con Score by 1	14	2d10
15	+5	Deep Pass Overdrive	15	2d12
16	+5	Trained Combatant (feat) Increase Str, Dex, or Con Score by 1	16	2d12
17	+6	Ripple Feature Ability Score Improvement	17	2d12
18	+6	Increase Str, Dex, or Con Score by 1	18	2d12
19	+6	Ripple Feature	19	2d12
20	+6	Perfected Ripple Increase Str, Dex, or Con Score by 1	20	2d12

THE SPIN

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

Hit Dice: 1d8

Spin DC: 8 + Dex + Proficiency Bonus

The Golden Ratio: A Spin User must have a natural (not artificial) reference of a 9:16 ratio in order to use the Spin. A 9:16 ratio is found somewhere in almost every uninjured creature, except Humans.

Note: All attacks made using Spheres imbued with the Spin deal Force damage and have the Concealed (+5) and Thrown attributes, unless otherwise stated.

Spheres

The following materials may be used to form Spheres to use the Spin with. 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.

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

Leveling Up

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

Modular Variant:

A more modular variant of the Spin Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features	Spin Dice
1	+2	Gain Proficiency in Attack Rolls using the Spin Forced Motion Spherical Spin Spiritual Spin (Variant Rule) Equalizer (feat)	1
2	+2	Sculpt Sphere Spin Fighting Style	1
3	+2	Custom Spin Technique Return to Sender Spin Feature Ability Score improvement	1
4	+2	Spin Feature	1
5	+3	Spin Feature Spin Feature	2
6	+3	Spin Feature Spin Feature Ability Score Improvement	2
7	+3	Gain Proficiency in Attack Rolls using the Spin again Trained Combatant (feat)	2
8	+3	Spin Feature Ability Score Improvement	2
9	+4	Spin Feature	3
10	+4	Spin Feature Ability Score Improvement	3
11	+4	Spin Feature	3
12	+4	Spin Feature	3
13	+5	Preparing For Infinity Ability Score improvement	4
14	+5	Gain Proficiency in Attack Rolls using the Spin again	4
15	+5	Spin Feature Trained Combatant (feat)	4
16	+5	Spin Feature	4
17	+6	Spin Feature Ability Score Improvement	5
18	+6	Spin Feature	5
19	+6	Spin Feature	5
20	+6	Perfected Spiral	6

NON-SUPERNATURAL CLASSES

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

Gaining a Stand: If a person in a Non-Supernatural Class gains a Stand, they may erase all of their Abilities, Feats, and Proficiencies, and then convert them into the respective Stand Type that they obtain. For example, if a Level 5 Warrior gains a Power-Type Stand, they may opt to simply become a Level 5 Power-Type Stand User instead of multiclassing. When you become a Stand User your Max HP reverts to what it was originally, then you re-roll for every Level gained. However, you do not have to give up all of your Levels, and you may have Levels in both a Supernatural and Non-Supernatural Class.

ARTISAN

Artisans use their expertise in specific subjects and their use of tools to perform a variety of incredible deeds.

Hit Dice: 1d6

Leveling Up

Level	Pro. Bonus	Class Features	Artisan Charges
1	+2	Artisan's Specialty Supernatural Item (Variant Rule) Equalizer (feat) Weapon Feat (feat)	2
2	+2	Artisan Fighting Style Practical Experience (feat)	2
3	+2	Signature Move Ability Score Improvement	3
4	+2	Artisan's Resurgence Catlike Agility (feat) OR Resilient (feat) OR Skirmisher (feat)	3
5	+3	Defensive Agility (feat) OR Quick on your Feet (feat) OR Tanky (feat)	4
6	+3	Ability Score Improvement	4
7	+3	Trained Combatant (feat) Fortune Teller (feat) OR Level-Headed (feat) OR Menacing Aura (feat) OR Pressure Point Manipulator (feat) OR Unstoppable Willpower (feat) OR Veteran Sprinter (feat)	5
8	+3	Ability Score Improvement	5
9	+4	Jack of All Trades (feat) OR Sharp Mind (feat)	6
10	+4	Ability Score Improvement	6
11	+4	Improved Specialty Headhunter (feat) OR Interpreter (feat) OR Trapper (feat) OR Ever Vigilant (feat)	7
12	+4	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, or Level 11 options	7
13	+5	Heavy Sleeper (feat) OR Light Sleeper (feat) Ability Score Improvement	8
14	+5	Consistent Skills (feat) OR Specialized Save (feat)	8
15	+5	Trained Combatant (feat)	9
16	+5	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, or Level 14 options	9
17	+6	Assassin (feat) OR Familiar Bond (feat) OR Resilient (feat) Ability Score Improvement	10
18	+6	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, Level 14, or Level 17 options	10
19	+6	Aura of Awareness (feat) OR Perfected Craft (feat)	11
20	+6	Perfected Specialty	12

Modular Variant:

A more modular variant of the Artisan Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features	Artisan Charges
1	+2	Artisan's Specialty Artisan Feature Supernatural Item (Variant Rule) Equalizer (feat)	2
2	+2	Artisan Fighting Style Practical Experience (feat)	2
3	+2	Signature Move Ability Score Improvement	3
4	+2	Artisan's Resurgence Artisan Feature	3
5	+3	Artisan Feature	4
6	+3	Ability Score Improvement	4
7	+3	Trained Combatant (feat) Artisan Feature	5
8	+3	Ability Score Improvement	5
9	+4	Artisan Feature	6
10	+4	Ability Score Improvement	6
11	+4	Improved Specialty Artisan Feature	7
12	+4	Artisan Feature	7
13	+5	Heavy Sleeper (feat) OR Light Sleeper (feat) Ability Score Improvement	8
14	+5	Artisan Feature	8
15	+5	Trained Combatant (feat)	9
16	+5	Artisan Feature	9
17	+6	Artisan Feature Ability Score Improvement	10
18	+6	Artisan Feature	10
19	+6	Artisan Feature	11
20	+6	Perfected Specialty	12

ASSASSIN

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

Hit Dice: 1d8

Leveling Up

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

Modular Variant:

A more modular variant of the Assassin Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features
1	+2	Steady Aim Assassin Feature Supernatural Item (Variant Rule) Equalizer (feat)
2	+2	Assassin Fighting Style Assassin (feat)
3	+2	Signature Move Ability Score Improvement
4	+2	Catlike Agility (feat) Assassin Feature
5	+3	Trained Combatant (feat) Assassin Feature
6	+3	Ability Score Improvement
7	+3	Assassin Feature
8	+3	Ability Score Improvement
9	+4	Assassin Feature
10	+4	Ability Score Improvement
11	+4	Expert Assassin Assassin Feature
12	+4	Assassin Feature
13	+5	Clever Disguise (feat) OR Light Sleeper (feat) Ability Score Improvement
14	+5	Assassin Feature
15	+5	Trained Combatant (feat)
16	+5	Assassin Feature
17	+6	Assassin Feature Ability Score Improvement
18	+6	Assassin Feature
19	+6	Assassin Feature
20	+6	Reaping Strikes

CONSUL

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

Hit Dice: 1d8

Leveling Up

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

Modular Variant:

A more modular variant of the Consul Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features
1	+2	Encouragement Dice Consul Feature Supernatural Item (Variant Rule) Equalizer (feat)
2	+2	Consul Fighting Style Art of Distraction (feat)
3	+2	Signature Move Ability Score Improvement
4	+2	Clever Disguise (feat) Consul Feature
5	+3	Consul Feature
6	+3	Ability Score Improvement
7	+3	Trained Combatant (feat) Consul Feature
8	+3	Ability Score Improvement
9	+4	Consul Feature
10	+4	Ability Score Improvement
11	+4	Improved Encouragement Dice Consul Feature
12	+4	Consul Feature
13	+5	Light Sleeper (feat) OR Heavy Sleeper (feat) Ability Score Improvement
14	+5	Consul Feature
15	+5	Trained Combatant (feat)
16	+5	Consul Feature
17	+6	Consul Feature Ability Score Improvement
18	+6	Consul Feature
19	+6	Consul Feature
20	+6	Perfected Encouragement

HEAVYWEIGHT

Heavyweights are built to fight on the front lines, taking powerful blows with ease, excelling in melee combat, wrestling, and using large weapons.

Hit Dice: 1d12

Leveling Up

Level	Pro. Bonus	Class Features
1	+2	Bullish Brawn Supernatural Item (Variant Rule) Equalizer (feat) Weapon Feat (feat)
2	+2	Heavyweight Fighting Style Confident Provocation
3	+2	Signature Move Ability Score Improvement
4	+2	Rejuvenation Defensive Agility (feat) OR Whirlwind Attacker (feat)
5	+3	Trained Combatant (feat) Feel No Pain (feat) OR Quick on your Feet (feat) OR Scarflesh (feat) OR Swift Recovery (feat) OR Tanky (feat)
6	+3	Ability Score Improvement
7	+3	Heavy Specialization (feat) OR Shield Proficiency (feat) OR Tavern Brawler (feat) OR Specialized Save (feat)
8	+3	Ability Score Improvement
9	+4	Trained Combatant (feat) Motivated (feat) OR Resilient (feat) OR Tanky (feat)
10	+4	Ability Score Improvement
11	+4	Improved Rejuvenation Adrenaline Rush (feat) OR Berserker (feat)
12	+4	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, or Level 11 options
13	+5	Headhunter (feat) OR Heavy Sleeper (feat) Ability Score Improvement
14	+5	Superhuman (feat) OR Unstoppable Willpower (feat)
15	+5	Trained Combatant (feat)
16	+5	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, Level 13, or Level 14 options
17	+6	Resilient (feat) OR Tanky (feat) Ability Score Improvement
18	+6	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, Level 13, Level 14, or Level 17 options
19	+6	Jack of All Trades (feat) OR Practical Experience (feat)
20	+6	Legendary Brawn

Modular Variant:

A more modular variant of the Heavyweight Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features
1	+2	Bullish Brawn Heavyweight Feature Supernatural Item (Variant Rule) Equalizer (feat)
2	+2	Heavyweight Fighting Style Confident Provocation
3	+2	Signature Move Ability Score Improvement
4	+2	Rejuvenation Heavyweight Feature
5	+3	Trained Combatant (feat) Heavyweight Feature
6	+3	Ability Score Improvement
7	+3	Heavyweight Feature
8	+3	Ability Score Improvement
9	+4	Heavyweight Feature
10	+4	Ability Score Improvement
11	+4	Improved Rejuvenation Heavyweight Feature
12	+4	Heavyweight Feature
13	+5	Headhunter (feat) OR Heavy Sleeper (feat) Ability Score Improvement
14	+5	Heavyweight Feature
15	+5	Trained Combatant (feat)
16	+5	Heavyweight Feature
17	+6	Heavyweight Feature Ability Score Improvement
18	+6	Heavyweight Feature
19	+6	Heavyweight Feature
20	+6	Legendary Brawn

RANGER

Rangers are people of the wild at heart, familiar with nature, and alert to any disruptions within it. They work as navigators, survivalists, and they recover very quickly.

Hit Dice: 1d8

Leveling Up

Level	Pro. Bonus	Class Features
1	+2	Survivalist Supernatural Item (Variant Rule) Equalizer (feat) Weapon Feat (feat)
2	+2	Ranger Fighting Style Ever Vigilant (feat)
3	+2	Signature Move Ability Score Improvement
4	+2	Ranger's Recovery Additional Sense (feat) OR Assassin (feat) OR Familiar Bond (feat) OR Focus (feat) OR Pressure Point Manipulator (feat)
5	+3	Trained Combatant (feat) Aura of Awareness (feat) OR Catlike Agility (feat) OR Guerilla Fighter (feat) OR Skirmisher (feat) OR Swift Recovery (feat)
6	+3	Ability Score Improvement
7	+3	Improvised Healing (feat) OR Rifle Specialization (feat) OR Professional Weapon Training (feat) OR Specialized Save (feat)
8	+3	Ability Score Improvement
9	+4	Deadly Accuracy (feat) OR Jack of All Trades (feat) OR Quick on your Feet (feat)
10	+4	Ability Score Improvement
11	+4	Improved Survivalist Interpreter (feat) OR Headhunter (feat)
12	+4	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, or Level 11 options
13	+5	Light Sleeper (feat) OR Trapper (feat) Ability Score Improvement
14	+5	Familiar Fighting Spirit (feat) OR Immense Impact (feat)
15	+5	Trained Combatant (feat)
16	+5	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, Level 13, or Level 14 options
17	+6	Consistent Skills (feat) OR Jack of All Trades (feat) OR Tanky (feat) Ability Score Improvement
18	+6	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, Level 13, Level 14, or Level 17 options
19	+6	Defensive Agility (feat) OR Duelist's Agility (feat) OR Resilient (feat)
20	+6	Perfected Survivalist

Modular Variant:

A more modular variant of the Ranger Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features
1	+2	Survivalist Ranger Feature Supernatural Item (Variant Rule) Equalizer (feat)
2	+2	Ranger Fighting Style Ever Vigilant (feat)
3	+2	Signature Move Ability Score Improvement
4	+2	Ranger's Recovery Ranger Feature
5	+3	Trained Combatant (feat) Ranger Feature
6	+3	Ability Score Improvement
7	+3	Ranger Feature
8	+3	Ability Score Improvement
9	+4	Ranger Feature
10	+4	Ability Score Improvement
11	+4	Improved Survivalist Ranger Feature
12	+4	Ranger Feature
13	+5	Light Sleeper (feat) OR Trapper (feat) Ability Score Improvement
14	+5	Ranger Feature
15	+5	Trained Combatant (feat)
16	+5	Ranger Feature
17	+6	Ranger Feature Ability Score Improvement
18	+6	Ranger Feature
19	+6	Ranger Feature
20	+6	Perfected Survivalist

SCHOLAR

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

Hit Dice: 1d6

Leveling Up

Level	Pro. Bonus	Class Features
1	+2	Scholarly Combatant Supernatural Item (Variant Rule) Equalizer (feat) Weapon Feat (feat)
2	+2	Scholar Fighting Style Level-Headed (feat)
3	+2	Signature Move Ability Score Improvement
4	+2	Field Study Guerilla Fighter (feat) OR Jack of All Trades (feat) OR Sharp Mind (feat)
5	+3	Quick on your Feet (feat) OR Practical Experience (feat) OR Tactician (feat)
6	+3	Ability Score Improvement
7	+3	Trained Combatant (feat) Combat Medic (feat) OR Consistent Skills (feat) OR Unstoppable Willpower (feat)
8	+3	Ability Score Improvement
9	+4	Interpreter (feat) OR Trapper (feat)
10	+4	Ability Score Improvement
11	+4	Aura of Knowledge Focus (feat) OR Menacing Aura (feat)
12	+4	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, or Level 11 options
13	+5	Familiar Bond (feat) OR Ever Vigilant (feat) Ability Score Improvement
14	+5	Fortune Teller (feat) OR Stroke of Luck (feat) OR Motivated (feat)
15	+5	Trained Combatant (feat)
16	+5	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, or Level 13, or Level 14 options
17	+6	Additional Sense (feat) OR Practical Experience (feat) Ability Score Improvement
18	+6	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 9, Level 11, or Level 13, Level 14, or Level 17 options
19	+6	Quick on your Feet (feat) OR Specialized Save (feat)
20	+6	Paragon of Knowledge

Modular Variant:

A more modular variant of the Scholar Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features
1	+2	Scholarly Combatant Scholar Feature Supernatural Item (Variant Rule) Equalizer (feat)
2	+2	Scholar Fighting Style Level-Headed (feat)
3	+2	Signature Move Ability Score Improvement
4	+2	Field Study Scholar Feature
5	+3	Scholar Feature
6	+3	Ability Score Improvement
7	+3	Trained Combatant (feat) Scholar Feature
8	+3	Ability Score Improvement
9	+4	Scholar Feature
10	+4	Ability Score Improvement
11	+4	Aura of Knowledge Scholar Feature
12	+4	Scholar Feature
13	+5	Familiar Bond (feat) OR Ever Vigilant (feat) Ability Score Improvement
14	+5	Scholar Feature
15	+5	Trained Combatant (feat)
16	+5	Scholar Feature
17	+6	Scholar Feature Ability Score Improvement
18	+6	Scholar Feature
19	+6	Scholar Feature
20	+6	Paragon of Knowledge

WARRIOR

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

Hit Dice: 1d10

Leveling Up

Level	Pro. Bonus	Class Features
1	+2	Damage Minimum Supernatural Item (Variant Rule) Equalizer (feat) Weapon Feat (feat)
2	+2	Warrior Fighting Style Confident Provocation
3	+2	Signature Move Ability Score Improvement
4	+2	Adrenaline Rush (feat) OR Scarflesh (feat) OR Crusher (feat) OR Piercer (feat) OR Slasher (feat) OR Weapon Attribute Specialist (feat)
5	+3	Trained Combatant (feat) Rejuvenation OR Defensive Agility (feat) OR Quick on your Feet (feat) OR Tanky (feat)
6	+3	Ability Score Improvement
7	+3	Guard Breaker (feat) OR Specialized Save (feat) OR Veteran Sprinter (feat) OR Berserker (feat) OR Martial Artist (feat) OR Simple Weapon Focus (feat) OR Professional Weapon Training (feat)
8	+3	Ability Score Improvement
9	+4	Trained Combatant (feat)
10	+4	Ability Score Improvement
11	+4	Improved Fighting Style Weapon Feat (feat)
12	+4	Catlike Agility (feat) OR Duelist's Agility (feat) OR Impeccable Agility (feat)
13	+5	Light Sleeper (feat) OR Heavy Sleeper (feat) Ability Score Improvement
14	+5	Immense Impact (feat) OR Motivated (feat) OR Unstoppable Willpower (feat)
15	+5	Trained Combatant (feat)
16	+5	Choose another Class Feature from the Level 4, Level 5, Level 7, Level 11, Level 12, or Level 14 options
17	+6	Weapon Feat (feat) Ability Score Improvement
18	+6	Resilient (feat) OR Tanky (feat)
19	+6	Ability Score Improvement
20	+6	Weapon Aficionado Trained Combatant (feat)

Modular Variant:

A more modular variant of the Warrior Class, ask your DM if you'd like to use this.

Level	Pro. Bonus	Class Features
1	+2	Damage Minimum Warrior Feature Supernatural Item (Variant Rule) Equalizer (feat)
2	+2	Warrior Fighting Style Confident Provocation
3	+2	Signature Move Ability Score Improvement
4	+2	Warrior Feature Crusher (feat) OR Piercer (feat) OR Slasher (feat) OR Weapon Attribute Specialist (feat)
5	+3	Trained Combatant (feat) Warrior Feature
6	+3	Ability Score Improvement
7	+3	Warrior Feature
8	+3	Ability Score Improvement
9	+4	Trained Combatant (feat)
10	+4	Ability Score Improvement
11	+4	Improved Fighting Style Warrior Feature
12	+4	Warrior Feature
13	+5	Light Sleeper (feat) OR Heavy Sleeper (feat) Ability Score Improvement
14	+5	Warrior Feature
15	+5	Trained Combatant (feat)
16	+5	Warrior Feature
17	+6	Warrior Feature Ability Score Improvement
18	+6	Warrior Feature
19	+6	Warrior Feature
20	+6	Weapon Aficionado Trained Combatant

ABILITIES

Ability Feature

You may choose a Feature from the following list:

- Detached Senses
- Distant Defense
- Energy Imbuement (feat)
- Object Stand (feat)
- Phenomenon Stand (feat)
- Ranged Attack
- Resilient (feat)
- Self-Acclimation
- Sentient Stand (feat)
- Shared Stand (feat)
- Suit Stand (feat)
- Uncontrollable Stand
- Weapon Feat (feat)
- Defensive Ability (Level 6+)
- Mobile Ability (Level 6+)
- Resource Regeneration (Level 6+)
- Enhanced Custom Ability (Level 11+)
- Slippery (Level 11+)
- Tanky (feat) (Level 11+)
- Calculating (feat) (Level 16+)
- Menacing Aura (feat) (Level 16+)
- Quick on your Feet (feat) (Level 16+)
- Subtle Assistance (Level 16+)

Given To: Ability-Type Stands

Act 0

Act 0 Stands do not have an Ability, nor any real capacity to move, attack, dodge, or evade. If they can even be summoned at all, they manifest as a large egg. Once you gain the ability to use Act 1, this Act ceases to exist.

When necessary, you may treat your Act 0 Stand as having a x1 Ability Score Multiplier for Range and Durability and a x0 in the other Scores.

Given To: Act-Type Stands

Act 1

Act 1 Stands are relatively weak starting out. In order for you to gain an Act 1 Stand, you must go through an event that is considered hopeless or desperate.

When you gain a new Act, you should determine what type of Act it is (listed on the main Act-Type page).

Given To: Act-Type Stands

Act 2

Act 2 Stands are generally a bit stronger and more versatile than their first Act. In order for you to gain a new Act, you must go through an event that is considered hopeless or desperate.

When you gain a new Act, you should determine what type of Act it is (listed on the main Act-Type page).

You gain an amount of Level-Up points for Act 2 equal to those put into Act 1. Alternatively, you may reroll to get caught up to the Level Act 1 is at.

Given To: Act-Type Stands

Act 3

Act 3 Stands are capable and powerful in comparison to their previous Act when they start out. In order for you to gain a new Act, you must go through an event that is considered hopeless or desperate.

When you gain a new Act, you should determine what type of Act it is (listed on the main Act-Type page).

You gain an amount of Level-Up points for Act 3 equal to those put into Acts 1 or Act 2. Alternatively, you may reroll to get caught up to the Level the previous Acts are at.

Act 4

Through the pursuit of perfection, you have gotten close enough to summon an immensely powerful version of one of your Stands. You may select Act 1, Act 2, or Act 3 for this evolution to use as a baseline for its stats and Ability.

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

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

Given To: Act-Type Stands

Act Feature

You may choose a Feature from the following list that matches one of your Act Types. When you select a Feature, it only applies to one Act, unless it is a Feat.

- Close-Range Acts:
 - Armored Stand
 - Blended Fighting (feat)
 - Detached Senses
 - Martial Arts (feat)
 - Melee Barrage
 - Veteran Sprinter (feat)
 - Block Projectile (Level 6+)
 - Devastating Critical (Level 6+)
 - Stand Leap (Level 6+)
 - Menacing Aura (feat) (Level 11+)
 - Siege Combat (Level 11+)
 - Defensive Agility (feat) (Level 16+)
 - Devastating Melee (Level 16+)
 - Lethal Strike (Level 16+)
- Long-Range Acts:
 - Clever Disguise (feat)
 - Deadly Accuracy (feat)
 - Immense Power
 - Melee Barrage
 - Oblivious Facade
 - Ranged Attack
 - Stand Pickpocketing
 - Hot Pursuit (Level 6+)
 - Silent Movement (Level 6+)
 - Speedy Movement (Level 6+)
 - Resource Regeneration (feat) (Level 6+)
 - Ambush Attacker (Level 11+)
 - Enhanced Stand Senses (feat) (Level 11+)
 - Defensive Agility (feat) (Level 16+)
 - Immense Range (Level 16+)
 - Improved Awareness (Level 16+)

- Ability-Focused Acts:
 - Detached Senses
 - Energy Imbuement (feat)
 - Ranged Attack
 - Weapon Feat (feat)
 - Defensive Ability (Level 6+)
 - Mobile Ability (Level 6+)
 - Stand Energy Recharge (Level 6+)
 - Enhanced Custom Ability (Level 11+)
 - Slippery (Level 11+)
 - Tanky (feat) (Level 11+)
 - Calculating (feat) (Level 16+)
 - Menacing Aura (feat) (Level 16+)
 - Subtle Assistance (Level 16+)
- Remote-Focused Acts:
 - Detached Senses
 - Detached Stand
 - Immense Power
 - Immense Range
 - Oblivious Facade
 - Weapon Feat (feat)
 - Armored Stand (Level 6+)
 - Juggernaut (Level 6+)
 - Two Modes (Level 6+)
 - Guerilla Fighter (feat) (Level 11+)
 - Melee Weapon Specialization (feat) (Level 11+)
 - Self-Preservation (Level 11+)
 - Improved Immense Range (Level 16+)
 - Remote Ambusher (Level 16+)
 - Superior Momentum (Level 16+)

Given To: Act-Type Stands

Act Modifier

Prerequisite: Act Modification (feat)

When you gain this Ability for the first time, you must choose one of the following modification types.

Every time you gain this Ability, choose one of the features under your chosen modification type.

- Anchor-Based: All Acts gain Anchored Stand.
 - Your Hit Dice increase by 1 size (d8s become d10s etc.) and you retroactively gain 1 Hit Point per Level you currently have. You also gain Confident Provocation if you didn't have it already. You may not take this option if your Hit Dice are already d12s.
 - Your Stands' Damage Reduction increases. All Acts gain Immense Resistance. If one of your Acts already had Immense Resistance, it instead gains Armored Stand.
 - Gain one of the following for all Acts: Camouflage, Juggernaut, or Superior Control. (Level 6+)
 - Gain one of the following for all Acts: General Anchors or Speedy Switch. (Level 11+)
 - Gain either the Anchored Immunity or Resilient Feat. (Level 16+)
- Grudge-Based: Your Stand uses the Grudge Point system from Revenge-Type. Once you meet the Grudge requirement to summon your Stand, you may switch Acts as normal. When you Level-Up in Act Type, you roll an additional d4 for Stand stat points ($3d4 + \text{Level}$), and may roll a d4 per Level to gain points retroactively when you choose this modification. Finally, all Acts gain Stand Marking and Detached Senses.
 - Your Hit Dice increase by 1 size (d8s become d10s etc.) and you retroactively gain 1 Hit Point per Level you currently have. You also gain Confident Provocation if you didn't have it already. You may not take this option if your Hit Dice are already d12s.
 - Your offensive capabilities increase. All Acts gain Reckless Attack, as well as one of the following: Melee Barrage, Menacing Aura, or Weapon Feat.
 - Gain one of the following for all Acts: Armored Stand (only for Acts that do not have a Durability restriction), Berserker, Focused Hatred, Nemesis, or Rejuvenation. (Level 6+)
 - Gain one of the following for all Acts: Lasting Grudge or Second Life. (Level 11+)
 - Gain one of the following for all Acts: Devastating Critical, Devastating Melee, Guardian's Wrath, or Superior Grudge. (Level 16+)
- Hive-Based: All Acts gain Split Stand and gain the ability to use Swarm Attacks from Hive-Type.
 - Your reconnaissance abilities increase. All Acts gain Detached Senses, as well as either Hot Pursuit or Stand Marking.
 - Your combat abilities increase. All Acts gain Immense Resistance and Surrounding Swarm.
 - Gain one of the following for all Acts: Armored Stand (only for Acts that do not have a Durability restriction), Immense Range (only for Acts that do not have a Range restriction), Defensive Wave, or Mobile Wave. (Level 6+)
 - Gain one of the following for all Acts: Silent Movement or Speedy Movement. (Level 11+)
 - Gain one of the following for all Acts: Enhanced Stand Senses, Improved Awareness, Skirmisher, or Immense Range (only for Acts that do not have a Range restriction). (Level 16+)

Ambush Attacker

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

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

Anchored Stand

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

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

You may choose between the following subtypes of Anchored Stand:

- **Material-Anchor:** Examples: Geb, High Priestess, Justice
 - You have the ability to bind your Stand to a specific type of material, examples including; wood, fog, metal, stone, water, or fire. Once you determine this material, you cannot change it.
 - Your Stand is able to change its anchor, so long as the new anchor is composed of the same material, and as long as it is within two meters of the material it was previously inhabiting. You may change the anchor of your Stand as an Action, and when you do so you may also take the Hide Action for free. You are able to summon or unsummon your Stand if it's within two meters of the User (if they have one).
 - Your Stand's Melee Attacks may use physical or non-physical damage, so long as the type makes sense for the material. For example, a Stand anchored to snow could choose to deal bludgeoning or Cold damage each time they deal damage with a Melee Attack.
 - You may choose to change an existing Resistance to an Immunity, to gain Resistance in two non-physical damage types, or Resistance in one physical damage type.
- **Object-Anchor:** Examples: Wheel of Fortune, Strength, Surface, Superfly
 - You have the ability to bind your Stand to a specific kind of object, such as a car, a sword, a radio tower, or a hat. Once you determine the specific object, you cannot change it.
 - While your Stand is bound to an object, it still has the ability to move and function on its own. Your Stand is able to change its anchor as an action so long as you are within two meters of it. You are able to summon or unsummon your Stand if it's within two meters of the User (if they have one).
 - Your Stand's Damage Reduction is increased considerably. Immense Resistance instead functions like Armored Stand (giving you double your Durability Modifier in Stand Damage Reduction). Armored Stand instead gives you triple your Durability Modifier for your Stand Damage Reduction.
 - You gain Feat of Power. If you already have Feat of Power, the amount you can lift and throw using it is doubled and you only take 1 damage for every two meters traveled.
- **Self-Anchor:** Examples: Love Deluxe, Metallica, Stone Free, Oh! Lonesome Me, Dr. Wu.
 - Your Stand is uniquely inseparable from you, meaning that you yourself are made of your Stand.
 - Your Unarmed Strikes can deal damage to Stands, and the Damage Die is raised to be equal to that of your Stand Attack Dice. In addition, you can always use your Stand stats for Strength, Dexterity, and Constitution Checks, Saves, and Attack Rolls, even if something would normally specify that you can't use your Stand stats. You still have User and Stand AC, and you must use your User (not Stand) stats for your User AC.
 - You may use your Stand's Movement Speed in place of your regular Movement Speed, but cannot use both in one Turn.
 - Your Range no longer determines how far your Stand can travel from you. Instead, it is a measure of how far you can extend your Stand, which is a part of yourself that must stay attached to your body somehow, either through separating parts of yourself or stretching out from you like an appendage. You may extend up to twice your normal Range, but pushing past your Range results in taking damage. When you start your turn beyond your normal Range, or exit the threshold of your normal Range, you take an amount of Force damage equal to your Level, which cannot be reduced or negated in any way. If you have a Stand that stretches out from you, the Range Modifier determines how far in meters your Stand can stretch in a single direction.
 - You cannot change where your Stand is anchored, it will always be anchored to your body. In addition, it is always summoned, unless you are unconscious.

Armored Stand

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

This ability replaces Immense Resistance, if you have it.

Given To: Power-Type Stands, Enhancement-Type Stands, Revenge-Type Stands, Independent-Type Stands, Hive-Type Stands, Act-Type Stands

Artisan Feature

You may choose a Feature from the following list:

- Catlike Agility
- Defensive Agility
- Practical Experience
- Quick on your Feet
- Resilient
- Skirmisher
- Tanky
- Weapon Feat
- Fortune Teller (Level 6+)
- Jack of All Trades (Level 6+)
- Level-Headed (Level 6+)
- Menacing Aura (Level 6+)
- Pressure Point Manipulator (Level 6+)
- Sharp Mind (Level 6+)
- Unstoppable Willpower (Level 6+)
- Veteran Sprinter (Level 6+)
- Consistent Skills (Level 11+)
- Headhunter (Level 11+)
- Interpreter (Level 11+)
- Trapper (Level 11+)
- Ever Vigilant (Level 11+)
- Specialized Save (Level 11+)
- Assassin (Level 16+)
- Aura of Awareness (Level 16+)
- Familiar Bond (Level 16+)
- Motivated (Level 16+)

Given To: Artisans

Artisan Fighting Style

Choose one of the following Fighting Styles:

- Artisan's Willpower: Your Hit Die increases (1d6->1d8, 1d8->1d10, 1d10->1d12, 1d12->1d12+2). Whenever you spend an Artisan Charge, you regain an amount of HP equal to the amount of total Artisan Charges you have.
- Disciplined: You gain Proficiency in 2 Saving Throws of your choice.
- Foresight: As a Reaction, you may move up to half your Movement Speed without provoking Opportunity Attacks in response to being targeted with an AOE effect. You may use this to avoid an AOE Saving Throw, but not a single target Attack.
- Mobile: You gain Advantage on Saving Throws that would restrict your Movement.
- Unrelenting: You may regain an amount of HP equal to half your Grit Bonus when you use an Ability that recharges on a Short or Long Rest and an amount equal to your Grit Bonus when you use an Ability that only recharges on a Long Rest. You can only use this Ability twice in a Turn.

Given To: Artisans

Artisan's Resurgence

You have a reserve pool of additional Artisan Charges equal to half your total Charges rounded up. You may use an Attack or Bonus Action to regain one or more Charges from this reserve. You may do this to restore up to half of your total Charges rounded up per Long Rest. Whenever you take a Short Rest, you may regain up to 2 spent reserve Charges.

Given To: Artisans

Artisan's Specialty

You gain Proficiency in the use of a tool set, as well as additional abilities. Some of the abilities use Artisan Charges, and you get more Charges the higher Level you are. You regain all lost Charges on a long rest. You may choose between one of the following options:

- **Chemist**

- You gain the ability to throw concoctions and cause a wide variety of chemical reactions. You gain Proficiency in the use of Chemist's Tools. Your concoctions that deal damage have a Short and Long Range. If the target is outside of your Short Range but within your Long Range, they may make the Saving Throw with Advantage. Your Chemist DC is $8 + \text{Proficiency Bonus} + \text{Intelligence Modifier}$.
- You may choose one of the following subclass options:
 - **Gassy Stuff:** You gain knowledge of how to use dangerous and useful gasses.
 - You gain resistance to Poison damage.
 - As an Attack, for 1 Charge, you may use a smoke bomb within 40m to obscure an 8m cube. Creatures inside the cloud of smoke are Blinded and cannot see and anyone outside the cloud cannot see inside it. The cloud lasts until the end of your next Turn.
 - As an Action or two Attacks, for 1 Charge, you may use a gas grenade that has a range of (15/45) to create a 5m cube of harmful toxins. Anyone within must make a Constitution Saving Throw against your Chemist DC, taking $nd8$ Poison damage, where n is your maximum number of Artisan Charges, or half on a successful Save. The cloud lasts until the end of your next Turn, and anyone who starts their Turn in the gas must make the Save again.
 - **Melty Stuff:** You gain knowledge of how to use dangerous acids effectively.
 - You gain resistance to Acid damage.
 - You may make a thrown weapon Attack using Intelligence that deals 1d8 Acid damage and has a range of (10/30).
 - For 1 Charge, when you are within Melee Range of a structure made of stone or wood, you may make a single Attack to deal $nd10$ Acid damage, where n is your maximum number of Artisan Charges. After doing so any attacks against the structure also gain the Siege property until it is repaired. You may also use this against metal, but the damage will be halved. If you use this as a Melee Attack on a person, they must make a Constitution Saving Throw against your Chemist DC, taking no damage on a success.
 - **Burny Stuff:** You gain knowledge of how to use blazing chemical fires effectively.
 - You gain resistance to Fire damage.
 - You may make a thrown weapon Attack using Intelligence that deals 1d6 Fire damage and has a Range of (15/45).
 - As an Action or two Attacks, for 1 Charge, you may create a sphere of fire with a radius of 5m at a range of (20/60). Anything within takes $nd6$ Fire damage, where n is your maximum number of Artisan Charges. Objects not worn or carried catch fire and if the fire gets out of control it may spread to nearby structures or trees etc.

- **Engineer**

- You gain Proficiency in Engineer's tools. You also gain the ability to use your Engineer's tools as a powerful melee weapon, and a way to defend you from powerful blows. Through your understanding of physics and applied use of energy, you may use Intelligence when making an Athletics check or Melee Attack using Engineer's tools. In addition, your Artisan hit dice are d8s rather than d6s.
- You may choose one of the following subclass options:
 - **Builder:** You have the ability to keep larger structures maintained and build relatively simple structures quickly. Your Engineer's tools work for construction as well.
 - You gain Proficiency in Athletics
 - Over the course of a Short Rest you may create a small-scale structure such as: a temporary shelter able to comfortably house up to 6 medium creatures, a rope and wood bridge, a huge lever with support, a small wooden boat, a semi-permanent one-room dwelling for up to 6 medium creatures, etc.
 - As an Attack, for 1 Charge, you may create or destroy certain structures such as: a 2x1 meter trench, a 2x1 meter wooden bulwark that may give up to 2 creatures three-quarters cover, a decently large simple machine or tool, etc.

- Your Attacks using Engineer's tools have the properties of the Builder's Tools weapon. You must choose which damage type your tools will deal as weapons and may not change it. When you make an Attack with one of your tools and your other hand is free, you may spend 1 Charge to Grapple or Shove your target as a Free Action.
- **Electrician**: You understand electricity, the location of electrical wiring, and the function of many electrical machines. Your Engineer's tools work for electrical issues as well.
 - For 1 Charge, you have the ability to channel great amounts of electricity (or Ripple) through your weapons without it harming you. While within Melee Range of a conductive source, you may deal additional damage by channeling it through your weapon into your target. A conductive source is a place that current travels through, such as power lines, an electrical socket, or a Ripple User able to comfortably breathe. You also have an amount of electricity you may use even while away from a source in the form of batteries. Each battery allows you to make 2 Attacks with the bonus electrical damage before you must recharge them. When you hit someone with channeled electricity, you may deal an additional amount of $nd10$ of Lightning (or Radiant if the source is Ripple) damage, where n is your maximum number of Artisan Charges.
 - Your Attacks using Engineer's tools have the properties of the Electrician's Tools weapon. You must choose which damage type your tools will deal as weapons and may not change it.
- **Mechanic**: You understand how to keep machines well maintained and cared for, and you know how to use them. Your Engineer's tools can be used to repair and strengthen vehicles.
 - You may repair a mundane vehicle over the course of a Long Rest, assuming it's in a repairable condition.
 - You gain Proficiency in the use of all vehicle types that may be driven by a single person.
 - As an Attack, for 1 Charge, you may restore $nd10 +$ Intelligence Modifier of health to a vehicle, where n is your maximum number of Artisan Charges. Vehicles repaired in this way become immune to the effects of Siege for an amount of Turns equal to your Level in Artisan.
 - Your Attacks using Engineer's tools have the properties of the Mechanic's Tools weapon. You must choose which damage type your tools will deal as weapons, but you may change it by spending 1 Charge.
- **Fortune Teller**
 - Your interest in the supernatural and ability to read patterns gives you a slight amount of divination, giving you some insight on what may happen in the future, just none of the context around it. You gain Proficiency in Diviner's tools. Your Fortune Teller DC is $8 +$ Proficiency Bonus + Intelligence/Wisdom Modifier.
 - You gain the ability to intervene in fate, with a slight cost to both you and the person you assisted. When an ally that you can see or hear rolls a d20, you may use your Reaction to treat the number rolled on the d20 as 10. However, the next Attack Roll, Saving Throw, or Skill Check both you and your ally make is at Disadvantage. If you use it on yourself, it instead applies for the next two rolls. The ability costs 1 Artisan Charge to use.
 - You must choose either Intelligence or Wisdom as your stat to use for Fortune Telling.
 - You may choose one of the following subclass options:
 - **Medium**: You gain the ability to communicate with ghosts using your Diviner's tools.
 - As an Attack, for 1 Charge, you may command a vengeful spirit to curse a target within 10m, forcing them to make a Charisma Saving Throw against your Fortune Teller DC. If they fail, they become cursed for the next minute or until you fall unconscious. When cursed, the target gets a reduction to either their Attack Rolls, Saving Throws, or Skill Checks, equal to the Modifier of your Fortune Telling stat. The target can remake the Save at the end of their Turns.
 - Twice per Long rest, you may bribe a spirit to summon them to help you or give you information, but you must offer a sufficient sacrifice to do so. This sacrifice may take many forms, for example a quality snack food, a meal, a neat trinket, a lovely work of craftsmanship, etc. You cannot summon a specific spirit unless you have an object of particular importance to them and their corpse is nearby, but you may try to summon a specific type of spirit (a janitor, old woman, etc.).

- **Oracle**: You gain the ability to see little snippets of possible futures out of context. These may come as visions, dreams, or in any variety of ways. Talk to your DM about using this subclass, as it will likely mean additional work for them.
 - As a Reaction, for 1 Charge, you may save an ally from harm by warning them of an incoming threat. This can take the form of forcing the attacker to reroll their Attack or your ally to reroll a Saving Throw. When the die is rerolled, the Modifier of your Fortune Telling stat (Intelligence or Wisdom) is subtracted from the Attack Roll or added to the Saving Throw.
 - Every time you take damage from a type you are not Vulnerable to, you may utilize your foresight of the attack to reduce the amount of damage you take by the Modifier of your Fortune Telling stat. As a Free Action, for 1 Charge, you may also give this ability to an ally within 5m, allowing it to protect them instead of you until the start of your next Turn.
- **Fateweaver**: You gain the ability to personally influence fate. You may not see very far into the future, but you recognize when something or someone is important when you see them/it. In addition, you have a strange knack for getting involved with fateful encounters.
 - You may use your expertise in dealing with fate to analyze what role a person may play in its grand dance. You gain Proficiency in Vibe, and may make Vibe Checks using Intelligence if that's what you use for your Fortune Telling stat.
 - As a Bonus Action, you may make a Vibe Check against someone, which they may Contest using Bluff. If you succeed, you learn two of the following things about them:
 - Any damage Resistances, Immunities, and Vulnerabilities they have
 - A general estimate of their Level (around half yours, close to equal, around 4 times yours, etc.)
 - A tragic or traumatic event from their past, assuming a physical or mental scar remains
 - A hidden object on their person
 - You may use this twice per Short Rest, requiring 1 Charge to use any more than that.
 - Your ability to change dice rolls to 10 is improved, becoming a Free Action rather than a Reaction. However, you may only change a specific creature's fate once per Turn and all other effects still apply.
- **Herbalist**
 - You gain the ability to brew poisons and cures, cook with great skill, or check people for ailments and issues of the body. You are able to cure and treat minor diseases and injuries with ease, and if you don't know the cure or treatment due to it being a unique condition, you may research where it may be found over the course of a short rest.
 - You gain Proficiency in Medicine Checks and may use Intelligence to make such checks. Your Herbalist's DC is $8 + \text{Proficiency Bonus} + \text{Intelligence/Wisdom Modifier}$.
 - You may choose one of the following subclass options:
 - **Cook**: You have the ability to whip up something hearty and healthy in almost any setting.
 - You may use Constitution to make Medicine Checks.
 - Your Cook's DC is $8 + \text{Proficiency Bonus} + \text{Constitution/Wisdom Modifier}$.
 - You have the ability to create an amount of snacks equal to your Constitution or Wisdom Modifier (whichever is higher) per Long Rest. You may spread these snacks out amongst your party if you wish. Each snack functions as a point of Inspiration, but takes a Reaction to use.
 - When you and your party take a Short or Long Rest, each person gains one of the following benefits:
 - Regain an amount of Hit Dice equal to half of your Proficiency Bonus
 - 1s or 2s rolled on Hit Dice are rerolled
 - Gain an amount of Temporary Hit Points equal to your Level in Artisan. These Hit Points last until they're depleted or until your next Short or Long Rest.
 - Used to working in a high-stress environment, you know how to get things done and help others refocus. As a Bonus Action, for 1 Charge, you may give someone or yourself one of the following benefits:
 - Ignore the effects of Charmed, Frightened, and Stunned. This does not negate the Condition entirely but allows the target to ignore the effects until the start of your next Turn.

- Gain Resistance to one of Acid, Cold, Fire, Poison, Psychic, or Thunder damage, so long as the target is not Vulnerable to it. This lasts until the start of your next Turn.
- Spend an amount of Hit Dice up to your Proficiency Bonus, rerolling any 1s or 2s.
- **Pharmacist**: You have the ability to create powerful medicines to heal yourself and allies, as well as things to bolster them.
 - When you and your party take a Short or Long Rest, each person gains one of the following benefits which last until used or the next Short or Long Rest:
 - Gain an amount of Temporary Hit Points equal to your Level in Artisan.
 - Gain a bonus to their next Initiative Roll equal to your Proficiency Bonus.
 - Reduce the next damage taken by half.
 - As an Attack, for 1 Charge, you may perform one of the following to yourself or an ally within Melee Range:
 - Heal the target for an amount of Hit Points equal to 3x your Artisan Level + your Medicine Skill Bonus.
 - Allow the target to make a Saving Throw to shake off a negative condition affecting them with Advantage.
 - Grant a bonus equal to your Intelligence/Wisdom Modifier to any physical OR mental Checks and Saves (but not both), until the start of your next Turn.
 - You may create an amount of Medicine Kits equal to your Intelligence or Wisdom Mod (whichever is higher) per Long Rest. Anyone may use one of these kits on themselves or an ally within Melee Range as a Bonus Action, restoring $n \times 8$ Hit Points where n is half of your Level in Artisan. Alternatively, a full Action may be used, ensuring the maximum amount of healing.
- **Toxicologist**: You are a master of creating and identifying poisons and toxins, able to inflict and cure them easily.
 - You gain access to the following various poisons:
 - **Fleshrot Powder (Ingestible)**: A fast-acting powder that is nearly tasteless. When someone ingests it in some way, they must make a Constitution Saving Throw against your Herbalist DC. If they fail, they gain the Poisoned Condition and take an amount of Necrotic damage equal to 2x your Artisan Level every Turn. They may attempt the Save at the end of each Turn, losing the condition after succeeding 3 times, though if they fail 3 times further attempts gain Disadvantage. This poison can be detected fairly easily by someone with Medicine Proficiency or an Herbalist's Kit.
 - **Lifedrinker Powder (Ingestible)**: A slow-acting powder that is nearly tasteless. When someone ingests it in some way, they must make a Constitution Saving Throw against your Herbalist DC every hour. On a failure, they gain the Poisoned Condition and their Maximum Hit Points are reduced by an amount equal to 2x your Artisan Level. If they succeed 3 times, they lose the Condition, though if they fail 3 times further attempts gain Disadvantage. This poison is difficult to detect even by someone with Medicine Proficiency or an Herbalist's Kit.
 - **Shutdown Gel (Ingestible)**: A relatively quick-acting clear gel. When someone ingests it in some way, they must make a Constitution Saving Throw against your Herbalist DC, gaining the Restrained Condition on a failure. Every 5 minutes they may attempt the Save again, losing the Condition on success, though if they fail 3 times further attempts gain Disadvantage. This poison can be easily detected by anyone closely examining their food/drink with a successful Medicine or Perception check against your Herbalist DC.
 - **Lightning Leaf (Contact)**: A kind of green leafy plant. When exposed to someone they develop a rash that makes moving difficult, having to make a Constitution Saving Throw against your Herbalist DC. If they fail, their Movement Speed is halved and they must use all of their movement to recover from the Prone Condition. They may repeat the Save at the end of their Turns, ending the effect on success.
 - **Blinding Oil (Contact)**: A small container of oil. When exposed to someone they must make a Constitution Saving Throw against your Herbalist DC, gaining the Blinded Condition on failure. They may repeat the Save at the end of their Turns, ending the effect on success.

- Stinkroot Extract (Contact): A small container of green powder that turns into a gas upon being exposed to the air. When exposed to someone, they must make a Constitution Saving Throw against your Herbalist DC, gaining the Poisoned Condition on failure. They may repeat the Save at the end of their Turns, ending the effect on success.
- Slipping an ingestible poison into food or drink requires the performance of a Finesse Check and costs an Attack and 1 Charge.
- Exposing someone to a contact poison requires skin-contact in Melee Range and costs an Attack and 1 Charge.
- You have an amount of antidotes equal to your Intelligence or Wisdom Modifier (whichever is higher) per Long Rest. Consuming an Antidote will remove the effect of any of your poisons.
- It should be noted that anyone that is Immune to the Poisoned Condition (Undead) will be unaffected by any of these poisons.
- When you make an Attack with a melee weapon or slow moving projectile (not an Explosive or Firearm), you may choose to spend a Charge to deal an additional $n\text{d}8$ Necrotic or Poison damage, where n is your maximum number of Artisan Charges.
- **Weapon Smith**
 - You gain the ability to create and enhance various weapons. You gain Proficiency in any weapon you create. Over the course of a Long Rest and have your tools and supplies, you may apply enhancements to your weapons. A weapon may have multiple enhancements applied to it, but you may only have a total number of enhancements equal to your Proficiency Bonus.
 - You may choose one of the following subclass options:
 - **Blacksmith:** You have the ability to create and enhance metallic tools and weapons, so long as you have access to a considerable heat source or forge and your Blacksmith's Tools.
 - You gain Proficiency in Blacksmith's Tools.
 - Your Blacksmith's DC is $8 + \text{Strength}/\text{Constitution}$ Modifier.
 - You may create metallic weapons, such as daggers, axes, shields, bludgeons, spears, brass knuckles, etc.
 - You may apply the following enhancements to your weapons:
 - Add an additional physical damage type to a melee weapon that only has one.
 - Grant +3 Concealed to the weapon as well as the Ambush attribute. If the weapon already has Concealed, increase the bonus by +3 instead. Does not work with Heavy or Two-Handed weapons.
 - Grant the Siege attribute to a weapon.
 - Add +1 AC Bonus to any Shield or Heavy/Two-Handed melee weapon.
 - Increase the Short and Long Range of a throwing weapon by 10m.
 - Grant the Reach attribute to a Two-Handed melee weapon. If it already has Reach, extend it by 1m.
 - As an Attack, for 1 Charge, you may use one of the following abilities:
 - Force an enemy within Melee Range to make a Dexterity Saving Throw, giving them Disadvantage with their weapon until the end of their next Turn on a failure. Alternatively, you may target an enemy's shield and remove the AC bonus until the end of their next Turn.
 - Force an enemy within Melee Range to make a Strength Saving Throw, dropping their weapon on failure. You may also kick the weapon away a number of meters equal to your Strength Modifier as a Free Action, or pick it up as a Reaction.
 - You may look at a metallic weapon in sight and learn its attributes and Damage Dice.
 - **Fletcher:** You have the ability to create and enhance tools and weapons created from wood and other natural materials, so long as you have access to raw materials.
 - You gain Proficiency in Fletcher's Tools.
 - Your Fletcher's DC is $8 + \text{Dexterity}/\text{Wisdom}$ Modifier.
 - You may create organic weapons, such as bows, crossbows, darts, atlatl, clubs, spears, etc. You may also use your Wisdom to make Attack Rolls with these weapons.
 - You may apply the following enhancements to your weapons:

- Grant +3 Concealed to the weapon as well as the Ambush attribute. If the weapon already has Concealed, increase the bonus by +3 instead. Does not work with Heavy or Two-Handed weapons.
- Increase the Short and Long Range of a Thrown or Ranged weapon by 50% rounded down to the nearest meter, or increase both Ranges by 10m, whichever is higher.
- Add an additional Damage Die to a weapon that is not Two-Handed, Heavy, or Versatile.
- Remove the Reload attribute from a crossbow, allowing it to be used like a bow.
- Allow dual-wielding a Light weapon alongside a light crossbow or shortbow.
- As an Attack, for 1 Charge, you may use one of the following abilities:
 - Make a ranged weapon Attack with an organic weapon within its Short Range, ignoring Half Cover and treating Three-Quarters Cover as Half Cover.
 - Force someone within your weapon's Short Range to make a Constitution Saving Throw, forcing them to either fall Prone or have their Movement Speed reduced to 0 until the end of their next Turn on failure.
 - You may look at an organic weapon in sight and learn its attributes and Damage Dice.
- **Gunsmith:** You have the ability to create and enhance tools and weapons created from gunpowder and steel, so long as you have access to the materials and chemicals necessary.
 - You gain Proficiency in Gunsmith's Tools.
 - Your Gunsmith's DC is 8 + Dexterity/Constitution Modifier.
 - You may create Firearms such as pistols, rifles, shotguns, SMGs, etc.
 - You may apply the following enhancements to your weapons:
 - Grant +3 Concealed to the weapon as well as the Ambush attribute. If the weapon already has Concealed, increase the bonus by +3 instead. Does not work with Heavy or Two-Handed weapons.
 - Increase the Short and Long Range of a Ranged weapon by 50% rounded down to the nearest meter.
 - Reduce the noise created by a Firearm to be audible within 0.1km, rather than 0.5km. Attacking at Long Range no longer reveals the attackers location.
 - Grant a Firearm the Reliable attribute. The ammunition may now function while wet as well.
 - Add an additional Damage Die to a weapon that is not Two-Handed, Heavy, or Versatile.
 - As an Attack, for 1 Charge, you may use one of the following abilities:
 - Make a ranged weapon Attack with a Firearm, changing the damage type dealt to Fire and applying the Flame attribute to the weapon for this Attack. The projectile leaves a small trail of smoke after being fired.
 - Make a ranged weapon Attack with a Firearm, changing the damage type dealt to Thunder and applying the Siege attribute to the weapon for this Attack. If it already has the Siege attribute, the damage dealt to objects is multiplied by 3 rather than 2.
 - You may look at a Firearm in sight and learn its attributes and Damage Dice.

Given To: Artisans

Assassin Feature

You may choose a Feature from the following list (these are all Feats):

- Deadly Accuracy
- Defensive Agility
- Duelist's Agility
- Impeccable Agility
- Pressure Point Manipulator
- Weapon Feat
- Guerilla Fighter (Level 6+)
- Practical Experience (Level 6+)
- Sharp Mind (Level 6+)
- Skirmisher (Level 6+)
- Specialized Save (Level 6+)
- Familiar Bond (Level 11+)
- Headhunter (Level 11+)
- Ever Vigilant (Level 11+)
- Veteran Sprinter (Level 11+)
- Brutality (Level 16+)
- Consistent Accuracy (Level 16+)
- Menacing Aura (Level 16+)

Given To: Assassins

Assassin Fighting Style

Choose one of the following Fighting Styles:

- Disciplined: You gain Proficiency in 2 Saving Throws of your choice
- Dual Wielding: When you make an Attack using two weapons with the Light property, you can make an amount of additional Attacks equal to half your Proficiency Bonus as a Bonus Action.
- Mobile: You have Advantage on Saving Throws that would restrict your Movement. Additionally, you may spend your Bonus Action in order to ignore Difficult Terrain.
- Swift: You gain an additional 5m of Movement Speed.

Given To: Assassins

Aura of Knowledge

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

When you or an ally within 5m of you makes a Skill Check you may add your Intelligence Modifier to the roll.

Given To: Scholars

Bionic Enhancements

The amount of Bionic Enhancements you have is based on how much of your body is modified, and you may have a maximum amount equal to your Constitution Modifier. Each Bionic Enhancement you have reduces your Maximum HP by an amount equal to your Level. You may not take an Enhancement if it would reduce your Max HP below an amount equal to your Level.

When you gain a Bionic Enhancement, a part of your anatomy is entirely replaced with complex machinery. A single part can only be replaced with one Enhancement. Some examples of parts of the body that may be replaced to gain Bionic Enhancements include: Eye(s), a single limb, torso, or spine. It has the full function of a normal body part, in addition to gaining one of the following benefits:

Enhancement	Part Replaced	Function
Armor Plating	Any	You may use Sacrifice Bionics twice for this part before it breaks. The first time you sacrifice it, the part becomes unusable as normal, only able to be sacrificed an additional time. You can only have one Armor Plating Enhancement at a time.
Dexterity Boost	Arm/Leg	Increases your Dexterity Score by your Proficiency Bonus, potentially exceeding your maximum, when the Limb is used. You can only be affected by one Dexterity Boost at a time.
Emergency Adrenaline	Any	When you use Sacrifice Bionics on this part, you gain an amount of Temp HP equal to your Level + Constitution Modifier. This Temp HP lasts for 1 minute.
Enhanced Vision	Eye	Your vision is enhanced, granting one of these benefits: <ul style="list-style-type: none"> Augmented Sight: Grants Proficiency in Perception, as well as a +5 bonus to Passive Perception and any vision-based Skill Checks. Night Vision: Grants 15/30 meters of Darkvision, allowing you to see clearly in Darkness up to the Short Range or with Disadvantage up to the Long Range. If you have a light source, the effective range of it is doubled for you as well. Thermal Vision: Grants 10/20 meters of Thermal Vision, allowing you to see differences in temperature clearly up to the Short Range or with Disadvantage up to the Long Range. This negates the effects of Darkness within the Short Range.

Quick Draw	Arm	<p>You may add your Proficiency Bonus to Speed Duels when using this part.</p> <p>Once per Short or Long Rest (per Quick Draw Enhancement), you may perform one of the following:</p> <ul style="list-style-type: none"> • If you fail a Speed Duel, you can reroll your Athletics (Wisdom) Check. • If you do not like the result of an Initiative Roll, you can reroll it.
Speed Boost	Leg	<p>Your Movement Speed increases by 2m. If you have two legs using this Enhancement at once, it's increased by 5m instead.</p> <p>Once per Short or Long Rest (per Speed Boost Enhancement), you may Dash as a Free Action. You may only do this once in a single Turn.</p>
Strength Boost	Arm/Leg	<p>Increases your Strength Score by your Proficiency Bonus, potentially exceeding your maximum, when the Limb is used. You can only be affected by one Strength Boost at a time.</p>
Storage Area	Any	<p>You gain a compartment that serves as a hidden storage space. You can store anything that would reasonably fit within that body part, assuming it was hollow. You can use an Attack to empty the container or pick out a single item.</p> <p>If you choose to store a weapon, you may deploy it instantly, choosing whether you want to wield the weapon normally, or have it automatically fire/strike without the use of hands like a sentry, still using your stats to make the Attack Roll.</p>

You are able to switch which Bionic Enhancement a part has on a single piece of machinery over the course of a Long Rest.

Given To: Cyborgs

Block Projectile

When you or your Stand is hit with a projectile, as long as your Stand is hit or you are within 2 meters of it, you may attempt to block it. As a Reaction you may reduce the damage of the oncoming projectile by an amount equal to the roll of your Stand's Attack Die plus your Precision and Speed Modifiers.

If you completely negate the damage of a projectile, any leftover points may be used to block any additional projectiles fired at you until you run out of reduction points or your next Turn begins.

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

Blow for Blow

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

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

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

Given To: Power-Type Stands

Body Evacuation

The only part of the Undead body needed for Vampiric survival is the brain. If you find yourself in an incredibly desperate situation, you may perform this Ability to save yourself.

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

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

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

Given To: Vampires, Enhanced Pillar Men

Bound Powers

Bound Ghosts have very little influence on the mortal plane, unless near the Object they are haunting (their "Spiritual Anchor"). Their Strength, Dexterity, and Constitution Scores are capped at 8, and their Intelligence, Wisdom, and Charisma Scores are capped at 24.

Wisdom is used instead of Constitution when determining HP for Bound Ghosts.

Bound creatures have limited influence on the physical realm, but their influence grows the closer they get to the object they're haunting. Bound Ghosts can move up to 30 meters away from their Anchor. Within 20 meters, they can use their physical Stats to physically influence reality. Within 10 Meters, they can use their mental Stats in place of physical Stats to influence reality. Intelligence replaces Dexterity, Wisdom replaces Constitution, and Charisma replaces Strength.

When they do interact with the world around them, it is often through actions that may be seen as coincidence by the untrained eye. An object that lacks balance falls over, a change of the wind gently pushes, flame spreads in a specific way, etc.

Given To: Ghosts

Bullish Brawn

When you have someone Grappled, you have Advantage on Checks to keep them Grappled. In addition, when you Grapple or Shove Stand Users, you can force them to Contest you with their own stats rather than their Stand's, so long as you also use your own stats and not your Stand's. This also applies when they attempt to Grapple you. In addition, you may Contest Grapples (but not make them) with Grit instead of Athletics/Acrobatics.

When you use the Shove action, instead of pushing your target one meter back on a success, you push them an amount of meters back equal to your Strength Modifier. If a target hits a wall, for every meter they could not be shoved they take a number of d6s of Bludgeoning damage equal to your Proficiency Bonus.

Given To: Heavyweights

Camouflage

As an Action you may perfectly disguise your Stand, making it difficult for others to tell where or what your Stand is (for example, High Priestess disguising as a metal object, or Wheel of Fortune shifting to look like a normal car).

This disguise allows your Stand to perform surprise attacks if opponents do not take note. Anyone attempting to determine what your Stand is disguised as has Disadvantage on the roll, as long as your Stand does not move.

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

Cellular Phasing

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

Given To: Enhanced Pillar Men

Chimera Pools

Living Chimera

- You may gain 2 Features from 2-3 Chimera Pools based on what you are a combination of. You may take up to 2 additional Features (for a maximum of 4) from the Chimera Pools, but doing so requires you take an option from the Weakness Pool for each additional Chimera Pool Feature.
- You gain the Monstrosity Creature Type, as well as all Types that you have components from.

Undead Chimera

- You may gain 3 Features from as many Chimera Pools as you like. You must also gain a Feature from the Weakness Pool. You may take up to 2 additional features from the Chimera Pools, but doing so requires you take an option from the Weakness Pool for each additional Chimera Pool feature.
- You gain the Undead Creature Type, as well as all Types that you have components from.

Chimera Pools

- Beast
 - Dwarf's Escape (Tiny or Small Size Only): You can Dash, Disengage, or Hide as a Bonus Action.
 - Excavator: You gain a Burrow Speed equal to half of your Movement Speed, or Flying/Swimming Speed if that is your highest Movement Speed.
 - Extra Sense: You gain a sense from Additional Sense
 - Giant's Wrath (Medium or Greater Size Only): The damage dice of your Natural Weapon increases by 1 size (1d4 to 1d6 etc., or 1d12 to 2d8).
 - Keen Senses: Choose two of the five senses (sight, hearing, touch, smell, taste). You gain a +4 bonus to your Perception (and Passive Perception) when using those senses.
 - Natural Skirmisher: Whenever you attempt to make a Melee Attack against a creature, that creature cannot target you with Opportunity Attacks until the end of your next Turn.
- Humanoid
 - Human Smarts: The limit for your Intelligence and Charisma scores become 20. If your Intelligence and Charisma are lower than 12, they become 12. You also gain the ability to speak Human Languages, gaining Proficiency in one Human Language, and are capable of learning more. You still have Disadvantage on Diplomacy Checks with Humanoids.
 - Mental Clarity: You gain 6 points to increase your mental Ability Scores which can be distributed however you'd like. If you put points into your Intelligence or Charisma, you can exceed their maximum with these points. You also gain the ability to speak Human Languages, gaining Proficiency in one Human Language, and are capable of learning more.

- Plant
 - Plantflesh: You gain a damage Vulnerability, and either three elemental Resistances, or a single physical Resistance and a single elemental Resistance. You can do this multiple times if desired.
 - Plant Roots:
 - You are entirely immobile, unable to move on your own. Your Movement Speed(s) are 0m. However, if you are Tiny or Small, you can be easily moved by others of the same Size or larger through being in a plant pot, allowing them to move you with their full Movement so long as they use two hands or a surface to hold you/set you on, or holding with one hand for half Movement. If the carrier is two Size Categories larger, they can carry you in one hand without penalty.
 - You also gain some Damage Negation, which reduces the amount of damage you take anytime you take damage, to a minimum of 0, as well as some Additional HP, depending on your Size and Level. If your Additional HP is 1/2, you add 1 HP each even-numbered Level.
 - Tiny:
 - Damage Negation: 1/2 Level (minimum 1)
 - Additional HP: 1/2 per Level
 - Small:
 - Damage Negation: 1/2 Level (minimum of 1)
 - Additional HP: 1 per Level
 - Medium:
 - Damage Negation: Level
 - Additional HP: 1 per Level
 - Large:
 - Damage Negation: Level
 - Additional HP: 2 per Level
 - Huge:
 - Damage Negation: Level + Con Mod
 - Additional HP: 2 per Level
 - Gargantuan:
 - Damage Negation: Level + Con Mod
 - Additional HP: 3 per Level.
 - Undead (Undead Only)
 - Better Lifesteal: Your Inferior Lifesteal is replaced with Lifesteal.
 - Chimeric Regeneration: You regain an amount of HP equal to your Constitution Modifier (minimum 1) at the top of Initiative each Turn.
 - More Head HP: The Hit Dice for your Head HP becomes a d4. This also applies retroactively, giving you 1 additional Head HP per level. However, you still add only half your Constitution Modifier each level up.

Weakness Pool

- Damage Vulnerability: Gain a single physical Vulnerability or two elemental Vulnerabilities. You must be able to gain at least 1 Vulnerability to take this Feature.
- Improper Grafting: Your Maximum HP is decreased by an amount equal to your Level. If Undead, your Max Head HP decreases as well by an amount equal to 1/2 your Level. You must have at least some Max HP able to be reduced to take this Feature, and cannot lower your HP below 1.
- Primal Fear: You gain one of the fears from the list below. While exposed to the source of your Fear, you must make a Wisdom Saving Throw (DC of 8 + 2xPB), gaining the Frightened Condition on a failed Save until the start of your next Turn.
 - Acrophobia: While within 2m of a ledge with a 3m or greater drop.
 - Nyctophobia: While in total Darkness or when fully Obscured.
 - Pyrophobia: When within 10m of an open flame, or within 10m where Fire damage is being dealt.
- Worse Movement: All of your Movement Speeds are reduced by 5m, to a minimum of 2m. You must be able to reduce your Movement some amount to take this Feature.

Given To: Living Chimera, Undead Chimera

Chimeric Nature

Your Intelligence and Charisma are limited to a maximum of 8.

You are unable to communicate in detail with Humanoids, but can still convey basic ideas and concepts. You have Disadvantage on any Diplomacy Check made against a Humanoid. You can communicate with other Beasts without issue (language simply referred to as Beast for shorthand).

You may choose your Size Category from one of the following options:

- Tiny:
 - Controlled Space: 1x1
 - Natural Weapon Dice: 1d4
 - Movement: 5m OR 1m and 5m Flying/Swimming.
 - Maximum Physical Stats: 16
- Small:
 - Controlled Space: 1x1
 - Natural Weapon Dice: 1d4
 - Movement: 8m OR 2m and 8m Flying/Swimming.
 - Maximum Physical Stats: 18.
- Medium:
 - Controlled Space: 1x1
 - Natural Weapon Dice: 1d6
 - Movement: 10m OR 3m and 10m Flying/Swimming
 - Maximum Physical Stats: 20
- Large:
 - Controlled Space: 2x2
 - Natural Weapon Dice: 1d8
 - Movement: 12m OR 5m and 12m Swimming
 - Maximum Physical Stats: 20
- Huge:
 - Controlled Space: 3x3
 - Natural Weapon Dice: 1d10
 - Movement: 15m OR 8m and 15m Swimming.
 - Maximum Physical Stats: 22
- Gargantuan (Undead Only)
 - Controlled Space: 4x4 or Greater
 - Natural Weapon Dice: 1d12
 - Movement: 20m OR 10m and 20m Swimming
 - Maximum Physical Stats: 24

Given To: Living Chimera, Undead Chimera

Chimeric Undeath

Undead Chimera are obviously monstrous creatures, and most living things will sense something is very wrong about them upon first glance.

You have an amount of Head Health equal to $1d2 + \text{half of Constitution Modifier per Level}$. You have a Head AC equal to your regular AC + your Proficiency Bonus.

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

Undead Chimera heal at a rate around 5x as fast as a Human. However, wounds caused by Ripple or sunlight take 10x as much time to heal as a normal wound (this is purely aesthetic).

Undead Chimera must consume an amount of flesh equal to twice their body weight per month. Unlike other Undead, Chimera get the same amount of energy regardless of Creature Type.

Unlike other lesser Undead, as a carefully crafted creation, your potential is not limited in this new form. You can still gain Levels as normal.

Given To: Undead Chimera

Condensed Material

Choose either Power, Precision, or Durability. While within a quarter of its maximum Range, that stat is doubled.

The chosen stat may not be changed once selected.

Given To: Enhancement-Type Stands

Conductor Shield

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

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

Given To: Ripple Users

Confident Provocation

Once per Turn, as a Free Action, you may encourage enemies to attack you by giving their Attack Rolls against you Advantage until the start of your next Turn. However, when you do this, you may use two Reactions instead of one on your Turn.

Given To: Ripple Users, Heavyweights, Warriors, Power-Type Stands, Revenge-Type Stands, Enhancement-Type Stands, Independent-Type Stands, Act-Type Stands

Consul Feature

You may choose a Feature from the following list (these are all Feats):

- Art of Distraction
- Commentation
- Exemplar
- Heckler
- Jack of All Trades
- Menacing Aura
- Powerful Presence
- Stroke of Luck
- Tanky
- Weapon Feat
- Guerilla Fighter (Level 6+)
- Practical Experience (Level 6+)
- Skirmisher (Level 6+)
- Headhunter (Level 11+)
- Heavy Sleeper (Level 11+)
- Interpreter (Level 11+)
- Light Sleeper (Level 11+)
- Quick on your Feet (Level 11+)
- Specialized Save (Level 11+)
- Consistent Skills (Level 16+)
- Motivated (Level 16+)
- Ever Vigilant (Level 16+)
- Trapper (Level 16+)

Given To: Consuls

Consul Fighting Style

Choose one of the following Fighting Styles:

- Determined Fighting: You may choose one weapon you have and are Proficient in (if it is thrown, this applies to all thrown weapons of that type). When using that weapon, you can use your Charisma Modifier for the Attack and Damage Rolls. You may switch which weapon has this property as a Bonus Action.
- Extended Encouragement: The range and duration of your Encouragement Dice extend to 10 meters and 30 minutes respectively.
- Mobile: You gain Advantage on Saving Throws that would restrict your Movement. Additionally, you may spend your Bonus Action in order to ignore Difficult Terrain.
- Warrior's Encouragement: When you or an ally receives an Encouragement Dice from you, it can also be added to Attack Rolls, and when using it in this way the value is also added to the damage dealt.

Given To: Consuls

Controlled Veins

You may put an entire miniature muscular system within the veins in your body. Not only that, but you may also Turn energy or matter within your body into more veins in order to have a Secondary Muscular System.

Your Veins may be used to pierce through your skin without damaging you. Your Veins may deal Slashing, Bludgeoning, or Piercing damage, and they count as Unarmed Strikes when you attack using them. You may attack using a Vein even if the health of the rest of your Body is zero or lower.

You may have up to 5 Veins going outside of your body at a time. Your hair also operates in the same way, with a maximum of 5 "Veins" on the top of your head. When using Veins to move, you may move at up to half of your normal movement speed. You may also use Veins to Grapple. For every additional Vein used, add +1 to the Bonus for your Grapple Check. The Veins may stretch up to 5 meters.

Given To: Vampires, Enhanced Pillar Men

Create Mirage

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

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

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

Given To: Spin Users

Custom Ability

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

Stand Abilities are something integral to the existence of Stands, and it's a huge part of what makes JoJo's Bizarre Adventure such a fun, varied, and unique experience.

A general rule of thumb is that the more specific your Stand Ability is, the more powerful it is. However, the more general it is, the more versatile it can be.

Examples of Abilities are Anubis's Possession, Hermit Purple's Spirit Photos, or White Album's Ability to freeze.

A Custom Ability might also be a passive Ability that may be activated or deactivated at will. These are often far-reaching and indiscriminate, affecting everyone within range whether friend or foe. The User may (but does not have to) be an exception and be the only one immune to the Ability's effects.

Activating a passive Ability costs 2 Stand Energy (if your maximum SE is 1 you may spend 1 to activate it once) and is usually done as a Bonus Action. You can deactivate it at no cost as a Free Action.

Given To: All Stands

Custom Bodily Technique

You're able to modify your body in order to give yourself a special ability or function. Talk to your DM to work out the specifics of this bodily modification.

Given To: Vampires, Enhanced Pillar Men

Custom Ripple Technique

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

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

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

Given To: Ripple Users

Custom Spin Technique

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

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

Given To: Spin Users

Damage Minimum

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

Given To: Warriors

Deep Pass Overdrive

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

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

Given To: Ripple Users

Defensive Ability

Through clever use of your Stand's Ability you've found a way to properly defend yourself. As an Attack you may spend 1 Stand Energy and gain one of the following benefits for 3 Turns (not including the one that you activate it on). You may only have one of the following buffs active at a time.

- Gain an amount of AC equal to your Proficiency Bonus for your User and twice as much for your Stand
- Advantage on all Saving Throws
- An amount of Temporary Hit Points equal to twice your Level

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

Defensive Wave

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

When this Shield is active, you gain an additional amount of damage reduction and Stand AC equal to your Durability modifier.

Given To: Hive-Type Stands

Deflect Distance Attack

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

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

Given To: Spin Users

Design Change

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

Given To: Requiem Stands

Detached Senses

You are able to experience and process sensory information using your Stand. Your Stand may see, hear, taste, touch, and smell the same way that you do. Furthermore, you may sense through your body and your Stand at the same time.

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

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

Detached Stand

Your Stand no longer shares a health pool with you. If your Stand is destroyed or knocked unconscious it will not affect you in any way. Your Stand has a max Stand HP equal to your Max HP. If one of these HP maximums is temporarily lowered by some effect, the other remains unaffected.

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 disappear as usual.

Given To: Remote-Type Stands

Devastating Critical

When you roll a Critical hit on a Stand Attack, after the damage has been doubled, you may add your Stand's damage Modifier (usually Power) again.

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

Devastating Melee

If you would have two conditions that would give you Advantage on a Melee Attack at the same time you may instead roll 3 dice and take the highest of the three.

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

Distant Defense

When determining your Stand AC, you may replace the bonus granted by your Durability Modifier with your Precision or Speed Modifiers. This would make your Stand AC equal to $10 + \text{Precision} + \text{Speed} + (\text{Precision or Speed})$.

Additionally, when your Stand is more than 2 meters away from you and not protecting anyone, you may use Precision instead of Durability to determine your Stand Damage Reduction. If you have any other Features that would increase your DR (such as Immense Resistance or Anchored Stand), they do not stack with Distant Defense.

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

Doubled Range

Your Stand's Range Score is doubled, as are any points you put into it later on.

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

EPM Dormancy

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

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

Given To: Enhanced Pillar Men

Elemental Overdrive

When you deal damage with the Ripple, you may use this technique to change the damage type dealt as a Free Action, for 1 Ripple Point. You can choose to spend 2 RP instead, dealing an additional amount of damage of that type equal to your Unarmed Dice. You may change the damage type used to one of the following:

- Explosive Overdrive: Thunder
- Ivory Overdrive: Lightning
- Scarlet Overdrive: Fire
- Verdant Overdrive: Acid

The damage you deal using Elemental Overdrive still counts as damage from The Ripple, so it still deals additional Damage to Undead and Pillar Men. It also maintains the normal properties of The Ripple.

Given To: Ripple Users

Encouragement Dice

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

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

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

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

Given To: Consuls

Enhanced Ability

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

Given To: Requiem Stand

Enhanced Bodily Ability

You have reached the pinnacle of your abilities as a greater Undead, growing close to your full potential. Your Custom Bodily Ability is greatly increased in potency. Discuss this change with your DM.

Given To: Enhanced Pillar Men

Enhanced Custom Ability

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

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

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

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

Enhanced Custom Ripple Technique

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

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

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

Given To: Ripple Users

Enhanced Custom Spin Technique

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

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

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

Given To: Spin Users

Enhancement Feature

You may choose a Feature from the following list:

- Immense Range
- Superior Control
- Camouflage (Level 6+)
- Juggernaut (Level 6+)
- Stand Marking (Level 6+)
- General Anchors (Level 11+)
- Massive Stand (feat) (Level 11+)
- Siege Combat (Level 11+)
- Speedy Switch (Level 11+)
- Anchored Immunity (feat) (Level 16+)
- Guerilla Fighter (feat) (Level 16+)
- Resilient (feat) (Level 16+)
- Tanky (feat) (Level 16+)

Given To: Enhancement-Type Stand

Expert Assassin

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

Given To: Assassins

Expose Weakness

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

Given To: Spin Users

Feat of Power

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

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

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

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

Field Study

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

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

Given To: Scholars

Fleeting Invulnerability

Prerequisite: Armored Stand

Once per Short or Long Rest, as a Reaction, you may ignore one instance of damage taken, taking 0 damage instead.

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

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

Flesh Bud

Using some of your Secondary Muscular System, as well as 20 Energy, you may create a Flesh Bud. Flesh Buds are small collections of flesh that are placed upon the forehead. A Flesh Bud forces the one who it is implanted into to do the Vampire's bidding, despite the interests of the individual. However, this form of mind control does not completely change the personality of the victim in most cases. The only real change is in a person's goals and motives.

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

Flesh Buds have an amount of Health equal to your Level in Vampire. If the Flesh Bud's health drops below zero, the Flesh Bud begins to die. However, if the Flesh Bud is still implanted within a Human's brain when this happens, the Flesh Bud lashes out, dealing 10d10 Slashing damage directly to the brain.

However, these Flesh Buds may be safely removed via a successful Medicine or Finesse Check (DC of 20), or through a direct hit using an attack from The Ripple. If the attack dealt by The Ripple deals an amount of damage equal or greater to the HP of the Flesh Bud, it is vaporized instantly in its entirety, without any chance to respond. The Flesh Bud is Undead flesh, and as such, it will immediately die when exposed to Sunlight.

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

Given To: Vampires

Flesh Grafting

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

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

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

Given To: Vampires, Enhanced Pillar Men

Flight

You gain a Flight (Hover) Speed equal to your regular Movement Speed.

Given To: Vampires, Enhanced Pillar Men

Focused Hatred

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

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

Given To: Revenge-Type Stands

Forced Motion

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

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

Given To: Spin Users

Freezing Touch

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

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

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

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

Given To: Vampires

General Anchors

Prerequisite: Material-Anchor or Object-Anchor

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

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

Given To: Enhancement-Type Stands

Ghoul Creation

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

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

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

Given To: Vampires, Enhanced Pillar Men

Ghoulish Physique

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

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

Given To: Ghouls

Ghoulification

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

Ghouls have an amount of Head Health equal to $1d2 + \text{half of their Constitution Modifier}$ per their total non-Ghoul Levels in HP. Their Head has an AC equal to your regular AC + your Proficiency bonus.

Ghouls have a maximum of 30 for their physical Ability Scores (Strength, Dexterity, Constitution).

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

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

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

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

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

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

Given To: Ghouls

Ghoulish Peak

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

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

Given To: Ghouls

Gravitational Pull

The Corpse has the ability to bring non-living objects and terrain towards its user. Any terrain within sight can be brought to the user's feet within a matter of 5 seconds (or one turn). The surrounding terrain will shift around it to accommodate for the moving earth.

Given To: Holy Corpse Holders

Great Recall

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

Given To: Hive-Type Stands

Greater Undead Health Threshold

Due to the nature of your greater Undead body, you are able to easily deflect most blows to your head. Whenever someone attempts to attack your Head, they are unable to deal damage that first time. Instead, you must make a Dexterity (NOT Precision) Saving Throw against a DC of $5 +$ the amount of damage dealt by that attack. If you succeed on the Save, your body takes the damage instead, and you keep your Threshold. If you fail, you lose it.

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

You regain the use of this Ability on a Short or Long Rest.

Given To: Vampires, Enhanced Pillar Men

Greater Undead Senses

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

You gain Proficiency in the Perception skill, and your Passive Perception increases by your Proficiency Bonus.

Given To: Vampires, Enhanced Pillar Men

Harden Flesh

As a Reaction or an Attack you may give yourself, an ally, or an object within your Sphere's Short Range temporary Hit Points equal to 5 times your number of Spin Dice (not 5 rolls). The temp HP lasts until the end of the target's next Turn.

Given To: Spin Users

Healing Hands

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

Given To: Ripple Users

Healing Ripple

As an Attack, for 1 Ripple Point, you may heal yourself or another living creature for $5 +$ your Constitution (NOT Durability) Modifier Hit Points.

For every additional Ripple Point you spend, you heal an additional $5 +$ Constitution (NOT Durability) Modifier Hit Points.

Undead and Pillar Men cannot be healed in this way.

Given To: Ripple Users

Heavenly Ability

This ability costs 50 SE when activated and costs 10 SE per turn if passive. Heavenly Abilities set Heaven Ascended Stands above all other Abilities of mortal beings. Heavenly Abilities are typically based on a particular word or phrase of great personal importance to the User, usually relating to their beliefs.

As a general rule of thumb, when a Heavenly Ability is activated, if the Heaven Ascended Stand is intentionally using its full power, the entire universe could be affected. However, as powerful as this may seem, these abilities are usually broad, and affect a large area indiscriminately. The less broad an Ability, the stronger it is.

For example, Made In Heaven can speed up time exponentially without end, but it affects everybody indiscriminately, with no ability to stop it once time begins to speed up. The World Over Heaven, on the other hand, can rewrite reality itself (sometimes even changing the laws of physics in a small region), with the trade off being that it has to hit something with its fists in order to change it.

Given To: Heaven Stands

Heavyweight Feature

You may choose a Feature from the following list (these are all Feats):

- Defensive Agility
- Feel No Pain
- Quick on your Feet
- Scarflesh
- Swift Recovery
- Tanky
- Weapon Feat
- Whirlwind Attacker
- Motivated (Level 6+)
- Resilient (Level 6+)
- Specialized Save (Level 6+)
- Guard Breaker (Level 6+)
- Tanky (Level 6+)
- Adrenaline Rush (Level 11+)
- Berserker (Level 11+)
- Superhuman (Level 11+)
- Unstoppable Willpower (Level 11+)
- Jack of All Trades (Level 16+)
- Practical Experience (Level 16+)

Given To: Heavyweights

Heavyweight Fighting Style

Choose one of the following Fighting Styles:

- Bulwark: As a Bonus Action, you may give an ally within 2 meters of you Half Cover until the start of their next Turn, so long as you stay within 2 meters of each other. If they already have Half Cover, they gain Three-Quarters cover.
- Disciplined: You gain Proficiency in 2 Saving Throws of your choice.
- Powerful: Rather than using your regular AC, you may choose to have your AC be $10 + \text{Strength Modifier} + \text{Con Modifier}$.
- Unshakable: You have Advantage against any effect that would attempt to move you against your will or knock you Prone.
- Unrelenting: You may regain an amount of HP equal to half your Grit Bonus when you use an Ability that recharges on a Short or Long Rest and an amount equal to your Grit Bonus when you use an Ability that only recharges on a Long Rest. You can only use this Ability twice in a Turn.

Given To: Heavyweights

Hit List

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

People or Creatures may be removed from this list if you resolve your issues with them, or if you feel you have gotten your revenge. Once someone has been removed from your Hit List, the slot is opened again, allowing for a different name to take its place.

Given To: Revenge-Type Stands

Hive Feature

You may choose a Feature from the following list:

- Detached Senses
- Immense Resistance
- Stand Marking
- Hot Pursuit
- Surrounding Swarm
- Armored Stand (Level 6+)
- Defensive Wave (Level 6+)
- Immense Range (Level 6+)
- Mobile Wave (Level 6+)
- Resource Regeneration (Level 6+)
- Silent Movement (Level 11+)
- Speedy Movement (Level 11+)
- Enhanced Stand Senses (feat) (Level 16+)
- Guerilla Fighter (feat) (Level 16+)
- Improved Awareness (Level 16+)
- Improved Immense Range (Level 16+)
- Skirmisher (feat) (Level 16+)

Given To: Hive-Type Stands

Hot Pursuit

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

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

Hypnosis

By reflecting light within your eyes for an Action, you may send your brain waves through the air and take control of another living creature. The range of this Feature is 5 Meters, and you must make direct eye contact with the target in order to use this Ability.

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

The effects last up to an hour. While a creature is Hypnotized, they must follow any and all commands given to them by their Vampiric controller even if it would be completely opposed to the creature's normal goals, unless it would obviously cause direct harm to themselves. If they are not given commands by you, they simply remain in the general position they were in when they were Hypnotized, and they count as Incapacitated for the duration.

You may end this Hypnosis before the hour is up, if you so wish. They may remake the Saving Throw every time they take damage, or if an ally uses their Action to try to shake them out of it, with the effect ending on success. If the effect is ended by a successful Save or an ally's assistance, the affected becomes immune to Hypnosis for the next hour. The effect also ends if the target falls Unconscious.

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

Given To: Vampires

Immense Friction

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

Given To: Spin Users

Immense Power

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

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

This may double the Power of Stand Types that get it even if they normally aren't able to increase their Power, but it still does not allow them to put further points into it.

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

Immense Range

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

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

This effect is multiplicative, meaning if you already had a x10 multiplier this Ability would give you a x100 multiplier, etc.

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

Immense Resistance

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

Your Stand's Damage Reduction increases by double your Constitution Modifier, with a minimum increase of 2.

If you have Distant Defense and your Stand is more than 2 meters away from you and not protecting anyone, you may increase your Stand's Damage Reduction by double your Dexterity Modifier instead of Constitution.

Armored Stand still applies, but applies before this increase.

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

Immortality

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

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

Given To: Ultimate Beings

Improved Awareness

Prerequisite: Detached Senses

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

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

Improved Encouragement Dice

Your Encouragement Dice increase from d6s to d12s.

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

When using Encouragement Dice to add to d20 rolls, you no longer have a limit to how many dice can be out at once, and you may now give several of these dice to a target at once. They may choose to spend as many dice as they wish, with every additional die counting as a +2 to the result of the Encouragement Die's roll.

Given To: Consuls

Improved Fighting Style

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

Given To: Warriors

Improved Immense Range

Prerequisite: Immense Range

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

This effect is multiplicative, meaning if you already had a x10 multiplier this Ability would give you a x100 multiplier, etc.

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

Improved Rejuvenation

When you use Rejuvenation, instead of having 1d12 and then adding the other modifiers, you have an amount of d12s equal to your Constitution Modifier. When you use Rejuvenation, you also gain two elemental Resistances or one physical Resistance of your choice until the start of your next Turn. You cannot gain Resistance to a damage type that you are Vulnerable to.

Whenever you use Rejuvenation to modify a failed Saving Throw, you instead automatically succeed that Saving Throw despite the result of your roll.

In addition, you now have two uses of Rejuvenation per Short or Long Rest.

Given To: Heavyweights

Improved Ripple Perception

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

Given To: Ripple Users

Improved Slippery

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

Given To: Ranged-Type Stands

Improved Specialty

You gain Proficiency in the use of the tool set(s) you use with this class again.

Whenever you fail a Skill Check using a set of tools you are Proficient in, as a Reaction you may spend an Artisan charge to instead make the d20's result equal to your Level in Artisan instead.

Given To: Artisans

Improved Survivalist

You gain Proficiency in Perception and Survival again.

As a Bonus Action, you may give your elemental Resistances to an ally within Melee Range until the start of their next Turn.

Additionally, when members of your traveling party take a Short Rest and spend Hit Dice, or take a Long Rest with you, they gain half of the Temporary HP that you do from Ranger's Recovery.

Given To: Rangers

Incalculable Fortune

If the User is not currently using another aspect of Love Train, they may instead activate this Ability. This Ability causes protection and good fortune to befall a group of people, an organization, or anything in general, determined by The Corpse's User.

This luck protects and helps the chosen entity, at the cost of other people. If one person is obtaining a lot of luck, another randomly chosen person is extremely unlucky. If land is blessed, there is an equal amount of land somewhere in the world that is seemingly cursed. The same applies for anything made. The limit of this ability is half of the land/people/entities in the world, as the net fortune has to equal zero.

Given To: Holy Corpse Holders

Independent Feature

You may choose a Feature from the following list:

- Armored Stand
- Energy Imbuement (feat)
- Melee Barrage
- Ranged Attack
- Self-Repair
- Camouflage (Level 6+)
- Juggernaut (Level 6+)
- Defensive Ability (Level 11+)
- Mobile Ability (Level 11+)
- Anchored Immunity (feat) (Level 16+)
- Defensive Agility (feat) (Level 16+)
- Resilient (feat) (Level 16+)
- Slippery (Level 16+)

Given To: Independent-Type Stands

Inferior Lifesteal

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

Whenever you kill an enemy and are able to consume their flesh and/or blood, you may use an amount of your Hit Dice equal to the amount of Hit Dice that the creature had.

Given To: Ghouls

Instant Swap

Once per Turn, as a Free Action, you may swap between Acts of your Stand, even if you have already done so this Turn through other means. The other requirements for switching between Acts still apply.

You may use this Ability an amount of times equal to your Proficiency Bonus per Short or Long Rest.

Given To: Act-Type Stands

Intangible Form

Due to your nature as a Ghost, most creatures cannot perceive your existence. For the most part, you are intangible and Invisible. You have 10m of Flight and Walking Speed, and you may pass through physical objects and creatures as though they were Difficult Terrain (x2). Ending your turn within a solid object does not have a penalty. You can be damaged by Stands, anything that can damage Stands, other ghosts, a silvered weapon, or a weapon covered in salt. If you have a Stand, you may use it to interact with the physical world without issue.

You may only be seen by Stand Users, Stands, and those trained specifically to see Ghosts/Stands. Otherwise, normal, untrained people may only catch you through certain means, such as glimpses of you in a reflection, on a camera, or when you move through smoky/steamy/foggy air. Specialized ghost-detecting equipment can also find you, and supernaturally charged items allow regular people to see you clearly and entirely.

Puppeteers only use this Ability when not Possessing a creature.

Given To: Ghosts

Juggernaut

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

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

Lasting Grudge

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

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

Given To: Revenge-Type Stands

Legendary Brawn

Your Constitution Score increases by 6, and the maximum cap for your Constitution also increases by 6.

Given To: Heavyweights

Lethal Strike

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

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

Life Magnetism

When finding a collection of significant biomass, as an Action, you may spend 1 Ripple Points to collect up to 1 Metric ton of it together and manipulate it in any way you'd like.

Examples of biomass manipulation include creating a leaf glider, creating a hole in a tree to hide in, or using blades of grass to create skin tight armor.

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

Given To: Ripple Users

Lifesteal

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

Whenever you kill an enemy and are able to consume their flesh and/or blood, you may use an amount of your Hit Dice equal to the amount of Hit Dice that the creature had, but may also add your Constitution Modifier an additional time for each die. Additionally, consuming a person grants you the benefits of a Short Rest.

Given To: Vampires

Lifeweaver

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

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

Given To: Ultimate Beings

Liquid Solidification

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

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

Given To: Ripple Users

Living Stand Nature

You must choose a Size Category for your Stand:

- Tiny
 - Controlled Space: 1x1
 - Unarmed Damage Dice: 1d4
 - Movement: 5m OR 1m and 5m Flying/Swimming.
 - Maximum Physical Stats: 16
- Small
 - Controlled Space: 1x1
 - Unarmed Damage Dice: 1d4
 - Movement: 8m OR 2m and 8m Flying/Swimming.
 - Maximum Physical Stats: 18
- Medium
 - Controlled Space: 1x1
 - Unarmed Damage Dice: 1d6
 - Movement: 10m OR 3m and 10m Flying/Swimming.
 - Maximum Physical Stats: 20
- Large
 - Controlled Space: 2x2
 - Unarmed Damage Dice: 1d8
 - Movement: 12m OR 5m and 12m Swimming
 - Maximum Physical Stats: 20
- Huge
 - Controlled Space: 3x3
 - Unarmed Damage Dice: 1d10
 - Movement: 15m OR 8m and 15m Swimming
 - Maximum Physical Stats: 22
- Gargantuan
 - Controlled Space: 4x4 or Greater
 - Unarmed Damage Dice: 1d12
 - Movement: 20m OR 10m and 20m Swimming
 - Maximum Physical Stats: 24

Given To: Living Stands

Medicinal Spin

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

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

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

Given To: Spin Users

Melee Barrage

With a flurry of punches, you create a 2m cone of damage, forcing targets to make a Dexterity (NOT Precision) Saving Throw with a DC of $8 + PB + Strength$ or Dexterity Modifier. Those who fail the Save take full damage, those who succeed take half. It deals the same kind of damage your Stand Attacks deal.

You may use this Ability once per Turn, spending Attacks to deal more damage with a minimum of 1. Each Attack used allows you to roll an additional Attack Die. Your Power Modifier is added once at the end, even if multiple Attacks are used.

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

Mobile Ability

Through clever use of your Stand's Ability you've found a way to propel yourself, or boost your movement in some way. As an Attack you may spend 1 Stand Energy and gain one of the following benefits for 3 Turns (not including the one that you activate it on). You may only have one of the following buffs active at a time.

- Gain 5 meters of Movement Speed per Turn
- You may make an additional Attack per Attack Action
- You may use your Bonus Action twice per Turn

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

Mobile Haunt

As a Ghost, you cannot exist properly in the land of the living without some kind of Spiritual Anchor. You can choose to haunt a specific item, place, or creature. If you wish to change what you are haunting, whatever your current Anchor must come into physical contact with the new Anchor. If your Spiritual Anchor is destroyed, you can choose to haunt the place it was destroyed in until another potential Anchor comes along.

You may travel up to 50 meters away from your Anchor, but being more than 25 meters away gives you Disadvantage on all of your d20 rolls.

Given To: Ghosts

Mobile Wave

The individual instances of your Stand may work as a collective, with the purpose of moving you to one place extremely quickly. If your Stand is within 2 meters of you, as an Attack you and your Stand may be transported to the same place, up to an amount of meters equal to your Stand's Movement Speed, without consuming your Movement Action. You may also climb, move through water, or across Difficult Terrain without penalty to your movement.

Given To: Hive-Type Stands

Muscle Contraction

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

Given To: Spin Users

Mysterious Disappearance

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

You may become a Cyborg so long as you are not killed outright before your cybernetic rebirth. However, due to you crumbling to dust upon death, you cannot become Undead.

Given To: Rock Humans, Rock Animals

Natural Armor

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

Additionally, because of your unique physiology you may change your body between several different forms. You may change forms once per Turn as a Bonus Action.

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

Cover granted by your Armor may stack with other forms of Cover, but it may not grant you Total Cover.

Given To: Rock Humans, Rock Animals

Nemesis

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

This Ability is replaced by Hit List at Level 20.

Given To: Revenge-Type Stands

Object Manipulation

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

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

Given To: Spin Users

Oblivious Facade

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

You gain Proficiency in the Bluff Skill and Advantage on Bluff Checks to pass yourself off as a Non-Stand User.

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

Paragon of Knowledge

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

Given To: Scholars

Perfected Encouragement

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

Additionally, when an amount is rolled on one of your Encouragement Dice that is less than your Charisma Modifier, the roll on the die is brought up to be equal to your Charisma Modifier.

Given To: Consuls

Perfected Ripple

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

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

Given To: Ripple Users

Perfected Specialty

Your Artisan's Resurgence is improved, granting an amount of Artisan Charges equal to your maximum.

You gain Proficiency in the tool set(s) you use with this class again.

Given To: Artisans

Perfected Spiral

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

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

Given To: Spin Users

Perfected Survivalist

You gain Proficiency in Perception and Survival again.

You also gain two additional non-physical damage types to Resist, or one physical damage type.

As a Bonus Action, you may give your non-physical Resistances to all allies within 5m of you.

Finally, when you use your Ranger's Recovery, you're no longer able to roll lower than your Wisdom Modifier on the spent Hit Dice and may spend an amount equal to your Wisdom Modifier at once rather than just one.

Given To: Rangers

Perfected Tremorsense

Prerequisite: Detached Senses

While intangible and inside of a solid surface (such as in a wall or underground), or while touching a solid surface, your Stand has a Tremorsense of 15/30 meters.

While using your Stand's Tremorsense, you may add your Proficiency Bonus to your Perception and Passive Perception.

Given To: Ranged-Type Stands

Physical Change

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

Given To: Requiem Stands

Pillar Man Enhancement

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

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

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

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

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

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

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

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

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

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

Given To: Enhanced Pillar Man

Pillar Man Physique

Your physique is more powerful than that of an ordinary mortal.

Your Strength, Dexterity, and Constitution are all increased to 11 if they were less than that. You then also gain +2 to each of your physical Scores (after the increase to 11). The maximum for your Ability Scores is 22.

Your Unarmed Strikes deal 1d6 Damage.

Given To: Pillar Men, Enhanced Pillar Men

Poltergeist Powers

Poltergeists are intangible, but still have physical influence over the world around them. You have the ability to interact with the physical realm as though you still had a tangible body.

Your Strength, Dexterity, and Constitution have a maximum of 24, and your Intelligence, Wisdom, and Charisma have a maximum of 16. You can move objects in ways that are obviously caused by something other than a coincidence or natural occurrence.

Given To: Ghosts

Power Feature

You may choose a Feature from the following list:

- Armored Stand
- Blended Fighting (feat)
- Detached Senses
- Martial Arts (feat)
- Melee Barrage
- Veteran Sprinter (feat)
- Block Projectile (Level 6+)
- Devastating Critical (Level 6+)
- Stand Leap (Level 6+)
- Berserker (feat) (Level 11+)
- Siege Combat (Level 11+)
- Guard Breaker (feat) (Level 11+)
- Whirlwind Attacker (feat) (Level 11+)
- Defensive Agility (feat) (Level 16+)
- Devastating Melee (Level 16+)
- Lethal Strike (Level 16+)
- Rejuvenation (Level 16+)

Given To: Power-Type Stands

Preparing For Infinity

You gain Proficiency in Acrobatics and Care.

Given To: Spin Users

Primal Charm

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

Your Charisma Score increases by 2, and you may choose up to two Skills that use Charisma to gain Proficiency in.

If you have offspring, be they Undead or living, they inherit this Ability from you at the cost of a Feat slot.

Given To: Vampires, Pillar Men, Enhanced Pillar Men

Programmed Stand

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

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

Given To: Remote-Type Stands

Projectile Boost

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

Given To: Spin Users

Puppeteer Powers

You may Possess a willing creature or an unconscious creature without issue. If you Possess a creature and they are Unconscious, they become Stable. However, if the target is unwilling, you must defeat them in a battle of wills, where both of you make a Charisma Saving Throw. If you succeed, your target becomes Possessed and you gain control of the body. If the target succeeds, you are expelled from their body. You may attempt to Possess someone within your Melee Range as a Bonus Action. You must both repeat the Contested Save at the start of your Turn to continue Possessing an unwilling creature. A Possessed Creature has the Possessed Condition, and instead of mindlessly performing orders, the Puppeteer Possessing them has full autonomy. If you perform an action which will cause obvious harm to the Possessed creature, they may make the Charisma Save again with Advantage, gaining Advantage each additional time you force them to perform a harmful action.

When you are Possessing something, that creature is considered to be your Spiritual Anchor, your Walking Movement Speed in that form is 10m, and you replace the target creature's Ability Scores with your own. While Possessing a creature, you can choose to convert up to half your Max HP into Temp HP for your target. This Temp HP can stack with other sources of Temp HP. Damage taken must apply to the Temp HP and may not overflow to reduce the target's HP. Once the Temp HP drops to 0, you are expelled from the target's body, and they are immune to being Possessed for one turn. Any remaining Temp HP left when the Possession ends can return to your HP pool.

When you are not Possessing anything, you are considered to have the Intangible Form Ability, except you cannot physically interact with anything or use your physical Stats.

Given To: Ghosts

Ranged Attack

You may use your Stand's power to generate and release destructive energy.

This Ability deals the same type of damage as your Stand Attacks or your Custom Ability (your choice). Once per turn, you may spend as many Attacks as you would like (minimum 1) to use one of the following options:

- Focused Attack: Make an Attack Roll against a single target adding your Proficiency Bonus and Precision Modifier. For each Attack spent, your damage increases by 1d10. Your Precision Modifier is added once, even if multiple Attacks are used. The Range of this Ability is 10/20 Meters.
- Burst Attack: All creatures within either a 5m cone or a 10m line (not both), must make a Dexterity (NOT Precision) Saving Throw against a DC of $8 + \text{Proficiency Bonus} + \text{Dexterity Modifier}$, taking full damage on a failed Save and half on success. For each Attack spent, your damage increases by 1d6. Your Precision Modifier is added once, even if multiple Attacks are used.

At level 11, the damage per Attack and Range increases. Focused Attack's damage becomes 2d8 per Attack with a Range of 20/40 meters. Burst Attack's damage becomes 1d10 per Attack with a Range of 10m for the Cone and 20m for the Line.

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

Ranged Feature

You may choose a Feature from the following list:

- Deadly Accuracy (feat)
- Immense Power
- Melee Barrage
- Ranged Attack
- Ambush Attacker (Level 6+)
- Hot Pursuit (Level 6+)
- Silent Movement (Level 6+)
- Speedy Movement (Level 6+)
- Assassin (feat) (Level 11+)
- Enhanced Stand Senses (feat) (Level 11+)
- Defensive Agility (feat) (Level 16+)
- Immense Range (Level 16+)
- Improved Awareness (Level 16+)
- Skirmisher (feat) (Level 16+)

Given To: Ranged-Type Stands

Ranger Feature

You may choose a Feature from the following list (these are all Feats):

- Additional Sense
- Aura of Awareness
- Assassin
- Catlike Agility
- Familiar Bond
- Focus
- Guerilla Fighter
- Pressure Point Manipulator
- Skirmisher
- Swift Recovery
- Weapon Feat
- Deadly Accuracy (Level 6+)
- Improvised Healing (Level 6+)
- Jack of All Trades (Level 6+)
- Quick on your Feet (Level 6+)
- Specialized Save (Level 6+)
- Familiar Fighting Spirit (Level 11+)
- Headhunter (Level 11+)
- Immense Impact (Level 11+)
- Interpreter (Level 11+)
- Consistent Skills (Level 16+)
- Defensive Agility (Level 16+)
- Duelist's Agility (Level 16+)
- Jack of All Trades (Level 16+)
- Resilient (Level 16+)
- Tanky (Level 16+)

Given To: Rangers

Ranger Fighting Style

Choose one of the following Fighting Styles:

- Disciplined: You gain Proficiency in 2 Saving Throws of your choice.
- Dual Wielding: When you make an Attack using a weapon with the Light property or your fists, you can make an amount of additional Attacks using another Light weapon or fist equal to 1 plus half your Proficiency Bonus as a Bonus Action.
- Foresight: As a Reaction in response to being targeted with an AOE effect, you may move up to half your Movement Speed without provoking Opportunity Attacks. You may use this to avoid an AOE Saving Throw, but not a single target Attack..
- Mobile: You gain Advantage on Saving Throws that would restrict your Movement. Additionally, you may spend your Bonus Action in order to ignore Difficult Terrain.
- Ranger's Knowledge: You may use your Wisdom Modifier to determine additional Proficiencies, rather than Intelligence.
- Swift: You gain an additional 5m of Movement Speed.
- Unrelenting: You may regain an amount of HP equal to half your Grit Bonus when you use an Ability that recharges on a Short or Long Rest and an amount equal to your Grit Bonus when you use an Ability that only recharges on a Long Rest. You can only use this Ability twice in a Turn.
- Wise Fighting: You may choose one weapon you have and are proficient in (if it is thrown, this applies to all thrown weapons of that type). When using that weapon, you can use your Wisdom Modifier for the Attack and Damage Rolls. You may switch which weapon has this property as a Bonus Action.

Given To: Rangers

Ranger's Recovery

When you take a Short or Long Rest you gain an amount of Temporary Hit Points equal to your Wisdom Modifier + Level in Ranger. This Temp HP stacks with other forms of Temp HP, but not itself.

As an Attack or Bonus Action, you may use a Hit Die to gain the Temp HP effect above alongside the normal healing from spending Hit Dice. You may do this an amount of times equal to your Wisdom Modifier per Long Rest without actually spending a Hit Die, but further uses will consume your Hit Dice.

Given To: Rangers

Reaping Strikes

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

Given To: Assassins

Reckless Attack

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

If enemies already have Advantage to attack you, they roll 3d20 and take the highest roll.

Given To: Revenge-Type Stands

Recovery Breathing

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

You may use this Ability once per Short Rest.

Given To: Ripple Users

Regenerative Surge

Prerequisite: Self-Repair

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

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

Given To: Independent-Type Stands

Rejuvenation

You may heal an amount of HP equal to $1d12 + \text{your Level} + \text{your Constitution Modifier}$ as a Bonus Action.

Alternatively, if you fail a Saving Throw, you may use this Ability to gain a bonus to the Saving Throw's result equal to $1d12 + \text{your Constitution Modifier}$ as a Reaction, potentially turning a failed Save into a success. If you fail the Save anyways, you keep the use of this Ability but still lose your Reaction.

You may use this Ability once per Short or Long Rest.

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

Remote Ambusher

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

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

Remote Feature

You may choose a Feature from the following list:

- Detached Senses
- Detached Stand
- Weapon Feat
- Armored Stand (Level 6+)
- Juggernaut (Level 6+)
- Scarflesh (Level 6+)
- Specialized Stand Senses (Level 6+)
- Tanky (Level 6+)
- Two Modes (Level 6+)
- Guerilla Fighter (Level 11+)
- Melee Weapon Specialization (Level 11+)
- Improved Immense Range (Level 16+)
- Remote Ambusher (Level 16+)
- Self-Preservation (Level 16+)
- Superior Momentum (Level 16+)

Given To: Remote-Type Stands

Requiem Ability

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

First, your Requiem Ability is based upon what your greatest desire or goal was when you pierced yourself. This Ability manifests so that you may more easily achieve that goal or desire. As a general rule of thumb, a Requiem Ability should have enough power that, when used, the entirety of a town/city would notice all at once (if you wanted to show your full power).

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

Given To: Requiem Stands

Restraining Spin

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

You may attempt this Attack several times in a Turn, but you may only successfully restrain 1 creature in a Turn. Creatures who have been restrained by this Ability get an additional +4 to further Restraining Spin Saves made for the next minute.

Given To: Spin Users

Return to Sender

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

Given To: Spin Users

Revenant Powers

You were killed in an unjust way, and through some form of supernatural healing ability, you were brought back into your body, even if it's no longer technically living. Now, you are on a ticking clock, motivated to achieve one last goal before passing on to the next world.

Despite continuing your physical existence in a way, you no longer require food, sleep, or air in order to persist. In addition, you completely lose the ability to feel any pain. When you take damage, you may choose to reduce that damage to 0. However, doing so breaks a single part of your body. For each body part you choose to break, it loses its function, and you gain a single level of Body Fatigue.

You may choose from the following effects when you gain a level of Body Fatigue. You cannot pick the same option twice. If you have all four options and then gain another level of Body Fatigue, you must start making Death Saves. Failing 3 Death Saves without being Stabilized results in permanent death.

- Cannot regain HP (can still gain Temp HP)
- Movement Speed halved
- You lose the ability to use sensory organs, instead gaining 10/20 meters of Soulsense. You can still communicate with people so long as they are within your Soulsense's Long Range.
- Your Maximum HP is cut in half

Body Fatigue can be removed entirely by someone with a supernatural healing ability repairing your body. Alternatively, someone can make a Medicine Check on you over a Short or Long Rest, removing a level of Body Fatigue for each multiple of 5 in the result (a result of 12 would remove 2 levels etc).

Given To: Ghosts

Revenge Feature

You may choose a Feature from the following list:

- Menacing Aura (feat)
- Oblivious Facade
- Weapon Feat (feat)
- Armored Stand (Level 6+)
- Berserker (feat) (Level 6+)
- Focused Hatred (Level 6+)
- Melee Barrage (Level 6+)
- Rejuvenation (Level 6+)
- Guard Breaker (feat) (Level 6+)
- Immense Range (Level 11+)
- Lasting Grudge (Level 11+)
- Second Life (Level 11+)
- Devastating Critical (Level 16+)
- Devastating Melee (Level 16+)
- Guardian's Wrath (feat) (Level 16+)
- Superior Grudge (Level 16+)

Given To: Revenge-Type Stands

Ripple Feature

You may choose a Feature from the following list:

- Martial Arts (feat)
- Simple Weapon Focus (feat)
- Toxin Expulsion (Level 6+)
- Conductor Shield (Level 6+)
- Ripple Pressure (Level 6+)
- Elemental Overdrive (Level 6+)
- Sendo Overdrive (Level 6+)
- Sunlight Yellow Overdrive (Level 6+)
- Zoom Punch (Level 6+)
- Enhanced Custom Ripple Technique (Level 11+)
- Recovery Breathing (Level 11+)
- Life Magnetism (Level 16+)
- Improved Ripple Perception (Level 16+)

Given To: Ripple Users

Ripple Fighting Style

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

- Disciplined: You gain Proficiency in 2 Saving Throws of your Choice.
- Enhanced Reflexes: As a Reaction in response to being targeted with an AOE effect, you may move up to half your Movement Speed without provoking Opportunity Attacks. You may use this to avoid an AOE Save, but not a single target attack.
- Graceful Fighting: When you make Unarmed Attacks or Attacks using a Simple melee Weapon you may use Dexterity for both the Attack and Damage Rolls. Additionally, you may use your Unarmed Dice with a Simple melee Weapon instead of its regular Damage Die. This also allows you to make stand attacks using Precision for attack and damage rolls.
- Mobile: You gain Advantage on Saving Throws that would restrict your Movement. Additionally, you may spend your Bonus Action in order to ignore Difficult Terrain.
- Powerful: Rather than using regular AC, you may choose to have your AC be $10 + \text{your Strength Modifier} + \text{your Constitution Modifier}$. If you have a stand, you may use Power for your AC calculation in place of either Precision or Speed.

Given To: Ripple Users

Ripple Perception

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

Given To: Ripple Users

Ripple Possession

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

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

This Ability does not work on Constructs.

Given To: Ripple Users

Ripple Pressure

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

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

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

Given To: Ripple Users

Ripple Regeneration

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

Given To: Ripple Users

Rippling Weapon

You may use your Unarmed Dice for attacks with Simple Melee and Thrown weapons. You may also use Unarmed Dice for Improvised Weapons, so long as they have the Conductive attribute.

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

Given To: Ripple Users

Rooted Defense

You are entirely immobile, unable to move on your own. Your Movement Speed(s) are 0m. However, if you are Tiny or Small, you can be easily moved by others or the same Size or larger through being in a plant pot, allowing them to move you their full Movement so long as they use two hands or a surface to hold you/set you on, or holding with one hand for half Movement. If the carrier is two Size Categories larger, they can carry you in one hand without penalty.

You automatically fail any Strength or Dexterity Checks, Attacks, and Saves. However, you cannot be moved from your rooted area by effects unless you are killed first, or the extensive process of digging out your roots is done. Plants in a pot can be moved by effects, but move while attached to their pot unless specifically removed from it.

You gain a damage Vulnerability, and either three elemental Resistances, or a single physical Resistance and a single elemental Resistance. You can do this multiple times if desired.

You also gain some Damage Negation, which reduces the amount of damage you take anytime you take damage, to a minimum of 0, as well as some Additional HP, depending on your Size and Level. If your Additional HP is 1/2, you add 1 HP each even-numbered Level.

- Tiny:
 - AC: 17 + Constitution Modifier
 - Damage Negation: 1/2 Level (minimum 1)
 - Additional HP: 1/2 per Level
- Small:
 - AC: 15 + Constitution Modifier
 - Damage Negation: 1/2 Level (minimum of 1)
 - Additional HP: 1 per Level
- Medium:
 - AC: 13 + Constitution Modifier
 - Damage Negation: Level
 - Additional HP: 1 per Level
- Large:
 - AC: 12 + Constitution Modifier
 - Damage Negation: Level
 - Additional HP: 2 per Level
- Huge:
 - AC: 10 + Constitution Modifier
 - Damage Negation: Level + Con Mod
 - Additional HP: 2 per Level
- Gargantuan:
 - AC: 8 + Constitution Modifier
 - Damage Negation: Level + Con Mod
 - Additional HP: 3 per Level.

Given To: Plants

Sacrifice Bionics

Whenever you take damage from any source, after you hear the damage result, you may choose to destroy a Bionic Enhancement of your choice to reduce the damage taken to 0. Destroying a Bionic Enhancement in this way makes its effect unusable, and prevents the body part from being used as it normally would.

You can repair your Bionic Enhancements over a Short Rest, repairing one for every Hit Die spent (no healing is gained from these Hit Dice). All parts are restored on a Long Rest. You must have the proper tools on hand to restore any Enhancements.

Given To: Cyborgs

Satellite Spin

You gain the ability to use Satellite Spheres.

Given To: Spin Users

Scholar Feature

You may choose a Feature from the following list (these are all Feats):

- Guerilla Fighter
- Jack of All Trades
- Practical Experience
- Quick on your Feet
- Sharp Mind
- Tactician
- Weapon Feat
- Combat Medic (Level 6+)
- Consistent Skills (Level 6+)
- Interpreter (Level 6+)
- Trapper (Level 6+)
- Unstoppable Willpower (Level 6+)
- Familiar Bond (Level 11+)
- Focus (Level 11+)
- Fortune Teller (Level 11+)
- Menacing Aura (Level 11+)
- Motivated (Level 11+)
- Ever Vigilant (Level 11+)
- Stroke of Luck (Level 11+)
- Additional Sense (Level 16+)
- Specialized Save (Level 16+)

Given To: Scholars

Scholar Fighting Style

Choose one of the following Fighting Styles:

- Disciplined: You gain Proficiency in 2 Saving Throws of your choice
- Foresight: As a Reaction in response to being targeted with an AOE effect, you may move up to half your Movement Speed without provoking Opportunity Attacks. You may use this to avoid an AOE Saving Throw, but not a single target Attack.
- Intelligent Fighting: When using Simple Melee Weapons, Rifles, or Sidearms, you may use your Intelligence Modifier for Attack and Damage rolls, so long as you're proficient in the weapon you're using.
- Scholar's Defense: When you gain Half Cover from an ally from Scholarly Combatant, you instead gain Three-Quarters Cover.

Given To: Scholars

Scholarly Combatant

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

Additionally, as a Bonus Action, you may take Half Cover behind an ally of the same Size as you or larger. You cannot gain Total Cover by hiding behind an ally, even if other Abilities would increase the quality of your Cover.

Given To: Scholars

Sculpt Sphere

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

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

Given To: Spin Users

Second Life

This Ability Activates when you and your Stand die. Your body remains lifeless for between 1 minute and 24 hours. At some point within this timeframe, your Stand reawakens as a Living Stand, complete with your mental capacity and memories.

You retain all of your Experience Points, but all of your Health, Feats, Proficiencies and Abilities are reset. This effectively means you may make a new character with your previous memories and as many Levels in a Stand Type of your choice as you had in Revenge-Type.

Given To: Revenge-Type Stands

Second Nature

Your Custom Ability's Stand Energy cost is reduced by half (rounded down). This may result in a 0 cost Ability.

Given To: Ability-Type Stands

Self-Acclimation

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

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

You may take this Ability multiple times, picking a different damage type to be Immune to with each instance. For every Three Immunities you gain from this Feature, you gain a Vulnerability.

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

Self-Compression

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

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

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

Given To: Spin Users

Self-Preservation

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

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

Self-Repair

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

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

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

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

Given To: Independent-Type Stands

Sendo Overdrive

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

Given To: Ripple Users

Sendo Spin

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

Given To: Spin Users

Siege Combat

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

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

Signature Move

You gain a Signature Move, a unique ability that showcases your specific talents and expertise.

There is a great variety in what you can do as your Signature Move, ranging from additional damage, buffs/debuffs, healing/Temp HP gain, utility, mobility, and more. It should be a move that is similar to and synergizes with other Abilities and talents you have. Work with your DM to determine the details and limits of this Ability.

You may use this an ability X times per Long or Short Rest, where X is the modifier for the "primary" stat used by your Class, according to the following list:

- Artisan - Depends on Specialty:
 - Chemist - Intelligence
 - Engineer - Strength or Intelligence
 - Fortune Teller - Intelligence or Wisdom
 - Herbalist (Pharmacist/Toxicologist) - Intelligence or Wisdom
 - Herbalist (Cook) - Constitution, Intelligence, or Wisdom
 - Weapon Smith (Blacksmith) - Strength or Constitution
 - Weapon Smith (Fletcher) - Dexterity or Wisdom
 - Weapon Smith (Gunsmith) - Dexterity or Constitution
 - Assassin - Strength or Dexterity
 - Consul - Charisma
- Heavyweight - Strength or Constitution
- Ranger - Wisdom
- Scholar - Intelligence
- Warrior - Strength, Dexterity, or Constitution

If you gain this ability from multiple sources, you do not gain a second Signature Move but instead gain 2 additional uses of it per Rest.

Given To: Assassins, Artisans, Consuls, Heavyweights, Rangers, Scholars, and Warriors

Silent Movement

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

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

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

Slippery

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

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

If your Stand is more than 2 meters away from you, it may still Disengage or Hide as a Bonus Action, but you may not.

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

Slowed Aging

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

Given To: Ripple Users

Space Ripper Stingy Eyes

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

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

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

Each beam deals 8d12 Piercing damage, and you may fire either one or two beams at once. You may fire an attack out of each eye once per Long Rest. You may use this Ability additional times by reducing your Maximum HP for your body and head by an amount equal to your Level until a Short or Long Rest. This HP reduction cannot be stopped or reduced in any way and this method may not be used if it would reduce you below 1 HP.

Given To: Vampires

Special Ability

These are powers that use the same concept of the regular Custom Ability, but taken to a whole new level. These abilities have immense strength, but at a higher cost (usually twice the Stand Energy).

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

Examples of Special Abilities are The World's The World, Justice's Illusions, or Weather Report's Heavy Weather.

A Special Ability might also be a passive Ability that functions independently of activation, or one that may be activated or deactivated at will. These are often far-reaching and indiscriminate, affecting everyone within range whether friend or foe. The User may (but does not have to) be an exception and be the only one immune to the Ability's effects.

Activating a passive Ability costs 4 Stand Energy (if your maximum SE is less than 4 you may spend it all to activate it once) and is usually done as a Bonus Action. You can deactivate it at no cost as a Free Action.

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

Speedy Movement

Through experience you've built up the Movement Speed of your Stand. At any time, as a Reaction, you may call your Stand back to you, allowing it to come back and defend you or perform any action requiring your Stand to be near you, up to its Movement Speed. If it returns within 2m of you, you can have your Stand protect you as normal.

This also means that your AC may be increased to your Stand's AC if it is able to return to you. However, if it passes through the melee of a Stand or creature that can sense it while returning to you, the Stand or creature may make an Opportunity Attack against your Stand.

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

Speedy Switch

Prerequisite: Material-Anchor

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

You may use this Ability once per combat encounter.

Given To: Enhancement-Type Stands

Spherical Spin

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

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

Given To: Spin Users

Spider Climb

You are not affected by gravity so long as you are attached to a surface like a wall or ceiling.

You gain a Climbing Speed equal to your Walking Speed (typically 10m) and may use it to move across sheer surfaces like walls and ceilings.

Given To: Vampires, Enhanced Pillar Men

Spin Feature

You may choose a Feature from the following list:

- Catlike Agility (feat)
- Deadly Accuracy (feat)
- Harden Flesh
- Immense Friction
- Medicinal Spin
- Muscle Contraction
- Projectile Boost
- Restraining Spin
- Satellite Spin
- Sendo Spin
- Tendon Twister
- Object Manipulation (Level 6+)
- Wrist Memory (Level 6+)
- Create Mirage (Level 11+)
- Enhanced Custom Spin Technique (Level 11+)
- Expose Weakness (Level 11+)
- Deflect Distance Attack (Level 16+)
- Self-Compression (Level 16+)

Given To: Spin Users

Spin Fighting Style

You gain one of the following Spin Fighting Styles:

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

Given To: Spin Users

Spin Mastery

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

Given To: Spin Users

Spiritual Ripple (Variant Rule)

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

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

Given To: Ripple Users

Spiritual Spin (Variant Rule)

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

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

Given To: Spin Users

Split Stand

As a Hive Type Stand User, your Stand functions very differently than a typical Stand. Rather than a Stand being an extension of your will to fight, each Instance of your Stand is like a separate organism that simply must follow your orders. You may have anywhere between 2 and 500 Instances, though once chosen this number must remain constant.

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

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

Given To: Hive-Type Stands

Stand Energy Recharge

You have very strong abilities, but it's very tiring to try to use them repeatedly. Luckily, you've learned through practice how to pace yourself and replenish your energy.

As part of a Dodge you regain an amount of Stand Energy equal to your Proficiency Bonus or your Charisma Modifier (whichever is higher), instead of the usual 1.

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

Stand Leap

At the cost of 5 meters of your Movement Speed (not your Stand's) your Stand may punch or kick against a strong, rigid surface in order to propel both the Stand and User into the air. This can be done straight up, horizontally, or at an angle somewhere in between.

If your Stand is within 2 meters it may propel you with it up to an amount of meters equal to your Stand's Power Modifier in a straight line any direction midair. Also, as a Reaction, you can negate all fall damage.

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

Stand Marking

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

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

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

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

Stand Pickpocketing

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

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

Stand Pools

You may gain 2 Features from any Stand Pools and must take 1 option from the Weakness Pool. You may take up to 2 additional Features (for a maximum of 4) from the Stand Pools, but doing so requires you take an option from the Weakness Pool for each additional Feature.

Stand Pools

- Construct
 - Animated Object: You may choose up to two limbs that can be broken in exchange for negating damage. When you take damage, as a Free Action, you may choose to negate all of the damage from that source by destroying one of these limbs, which becomes unusable until your next Short Rest.
 - Immobile Object:
 - You are entirely immobile, unable to move on your own. Your Movement Speed(s) are 0m. However, if you are Tiny or Small, you can be easily moved by others of the same Size or larger through being in a small container, allowing them to move you with their full Movement so long as they use two hands or a surface to hold you/set you on, or holding with one hand for half Movement. If the carrier is two Size Categories larger, they can carry you in one hand without penalty.
 - You automatically fail any Strength or Dexterity Checks, Attacks, or Saves.
 - You gain a damage Vulnerability, and either three elemental Resistances, or a single physical Resistance and a single elemental Resistance. You can do this multiple times if desired.
 - If you have supernatural abilities, they are all greatly enhanced, similar to Enhanced Custom Ability.
- Monstrosity
 - Reanimated Creatures previously Beast or Humanoid may fall into this Category (Stray Cat, Notorious B.I.G.).
 - Human Imitation: You gain the ability to use some kind of host (a corpse, Human-like puppet, etc.) that allows you to pass yourself off as Human. With the proper resources and maintenance, your host can last indefinitely. So long as your host remains intact, you are physically indistinguishable from a normal Human being.
- Plant
 - Plantflesh: You gain a damage Vulnerability, and either three elemental Resistances, or a single physical Resistance and a single elemental Resistance. You can do this multiple times if desired.
 - Plant Roots:
 - You are entirely immobile, unable to move on your own. Your Movement Speed(s) are 0m. However, if you are Tiny or Small, you can be easily moved by others or the same Size or larger through being in a plant pot, allowing them to move you with their full Movement so long as they use two hands or a surface to hold you/set you on, or holding with one hand for half Movement. If the carrier is two Size Categories larger, they can carry you in one hand without penalty.
 - You also gain some Damage Negation, which reduces the amount of damage you take anytime you take damage, to a minimum of 0, as well as some Additional HP, depending on your Size and Level. If your Additional HP is 1/2, you add 1 HP each even-numbered Level.
 - Tiny:
 - Damage Negation: 1/2 Level (minimum 1)
 - Additional HP: 1/2 per Level
 - Small:
 - Damage Negation: 1/2 Level (minimum of 1)
 - Additional HP: 1 per Level
 - Medium:
 - Damage Negation: Level
 - Additional HP: 1 per Level
 - Large:
 - Damage Negation: Level
 - Additional HP: 2 per Level
 - Huge:
 - Damage Negation: Level + Con Mod
 - Additional HP: 2 per Level
 - Gargantuan:
 - Damage Negation: Level + Con Mod
 - Additional HP: 3 per Level.

- Stand
 - Better Ability Dice: Your Stand's Ability Dice increases by 1. For example, if you would normally have 2dx, you would instead have 3dx.
 - Energy Conservation: When you use your Custom Ability, roll a d4. If you roll a 3 or a 4, it costs 1 less Stand Energy (minimum of 0).
 - Enhanced Ability Multiplier: You may choose two different Ability Score Multipliers to increase by x1 (For example, if you were a Power-Type, you could increase your Multipliers to Str x5 and Dex x3). If a Stat has a hard limit (like Power-Type's limit of 20 Range), that limit still applies.

Weakness Pool

- Damage Vulnerability: Gain a single physical Vulnerability or two elemental Vulnerabilities. You must be able to gain at least 1 Vulnerability to take this Feature.
- Haphazard Form: Your Maximum HP is decreased by an amount equal to your Level.
- Primal Fear: You gain one of the fears from the list below. While exposed to the source of your Fear, you must make a Wisdom Saving Throw (DC of $8 + 2 \times \text{PB}$), gaining the Frightened Condition on a failed Save until the start of your next Turn.
 - Acrophobia: While within 2m of a ledge with a 3m or greater drop.
 - Nyctophobia: While in total Darkness or when fully Obscured.
 - Pyrophobia: When within 10m of an open flame, or within 10m where Fire damage is being dealt.
- Worse Movement: All of your Movement Speeds are reduced by 5m, to a minimum of 2m. You must be able to reduce your Movement some amount to take this Feature.

Given To: Living Stands

Stationary Haunt

As a Ghost, you cannot exist properly in the land of the living without some kind of Spiritual Anchor to haunt. You cannot change your Spiritual Anchor once selected.

Bound Ghosts can haunt an item, place, or creature. Revenants can only haunt their own Corpse.

Given To: Ghosts

Steady Aim

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

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

Given To: Assassins

Stone Cold Willpower

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

Given To: Rock Humans

Stoneflesh

As an Action you enter full hibernation, gaining a thick layer of stone over your skin and entering a dormant state. You may not move while in this state, nor take any actions whatsoever. Your scent disappears, and you become practically indistinguishable from a regular boulder.

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

Given To: Rock Humans, Rock Animals

Subtle Assistance

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

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

Sunlight Yellow Overdrive

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

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

You may choose whether or not to make this lethal.

Given To: Ripple Users

Sunshield

When Undead or Pillar Men (not Enhanced) hit you with an Unarmed Strike, Melee Attack with a conductive weapon, or a Stand Attack, you deal Level + Constitution Modifier in Radiant damage back to them.

If you are Grappling or being Grappled by Undead or Pillar Men, the above damage is dealt at the end of your Turn.

Given To: Ripple Users

Superior Control

You have enough control and experience using an anchored Stand that you are able to have the object or material perform tasks they normally wouldn't be able to. As a Bonus Action, you may perform the following:

- Your Stand squeezes tightly, allowing it to comfortably fit through a space as if they were a creature one Size Category smaller than the Stand is. You may stay squeezed in a place like this so long as you keep spending your Bonus Action to use this effect.
- Your Stand gains a method of locomotion it may not normally have, gaining a Climbing Speed or Swimming Speed equal to half of the Stand's Movement Speed.

Given To: Enhancement-Type Stands

Superior Grudge

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

Given To: Revenge-Type Stands

Superior Lifesteal

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

Whenever you kill an enemy and are able to consume their flesh and/or blood, you may use an amount of your Hit Dice equal to the amount of Hit Dice that the creature had, but may also add your Constitution Modifier an additional time for each die. Additionally, consuming a person grants you the benefits of a Short Rest, or fully replenishes a single Ability or Feat that would normally require a Long Rest to replenish.

Given To: Enhanced Pillar Men

Superior Momentum

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

Given To: Remote-Type Stands

Supernatural Item (Variant Rule)

From your exposure to the supernatural, you have gained, found, or created a weapon, piece of armor, or charm that holds supernatural abilities. If your DM allows it, you now have the ability to see Stands, and Stands no longer have Advantage to hit you. You may choose one of the three following item options:

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

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

Charm Abilities:

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

Defensive Abilities:

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

Weapon Abilities:

- Deflect Attack: To use this Ability, your item must be a melee weapon. Whenever you take damage from an Attack, you may make an Attack Roll to Contest your attacker. If your Attack Roll is higher than that of your opponent, you take no damage from the Attack against you. Alternatively, you may spend a second charge to also gain Advantage on the Contesting Attack Roll.
- Expose Weak Point: When dealing damage with this weapon you may either:
 - Give Advantage to the next Attack from someone else targeting your target
 - Force your target to make a Constitution (NOT Durability) Saving Throw against a DC of $8 + \text{Proficiency Bonus} \times 2$. On a failure, the target becomes Vulnerable to a damage type of your choice until they're next damaged by that damage type. However if they were Immune or Resistant to that type, they instead become Resistant or normally damaged by it respectively until the start of your next Turn. You may only use this Ability once per Turn.

Alternatively, you may spend a second charge to use both effects at once.

- Wrathful Strike: When dealing damage with this weapon you may choose to deal an additional amount of d6s of damage equal to your Proficiency Bonus. Alternatively you may spend a second charge to use d12s rather than d6s. You may only use this Ability once per Turn.

Given To: Artisans, Assassins, Consuls, Heavyweights, Rangers, Scholars, Warriors

Supernatural Roots

If you have supernatural abilities, they are all greatly enhanced, similar to Enhanced Custom Ability. Your abilities may even allow you to actually use your Strength and Dexterity, or even to move.

Given To: Plants

Surrounding Swarm

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

Given To: Hive-Type Stands

Survivalist

You gain Proficiency in Perception and Survival.

When making Perception and Survival Checks you cannot roll lower on the d20 than your Wisdom Modifier + Proficiency Bonus.

You gain the ability to effectively navigate and accurately tell the time just by being able to see the position of the sun in the sky or the stars.

Additionally, you have Resistance to any negative weather effects (extreme heat, extreme cold, sandstorms, etc), as well as two non-physical damage types of your choice.

Given To: Rangers

Tendon Twister

As an Attack, you may toss a Sphere at a creature within the Short Range of the Sphere to make a Strength (or Power) Saving Throw against your Spin DC. If they fail the Saving Throw, you may remove function from one of their four limbs, with the following effects:

- Arms: The target loses function in one arm entirely, causing it to hang limply from their shoulder. This prevents them from using weapons that require two hands, and gives them Disadvantage on Athletics Checks and Strength Saves.
- Legs: The target loses function in one leg entirely, causing it to go numb and hang limply. If they have one paralyzed leg their Movement Speed is cut in half, and if they have two paralyzed legs their Movement Speed drops to 0 and they fall Prone. A target with a paralyzed leg will have Disadvantage on all Acrobatics Checks and Dexterity Saves.

At the end of the target's Turn, they make the Constitution Saving Throw again, regaining control of a single limb of their choice that has been paralyzed on success. The effect lasts for a minute, or until they make enough Saves to remove the effect. Alternatively, the target (if they have at least one functional hand) or an ally of theirs can make a Medicine Check against your DC, removing paralysis from all affected limbs on success and regaining control over a single limb of their choice on failure.

Medicinal Spin can remove the effect from a single paralyzed limb, and Forced Motion still works on a paralyzed limb.

Given To: Spin Users

The Wall

In a line between The Corpse and slightly past the User, a two-dimensional grid is created with a small dimensional pocket dimension inside that only the current user of The Corpse can access. While within this wall, all damage directed at the person in the pocket dimension is redirected to somebody else random in the world. However, while in this dimension, you may also not make attacks unless you reach outside of the pocket dimension to attack. This effect is clearly visible to everybody, including non-stand users.

This dimensional barrier is immune to all attacks, with exception to things that are on the same power level as The Holy Corpse. Things that break through the dimensional wall include Attacks and Abilities from Requiem Stands, Abilities of Heaven Ascended Stands, a physical Melee Attack from an Ultimate Being, or from an object with the Perfect Spiral. These Attacks/Abilities may affect you, but even if they do, any damage that you take is halved.

Given To: Holy Corpse Holder

Toxin Expulsion

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

Given To: Ripple Users

Ultimate Stand Ability

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

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

Given To: Ability-Type Stands

Undead Nature

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

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

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

You are unable to feel pain, except for Radiant damage which is extremely painful. When damaged by The Ripple, UV light, or sunlight you take double damage. When exposed to direct sunlight, you and/or your Head, depending on what parts were exposed, take 10d12 Radiant damage (20d12 when doubled). This damage cannot be reduced or negated in any way.

You have two health pools in the form of Body HP and Head HP. When someone attempts to hit you with an attack or force you to make a Saving Throw, they have to see if they hit your Head or your Body. You have a Head AC bonus equal to your Proficiency Bonus, adding directly to your normal AC. If an Attack Roll meets your Head AC or you fail a damaging Saving Throw by an amount equal to your Head AC bonus (PB) or greater, the attacker may choose to damage either your head or body. Otherwise, only your body can be damaged.

Each time you try to use an Ability involving the Ripple, it deals 10d12 (20d12 when doubled) Radiant damage, as though you were exposed to direct sunlight. The damage is evenly split between the body and the head. You cannot use Slowed Aging, Ripple Regeneration, or Ripple Perception at all.

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

Vampire Creation

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

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

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

Given To: Vampires

Vampiric Body Control

You've become accustomed to the idea that the individual cells within your body are, in fact, under your conscious control. You may now perform tasks that would normally be impossible for a Human. You can fit yourself through small spaces, reknit bones, and fractures in them almost instantly, and even fully heal from sunlight/Ripple inflicted wounds, without having to pick away the scar first (although this takes a decent amount of time).

You may also choose to override standard Human self-preservation instincts, such as breathing, the inability to severely harm yourself, and even the ability to simply shut down specific parts of your body, and reboot them at will. Shutting down parts is instant, but rebooting them is a Bonus Action. You may also put muscular cells and bones in places where they should not be normally.

Given To: Vampires

Vampiric Dormancy

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

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

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

Given To: Vampires

Vampirification

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

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

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

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

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

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

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

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

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

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

Given To: Vampires

Vicious Misfortune

While in possession of The Holy Corpse, if either you injure someone and are aware of the injury, you may choose how exactly the injury affects the person. You can reduce all damage, increase the damage caused, or even move the wound to a different part of the body. For example, a prick on the finger could be amplified and moved to the internal heart valve, causing an almost certain mortal wound.

It takes 2 full turns for one of these wounds to become fatal. If healed at least 50 HP by a Stand's power, the Ripple, or a different supernatural technique within that window of time, the harm caused may instead only be applied to the original location of the wound, affecting the body as a wound of that type would normally. If the damage is restored, the receiver of the wound simply drops to 0 HP and becomes stable, rather than dying.

Given To: Holy Corpse Holders

Warrior Feature

You may choose a Feature from the following list (these are all Feats, except Rejuvenation):

- Adrenaline Rush
- Defensive Agility
- Rejuvenation
- Quick on your Feet
- Scarflesh
- Tanky
- Weapon Feat
- Berserker (Level 6+)
- Specialized Save (Level 6+)
- Guard Breaker (Level 6+)
- Veteran Sprinter (Level 6+)
- Catlike Agility (Level 11+)
- Duelist's Agility (Level 11+)
- Immense Impact (Level 11+)
- Impeccable Agility (Level 11+)
- Motivated (Level 11+)
- Unstoppable Willpower (Level 11+)
- Resilient (Level 16+)

Given To: Warriors

Warrior Fighting Style

Choose one of the following Fighting Styles:

- Bulwark: As a Bonus Action, you may give an ally within 2 meters of you Half Cover until the start of their next Turn, so long as you stay within 2 meters of each other. If they already have Half Cover, they gain Three-Quarters cover.
- Determined Fighting: You may choose one weapon you have and are Proficient in (if it is thrown, this applies to all thrown weapons of that type). When using that weapon, you can use your Charisma Modifier for the Attack and Damage Rolls. You may switch which weapon has this property as a Bonus Action.
- Disciplined: You gain Proficiency in 2 Saving Throws of your choice
- Dual Wielding: When you make an Attack using a weapon with the Light property or your fists, you can make an amount of additional Attacks using another Light weapon or fist equal to 1 plus half your Proficiency Bonus as a Bonus Action.
- Foresight: As a Reaction, you may move up to half your Movement Speed without provoking Opportunity Attacks in response to being targeted with an AOE effect. You may use this to avoid an AOE Saving Throw, but not a single target Attack.
- Graceful Fighting: When you make Unarmed Attacks or Attacks using a Simple melee Weapon you may use Dexterity for both the Attack and Damage Rolls. Additionally, you may use your Unarmed Dice with a Simple melee Weapon instead of its regular Damage Die. This also allows you to make stand attacks using Precision for attack and damage rolls.
- Intelligent Fighting: When using Simple Melee Weapons, Rifles, or Sidearms, you may use your Intelligence Modifier for Attack and Damage rolls, so long as you're proficient in the weapon you're using.
- Mobile: You gain Advantage on Saving Throws that would restrict your Movement. Additionally, you may spend your Bonus Action in order to ignore Difficult Terrain.
- Mobile: You gain Advantage on Saving Throws that would restrict your Movement. Additionally, you may spend your Bonus Action in order to ignore Difficult Terrain.
- Powerful: Rather than using regular AC, you may choose to have your AC be $10 + \text{your Strength Modifier} + \text{your Constitution Modifier}$. If you have a stand, you may use Power for your AC calculation in place of either Precision or Speed.
- Swift: You gain an additional 5m of Movement Speed.
- Unshakable: You have Advantage against any effect that would attempt to move you against your will or knock you Prone.
- Unrelenting: You may regain an amount of HP equal to half your Grit Bonus when you use an Ability that recharges on a Short or Long Rest and an amount equal to your Grit Bonus when you use an Ability that only recharges on a Long Rest. You can only use this Ability twice in a Turn.
- Wise Fighting: You may choose one weapon you have and are proficient in (if it is thrown, this applies to all thrown weapons of that type). When using that weapon, you can use your Wisdom Modifier for the Attack and Damage Rolls. You may switch which weapon has this property as a Bonus Action.

Given To: Warriors

Weapon Aficionado

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

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

Given To: Warriors

Wrist Memory

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

Given To: Spin Users

Zealous Focus

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

Given To: Remote-Type Stands

Zombie Infection

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

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

Ripple users are immune to this infection.

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

Zombification

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

Zombies have an amount of Head Health equal to half of their Constitution Modifier per their total Level (minimum of 1). Their Head has an AC equal to your regular AC + your Proficiency Bonus.

Zombies have a maximum of 24 for their physical Ability Scores (Strength, Dexterity, Constitution).

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

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

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

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

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

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

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

Given To: Zombies

Zoom Punch

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

Given To: Ripple Users

WEAPONS

Weapons and Stands:

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

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

Weapon Types:

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

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

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

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

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

Weapon Attributes:

- **AC Bonus:** This weapon grants a bonus to your AC while it is equipped.
- **Ambush:** This weapon always crits when attacking a Surprised target.
- **Bayonet:** You may attach a dagger to the front of the rifle, allowing the weapon to be used in melee with the stats of a longspear.
- **Bulky:** This weapon must be braced using a Bonus Action in order to attack with it. Once braced, you remain braced until you move.
- **Complex:** This weapon takes a total of three Attacks to reload.
- **Concealed:** This weapon grants a bonus to any Check made to conceal it.
- **Conductive:** Energy currents, such as electricity or Ripple, may be run through this weapon without harming the wielder.
- **Firearm:** This weapon makes a loud sound which can be heard up to 0.5km away. It also jams if a Natural 1 is rolled while using it, requiring an Attack to un-jam the weapon before it may be fired again. This weapon's ammunition doesn't function when wet.
- **Fist:** If you would deal more damage with your Unarmed Strikes than with this weapon, you may instead use the damage from your Unarmed Strikes.
- **Flame:** When a targeted creature or object takes Fire damage from this weapon, it is set ablaze (assuming the target is flammable).
- **Hunker:** While holding this item, if you've not moved this turn, you may gain Cover in one direction as a Bonus Action until the start of your turn, though this also reduces your Movement Speed to 0.
- **Light:** This weapon is light and easy to handle, allowing you to make an additional attack using another Light weapon in your other hand as a Bonus Action.
- **Limited Hand:** When you have this weapon equipped, you may also use other Light weapons, tiny objects, or Shove and Grapple as though your hand was free. This weapon's attributes and damage do not apply at the same time as another in the same hand.
- **Open Hand:** When you have this weapon equipped, you may also use other weapons or objects in the same hand or perform actions such as Shove or Grapple as though your hand was free. This weapon's attributes and damage do not apply at the same time as another in the same hand.
- **Point Blank:** This weapon does not impose Disadvantage if fired within melee.
- **Radius:** This weapon forces all creatures within a certain radius of the target to make a Dexterity Saving Throw, taking half damage on success and full damage on failure. The projectile or charge is destroyed after use.
- **Ranged:** This weapon can fire up to its Short Range, or as far as its Long Range with Disadvantage. Firing within melee imposes Disadvantage.
- **Reach:** This weapon can attack targets from an additional meter away.
- **Reliable:** This weapon does not jam if you roll a Natural 1.
- **Reload:** This weapon can be used a limited amount of times before needing to be reloaded. Reloading takes a full Attack.
- **Remote:** This weapon can be detonated as a Bonus Action from up to 1km away.
- **Return:** After making a Thrown Weapon attack with the weapon, you may use your Reaction to catch it, putting it back in your inventory.
- **Siege:** This weapon deals double damage to objects.
- **Timer:** A timer may be set on this weapon, detonating it once the timer runs out. The timer may be set for up to 12 hours.
- **Thrown:** This weapon can be thrown up to its Short Range, or as far as its Long Range with Disadvantage. Once thrown, this weapon must be picked up in order to be used again (unless it is an Explosive, in which case it is destroyed).
- **Two-Handed:** This weapon requires two hands to wield, and is difficult to holster or conceal. May be carried (but not used) with one hand if desired.
- **Versatile:** This weapon may be wielded with one or two hands. If two hands are used, it deals more damage.

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

Name	Weapon Type	Attributes	Specialization Type	Stat/DC	Damage	Prereq.
Assault Rifle	Martial	Bayonet, Firearm, Ranged (50/150), Reload (x6), Two-Handed	Rifle	Dex	3d4 Piercing	Con 13+
Atlatl and Dart	Simple	Ranged (15/45)	Rifle/Thrown	Str/Dex	1d8 Piercing	N/A
Battle Axe	Martial	Versatile (2d6)	Melee	Str	1d10 Slashing	N/A
Bec de Corbin	Martial	Reach, Two-Handed	Heavy/Melee	Str	1d8 Bludgeoning/Slashing/Piercing	Str 13+
Blunderbuss	Martial	Complex, Firearm, Point Blank, Ranged (10/20), Reload (x1), Siege, Two-Handed	Shotgun/Heavy	Con	2d12 Piercing	Con 15+
Bolt-Action Rifle	Simple	Bayonet, Firearm, Ranged (100/300), Reliable, Reload (x8), Two-Handed	Rifle	Dex	1d10 Piercing	N/A
Boomerang	Marital	Return, Ambush, Thrown (10/30)	Melee/Thrown	Str/Dex	1d8 Bludgeoning	N/A
Brass Knuckles	Simple	Concealed (+10), Fist, Light, Limited Hand	Melee	Str	1d8 Bludgeoning	N/A
Brick / Big Rock	Improvised	Siege, Thrown (5/15), Versatile (1d8)	Melee/Thrown	Str	1d6 Bludgeoning	N/A
Buckler	Martial	AC Bonus (+1), Light, Limited Hand	Melee/Shield	Str	1d8 Bludgeoning	N/A
Builder's Tools	Simple	Concealed (+3), Siege, Versatile (1d10)	Melee	Str/Int	1d8 Piercing/Slashing	Artisan (Engineer)
C-4	Explosive	Radius (2 m), Remote, Siege, Timer	N/A	DC 10	5d6 Thunder	Int 13+
Carbine	Simple	Firearm, Point Blank, Ranged (50/150), Reload (x10), Two-Handed	Rifle	Dex	1d8 Piercing	N/A
Chain	Improvised	Reach, Thrown (5/15), Two-Handed	Melee/Thrown	Str	1d6 Bludgeoning	N/A
Chair / Stool	Improvised	Thrown (5/15), Two-Handed	Melee/Thrown	Str	1d8 Bludgeoning	N/A
Chakram	Martial	Ambush, Return, Thrown (10/30)	Melee/Thrown	Str/Dex	1d8 Slashing	N/A
Clackers	Simple	Concealed (+8), Light, Limited Hand, Thrown (5/15)	Melee/Thrown	Str/Dex	1d6 Bludgeoning	Dex 15+

Name	Weapon Type	Attributes	Specialization Type	Stat/DC	Damage	Prereq.
Club	Simple	Ambush, Concealed (+2), Light	Melee	Str	1d6 Bludgeoning	N/A
Container of Hot Liquid	Improvised	Ambush, Radius (1m), Thrown (5/15)	Thrown	DC 12	1d4+2 Fire + 1d4+2 Bludgeoning	N/A
Dagger	Simple	Ambush, Concealed (+8), Light, Thrown (5/15)	Melee/Thrown	Str/Dex	1d6 Piercing/ Slashing	N/A
Derringer	Simple	Ambush, Concealed (+5), Firearm, Light, Point Blank, Ranged (5/10), Reliable, Reload (x4)	Sidearm	Dex	1d8 Piercing	N/A
Double Barreled Shotgun	Simple	Firearm, Point Blank, Ranged (20/40), Reload (x2), Siege, Two-Handed	Shotgun	Con	2d12 Piercing	Con 15+
Dynamite Stick	Explosive	Concealed (+3), Radius (4 m), Thrown (15/15), Siege	N/A	DC 15	4d6 Thunder	N/A
Electrician's Tools	Martial	Concealed (+2), Reach, Versatile (1d10), Conductive	Heavy/Melee	Str/Dex/Int	1d8 Bludgeoning/ Slashing/ Piercing	Artisan (Engineer)
Fire Axe	Simple	Siege, Two-Handed	Melee	Str	1d10 Slashing	None
Flamethrower	Martial	Complex, Ranged (5/15), Reload (x12), Flame	Heavy	Dex	3d6 Fire	Str 13+
Flashlight	Improvised	Ambush, Concealed (+5), Light, Thrown (5/15)	Melee/Thrown	Str	1d6 Bludgeoning	N/A
Gasoline Tank	Explosive	Radius (10 m), Thrown (5/5)	N/A	DC 10	3d6 Fire	N/A
Gauntlet	Simple	AC Bonus (+1), Concealed (+2), Fist, Light, Open Hand, Siege	Melee	Str	1d6 Bludgeoning	N/A
Glass Bottle	Improvised	Ambush, Concealed (+5), Light, Thrown (10/20)	Melee/Thrown	Str/Dex	1d6 Bludgeoning (Piercing if broken)	N/A
Greatclub	Simple	Reach, Two-Handed	Heavy/Melee	Str	1d10 Bludgeoning	N/A
Greatsword	Martial	Two-Handed	Melee	Str	4d4 Slashing	N/A
Grenade	Explosive	Radius (10 m), Thrown (25/25)	N/A	DC 15	3d6 Thunder	N/A

Name	Weapon Type	Attributes	Specialization Type	Stat/DC	Damage	Prereq.
Guided Missile Launcher	Explosive	Bulky, Complex, Firearm, Radius (3 m), Ranged (300/900), Reload (x1), Siege	Heavy	DC 25	3d6 Thunder	Str 13+
Halberd	Martial	Reach, Two-Handed	Heavy/Melee	Str	1d12 Slashing	Str 13+
Hand Crossbow	Martial	Ambush, Light, Point Blank, Ranged (15/45), Reload (x1)	Sidearm	Dex	1d6 Piercing	N/A
Hand Wraps	Simple	Concealed (+10), Fist, Light, Open Hand	Melee	Str	1d6 Bludgeoning	N/A
Handcannon	Martial	Firearm, Ranged (20/60), Reliable, Reload (x6), Point Blank	Sidearm	Dex	1d10 Piercing	Con 15+
Hatchet	Simple	Light, Thrown (5/15)	Melee/Thrown	Str	1d8 Slashing	N/A
Heavy Crossbow	Martial	Point Blank, Ranged (20/60), Reload (x1), Two-Handed	Rifle	Dex	1d10 Piercing	Str 13+
Heavy Repeating Crossbow	Martial	Bulky, Point Blank, Ranged (20/40), Reload (x5), Two-Handed	Heavy/Rifle	Dex	1d10 Piercing	N/A
Lance	Martial	Reach, Versatile (3d6)	Melee	Str	1d12 Piercing	Str 17+ or Mounted
Light Crossbow	Simple	Point Blank, Ranged (10/30), Reload (x1), Two-Handed	Rifle	Dex	1d8 Piercing	N/A
Longbow	Martial	Ranged (50/200), Two-Handed	Rifle	Dex	1d10 Piercing	Str 15+
Longspear	Martial	Reach, Versatile (1d10)	Melee	Str	1d8 Piercing	N/A
Longsword	Martial	Versatile (1d12)	Melee	Str	1d10 Slashing	N/A
Mace	Simple	Siege	Melee	Str	1d8 Bludgeoning/Piercing	N/A
Machete	Simple	Siege	Melee	Str	1d8 Slashing	N/A
Machine Pistol	Martial	Concealed (+1), Firearm, Light, Point Blank, Ranged (15/45), Reload (x4)	Sidearm	Dex	3d4 Piercing	N/A
Makeshift Flail	Improvised	Limited Hand	Melee	Str/Dex	1d6 Bludgeoning	N/A
Marksman Rifle	Martial	Bayonet, Firearm, Ranged (200/600), Reload (8), Two-Handed	Rifle	Dex	1d10 Piercing	Dex 13+

Name	Weapon Type	Attributes	Specialization Type	Stat/DC	Damage	Prereq.
Mechanic's Tools	Simple	AC Bonus (+2), Two-Handed	Heavy/Melee	Str/Ing	1d12 Bludgeoning/ Slashing	Artisan (Engineer)
Meteor Hammer	Martial	Reach, Two-Handed	Melee	Str/Dex	1d8 Bludgeoning	Dex 13+
Minigun	Martial	Bulky, Complex, Firearm, Ranged (30/90), Reload (x12), Siege, Two-Handed	Heavy	Con	4d10 Piercing	Str 17+
Molotov Cocktail	Explosive	Radius (2m), Thrown (10/20)	None	DC 15	4d6 Fire	N/A
Musket	Simple	Bayonet, Complex, Firearm, Ranged (15/30), Reload (x1), Two-Handed	Rifle	Dex	2d6 Piercing	N/A
Musket Pistol	Simple	Complex, Firearm, Light, Point Blank, Ranged (10/20), Reload (x1)	Sidearm	Dex	2d6 Piercing	N/A
Pen / Screwdriver	Improvised	Ambush, Concealed (+8), Light, Limited Hand	Melee	Str	1d6 Piercing	N/A
Pistol	Simple	Concealed (+2), Firearm, Light, Point Blank, Ranged (20/60), Reload (x9)	Sidearm	Dex	1d8 Piercing	N/A
Pump Action Shotgun	Martial	Firearm, Point Blank, Ranged (30/90), Reload (x5), Siege, Two-Handed	Shotgun	Dex/Con	2d10 Piercing	Con 13+
Quarterstaff	Simple	Concealed (+5), Reach, Versatile (1d10)	Melee	Str	1d8 Bludgeoning	N/A
Rapier	Martial	Ambush	Melee	Str/Dex	1d10 Piercing	N/A
Revolver	Simple	Firearm, Point Blank, Ranged (20/60), Reliable, Reload (x6)	Sidearm	Dex	1d8 Piercing	N/A
RPG	Explosive	Firearm, Radius (5 m), Ranged (200/600), Reload (x1), Siege	Heavy	DC 15	5d6 Thunder	N/A
Repeating Crossbow	Simple	Point Blank, Ranged (15/45), Reload (x10), Two-Handed	Rifle	Dex	1d6 Piercing	N/A
Sawed-Off	Simple	Firearm, Light, Point Blank, Ranged (10/30), Reload (x2), Siege	Shotgun	Con	1d12 Piercing	Con 13+
Scimitar	Martial	Light	Melee	Str/Dex	1d8	N/A
Shield	Martial	AC Bonus (+2), Hunker (Half)	Shield	N/A	N/A	N/A
Shortbow	Simple	Ranged (20/60), Two-Handed	Sidearm	Dex	1d6 Piercing	N/A

Name	Weapon Type	Attributes	Specialization Type	Stat/DC	Damage	Prereq.
Shortspear	Simple	Thrown (5/15), Versatile (1d10)	Melee/Thrown	Str	1d8 Piercing	N/A
Shortsword	Martial	Light	Melee	Str/Dex	1d8 Piercing	N/A
Sledgehammer	Simple	Siege, Two-Handed	Melee	Str	3d4 Bludgeoning	N/A
Sling	Simple	Concealed (+8), Limited Hand, Ranged (40/120)	Sidearm/Thrown	Str/Dex	1d6 Bludgeoning	N/A
SMG	Martial	Firearm, Point Blank, Ranged (25/75), Reload (x5), Versatile (1d10)	Sidearm/Rifle	Dex	1d8 Piercing	N/A
Sniper Rifle	Martial	Ambush, Bulky, Firearm, Ranged (750/1500), Reload (x4), Two-Handed	Rifle	Dex	1d12 Piercing	Int 15+
Spiked Gauntlet	Simple	AC Bonus (+1), Fist, Light, Open Hand	Melee	Str	1d8 Piercing	N/A
Stick	Improvised	Concealed (+8), Thrown (5/15), Versatile (1d8)	Melee/Thrown	Str	1d6 Bludgeoning	N/A
Throwing Dart	Simple	Ambush, Concealed (+10), Light, Limited Hand, Thrown (10/20)	Sidearm/Thrown	Str/Dex	1d6 Piercing	N/A
Throwing Hammer	Simple	Light, Siege, Thrown (5/15)	Melee/Thrown	Str	1d8 Bludgeoning	N/A
Tonfa	Martial	AC Bonus (+1), Ambush, Light	Melee	Str	1d6 Bludgeoning	N/A
Tower Shield	Martial	AC Bonus (+3), Hunker (Three-Quarters)	Shield/Heavy	N/A	Shield Proficiency	N/A
UV Cannon	Martial	Bulky, Ranged (10/30), Reload (4), Two-Handed	Heavy	Dex	5d12 Radiant (Against Undead Only)	N/A
UV Flashlight	Simple	Concealed (+8), Light, Point Blank, Ranged (3/15), Reload (x15)	N/A	Dex	4d6 Radiant (Against Undead Only)	N/A
War Fan	Martial	AC Bonus (+1), Concealed (+10), Light	Melee	Str/Dex	1d6 Slashing	Dex 13+
Whip	Martial	Reach	Melee	Str/Dex	1d8 Slashing	Dex 13+
Zweihänder	Martial	Bulky, Reach, Two-Handed	Heavy/Melee	Str	3d8 Slashing	Str 15+ AND Dex 15+

FEATS

Over time, those in combat may acquire talents or skills through practice or experience. Everyone gains a number of Feats equal to their Proficiency Bonus. When you level up in a Class, you may switch out which Feats you have.

Level	Number of Total Feats	TOTAL NUMBER OF FEATS
1-4	2	Even if a character were to go above Level 20, the maximum total amount of Feats one creature can have is Six (with the exception of Feats gained through Class Features).
5-8	3	
9-12	4	
12-16	5	
17-20+	6	

ACT MODIFICATION

Prerequisite: Act-Type

Description:

Allows you to gain a slightly modified Act Stand.

Effects:

- Allows you to take an Act Modifier whenever it appears as a Class Feature.

ADDITIONAL SENSE

Prerequisite: Wis 13+ or Proficiency in Perception Checks

Description:

Through Training, you have gained the ability to utilize some kind of additional sense, or greatly enhance an existing one.

Effects:

- You may gain or enhance one of the following senses:
 - Echolocation: You gain 10/20 meters of Blindsight. If there is noise being made in the area, you may use the Long Range of this sense without Disadvantage. Alternatively, you may make a slight noise yourself, granting a -4 penalty to Sneak Checks. You must be able to hear to use this.
 - Enhanced Existing Sense: One of your regular five senses (sight, smell, touch, hearing, taste) is greatly enhanced. You gain Proficiency in Perception. Additionally, when you make a Check using your chosen sense you get a +5 bonus to that Check, which may also apply to your Passive Perception using that sense.
 - Soulsense: You gain 10/20 meters of Soulsense, which allows you to sense the souls of living creatures, including Stands and ghosts. This grants you a +10 bonus to Perception Checks within the Short Range of your sense, and a +5 within the Long Range. This sense is not restricted by walls or barriers, and you may also use it to determine if a soul has been in a location in your Short Range within the last minute. You cannot sense Undead creatures or soulless Constructs in this way.
 - Tremorsense: You gain 10/20 meters of Tremorsense, allowing you to sense vibrations around you. In order to perceive something within the Long Range you must be connected to some kind of surface to feel the vibrations through. You must be able to use your natural sense of touch. You may feel past Total Cover, so long as you are touching the Cover itself.
 - Night Vision: You gain 15/30 meters of Darkvision, allowing you to see clearly in Darkness up to the Short Range or with Disadvantage up to the Long Range. If you have a light source, the effective range of it is doubled for you as well.
- If you already have one of these senses, your range of it increases by the given amount.
- You may take this Feat multiple times if desired, gaining a different sense or enhancing an existing one by increasing its range like above.

ADRENALINE RUSH

Prerequisite: Str 13+ or Hard Laborer

Description:

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

Effects:

- As a Bonus Action, you may gain Advantage on all Strength, Dexterity, and Constitution Saving Throws until the beginning of your next Turn. You also heal an amount of Hit Points equal to your Level and gain the same amount of Temp HP which remains until your next Short or Long Rest.
- You can use this Feat an amount of times equal to your Strength Modifier per Long Rest.
- You regain half your uses (rounded down) on a Short Rest.

ANCHORED IMMUNITY

Prerequisite: Anchored Stand

Description:

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

Effects:

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

ART OF DISTRACTION

Prerequisite: Proficiency in Presence Checks or Consul

Description:

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

Effects:

- You're able to trap a helpless person within a conversation by spending your Action each Turn and rolling a Presence Check against a single, non-hostile target's Charisma Saving Throw. While keeping this individual distracted in this way, their movement speed is reduced to 0, and their Passive Perception and Perception Checks are now restricted to a value of 10 at most.
- You may keep a person trapped in this conversational purgatory for up to an amount of time equal to 30 minutes times your Proficiency Bonus, until you stop spending your Action or they succeed on their Save, or something very obviously out of the ordinary happens in a way that you can't explain.
- Additionally, you have figured out a way to enthrall several people by using your Action each Turn to keep an amount of non-hostile people equal to your Charisma Modifier focused on what you're doing for up to an hour. Anyone caught in this effect has Disadvantage on all Perception Checks, and has a -5 penalty to their Passive Perception.

ASSASSIN

Description:

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

Effects:

- Whenever you use a weapon with the Ambush property and have Advantage or at least a +4 bonus on the Attack from the environment or Conditions or an ally is within melee with your target, you deal an additional amount of d8s of damage equal to your Proficiency Bonus (which are doubled if the opponent is Surprised).
- You may only apply this additional damage once per round.

AURA OF AWARENESS

Prerequisite: Wis 13+ or Leader

Description:

You have a special sort of sense that warns you and allies within range of incoming danger.

Effects:

- You and any allies that can see or hear you within 5m gain a bonus to Saving Throws, Perception Checks, and their Passive Perception equal to your Wisdom Modifier (minimum of +1).

BERSERKER

Prerequisite: Str 13+ and Con 13+

Description:

Either by entering a trance, or through sheer adrenaline and rage, you have found a way to tap into a primal rage locked within you. You are able to use it to great destructive effect, at risk of pushing yourself far past your limits.

Effects:

- As a Free Action, you may go Berserk. This lasts until you choose to exit this state or for an amount of Turns equal to twice your Proficiency Bonus, so long as you either make a Skill Check using Strength (including Grapple and Shove) or at least one Attack Roll using Strength on your Turn. When you going Berserk, you gain the following traits
 - While Berserk, your Strength Modifier increases by an amount equal to your Proficiency Bonus. If you have a Stand, your Stand's Power Modifier increases by the same amount.
 - Your Melee Attacks gain the Siege attribute.
 - You gain Resistance to Piercing, Slashing, and Fire damage (so long as you are not Vulnerable).
 - You do not go unconscious when you hit 0 HP, but you still make Death Saves as normal until healed. If you fail all three Death Saves, you die as normal. Getting hit by anything still results in a failed Death Save.
 - Your mental faculties are unable to keep up while your body is in this accelerated state. Your sense of reason is reduced, replaced by a boiling rage that screams at you to destroy everyone and everything in your path. You have Disadvantage on all Intelligence, Wisdom, and Charisma Saving Throws, as well as all Intelligence and Charisma Checks except Intimidate.
- You may only go Berserk twice per Long Rest, but may take a level of Exhaustion in order to do so more than twice.

BEASTIAL CUNNING

Prerequisite: Animal/Rock Animal

Description:

Most animals lack the intellect and force of personality you display.

Effects:

- Your Intelligence and Charisma are no longer limited to 10 at most, instead having a maximum of 20. If your Intelligence or Charisma Scores are lower than 12, they are increased to 12.
- In addition, you no longer make Diplomacy Checks against Humanoids with Disadvantage. You can communicate more complicated ideas to Humans and beings of similar intelligence, but need some extra medium to do so (a translator, chalkboard, etc).

BLENDED FIGHTING

Prerequisite: Stand User

Description:

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

Effects:

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

BRUTALITY

Description:

You are able to push yourself beyond your limits, expending significant energy to deal devastating physical or mental blows to your enemies.

Effects:

- Once per Short or Long Rest, whenever you hit an enemy with a Melee or Thrown weapon, you may choose to take some damage to yourself in order to further harm or demoralize your target in one of the following ways. The DC for any of these effects is $8 + \text{double your Proficiency Bonus}$.
 - Brutal Swing: Increase the damage dealt by that blow by an amount of d10s equal to your Proficiency Bonus.
 - Brutal Stare: After the blow, stare down any single hostile creature that can see you and force them to make a Charisma Saving Throw. On failure, they take an amount of d6s of Psychic damage equal to your Proficiency Bonus and gain the Staggered Condition until the end of your next Turn. On success, they still take half the damage but do not become Staggered.
 - Brutal Display: Make a brutal display with your blow with the intent to terrify those that witness it, forcing an amount of witnesses of your choice up to your Proficiency Bonus to make a Wisdom Saving Throw. On failure, they gain the Frightened Condition until the end of your next turn. If any of the affected were already Frightened, their level of Fright goes up by 1, or by 2 if they failed by 5 or more.
- Using one of the above effects inflicts an amount of Necrotic damage to yourself equal to your Level. This damage cannot be reduced or negated in any way and cannot damage you below 1 Hit Point.
- When you drop an enemy to 0 Hit Points or take damage from a hostile creature that would reduce your HP to half its maximum or less, you may regain the use of this Feat if it was expended.

BURST**Description:**

You may push yourself beyond your limits, at a cost.

Effects:

- Once per Short or Long Rest you may gain one of the following benefits:
 - Whenever you take the Attack Action, you may make an additional amount of Attacks equal to half of your Proficiency Bonus.
 - You gain an additional Bonus Action and Reaction this Turn.
 - You may Dash, Disengage, or Dodge as a single Attack or Bonus Action.
 - Your Movement Speed is doubled.
- When you use this Ability, you take an amount of Necrotic damage equal to your Level that cannot be reduced or negated. This damage cannot drop you below 1 HP.

CALCULATING**Prerequisite: Stand User****Description:**

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

Effects:

- Every DC that you use increases by 2.
- If you have a DC based on a physical stat (Str, Dex, Con), you may use a different physical stat. If you have a DC based on a mental stat (Int, Wis, Cha), you may use a different mental stat.

CATLIKE AGILITY**Prerequisite: Dex 13+ or Artist****Description:**

Your reflexes are faster than that of the average person.

Effects:

- Once per Short Rest, you may Dodge as a Bonus Action.
- Additionally, while Dodging through any means, you may reduce incoming damage by half until the start of your next Turn. The doubling/halving rule does not apply to the reduced damage, with things that do use the doubling/halving rule applying before Catlike Agility (for example, if one was taking a quarter damage from Defensive Agility, Catlike Agility would apply afterwards, allowing you to only take an eighth of the damage when Dodging).

CLASS INITIATE**Description:**

You've learned a few skills from others, allowing you to fight in a different way.

Effects:

- **This Feat consumes 2 Feat slots, rather than 1**
- Pick a Stand-Type, Ripple, Spin, or a Non-Supernatural Class. You are treated as if you have an amount of Levels in the Class equal to your Proficiency Bonus. You gain all of the Class Features that you would at that Level, but you do not gain additional health, Ability Score Increases (although you do gain the physical stat increases from Ripple), and your Proficiency Bonus does not increase.
- If you already have Levels in Stand User, either from this Feat or your regular Levels, you cannot use this Feat to gain Levels in a different type of Stand.
- Initiate Levels count towards any Abilities or Feats that have a Class prerequisite.
- You may take this Feat multiple times. Should you choose to do so, you may choose to gain an amount of Levels equal to your Proficiency Bonus in either the same or a different Class. You cannot have more Levels in an Initiate Class than you have in your regular Class.

CLEVER DISGUISE

Description:

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

Effects:

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

CLOSE-RANGE DEFLECTION

Prerequisite: Power-Type, Ranged-Type, Revenge-Type, Close-Range Act-Type, or Immense Power

Description:

You have gained the ability to effectively deflect ranged attacks. If you can already do that, you gain a superior block that allows you to deflect Melee Attacks as well.

Effects:

- If you do not have Block Projectile, you gain it.
- If you already have Block Projectile, it is upgraded in the following ways:
 - You may use this Ability to block any Attack that requires your attacker to make an Attack Roll against you, so long as your Stand is hit or your Stand is within 2 meters of you.
 - When reducing damage, in addition to your Attack dice + Precision and Speed Modifiers, you may also add your Durability Modifier to the result.
 - Leftover points after the damage has been negated can be used against additional Attacks, but the rest of the points must go to reducing the same type (melee vs ranged) of Attack. Alternatively, you may take half of the remaining points after the damage and add it to your Stand Damage Reduction until the top of Initiative rolls around again.
- If you do not have Block Projectile, you may take this Feat twice to gain the upgraded version.

CLOSE-RANGE MOBILITY

Prerequisite: Power-Type, Ranged-Type, Revenge-Type, Close-Range Act-Type, or Immense Power

Description:

Despite being focused on close-range combat, your Stand is surprisingly mobile.

Effects:

- If you do not have Stand Leap, you gain it.
- If you do have Stand Leap already, it is upgraded in the following ways:
 - You no longer have to spend your Reaction to negate the fall damage from it.
 - If you're falling and wish to grab something within 2m to catch yourself, you may do so as a Reaction.
 - You may choose to spend 2m of Movement rather than the usual 5 in order to Stand Leap up to half your Power Modifier in any direction.
 - You may move through another creature's space while using Stand Leap by succeeding an Acrobatics Check which the other creature may Contest with Athletics (Strength) or Grit. If you fail, you may end the Leap early at the space in front of the creature, or keep moving and allow them to take an Opportunity Attack against you. If the creature is an ally or willing to allow you, you do not need to make a Check.
 - You may choose to get up from the Prone condition without expending any Movement Speed as a Reaction.
- You may take this feat a second time in order to gain the upgraded version of Stand Leap if you didn't have it before.

COMBAT MEDIC

Prerequisite: Int 13+, Wis 13+, or Medical Expert

Description:

Your medical knowledge is priceless on the battlefield.

Effects:

- You may make Medicine Checks as an Attack or Bonus Action.
- You have a pool of d6s called Combat Medic (CM) Dice that you may expend to help others, given an amount equal to your Medicine Skill bonus (Int or Wis). You regain all CM Dice on a Long Rest, and half of them (rounded down) on a Short Rest.
- You may spend CM Dice to heal an ally when you make a Medicine Check on them, healing a d6 plus your Medicine bonus per CM Die spent.
- Additionally, when you make a Medicine Check on a Downed ally, they may roll an amount of Hit Dice equal to their Proficiency Bonus to heal rather than just being brought back to 1 HP, and they may get up from Prone for free.
- You may take this Feat multiple times if desired. The second copy turns your CM Dice into d8s and brings any 1s or 2s rolled up to 3s. Further copies increase the CM Dice to d10s or d12s and raise the minimum roll by 1.

COMBINATION ABILITY

Prerequisite: Levels in any 2 or more Classes OR Levels in a Race such as Vampire or Enhanced Pillar Man and another Class

Description:

You gain a special ability or technique that combines aspects of your Classes' abilities at once.

Effects:

- You gain a new ability unique to your character that takes aspects from two or more Classes that you have Levels in. If you later gain a Level in a new Class you may choose whether or not to also incorporate it into this ability.
- You may use this Combination Ability an amount of times equal to your Proficiency Bonus per Short or Long Rest.
- You may take this Feat multiple times if desired, granting an additional and different Combination Ability so long as the Class combination is different. For instance if your first Combination Ability uses Ripple and Spin, your second cannot use only those same two again. The second could use Ripple, Spin, AND Heavyweight though, or just Ripple and Heavyweight, etc.

COMMENTATOR

Description:

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

Effects:

- As a Reaction, you may use the Help Action on an ally within 10 meters. However, your character must narrate what they are doing (Like Speedwagon). When using the Help Action in this way, it may be used to reroll a Skill Check, Attack, or Saving Throw.
- You may do this an amount of times equal to your Charisma Modifier per Long Rest.
- You regain half your uses (rounded down) on a Short Rest.

CONFIDENT SUPPORT

Prerequisite: Cha 13+

Description:

You are particularly skilled in supporting and encouraging your allies.

Effects:

- Whenever you give a bonus to yourself or an ally using dice that may add to a d20 result (Encouragement Dice, Fortune Teller, Tactician, etc.), the target may reroll any 1s or 2s on the bonus dice.
- If you give a flat bonus to yourself or an ally in some way (Aura of Awareness, Aura of Knowledge, etc.), you may grant an additional amount equal to half the amount rounded down. For instance, a +4 bonus becomes a +6 bonus etc.
- If you grant an ally Advantage, you may grant them an additional +2 bonus on top of any stacks of Advantage they may have.

CONSISTENT ACCURACY

Description:

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

Effects:

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

CONSISTENT SKILLS

Description:

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

Effects:

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

CRUSHER

Description:

You are skilled at hitting things hard. Whether that's using a rock, a mace, or your fist, you understand the principle that hitting harder is always possible.

Effects:

- Whenever you deal Bludgeoning damage you may choose to deal only half damage with the Attack, forcing your target to make a Save against a DC of 8 + twice your Proficiency Bonus. You choose one of the following options:
 - The target is forced to make a Strength (NOT Power) Save. If they fail, they are pushed back an amount of meters equal to half your Proficiency Bonus. If your target hits a wall, for every meter they could not be Shoved they take a number of d6s of Bludgeoning damage equal to your Proficiency Bonus.
 - The target is forced to make a Constitution (NOT Durability) Save, losing half of their Movement Speed on a failed Save. If this effect is applied twice, their Movement drops to 0. If they fail this Save again while their Movement Speed is 0, they instead fall Prone.
- Those who have Vulnerability to Bludgeoning have Disadvantage on the Saving Throws, those who have Resistances have Advantage on the Saves, and those who have Immunity are immune to these effects entirely.

DARK DETERMINATION

Description:

You come to an understanding that the person in front of you needs to be put down, permanently.

Effects:

- You may resolve to kill an opponent with an Attack. Doing so ensures that the damage that you deal cannot be non-lethal. You may mark someone with Dark Determination as a Bonus Action twice per Long Rest. You may use it additional times, but each additional use gives you a level of Exhaustion. The effect lasts until you kill them or 10 minutes pass.
- Whenever you Attack a target marked with Dark Determination and roll lower than half on the Attack Rolls or Damage Rolls, you may choose to reroll, keeping the new result. The damage you deal with these Attacks cannot be non-lethal.
- You may only use this Ability if your opponent has an equal or greater amount of Levels compared to you.

DEADLY ACCURACY

Prerequisite: Dex 13+

Description:

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

Effects:

- When making an Attack with a Ranged or Thrown weapon (or Ranged Attack) you may choose to use a full Action to attack. If you choose to do this, you can add your Attack Roll's Bonus twice.
- Upon a successful Hit, you may roll double the Damage Dice and also roll them all twice and take the higher result.
- This Feat may be activated even when you use the ability that gives you Advantage on a Sniper Rifle.

DEFENSIVE AGILITY

Prerequisite: Dex 13+

Description:

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

Effects:

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

DEMOLITIONIST

Description:

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

Effects:

- You gain Proficiency in the use of Explosives. This means when you detonate an Explosive weapon, the DC for the Saving Throw increases by your Proficiency Bonus.
- Additionally, you gain a +4 bonus to any Check made to disarm or set up an explosive device, as well as any Saves made against explosives.
- You may take this Feat multiple times if desired. Each additional instance increases the DC and Check/Save bonus by +2.

DUELIST'S AGILITY

Prerequisite: Dex 13+

Description:

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

Effects:

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

ELEMENTALIST

Description:

You've become a master of a certain element, knowing how to use it to the most optimal effect.

Effects:

- When you deal damage of a specific non-physical type you may spend a use of this Feat to trigger an additional effect. If you hit multiple targets, you must spend a use of this Feat for each one you wish to affect.
- Lingering effects last for 1 minute, and the Saving Throw to shrug off the effect is made at the end of the afflicted's Turns. Targets can only be afflicted with one instance of each lingering effect at once.
- All Saving Throws have a DC of 8 + Proficiency Bonus x 2.
- Choose an amount of damage types from the following equal to half your Proficiency Bonus to specialize in:
 - Acid
 - Acid Splash (instant): Make an additional Attack Roll or force an additional target within 2m of your original to make another Saving Throw. If the Attack lands or the Save is failed, they take the same amount of damage as the original Attack inflicted. You may spend two uses to instead hit the original target again.
 - Armor Strip (lingering): Force your target to make a Constitution (NOT Durability) Saving Throw. On a failure the target's AC is reduced by an amount equal to your Proficiency Bonus and their Stand AC is halved.
 - Cold
 - Creeping Ice (instant): Force your target to make a Constitution (NOT Durability) Saving Throw. On a failure the target's Movement Speed is dropped to 0 until the beginning of your next Turn. The target may choose to move despite this, but will take an amount of Cold damage equal to twice their Level if they do.
 - Bitter Cold (lingering): Force your target to make a Constitution (NOT Durability) Saving Throw. On a failure the target's Movement Speed is halved.
 - Fire
 - Immolation (instant): You may reroll any Fire damage dealt if the result is less than or equal to 1 plus half your Proficiency Bonus (rounded down). If the damage is a flat amount rather than determined by a dice roll, you may increase it to an amount equal to twice your Level if it was less than that.
 - Burning (lingering): Force your target to make a Dexterity (NOT Precision) Saving Throw. On a failure they must remake the same Save at the end of each Turn or take an amount of Fire damage equal to their Level.
 - Force
 - Reliable Force (instant): The Force damage dealt ignores Resistance and Immunity. If the target was not Resistant or Immune, they take an additional amount of Force damage equal to twice your Level.
 - Grievous Wound (lingering): Force your target to make a Constitution (NOT Durability) Saving Throw. On a failure the target gains 1 temporary level of Exhaustion which wears off when this lingering effect ends. You may spend an additional use to give them 2 levels of Exhaustion instead.

- [Lightning](#)
 - Chain Lightning (instant): If the original Attack was against a single target, you may make an additional Attack Roll or force an additional target within 2m of your original to make another Saving Throw. If the Attack lands or the Save is failed, they take half the damage the original Attack inflicted. If there is a conductive surface within 5m of your original target, you can have the half damage Attack or Save apply to your original target instead.
 - Electric Stun (lingering): Force your target to make a Constitution (NOT Durability) Saving Throw. On a failure the target gains the Stunned Condition.
- [Necrotic](#)
 - Lifedrain (instant): Half of the damage dealt is given back to you either as healing or Temp HP.
 - Spreading Rot (lingering): Force your target to make a Constitution (NOT Durability) Saving Throw. On a failure, the target gains the Decay Condition.
- [Poison](#)
 - Induced Nausea (instant): Force your target to make a Wisdom Saving Throw. On a failure the target falls Prone.
 - Persistent Poison: Force your target to make a Constitution (NOT Durability) Saving Throw. On a failure the target gains the Poisoned Condition.
- [Psychic](#)
 - Mindblank (instant): Force your target to make an Intelligence Saving Throw. On a failure the target loses any buffs or Temp HP they had.
 - Sensory Overload (lingering): Force your target to make an Intelligence Saving Throw. On a failure the target gains the Overwhelmed Condition.
- [Radiant](#)
 - Blinding Light (instant): Force your target to make a Dexterity (NOT Precision) Saving Throw. On a failure the target gains the Blindness Condition.
 - Searing Rays (lingering): Force your target to make a Dexterity (NOT Precision) Saving Throw. On a failure the target gains the Staggered Condition. If your target a creature that is already Staggered, you may force them to make either a Strength (NOT Power) or Constitution (NOT Durability) Saving Throw. On a failure the target also gains either the Prone or Stunned Conditions, respective to the type of Save.
- [Thunder](#)
 - Blasted Away (instant): Force your target to make a Strength (NOT Power) Saving Throw. On a failure the target is thrown away from the damage source an amount of meters equal to half your Proficiency Bonus. If your target hits a wall they take an amount of d6s of Bludgeoning damage equal to your Proficiency Bonus for every meter they could not be thrown.
 - Concussed (lingering): Force your target to make a Constitution (NOT Durability) Saving Throw. On a failure the target gains the Confusion and Deafened Conditions.
- Those who have Vulnerability to your chosen element have Disadvantage on the Saving Throws, those who have Resistances have Advantage on the Saves, and those who have Immunity are immune to the effects entirely.
- You have an amount of uses of this Feat equal to twice your Proficiency Bonus per Long Rest.
- You regain an amount of uses equal to your Proficiency Bonus on a Short Rest.
- You may take this Feat multiple times if desired, gaining an additional amount of uses equal to your Proficiency Bonus, an additional amount of recharge on Short Rest equal to half your PB, and the ability to specialize in an additional number of damage types equal to your PB.

ENERGY IMBUEMENT

Prerequisite: Stand User

Description:

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

Effects:

- You may make an object a semi-permanent part of your Stand by imbuing it with Stand Energy for 8 hours.
- The object now deals Stand damage and gains the same resistance that the rest of your Stand has.
- You become Proficient in the use of the imbued object, if you weren't already.
- If the object is destroyed, it does not damage the User in any way and it regenerates mass at a rate of 1kg/hour.
- If the object is a Ranged Weapon then you may refill its ammo to maximum capacity as a single Attack at the cost of 1 Stand Energy.
- If the weapon is non-Explosive and its maximum ammo capacity is less than 5, you still get 5 'shots' before needing to expend Stand Energy again. Thrown weapons also work for this, summoning one in each free hand and the others elsewhere on your person.
- You may take this Feat multiple times if desired.

ENFEEBLER

Description:

You know how to weaken your enemies in just the right way.

Effects:

- Whenever a target succeeds a Saving Throw that you forced them to make you may use your Reaction to subtract an amount equal to their Proficiency Bonus from the result, potentially causing them to fail the Save.
- Twice per Short/Long Rest when you use your Reaction to subtract from an enemy's Save, you can make it so everyone who made the Save has their Proficiency Bonus subtracted from the result rather than just a single target. Alternatively, when you use your Reaction, you may have a single enemy make the Save and subtract twice their PB instead.
- If the target still succeeds the Save, you keep your Reaction but cannot use this Feat against that target again until your next Turn.

ENHANCED STAND SENSES

Prerequisite: Detached Senses

Description:

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

Effects:

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

EQUALIZER

Description:

You know how to fight Stand Users, and can effectively put pressure on them with regular weapons, even while their Stand is protecting them.

Effects:

- So long as you are Proficient in the use of a weapon, you are able to damage Stand Users with it while they're being protected by their Stand, even if that weapon would normally be unable to harm Stands.
- This does not allow you to actually harm Stands directly with mundane weapons, you will still be unable to harm a Stand that's separated from its User. This only allows Stand Hits (between the User AC and Stand AC) with a regular weapon to deal damage to the User, rather than being deflected without a Direct Hit.
- Damage dealt this way can still be reduced through the use of Stand Damage Reduction.
- This does not apply any special properties to the weapon, object, or projectile itself, it can only do this when wielded by you against a protected Stand User.
- When making a Contested Skill Check (Grapple/Shove, Speed Duel, etc.) against a Stand User that has their Stand assisting them, you can force them to make the Check using their own Stats instead of their Stand's, so long as you're Proficient in the Skill being used and also not using any Stand Stats.

EVER VIGILANT

Description:

You've been aware of them for a while now. You don't know who, but you know that they've been after you for so long, and you've been evading them for what seems like forever.

Effects:

- You may add your Proficiency Bonus to your Initiative Bonus. In addition, allies within 5 meters who can see or hear you gain a bonus to their Initiative equal to half your Proficiency Bonus.
- Enemies that attempt to surprise you get Disadvantage instead of Advantage on their Surprise Attack. Additionally, you may use your Stand to defend against Surprise Attacks if you have one.

EXEMPLAR

Description:

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

Effects:

- At any time, you may give 1 point of Inspiration to anyone you can see or hear as a Free Action.
- You may give out an amount of points of Inspiration equal to your Proficiency Bonus per Long Rest.
- If you give a point of Inspiration to someone using this Feat, they may use a Free Action to give it to someone they can see or hear. You can only use a single point of Inspiration from the same Exemplar each Long Rest, but if you give your point of Inspiration to someone else you can gain another one. The Inspiration expires if not used by the end of the next Long Rest.

EXTRA EXPERIENCE

Prerequisite: Wis 13+

Description:

You're a particularly experienced individual, better than most at many things.

Effects:

- Your Proficiency Bonus increases by 1, as such so do any effects that scale by your Proficiency Bonus except for the number of Feats you or your Familiar have.
- Any negative effects targeting you that would scale off your Proficiency Bonus (such as Enfeeble) use the PB you would normally have instead of the increased version from this Feat.
- You may take this Feat multiple times if desired.

FAMILIAR BOND

Description:

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

Effects:

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

FAMILIAR FIGHTING SPIRIT

Prerequisite: Proficiency in Grit of 13+ Con

Description:

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

Effects:

- In order for your Familiar to have a Stand, **both of you must have this Feat.**
- Your Familiar now uses Stand features rather than the ones normally gained by Familiars. They may also use Familiar Feats or regular Feats, and has an amount of Feats equal to their Proficiency Bonus like a regular character.
- They still roll Familiar stats for determining Ability Scores, they keep their Size and they use the Familiar's scaling Ability dice.

FAMILIAR SYNERGY

Prerequisite: Familiar Bond

Description:

Both you and your Familiar have created a special move, one that allows you to both utilize your strengths in harmony.

Effects:

- You gain an ability unique to you and your Familiar, showcasing your teamwork and trust. You may use this ability an amount of times equal to your PB per Short Rest.
- You may take this Feat multiple times to gain additional abilities involving you and your Familiar working together.

FEEL NO PAIN

Prerequisite: Con 13+ or Proficiency in Grit Checks

Description:

You have an incredibly high pain tolerance. You may use this in addition to your experience to tank powerful blows with ease.

Effects:

- Whenever you take damage you may spend your Reaction to make a Grit Check (Con or Dur) to properly tank a blow. This allows you to reduce the damage taken by an amount equal to what you rolled on the Grit Check + your Level.
- If the amount you're able to reduce is higher than the total damage taken, the extra points become Temporary Hit Points. This Temp HP may stack with other sources of Temp HP **including itself** and lasts for up to a minute or until used.
- You may use this Feat twice per Short or Long Rest.
- You may take this Feat additional times. Each time you do so you gain two additional uses per Short/Long Rest.

FOCUS

Description:

You're able to clear your mind and focus clearly on the task at hand.

Effects:

- You gain a resource called Focus, which allows you to give yourself a +1 bonus to a Skill Check, Saving Throw, or Attack Roll that you're Proficient in. You may choose how much Focus to add after the result of the roll, but before your DM tells you if you succeed or failed.
- The amount of Focus you have is equal to your Wisdom Modifier (minimum of 1) x Proficiency Bonus.
- You regain an amount of Focus equal to your Wisdom Modifier on a Short Rest, and regain it all on a Long Rest.

FORTUNE TELLER

Description:

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

Effects:

- You have an amount of d4s equal to your Intelligence or Wisdom Modifier (minimum of 0) plus your Proficiency Bonus that you may spend as a Reaction to add or subtract the rolled value to any d20 roll witnessed by your character (self, allies, or enemies).
- Since this applies to the raw roll, it may cause any rolls at 1 to become a Critical Miss or any rolls at 20 to become a Critical Hit. The minimum and maximum of 1 and 20 respectively still apply for the raw roll, so if your d4(s) would create a result of 0 it becomes 1 etc.
- You're able to use multiple d4s on one roll, but must declare how many you will use beforehand.
- You regain an amount of these d4s equal to half your Proficiency Bonus on a Short Rest, and all of them on a Long Rest.

GUARD BREAKER

Description:

You have the ability to break an opponent's guard, making them more vulnerable to detrimental effects and/or damage.

Effects:

- When you hit an enemy with a Melee Attack, you may attempt to break their guard by either spending your Action, or two Attacks to perform a Guard Break.
- Guard Break: You force a target to make a Constitution (NOT Durability) Saving Throw with a DC of $8 + 2 \times \text{PB}$. If they succeed the Save, they gain a single effect from the list below. If they fail, they gain two effects from the list. Effects last until the end of your target's next Turn.
 - They gain the Staggered Condition.
 - Their Movement Speed is reduced by half of their total.
 - Any damage taken is increased by their PB.
 - They have Disadvantage on all Contested Skill Checks.

GUARDIANS WRATH

Prerequisite: Revenge-Type User

Description:

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

Effects:

- Whenever someone you consider to be a close ally or friend fulfills one of the conditions where Grudge Points are gained, you gain a Grudge Point.
- You may only have one ally at a time that this applies to, and you may change which one you have selected as a Free Action, but must do so on your Turn.

GUERILLA FIGHTER

Description:

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

Effects:

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

HEADHUNTER

Description:

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

Effects:

- You may add your Proficiency Bonus an additional time for any Attack Roll made against an Undead creature. This bonus also applies when making Contested Skill Checks or Saving Throws caused by Undead.

HEART OF LIES

Prerequisite: Cannot have Heart of Truth

Description:

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

Effects:

- When an enemy dies and you have damaged it at least once, roll a d4. If you roll a 3 or 4, you gain a point of Inspiration.

HEART OF TRUTH

Prerequisite: Cannot have Heart of Lies

Description:

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

Effects:

- Whenever you or an ally within 5 meters of you uses a point of Inspiration, you may roll a d4. If you roll a 3 or 4, the spent point is regained.

HEAVY SLEEPER

Prerequisite: Cannot have Light Sleeper.

Description:

You rest efficiently, and can sleep through almost anything.

Effects:

- You only need to sleep for 4 hours to gain the benefits of a Long Rest. The rest of the time may be spent doing light activities.
- You may take a 5 minute nap to gain the benefits of a full Short Rest. Additionally, you may either restore 2 expended Hit Dice or regain one use of an Ability that would normally be restored on a Long Rest. You may take a nap like this a number of times equal to half of your Proficiency Bonus (rounded down) each Long Rest.
- It takes 4 failed Death Saves to kill you rather than 3. If you have failed at least 1 Death Save you gain a +2 to further Death Saves.

HEAVY SPECIALIZATION

Description:

Through all of the time you've spent lugging around and using heavy equipment you've realized how to deal the most damage using these powerful, heavy weapons.

Effects:

- You gain Proficiency in the use of any weapon with the "Heavy" Specialization.
- When bracing with a Heavy weapon, you gain Half Cover until the beginning of your next Turn.
- Once per Turn, when you deal damage with a Heavy weapon, if you roll below the Modifier you use for the weapon on any of your damage dice, it is increased to be that value. For example, if you had a Halberd (1d12) and a +3 to your Strength, you could not roll lower than a 3 on the d12.

HECKLER

Description:

You know how to use your words in order to demoralize your enemy.

Effects:

- You may perform one of the following as an Attack on a single target that you can communicate with. These effects have a DC of 8 + Proficiency Bonus + Charisma Modifier. When you force a target to make a Saving Throw of a certain type with this Feat (Int, Wis, Cha), you cannot force that same target to make the same type of Saving Throw again in the same Turn (unless they have made each of the three already).
 - Your target is forced to make an Intelligence Saving Throw, gaining the Overwhelmed Condition on failure.
 - Your target is forced to make a Wisdom Saving Throw, gaining the Confused Condition on failure.
 - Your target is forced to make a Charisma Saving Throw, gaining the Staggered Condition on failure.
- An afflicted target may repeat the Saving Throw at the end of each of their turns, and the effect ends after a successful Save or 1 minute.
- You may inflict several of these Conditions on a single target, and they must make a separate Save for each one.
- Additionally, you are able to further demoralize foes that are already suffering these mental effects. As an Attack, you may force a foe that is already Overwhelmed, Confused, or Staggered to make a mental Saving Throw of your choice (though it may not be the same type of Save as one you've already forced on them this Turn using this Feat). On failure the target takes $nd8 + \text{Charisma Modifier}$ of Psychic damage where n is half your Level (rounded down, minimum 1). On success the target still takes half damage.

HUMAN RESOLVE

Prerequisite: Human

Description:

You embody the indomitable Human spirit, allowing you to push through failures and hardships.

Effects:

- As a Reaction, once per Short or Long Rest, when you fail a d20 roll you can choose to roll again, adding twice your Proficiency Bonus (on top of other modifiers) to the roll's result.

IMMEDIATE CONNECTION

Prerequisite: Cha 13+ or Con Artist

Description:

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

Effects:

- You gain a +4 bonus to all Bluff, Diplomacy, and Presence Checks on all non-hostile creatures that you've met within the past 24 hours.
- Award-Winning Smile: You can spend a charge to increase the +4 bonus to a +6, but still have to meet the conditions. Alternatively, you may spend a charge to apply the bonus to someone you already know or a recently met hostile creature. You can use Award-Winning Smile an amount of times equal to your Charisma Modifier per Short or Long Rest.

IMMENSE IMPACT

Description:

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

Effects:

- The first time you deal damage with a Melee Attack after moving in a straight line towards your target deals extra damage equal to the amount of meters moved before attacking this Turn. The maximum additional damage you may deal with this attack is equal to your Level or your Strength Score, whichever is higher.
- You may also perform a Charge Attack, allowing you to make one free Melee Attack after moving in a straight line. You may use this ability once per Turn.

IMPECCABLE AGILITY

Prerequisite: Dex 13+

Description:

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

Effects:

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

IMPROVISED HEALING

Prerequisite: Wisdom 13+ or Survivalist

Description:

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

Effects:

- At the end of a Long Rest you may create improvised medkits. These medkits may be used to fight a lingering Condition or effect or they can be used to heal. You may have at most an amount of medkits equal to your Intelligence or Wisdom Modifier + PB, and may recreate half of the total kits on a Short Rest (not exceeding your maximum).
- You do not have to be the one to use the medkit, but your stats determine the strength of the effects.
- Anyone can use the medkit as an Attack, and the one applying the medkit may choose its effect when it is used:
 - Heal: Each medkit heals an amount of HP equal to your Survival bonus (Int or Wis) plus an amount of d6s equal to half the target's Level (minimum of 1).
 - Lessen Lingering Effect: A medkit may be used to lessen the severity of a lingering effect or Condition. If the effect requires a Saving Throw, for the next minute if the bonus to the Save is lower than your Survival bonus (Int or Wis) you may add your Survival bonus. Additionally, if the target is suffering from any effect that reduces d20 rolls, the penalty may be halved for the next minute.

INTERPRETER

Prerequisite: Int 13+ or Hospitality Worker

Description:

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

Effects:

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

JACK OF ALL TRADES

Description:

You're decently skilled at just about everything.

Effects:

- You may add half of your Proficiency Bonus (rounded down) to all Skill Checks and Saving Throws that you do not have Proficiency in.
- You may take this Feat twice. Doing so allows you to add half your Proficiency Bonus (rounded down) to all skills and saving throws, not just those you don't have Proficiency in.

LEVEL-HEADED

Prerequisite: Int 13+ or Academic

Description:

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

Effects:

- Whenever you make a mental Saving Throw (Int, Wis, Cha), you may choose to make them as Intelligence Saving Throws, using your Intelligence Save Bonus for the roll instead.
- Twice per Short or Long Rest, you may either reroll a failed mental Saving Throw or add your Intelligence Modifier to any mental Skill Check as a Free Action.

LIGHT SLEEPER

Prerequisite: Cannot have Heavy Sleeper

Description:

You regain consciousness fairly quickly.

Effects:

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

MARTIAL ARTS

Description:

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

Effects:

- You gain the following :
 - Proficiency in Improvised Weapons.
 - Proficiency in Melee Stand Attacks and Unarmed Strikes (you are Proficient in both of these by default, so this becomes Expertise).
 - If your Proficiency with Fist weapons is less than your Proficiency in Unarmed, it is increased to meet it. For example, if you have Expertise in Unarmed, you also have Expertise in Fist weapons.
- If your Unarmed Dice is less than 1d10, it is increased to become 1d10. If your Unarmed Dice is 1d10 or more, you instead get a flat +2 to Unarmed Damage Rolls.
- You may make Unarmed Strikes, Improvised Weapon Attacks, and Damage Rolls that would be made with Strength, using Dexterity instead.
- Unarmed Barrage: You unleash a flurry of unarmed blows. Everyone in a 2 meter cone must make a Dexterity (NOT Precision) Saving Throw, with a DC of 8 + PB + Str/Dex Mod. You may use this ability once per turn, increasing the damage dealt on a failed Save by your Unarmed Dice + your Str/Dex (NOT Pow/Pre) Modifier for each Attack spent. Those who succeed the Save still take half damage.

MASSIVE STAND

Prerequisite: Anchored Stand

Description:

Through training and experimentation, you have discovered that you may increase a Stand's Size, so long as you have enough material to do so and it is relatively close to you. Examples of this include: Wheel of Fortune, Strength, High Priestess, Superfly

Effects:

- Your Stand is able to increase by one Size Category, so long as you have enough material for your Stand to anchor onto. Each Category increase requires an amount of material equivalent to twice your Stand's current mass of material. You may estimate this or ask your DM to estimate it, no need to do volume and density math to figure it out.
- You may take this Feat up to three times, increasing by another Size Category (and doubling the required material mass) for each one.
- For each Category increase, your Stand must be closer to you. For one Category, it must be within half of its Range, a quarter for two, and an eighth for three.
- Due to the increase in Size, your Stand gains the following benefits:
 - Your Stand's Attack dice increase, allowing you to roll double your Attack Dice per Category increase (Doubling/Halving rule does apply here).
 - Your Stand's Melee Attacks, as well as Grapples and Shoves have a sweeping effect, causing them to hit everyone within a 2m cone rather than a single target. The radius of this cone increases by 1m for each Category increase. You only need to make one Attack Roll or Athletics Check against the ACs of all targets in range. You may have an amount of creatures at least one Size smaller than you Grappled equal to $2 + 2x$ the number of Massive Stand Feats you have taken.
 - Your Stand has more lifting and carrying capacity relative to its new Size.
 - Your Stand gains an additional amount of Damage Reduction equal to its Durability Modifier for each additional Category increase.

MELEE FOCUS

Description:

Your approach to combat is through melee combat, preferring to solve most combat situations up close and personal.

Effects:

- You gain Proficiency in the use of any weapon with the 'Melee' Specialization, as well as Unarmed Strikes and Improvised Weapons so long as you use them to make Melee (not Thrown) Attacks.
- Power Attack: You may choose to sacrifice accuracy for damage. When you make a Melee Attack you may choose to subtract an amount from your Attack Rolls equal to your Proficiency Bonus. For each time you subtract your Proficiency Bonus (maximum of 3 times), you deal an additional amount of damage equal to how much was subtracted from the Attack Roll. You must declare how much you are subtracting before making the Attack Roll.
- Once per Turn if you miss a Melee Attack, you may reroll it. You may not use this Ability if you are using Power Attack.

MELEE WEAPON SPECIALIZATION

Description:

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

Effects:

- You gain Proficiency in the use of any weapon with the "Melee" Specialization. This does not give you Expertise in Unarmed Strikes, but you do gain Proficiency in the use of Fist and Gauntlet weapons, as well as Improvised Weapons, so long as you do not throw them.
- When dealing damage using a Melee weapon, you may reroll any number of Damage Dice of your choice. You must keep the new roll, and you can only do this once per Turn.
- Additionally, if you are hit by a Melee Attack while wielding a Melee weapon, you may use your Reaction to add your Proficiency Bonus to your AC until the beginning of your next Turn.

MENACING AURA

Description:

You radiate threatening energy.

Effects:

- You may make Intimidate Checks as Bonus Actions. Whenever you make Intimidate Checks, you may force an amount of targets equal to your Proficiency Bonus within 10 meters to make a Wisdom Saving Throw against a DC equal to $8 + \text{your Intimidate Bonus}$. You have to have a way to communicate with your targets to use this Feat. If the target fails the Save they gain the Frightened Condition until the end of their turn, with the amount they failed the save by determining the severity of the Condition.
- If a creature has already been forced to make a Save against your Menacing Aura, they get a +4 bonus to further Menacing Aura Saves for the next minute.
- If you use this against a target that's already Frightened, you may increase their level of Fear by 1 if they fail the Save, or by 2 if they fail the Save by 5 or more.

MOTIVATED

Description:

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

Effects:

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

OBJECT STAND

Prerequisite: Stand User

Description:

You must wield your Stand in order to use it, as it is bound to an object. However, in this form they get additional powers and abilities. Examples of this include: Emperor, Anubis, Beach Boy, Cream Starter.

Effects:

- Your Stand takes the form of an object. If you have Anchored Stand it is a physical object that anyone can see. If you do not have Anchored Stand, only Stand users can see it.
- Your Stand becomes an object that you must wield in order to use. You may still use your Damage Reduction and Stand AC as normal, but you cannot send your Stand out to act on its own. Your stand can use its normal Abilities, so long as there is an allied creature wielding it. You may use your Stand stats to make certain physical Checks and Saving Throws, so long as it would make sense for it to do so (A Stand user with a gun Stand may be able to shoot open the lock on a door, but wouldn't be able to push a boulder up a hill).
- In addition, your Stand gains one of the following benefits:
 - Your Stand's Custom Ability massively increases in potency. For example, if your Stand uses scaling dice, you gain an additional amount of Ability Dice equal to your Proficiency Bonus. Alternatively, you may speak to your DM about increasing the potency of your Stand's Ability in some other way, similar to Enhanced Custom Ability. However, your Stand's physical stats (Power, Precision, Durability) all drop to 0.
 - Your Stand gets a multiplier boost of 2 in any three Ability Scores of your choice. For example, an Ability-Type would normally have a x4, x3, and x5 for Range, Speed, and Stand Energy respectively, but if they wanted to increase them, Range would become x6, Speed would become x5, and Stand Energy would become x7.
 - Your Stand becomes a powerful weapon capable of dealing great damage. The weapon functions in a similar manner to a weapon affected by the Energy Imbuement Feat. If the weapon's Damage Dice is lower than your Stand's Attack Dice, the weapon's Damage Dice are increased to match. The weapon deals Stand Damage. In addition, the physical Ability Score used to use the weapon (choose one if the weapon uses multiple stats) is always one of the Stand's physical stats and no longer has a limit, even if the Stand's Type would normally limit it. However, if a Stand Stat limit is broken like this you must choose one other Ability Score which now cannot increase past its initial value (cannot choose Ability Scores that are already limited, or Power-Type's max Range of 20). Attacks with the weapon count as both Attacks from the Stand and User for the sake of Feats like Blended Fighting.

OVERHEAL

Description:

You know the ins and outs of how the body heals itself, and are able to use that knowledge to heal yourself and others more effectively.

Effects:

- An amount of times equal to your Intelligence or Wisdom Modifier per Long Rest you may choose to Overheal. Doing so allows you or an ally you're healing to gain Temp HP when healed above the target's typical HP maximum. This Temp HP lasts until it is used, or your next Short Rest, and may stack alongside other forms of Temp HP (but not itself).
- If the target is not at or close to their Maximum HP, you may instead choose to heal an additional amount equal to your Level, but this may not create Temp HP.

PHENOMENON STAND

Prerequisite: Stand User

Description:

Your Stand's physical manifestation greatly weakens in exchange for a massive increase in your ability's potency.

Effects:

- Your Stand's physical stats (Power, Precision, Durability) all drop to 0 and cannot be increased in any manner. The physical manifestation of your Stand either becomes non-existent or so physically frail that it barely exists tangibly.
- You gain Enhanced Custom Ability. If you already have Enhanced Custom Ability you get to choose an additional option from it.
- Your Range, Speed, and Stand Energy stats all get a multiplier boost of 3. For example, an Ability-Type with a x4 for Int, x3 for Wis, and x5 for Cha would be boosted to x7, x6, and x8 respectively.
- To determine Stand AC, you may instead use 10 + Speed Modifier + Stand Energy Modifier. In addition, you may use Speed or Stand Energy to determine your Stand DR instead of Durability.

PIERCER

Description:

You may use piercing projectiles or strikes to break through armor and deal precise, devastating hits.

Effects:

- When you deal Piercing damage, you may choose to spend another Attack to inflict an additional effect. If you are dealing damage using something that takes your entire Action rather than an Attack, you may do this for free. Any Saving Throws involved are made against a DC of 8 + twice your Proficiency Bonus.
 - Your target makes a Constitution (NOT Durability) Saving Throw. If they succeed, you deal normal damage. If they fail, you may deal damage to their HP directly, bypassing any damage blocking effects including Temp HP, Scarflesh, Stand DR, and any effect that would reduce damage to 0 (Bionic Enhancements, Revenant Powers, and Fleeting Invulnerability). However, any Resistances, Vulnerabilities, and Immunities all function normally.
 - Your target makes a Dexterity (NOT Precision) Saving Throw. If they fail, their AC is reduced by an amount equal to your Proficiency Bonus and their Stand AC is cut in half until the start of your next Turn.
 - Your target makes a Dexterity (NOT Precision) Saving Throw. If they fail, they gain a penalty to any Saving Throws and Contested Skill Checks equal to your Proficiency Bonus until the start of your next Turn.
- Those who have Vulnerability to Piercing have Disadvantage on the Saving Throws, those who have Resistances have Advantage on the Saves, and those who have Immunity are immune to these effects entirely.

POWERFUL PRESENCE

Prerequisite: Cha 13+ or Weightlifter

Description:

You radiate a strong presence that draws attention and respect.

Effects:

- Any effects requiring a Saving Throw have a DC of $8 + \text{your Presence bonus}$.
- As an Attack, you may force a non-hostile creature that can see or hear you within 10m to make a Charisma Saving Throw, becoming Charmed by you for the next hour on a failure. They may repeat the Save if an ally uses an Action to shake them out of it or if they take any damage. The effect is dispelled if the target becomes hostile somehow. If a target succeeds on one of these Saves they gain a +4 against further attempts for the next minute.
- Alternatively, you may force a hostile creature that can see or hear you within 10m to make a Charisma Saving Throw, gaining a penalty equal to your Charisma Modifier to all Attacks, Skill Checks, and Saving throws made while they can still see or hear you within 10m on a failure. They may repeat the Save at the end of their Turns (the penalty does not apply to this Save), with the effect ending after a success or 1 minute.

PRACTICAL EXPERIENCE

Description:

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

Effects:

- You may gain Proficiency in any four artisan's tools, instruments, languages, or Skills of your choice.
- You can spend two of the above Proficiencies to instead gain Proficiency in any Weapon Type or Specialization.
- You may take this Feat multiple times if desired.

PRESSURE POINT MANIPULATOR

Description:

Through time spent studying the Human body you've found the best way to hinder movement, cause immense pain, and defeat foes with little force.

Effects:

- As an Attack, you may force a foe in your (or your Stand's) Melee Range to make a Constitution (or Durability) Saving Throw against a DC of $8 + \text{Proficiency Bonus} + \text{your Wisdom Modifier}$. If they fail the Saving Throw, you may remove function from one of their four limbs, with the following effects:
 - Arms: The target loses function in one arm entirely, causing it to hang limply from their shoulder. This prevents them from using weapons that require two hands, and gives them Disadvantage on Athletics Checks and Strength Saves.
 - Legs: The target loses function in one leg entirely, causing it to go numb and hang limply. If they have one paralyzed leg their Movement Speed is cut in half, and if they have two paralyzed legs their Movement Speed drops to 0 and they fall Prone. A target with a paralyzed leg will have Disadvantage on all Acrobatics Checks and Dexterity Saves.
- At the end of the target's Turn, they make the Constitution Saving Throw again, regaining control of a single limb of their choice that has been paralyzed on success. The effect lasts for a minute, or until they make enough Saves to remove the effect. Alternatively, the target (if they have at least one functional hand) or an ally of theirs can make a Medicine Check against your DC, removing paralysis from all affected limbs on success and regaining control over a single limb of their choice on failure.
- Medicinal Spin can remove the effect from a single paralyzed limb, and Forced Motion still works on a paralyzed limb.

PROFESSIONAL WEAPON TRAINING

Description:

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

Effects:

- You gain Proficiency in the use of Simple, Martial, and Improvised Weapons.

QUICK ON YOUR FEET

Description:

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

Effects:

- You gain Proficiency in three Saving Throws of your choice.
- You may take this Feat multiple times if desired.

RALLYING CRY

Description:

You have the ability to uplift people in their darkest hour, being the light that guides your allies away from stormy shores.

Effects:

- Whenever you gain HP and/or Temp HP from any source, you may choose to give some or all of it to any allies within 5 meters so long as they can see or hear you.
- If you are Undead, HP gained from your regeneration cannot be shared with someone unless they are also Undead, and if applied to Head HP, it heals/gives half HP/Temp HP.
- You also gain a limited resource to restore HP. As a Bonus Action, you gain an amount of Temp HP equal to your Level + Charisma Modifier. You have an amount of uses of this equal to your Charisma Modifier per Long Rest, regaining half your total uses on a Short Rest.
- If you take this Feat a second time:
 - Any time an ally within range gains HP and/or Temp HP from any source, you can take some of it from them if they agree to it. Your range with this ability becomes 10 meters.
 - The ability to gain Temp HP now has uses equal to Charisma Modifier per Short Rest.
- Each additional time you take the Feat past the second, you gain 2 more uses of the Temp HP regain ability, and the range for sharing HP and Temp HP extends by 5 meters.

RESILIENT

Description:

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

Effects:

- You and your Stand may choose to either become resistant to Piercing, Slashing, or Bludgeoning damage, or become resistant to any other three damage types of your choice.
- You also become resistant to the Stand counterpart of the chosen type(s).
- If you have a Damage Vulnerability, you may not use a Resistance to cancel it out.
- If you are Undead, you may take this Feat to gain Resistance to Radiant Damage, but only conditionally. For example, you may become Resistant to the sun and UV light, but not The Ripple, or vice versa.
- You may take this Feat multiple times if desired.

RESOURCE REGENERATION

Prerequisite: Stand User, Ripple User, Artisan, or Consul

Description:

You regain resources and energy extremely quickly.

Effects:

- You gain one of the benefits below depending on your Class:
 - Stand User: You regain 1 Stand Energy at the top of Initiative. When you take the Dodge Action, you regain 2 SE rather than 1.
 - Ripple User: If you are able to comfortably breathe, you regain 2 Ripple Points at the top of Initiative. When you use an Ability that costs more than 2 RP you may reduce its cost by 1.
 - Artisan: You regain an amount of Artisan Charges equal to your Proficiency Bonus on a Short Rest. Additionally, after taking a Short or Long Rest you get 1 free Artisan Charge.
 - Consul: You regain an amount of Encouragement Dice equal to your Proficiency Bonus on a Short Rest. Additionally, when you spend at least 1 Encouragement Die you may add the effect of a single Encouragement Die as healing or support on Skill Checks, so long as they do not already have a Die to add to Skill Checks.
- You may take this Feat multiple times, choosing a different option each time so long as you meet the Class prerequisites for the additional option(s) you take.

RIFLE SPECIALIZATION

Description:

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

Effects:

- You gain Proficiency in the use of any weapon with the "Rifle" Specialization.
- When you roll a 19 on an Attack Roll with a Rifle, it is counted as a Critical hit just as if you had rolled a 20.
- While using a Rifle, you may attack at Long Range without imposing Disadvantage.

SCARFLESH

Description:

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

Effects:

- You gain Damage Reduction equal to twice your Constitution Modifier at the top of Initiative every round.
- This Damage Reduction doesn't conflict with Stand Damage Reduction, and unlike Stand DR, applies on any hit.
- In addition, effects that would deal additional damage to Stand DR do not apply to Scarflesh's Damage Reduction.
- You may take this Feat multiple times, gaining additional Scarflesh equal to 2x Con Mod for each additional instance.

SENTIENT STAND

Description:

You and your Stand have two separate minds and personalities, and your Stand may act independently from you. Your Stand might even have different strengths and weaknesses from you. Examples of this include: Echoes Act 3, Sex Pistols, Spice Girl, Whitesnake.

Effects:

- In order for you and your Stand to communicate, you must be within line of sight of each other, or have some other method of communication like walkie-talkies or a phone call, or some form of coded communication to relay information back and forth. While your Stand is within 2 meters, you and your Stand do not have to communicate verbally to relay information.
- If you and your Stand are unable to communicate with each other, the Stand will either do its best to complete the last objective it was given or make its own decision on how to best proceed.
- You and your Stand still share a Turn and Action Economy (aside from separate Movement) for gameplay purposes.
- You and your Stand may have different mental stats (Intelligence, Wisdom, and Charisma) and Proficiencies from you. The mental stats may be shuffled around, but the values must remain the same. For example, a user might have 8 Intelligence, 19 Wisdom, and 14 Charisma while the Stand has 19 Intelligence, 14 Wisdom, and 8 Charisma.
- Your Stand's Range, Speed, and Stand Energy are determined by its mental stats, not yours. Things that would be determined by a mental stat for the Stand (like Stand Stats and Stand DC) use the Stand's mental stats instead of the User's.
- When Levelling-Up your Stand, you may not put points into these mental stats. However when the User gains an Ability Score Improvement and puts points into their mental values, the Stands increase as well. For example if the User above decided to put 2 more points into their Intelligence increasing it to 10, the Stand's Charisma would also increase to 10.
- If you have Detached Senses, you are not able to sense through your Stand as a User. That said, you still generally know where your Stand is, and your Stand gets a +4 bonus to any Perception Checks, as well as their Passive Perception, so long as the Stand is being used to sense.
- Once per Turn your Stand may act on its own to perform one of the following actions:
 - As a Reaction, your Stand may protect you from an Attack or assist with a Saving Throw or Contesting Skill Check (Grapple, Speed Duel, etc.) that it would normally not be able to help with, as long as it's within 2m of you. This could protect you from a surprise attack, or grant you assistance on a roll that would normally disallow Stand stats to be used (like defending against a Swarm Attack for example).
 - When you or an ally fails a Skill Check if your Stand is within 2m the check may be reattempted with the Stand's stats instead.
 - When you fail a Saving Throw or Contesting Skill Check (Grapple, Speed Duel, etc.) your Stand may make the Save/Check as well to determine if it suffers the result, rather than instantly being affected alongside you. If your Stand succeeds a Save/Check in this way they do not suffer ANY negative effects, even if the Save/Check would normally still do something on success.

SENTINEL

Description:

You have a remarkable ability to keep your friends close, and your enemies closer.

Effects:

- Whenever someone exits your Melee Range without Disengaging, you may make an Opportunity Attack or a Grapple Check as a Free Action. If someone does Disengage, you may still make an Opportunity Attack or Grapple Check, but it costs your Reaction to do so.
- Whenever an ally within 2 meters takes damage, you may use your Reaction to interpose yourself, switching your and your ally's positions and causing you to take the damage instead. The type of hit is the same on you (if your ally was hit with a Stand Hit, it counts as a Stand hit for you as well), but you may apply Resistance/Immunity as normal to the damage if you have it.

SHARED STAND

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

Description:

Your Stand is uniquely able to be shared amongst several people with whom you share an extremely close bond, be it familial, friendly, or romantic. Examples of this include: Ratt, Tattoo You!, Scary Monsters, Cat Size.

Effects:

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

SHARP MIND

Description:

You have a particularly sharp wit, able to think on your feet and come to the correct conclusions quickly.

Effects:

- You may make a Skill Check that would normally be made as an Action as a single Attack instead. You may do this an amount of times equal to your Intelligence Modifier per Short or Long Rest.
- If you have Field Study, you may spend a use to make an additional Skill Check for free when you use the above effect. If you spend multiple uses, you can gain multiple additional Skill Checks.

SHIELD PROFICIENCY

Description:

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

Effects:

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

SHOTGUN SPECIALIZATION

Description:

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

Effects:

- You gain Proficiency in the use of any weapon with the "Shotgun" Specialization.
- When you hit a creature with a Shotgun at Short Range or closer, you may choose to halve the damage dealt and force them to make a Strength/Constitution (your choice) Saving Throw. The DC for this Save is 8 + Con + PB, and if they fail they are knocked Prone. Creatures a Size larger than you or smaller make the Save normally, creatures two Size Categories or higher have Advantage.
- If you use a Shotgun against an object or structure, you always hit without needing to make an Attack Roll.

SIDEARM SPECIALIZATION

Description:

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

Effects:

- You gain Proficiency in the use of any weapon with the "Sidearm" Specialization.
- You may reload sidearms as a free action.
- Trickshot: Once per turn when you Attack with a Sidearm in its Short Range, you may use one of the following effects
 - Destructive Shot: Your Attack's damage gains the Siege attribute. You always hit and deal damage if it is an object or structure.
 - Killshot: Cannot be used on targets in Cover. You may roll your Damage Dice twice, taking the higher total damage result. If you miss, you still deal the damage from the Damage Dice, but don't add your Modifiers.
 - Ricochet: Your Attack ignores Half and three-quarters Cover. If you miss the Attack Roll, you may still deal damage from your Modifiers, but not roll your Damage Dice.

SIMPLE WEAPON FOCUS

Description:

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

Effects:

- You gain Proficiency in the use of Simple weapons.
- You may add your Proficiency to the damage dealt by a Simple melee weapon, or a second time to the Attack Roll for a Simple ranged weapon.

SKIRMISHER

Description:

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

Effects:

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

SLASHER

Description:

You have the ability to deal grievous wounds using slashing attacks.

Effects:

- As a Bonus Action, you may make a single Attack, so long as that Attack deals Slashing damage. When you land this Attack, you force your target to make a Save against a DC of $8 + \text{twice your Proficiency Bonus}$. You choose one of the following options:
 - The target is forced to make a Constitution (NOT Durability) Save. If they fail, the next time an enemy deals damage to them before the start of your next Turn, it is doubled.
 - If you roll a 1 on any of the Damage Dice for this Attack, reroll them, keeping the new result. Furthermore, if you roll the maximum amount on any Damage Dice, you roll another Damage Die of the same die size you rolled max on (neither of the reroll abilities apply to additional dice gained in this way).
- Those who have Vulnerability to Slashing have Disadvantage on the Saving Throws, those who have Resistances have Advantage on the Saves, and those who have Immunity are immune to these effects entirely.

SPECIALIZED SAVE

Description:

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

Effects:

- Choose two of your six Ability Scores. When you fail a Saving Throw using that Ability Score against anything that deals damage you only take half, and take none if you succeed.
- You may take this Feat multiple times if desired.

SPECIALIZED STAND SENSES

Prerequisite: Detached Senses, cannot be Power-Type or Close-Range Act-Type.

Description:

Your Stand's ability to sense becomes limited, but its Range and damage increase. Examples of this include: Aerosmith, Beach Boy, Manhattan Transfer

Effects:

- Your Stand's ability to sense at a distance is limited. Rather than being able to be completely aware of their surroundings as though they were there in person, the Stand has the ability to detect something very specific. That specific ability may be something like:
 - You can only see the air currents moving through the air.
 - You can only see movement.
 - You can only see heat signatures.
 - You can detect subtle vibrations, such as a heartbeat, but only when the Stand is close by.
- Your Stand is able to avoid obvious structures such as cars or buildings, but other than that it can only sense through the specific parameters set. Any Perception Checks to find what your Stand is able to detect are made with Advantage, but you cannot perceive anything other than what your Stand is made to detect.
- You roll double the amount of Damage Dice for any Melee Stand Attacks, Stand weapon Attacks, Hive Swarm Attacks, or Ranged Attacks you make, even if the Attack Dice your Stand uses would be higher from something like Ripple/Undead. Features like Rippling Weapon scale off your normal Dice, not the increased ones from this Feat. This bonus does not apply to Spin or your Stand Ability Dice.
- Your Stand's Range is doubled, and any points you put into it are also doubled.

STAND ATTACKER

Prerequisite: Stand User

Description:

Your Stand is remarkable in melee, able to deliver blows with both strength and elegance.

Effects:

- You gain Proficiency in the use of Stand Melee Attacks (you are considered Proficient by default, so this becomes Expertise).
- Stand Haymaker: You may spend 2 Attacks or a full Action to perform a Stand Haymaker. You have Advantage on the Attack Roll, and if it hits, you take the maximum roll of the Attack Dice (but not on any additional dice added, those are rolled normally).
- At the start of your Turn, you can declare that you'll be using all of your Attacks in your Action on Stand Attacks. This prevents you from using your Attacks on anything other than Stand Attacks, but allows you to make one additional Stand Attack as a Bonus Action. You can use any of your Attacks and/or the Bonus Action Stand Attack as part of a Stand Haymaker.

SUBSTAND EXPERT

Prerequisite: Must have a Substand

Description: Your soul has been fragmented in some way, allowing you to technically wield two Stands at once. You've specially trained this unique ability, allowing you to wield the power of one Stand even while the other is summoned.

Effects:

- Once per Turn, you may do one of the following with the Stand you do not have currently summoned:
 - Make a single Attack
 - Use a single Ability
 - Have the Stand assist you with a single Skill Check or Saving Throw
 - Have the Stand protect you from a single Attack with its Stand AC
- These actions still consume whatever Action Economy they normally would.
- You may use this Feat an amount of times equal to half your Proficiency Bonus (rounded down) per Short or Long Rest. If you are out of uses and wish to use it more times, you may do so by taking a level of Exhaustion for each additional use.

STROKE OF LUCK

Description:

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

Effects:

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

SUIT STAND

Prerequisite: Stand User, Cannot be Ranged-Type

Description:

Your Stand takes the physical form of a suit that covers you almost, if not completely. How this manifests is different depending on your Stand Type. Examples of this include: Yellow Temperance, White Album, Oasis, 20th Century Boy.

Effects:

- When a creature wears a Suit Stand, they may use their normal Movement Speed or the Stand's Movement Speed, whichever is higher. When attached to a creature, the Stand cannot use its own Movement, only the wearer can.
- Power-Type:
 - Range is reduced to 0 and cannot be increased.
 - Once per Turn, if you fail a physical Saving Throw or Contesting Skill Check (Grapple, Speed Duel, etc.) you may choose to reroll it with a bonus equal to your Proficiency Bonus as a Free Action.
 - If you suffer a Critical Hit you may force your attacker to reroll their Attack as a Reaction, so long as they are within your Melee Range.
 - You may choose to gain Anchored Stand if desired.
- Ranged-Type:
 - Your Stand may move independently still, so long as it is connected to you or another "host" at the end of your Turn.
 - Any host wearing the Stand benefits from its AC even when unconscious, can use Slippery, and can use the Stand's stats for Checks, Saves, and Attacks even if this would normally be disallowed.
 - You may increase your Stand's Durability when Leveling-Up, and your base Durability multiplier becomes x4.
 - Gain Confident Provocation
 - You may choose to gain Anchored Stand if desired.
- Remote-Type:
 - Your Stand may move independently still, so long as it is connected to you or another "host" at the end of your Turn.
 - The Stand may attempt to envelop unwilling hosts with a Grapple Check. At the beginning of the unwilling host's Turns they must make a Strength Saving Throw against your Stand DC, remaining Grappled on success but becoming fully Restrained on failure. The debuff from being Restrained does not apply to this particular Save. The unwilling host may attempt to break free from the Stand as an Action, reattempting the Grapple Check Contest.
 - If you have Detached Stand your Stand does not have its own health pool specifically when protecting yourself.
 - Remote Suit Stands are capable of protecting allies as well as yourself, but remain most focused on completing their Programmed Objective
 - You may increase your Stand's Precision when Leveling-Up, and your base Precision multiplier becomes x4.
 - Gain Confident Provocation
 - You may choose to gain Anchored Stand if desired.
- Ability-Type:
 - Range is reduced to 0 and cannot be increased.
 - Gain either Defensive Ability or Mobile Ability. You may activate both of these as a Bonus Action rather than an Attack if desired.
 - You may increase your Stand's Durability when Leveling-Up, and your base Durability multiplier becomes x3.
 - Your Ability-Type Hit Die increases to a d8. This may retroactively give you 1 additional Hit Point per Level.
 - Gain Confident Provocation
 - You may choose to gain Anchored Stand if desired.
- Enhancement-Type:
 - Range is reduced to 0 and cannot be increased.
 - As a Reaction you can regain up to half your total Damage Reduction, not exceeding your maximum.
 - Once per Turn as a Free Action, if you received damage that would deal extra against you or your Damage Reduction (such as that from Vulnerabilities) it only does the normal amount of damage instead.

- Revenge-Type:
 - Range is reduced to 0 and cannot be increased.
 - When using Confident Provocation you may force enemies within 5m to make a Wisdom Saving Throw against your Stand DC, in addition to that Ability's normal effects. On failure they MUST target you with at least one Attack or negative effect on their Turn. Additionally the first Attack or negative effect they attempt to inflict on their turn must be targeting you, even if they succeeded the Save.
 - When targeted with an Attack or negative effect you may spend a Grudge Point to Retaliate against your aggressor as a Reaction, so long as they're within Melee Range or you have a weapon that can hit them. Retaliation takes the form of a single Attack using your Stand's stats, even if it's not summoned. Furthermore the Critical Hit range of this Attack increases by 2. If you miss this Attack you may spend a Grudge point to keep this Crit range increase and stack it with your next Retaliation Attack, though it resets once you hit one or if the combat ends.
 - You may choose to gain Anchored Stand if desired.
- Independent-Type:
 - The Stand does not have its own health pool specifically when protecting a separate User, but does if on its own.
 - Independent Suit Stands can protect allies, but are fully capable of moving and existing on their own without requiring a "host" to wear it.
 - The Stand may attempt to envelop unwilling hosts with a Grapple Check. At the beginning of the unwilling host's Turns they must make a Strength Saving Throw against its Stand DC, remaining Grappled on success but becoming fully Restrained on failure. The debuff from being Restrained does not apply to this particular Save. The unwilling host may attempt to break free from the Stand as an Action, reattempting the Grapple Check Contest.
 - Once per Turn as a Free Action, if the Stand received damage that would deal extra against it or its Damage Reduction (such as that from Vulnerabilities) it only does the normal amount of damage instead.
- Hive-Type:
 - Your Stand's Instances may move independently still, so long as they are connected to you or another "host" at the end of your Turn.
 - Gain either Defensive Wave or Mobile Wave. Allied hosts may use these Abilities or have them used on them, but each can only be active on one host per Turn.
 - Gain Confident Provocation
 - You may choose to gain Anchored Stand if desired.
- Act-Type: Gains the effects of Suit Stand relative to the Type of each Act:
 - Close-Range gains the effects of a Power Suit Stand.
 - Long-Range gains the effects of a Ranged Suit Stand.
 - Ability-Focused gains the effects of an Ability Suit Stand (except the Hit Die increase).
 - Remote-Focused gains the effects of a Remote Suit Stand.
- Multi-Type: Choose one of your types to gain the effects of.

SUPERHUMAN

Description:

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

Effects:

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

SWIFT RECOVERY

Description:

You have a remarkable ability to recover quickly.

Effects:

- You have a pool of Recovery, with an amount of Hit Points in it equal to your Level x your Constitution Modifier (minimum of 1). You may spend your Recovery to heal yourself as an Attack, and may spend as much Recovery as you want at once.
- You regain all of your Recovery on a Short or Long Rest.
- You may take this Feat multiple times if desired. Each additional instance increases your Recovery pool by an amount equal to your Level x Constitution Modifier.

TACTICIAN

Description:

You have a tactical mind, able to quickly assess your situation and environment to help you and your allies make the most optimal choices.

Effects:

- You gain a resource known as Tactician Dice, getting an amount of d8s equal to your Intelligence Modifier. You regain all spent Tactician Dice on a Short or Long Rest. You may use these dice to perform one of the following effects. Any effects that require a Saving Throw use a DC of 8 + Intelligence Modifier + Proficiency Bonus.
 - Ally's Strike: As a Reaction you may direct an ally to make a single Attack, adding 1d8 to the Attack Roll. If the Attack lands, it deals additional damage equal to your Intelligence Modifier.
 - Ambassador: When you or an ally within 5m makes a Charisma Skill Check you may swap the Charisma Modifier bonus to instead use your Intelligence Modifier and add 1d8 to the result.
 - Assessment: When you or an ally within 5m makes a Skill Check to gather information in some way (Investigation, Medicine, Knowledge, Perception, Science, Supernatural, Survival, Vibe), you may spend a Reaction to add 1d8 plus half your Intelligence Modifier to the roll if it fails, potentially resulting in a success.
 - Reposition: As a Reaction you may direct an ally within 5m to reposition themselves, letting them move an amount of meters equal to 1d8 plus half your Intelligence Modifier. Opportunity Attacks may still be made against this ally, but with a -4 penalty.
- You may take this Feat multiple times. If you take the Feat twice, your Tactician Dice become 1d12 instead of 1d8 and you gain 2 more dice per Short or Long Rest. Furthermore, if you do not like the result rolled on one of your Tactician Dice, you can spend another to reroll it as a Free Action, but you must keep the new result. Each time you take this Feat past the 2nd, you gain an additional 2 Tactician Dice.

TANKY

Description:

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

Effects:

- Each Level, you gain an additional 2 Hit Points.
- This also applies retroactively, giving you twice your current Level additional HP.
- Additionally, you gain Confident Provocation if you didn't have it already.
- You may take this Feat multiple times if desired.

TAVERN BRAWLER

Description:

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

Effects:

- You gain Proficiency in the use of Improvised Weapon Attacks and Unarmed Strikes (you are Proficient in Unarmed Strikes by default, so this becomes Expertise).
- When making a Melee/Thrown weapon Attack on your Turn, you may either make another Improvised Weapon Attack or make a Contested Skill Check (Grapple/Shove, Speed Duel, Taunt, etc.) as a Bonus Action.
- If the Damage Die you use for an Improvised Weapon would be less than your Unarmed Dice, it is raised to equal it.

THROWN WEAPON SPECIALIZATION

Description:

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

Effects:

- You gain Proficiency in the use of any weapon with the "Thrown" Specialization, including Improvised Weapons that are thrown.
- You may draw a Thrown weapon as a free action.
- Additionally, you may throw two of the same Thrown or Improvised Weapons as a single Attack so long as they are within the weapon's Short Range. You cannot do this with Spheres imbued with Spin.

TRAINED COMBATANT

Description:

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

Effects:

- When you take the Attack Action, you may perform an additional Attack.
- Each instance of Trained Combatant also gives you an additional +2 bonus to any Speed Duels you make.
- You have a maximum of 10 Attacks. If you have 10 Attacks you may still take this Feat, but only gain the bonus to your Speed Duels.

TRAPPER

Description:

Over time, you've built up the ability to create, detect, and disarm traps swiftly and effectively.

Effects:

- Setting Traps: Traps have a specific physical trigger that must be activated by the target (opening a door/drawer, stepping on a wire/plate, turning on a switch, etc). The target must make a physical Saving Throw (Str, Dex, Con) against a DC of $8 + \text{your Survival Bonus}$. Setting up a trap requires some basic materials, counting as a Skill Check that you make as an Action, despite not having to make a Skill Check (specified for the sake of effects like Field Study and Sharp Mind). You have a few options for the negative effect of the trap:
 - Precise: Affects a smaller range, but is more powerful. It affects a single target or all targets within a 2 meter cone, cube, or sphere and deals an amount of damage equal to $nd12 + \text{your Survival Bonus}$ where n is your Proficiency Bonus to those who fail the Saving Throw. This also has the Siege attribute, dealing double damage to objects and structures. Those who succeed the Save do not take damage.
 - Reliable: Affects a smaller range, but is more reliable. It affects a single target or all targets within a 2 meter cone, cube, or sphere and deals an amount of damage equal to $nd8 + \text{your Survival Bonus}$ where n is your Proficiency Bonus to those who fail the Saving Throw. Those who succeed the Save take half damage.
 - Devastating: Affects a larger range. It affects all targets within a 5 meter cone, cube, or sphere and deals an amount of damage equal to $nd8 + \text{your Survival Bonus}$ where n is your Proficiency Bonus to those who fail the Saving Throw. Those who succeed the Save take no damage.
 - Miscellaneous: Performs a specific action. This can include anything including turning a recording device on, setting off fire alarms or sprinklers, starting a machine, opening a window's blinds, tipping a large vat, etc. These effects are varied but do not deal damage by themselves, even if they may indirectly cause damage.
- Detecting/Disarming Traps: Whenever you come within 5 meters of a hidden entrance or trap, you become aware of its existence. You also gain a +4 bonus to any Skill Check relating to seeing the purpose and function of the trap or disarming it, and a +4 bonus to any Saving Throws against traps.

TWO MODES

Prerequisite: Programmed Stand

Description:

Interestingly, you have somehow gained power over your Stand, despite how incredibly volatile Remote Stands can be.

Effects:

- At any time, as an Attack, you may switch to or from Ranged Mode.
- In Ranged Mode, Remote Stands may function as any other Stand does, in that they may be controlled by the User's will, and can follow specific commands. However, while in Ranged Mode, you may not use your Stand Ability. If your Stand has Stand Marking active, that also deactivates upon changing to Ranged Mode.
- Your Stand's stats do not change upon switching modes.

UNCONTROLLABLE STAND

Prerequisite: Stand User, Cannot be Remote-Type or Independent-Type

Description:

Your Stand is incredibly powerful, but not very reliable, which may result in unwanted or expected collateral damage. Examples of this include: Purple Haze, Survivor, Bohemian Rhapsody.

Effects:

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

UNSTOPPABLE WILLPOWER

Description:

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

Effects:

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

VETERAN SPRINTER

Prerequisite: Str 13+ or Athlete

Description:

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

Effects:

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

WEAPON ATTRIBUTE SPECIALIST

Description:

You have the capability to bring about the best in certain weapons.

Effects:

- Choose up to 5 of the following weapon attributes. Whenever you use a weapon with one of those properties, you gain additional buffs.
 - AC Bonus: Gives an additional +1 to AC.
 - Ambush: Your target counts as Surprised, so long as you move before them in Initiative on the first turn of combat.
 - Bayonet: Bayonet damage increased to 1d10. Versatile increased to 1d12.
 - Bulky: You may move up to half your Movement Speed each Turn when Braced.
 - Complex: Only takes two Attacks to reload, rather than three.
 - Concealed: You may add your Proficiency Bonus in addition to other modifiers to any Check made to conceal a weapon with this property.
 - Conductive: When you make an Attack channeling electricity or Ripple, you may choose to have the physical damage of the weapon be lightning or radiant, depending on what you're channeling.
 - Firearm: Does not jam if a Natural 1 is rolled.
 - Fist: Whenever you make an Attack with a Fist weapon as a Bonus Action through any kind of Dual Wielding (normal or fighting style), you get an additional Attack that must be used as an Unarmed Strike or Fist weapon Attack.
 - Flame: Fire damage is doubled against flammable objects.
 - Hunker: You may move up to half your Movement Speed each Turn when gaining Cover from Hunker (can only be used if you have the Movement Speed available to do so).
 - Light: You may use a non-light weapon in one hand, so long as you have a light weapon in the other.
 - Limited Hand: Weapons or objects equipped no longer have to be Light, they just have to be one-handed weapons or small objects.
 - Open Hand: You have a +4 bonus to Checks made to Shove or maintain a Grapple you have on someone.
 - Point Blank: If this weapon is fired within Melee Range, it is considered a Melee Attack.
 - Radius: If the weapon has less than 5m of radius by default, it gains 1 additional meter. If it has more than 5 meters of radius by default, it gains 2 additional meters.
 - Ranged: When you miss with a ranged weapon Attack at less than half of your short range, you may use your Reaction to reroll the Attack Roll.
 - Reach: This weapon can attack targets from up to 3 meters away.
 - Reliable: If you roll a Nat 1, you may reroll the Attack Roll, keeping the new result.
 - Reload: You may also reload as a Bonus Action.
 - Remote: Can be detonated from up to 5km away.
 - Return: Catching a returning weapon becomes a Free Action.
 - Siege: This weapon deals triple damage to objects.
 - Timer: The timer may be set for up to 24 hours.
 - Thrown: The Short and Long Range of thrown weapons increases by 5 meters.
 - Two-Handed: When Attacking with a Two-Handed weapon, reroll any 1s, 2s, or 3s rolled on damage dice. You must keep the new result.
 - Versatile: When using one hand you may reroll any 1s rolled on the Damage Dice. When using two hands you may reroll any 1s or 2s on the Damage Dice. You must keep the new result in either case.
- You may take this Feat additional times if desired.

WEAPON FEAT

Description:

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

Effects:

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

WHIRLWIND ATTACKER

Description:

You know how to create and take advantage of opportunities.

Effects:

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

WRESTLER

Prerequisite: Proficiency in Athletics Checks

Description:

You are experienced, able to throw your weight around and redirect your opponent's with equal prowess.

Effects:

- When you Grapple/Shove an opponent (or are Grappled/Shoved), you may make your Athletics Checks with Dexterity/Precision instead of Strength.
- When you have a creature Grappled, you may spend two Attacks or an Action in order to give a Grappled creature the Restrained Condition. At the end of the Restrained creature's Turns, they can make a Strength Saving Throw to escape against a DC of 8 + Athletics Bonus (Str or Dex), escaping the Restrained Condition on a successful Save, but not the Grapple. The Strength Saving throw penalty does not apply when trying to break the Grapple. The Restrained creature may also use its Action to make the Strength Saving Throw again.
- You can attempt to escape a Grapple (or the Restrained Condition caused by this Feat) as an Attack or Bonus Action rather than full Action.
- If you Grapple/Shove a Stand User, you may force them to use their User Stats instead of their Stand Stats so long as you also do not use Stand Stats.

Epic Feats

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

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

EXTREME MOTIVATION

Effects:

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

HEALTH SPONGE

Effects:

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

IMMOVABLE OBJECT

Effects:

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

LEGENDARY RECOVERY

Prerequisite: Ripple Level 1+

Effects:

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

SKILL MASTER

Effects:

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

SUPERHUMAN ABILITY

Effects:

- One of your Ability Scores increases by 4 up to a maximum of 24.

TERRIFYING AURA

Effects:

- Anyone within 20m of you who can see or hear you must make a Wisdom Saving Throw against a DC of 8 + your Proficiency Bonus + your Charisma Modifier. If they fail the Save, they become Frightened of you for one minute, or until they succeed the Save, which they may remake at the end of each of their Turns.
- Those who succeed the Saving Throw or have been under the effect within the last 24 hours become immune to the effect for the next 24 hours.

UNCANNY REFLEXES

Effects:

- You may halve any damage taken due to failing a Dexterity Saving Throw. If you succeed a Dexterity Saving Throw that would have dealt damage on success, it does not.
- Additionally, you may spend your Reaction to halve the damage of any Attack directed at you from a foe you can see.

UNSTOPPABLE FORCE

Effects:

- You deal triple damage to all objects and structures
- Additionally, when attacking a target, you may also choose to target a part of the environment within 1m of the target to cause damage to it as well.

WARRIOR'S ZEAL

Effects:

- You gain Proficiency in the use of all weapons and Expertise in up to three of your choice
- Additionally, you deal an additional amount of damage equal to your Proficiency Bonus with any weapon.

PLAYER RACES

Most characters in the world of JoJo's are Human, but some more exotic Races can occasionally be found.

The Races listed below are more balanced towards players, as most of the more interesting Features come from their Classes.

Human

Description: *The most common and basic race in the world of JoJo's, Humans are fairly uninteresting. They gain no special abilities like other races do, but they have boundless potential. Though they may start out quite ordinary, they're able to become a Stand User, Ripple User, Spin User, or even a Vampire if the right conditions are met.*

Playing a Human: Humans gain a single Feat of their choice, so long as they meet the prerequisites for it. This Feat does not count against the number of Feats gained from your Proficiency Bonus.

Your Creature Type is Humanoid, your Movement Speed is 10m, and your Size Category is Small or Medium.

Rock Human

Description: *Rock Humans are an elusive evolutionary cousin of Humans, but with a few key differences. For starters, Rock Humans usually live for around 240 years, and are silicone, rather than carbon based. Rock Humans must hibernate relatively often in periods of 1-3 months, but after hibernating they don't need to sleep for two months. While hibernating, a layer of stone covers their flesh and all processes except for breathing and some brain function cease. While in hibernation, they can survive high temperatures up to 950 C and low temperatures bottoming at around -240 C. The only way to kill a hibernating Rock Human is to either break through their rocky shell, or to suffocate them. 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. Rock Humans are more solitary compared to Humans, tending to live on the outside of Human towns or countries, or simply preferring to live in the wild.*

Examples of Rock Humans: Yotsuyu Yagiyama, Tamaki Damo, Aisho Dainenjiyama

Playing a Rock Human: Your Creature Type is Humanoid, your Movement Speed is 10m, and your Size Category is Small or Medium.

Racial Features (Definitions in the Abilities section)

- Stoneflesh
- Stone Cold Willpower
- Mysterious Disappearance
- Natural Armor

Pillar Man

Description: An ancient race of people, they lived extremely long lives and were very strong, but they were weak to the sun. Although it was originally thought that all of the Pillar Men were killed by Cars, that is not really the case.

Some might have escaped and lived out long lives, or another extinction event occurred. Regardless, somehow, Pillar Men DNA got mixed up with some Human DNA, and passed down through the generations, lying dormant. Within some Humans, the DNA of the Pillar Men lie, waiting to be activated. It may be activated through some sort of Trauma, or through lifestyle changes that mirror how the Pillar Men lived thousands of years ago.

Through eating only living or freshly killed creatures and plants, avoiding sunlight, and adopting a nocturnal schedule, the DNA may be unlocked. However, once unlocked, it takes over, and the changes made cannot be reverted or reversed. To unlock it, you must have the Pillar Men DNA within your genome. It also takes 2 weeks of living the way that the Pillar Men did to unlock the genes, and to force them to take over.

Pillar Men is not really accurate, as there were also Pillar Women and Children. As such, Pillar Men is a misnomer, and you may be any gender, but still be classified as a "Pillar Man".

Playing a Pillar Man: Your Creature Type is Humanoid, your Movement Speed is 10m, and your Size Category is Small or Medium. You gain an aversion to UV light. When exposed to direct sunlight, you immediately take an amount of Radiant damage equal to your Class Level and take it again at the start of each of your Turns while you are in direct sunlight. When exposed to Ripple or attempting to use a Ripple Technique, you take the same damage. You cannot use Slowed Aging, Ripple Regeneration, or Ripple Perception at all.

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 refers to Undead does 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 plants, or animals or plants that were living an hour before you initially consumed them. You may cook your food, but you get the same amount of nutrients eating food either cooked or raw. Every part of an animal and plant gives you nutrients, and as such, you may eat the entirety of a creature, including the bones and rind, without any ill effect, even if such things would be toxic. 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 now age a lot slower than you would normally. Humans only live to around 70, but Pillar Men live to around 200 years old.

Racial Features (Definitions in the Abilities section)

- Pillar Man Physique
- Primal Charm

Cyborg

Description: Parts of your body have been replaced with machinery. Flesh and metal work in harmony to keep you going.

Examples of Cyborgs: Joseph Joestar, Stroheim

Playing a Cyborg: Your Creature Type is both Construct and whatever Type you originally had. Likewise, your Size Category is the same as you were before becoming a Cyborg. Undead creatures cannot be Cyborgs, as their natural regeneration causes their body to slowly grow back over their implants. You have 10m of Walking Movement Speed.

Racial Features (Definitions in the Abilities section)

- Bionic Enhancements
- Sacrifice Bionics

Animal / Rock Animal

Description: Animals can also be capable combatants and wielders of supernatural powers, even if they are less common than Humans with similar powers.

Examples of Animals and Rock Animals: Iggy, Pet Shop, Iwasuke, Doremifasolati Do

Playing an Animal / Rock Animal: Your Creature Type is Beast. You are also subject to the following restrictions and benefits:

- Your Intelligence and Charisma are limited to a maximum of 10.
- You are unable to communicate in detail with Humanoids, but can still convey basic ideas and concepts.
- You have Disadvantage on any Diplomacy Check made against a Humanoid. You can communicate with other Beasts without issue (language simply referred to as Beast for shorthand).

You may choose your Size Category from one of the following options:

Tiny:

- Controlled Space: 1x1
- Natural Weapon Dice: 1d4
- Movement: 5m OR 1m and 5m Flying/Swimming
- Maximum Physical Stats: 18

Small:

- Controlled Space: 1x1
- Natural Weapon Dice: 1d4
- Movement: 5m OR 1m and 5m Flying/Swimming
- Maximum Physical Stats: 18

Medium:

- Controlled Space: 1x1
- Natural Weapon Dice: 1d4
- Movement: 5m OR 1m and 5m Flying/Swimming
- Maximum Physical Stats: 18

Large:

- Controlled Space: 1x1
- Natural Weapon Dice: 1d4
- Movement: 5m OR 1m and 5m Flying/Swimming
- Maximum Physical Stats: 18

Huge:

- Controlled Space: 1x1
- Natural Weapon Dice: 1d4
- Movement: 5m OR 1m and 5m Flying/Swimming
- Maximum Physical Stats: 18

You gain an amount of Features or Feats granted by the Familiar system equal to half your Proficiency Bonus (rounded up) so long as you meet their prerequisite(s). When taking Features, you cannot take a Superior version of a Feature unless you already have the regular Feature, and you cannot gain Perfected Primary Stat. Huge creatures are considered Large for the sake of effects gained in this way.

Rock Animals don't get Features or Feats from the Familiar system. Instead, they get Stoneflesh, Mysterious Disappearance, and Natural Armor as Racial Features. They get all other Features and follow the same rules that normal animals follow.

Ghost

Description: You died, but managed to stick around somehow. Whether through a single minded focus, an unjust killing, or an issue left unresolved, your soul is still tied to this mortal realm.

Examples of Ghosts: Reimi Sugimoto, Yoshihiro Kira, Bruno Bucciarati

Playing a Ghost: Your Creature Type is Ghost and whatever Type you had before Death (except Undead) and your Size Category is the same as you had in life.

There are four categories of Ghosts, each with their own Features.

BOUND

Description: Bound ghosts are forever tied to a particular item or place. They are unable to change what binds them to this realm, but their power is much greater when closer to their Anchor.

Racial Features (Definitions in the Abilities section)

- Bound Powers
- Intangible Form
- Stationary Haunt

POLTERGEIST

Description: Poltergeists are intangible Ghosts able to interact more reliably with the physical realm, as though they still had a physical body.

Racial Features (Definitions in the Abilities section)

- Poltergeist Powers
- Intangible Form
- Mobile Haunt

PUPPETEER

Description: Puppeteers can take over living beings, turning them into vessels which the spirit can control to perform their bidding.

Playing as a Puppeteer: Your Movement Speed is equal to your Puppet's while you Possess them. If they have any special kinds of Movement (Flight, Burrowing, etc.), you may use them as well.

Racial Features (Definitions in the Abilities section)

- Bound Powers
- Intangible Form
- Stationary Haunt

REVENANT

Description: Revenants are Ghosts that possess their own Corpse. Their connection to the mortal coil is unstable, with the body deteriorating without proper maintenance. They know their time is limited, but have to hold on until they complete their unfinished business.

Playing as a Revenant: You have the same Movement Speed(s) and Size Category as you had in life.

Racial Features (Definitions in the Abilities section)

- Revenant Powers
- Stationary Haunt

Living Chimera

Description: You are a strange experiment, a combination of living beings given true life once again, with separate components working in harmony to create something new.

Playing a Living Chimera: Your Creature Type is Monstrosity in addition to whatever Type(s) your parts were taken from.

Racial Features (Definitions in the Abilities section)

- Chimeric Nature
- Chimera Pools

Living Stand

Description: Through the power of Stands, you exist as a being both composed of the tangible and the fighting spirit that makes up a Stand. Whether given life or through having outlived your Stand User, you now wander, finding your own purpose in life.

Examples of Living Stands: Stray Cat, Notorious B.I.G., The Green Baby

Playing a Living Stand: Your Creature type is Stand and an additional type of your choice.

Racial Features (Definitions in the Abilities section)

- Living Stand Nature
- Stand Pools

Plant

Description: Through some supernatural means, you have gained agency over your own destiny, even while existing as a largely inert plant.

Examples of Plants: Great Tree of Sugar Mountain, Les Feuilles

Playing a Plant: Your Creature Type is Plant.

Racial Features (Definitions in the Abilities section)

- Rooted Defense
- Supernatural Roots

NPC RACES

The Races listed below are not balanced towards players, generally being much weaker or stronger than the Player Races, but can still technically be played by players at the DMs discretion.

Abomination

Description: Abominations are Humans who have had a Flesh Bud implanted into their brains by a Vampire that's been destroyed. The Flesh Bud goes haywire, permanently changing the function of the once Humanoid body. Extremely aggressive tumors rapidly grow within a matter of minutes after the death of the Vampire that had planted the Flesh Bud, taking over almost every cell in the body. This makes the skin Turn a mossy shade of green, and makes the previously normal Human completely unrecognizable. It also invades the mind, making your mental functions drop to around the levels of a particularly dim-witted dog.

Examples of Abominations: Mr. Nijimura

Playing an Abomination: Your Creature Type is Monstrosity and your Size Category is one Size smaller than what you had in life.

Changes: Your Intelligence, Wisdom, and Charisma all Drop to 3. Your Strength and Dexterity both drop by 5, and you lose all Abilities, Feats, and anything else you've learned. Your Max HP remains whatever it was before your transformation or becomes 200, whichever is higher. Your Class becomes Abomination Level 1. You may not gain Experience Points nor Level-Up, and you lose all sense of humanity or sentience. You also become effectively immortal, healing 50 Hit Points at the top of the Initiative order every Turn. If you drop to 0 Health Points, you go comatose. However, in order to actually die you must reach the inverse of your Maximum HP. Only then will you not regenerate, and finally be destroyed.

Zombie

Description: A Zombie is created whenever a Vampire takes blood out of a living Human, or brings a shriveled corpse back from the dead. Zombies are creatures with great strength and durability, but almost total weakness to UV light. Most Zombies are slaves to their masters, but some Zombies may survive and live after their Master has left them in some way, mostly of their own free will but still slaves to their hunger for living flesh.

Examples of Zombies: Police Zombie, Doobie, Jones

Playing a Zombie: Zombies are powerful Undead creatures, but they have several weaknesses and shortcomings, and they are the weakest type of Undead. Once a creature becomes a Zombie, they have reached their full potential, and may no longer grow or develop.

While able to speak coherently, their insatiable hunger for flesh and violence will likely overtake them too much to do much else. Most Zombies will spend their time thinking about horrific and creative new ways to enact violence, or actually committing said violence.

Zombies have very little willpower of their own, and will obey commands with very little question from a greater Undead, such as a Vampire, or even a powerful Ghoul. A Zombie who had a Stand in life will be unable to use it, as their insatiable hunger and lack of reason overcomes the fighting spirit needed to keep a Stand in control.

Your Creature Type is Undead, your Movement Speed is 10m, and your Size Category is the same as you had in life or one Category larger.

Changes: When you become a Zombie, you retain any and all abilities possessed when you were Human. However, they may not develop or grow beyond their current capacity. Zombies retain any Non-Supernatural Levels, Proficiencies, and additional skills they had in life, but they cannot learn any new skills or gain any additional Class Levels.

Racial Features (Definitions in the Abilities section)

- Undead Nature
- Zombification
- Zombie Infection

Ghoul

Description: A Ghoul is very similar to a Zombie, in that it is created when a Vampire steals the blood out of a living Human. However, rather than simply leaving a shriveled corpse, the Vampire replaces some of the taken blood with a small amount of Vampiric Essence (Ghouls may also be created from corpses, even if there are very little remains left of the corpse). This causes the Ghoul to undergo only minor changes as opposed to its Zombie counterpart, even able to pass as Human with little to no trouble at all.

Ghouls are able to retain some semblance of their willpower, even if it has been twisted to some dark end. A Ghoul may not be able to control their hunger for flesh, but they may exhibit little quirks or mannerisms that they had in life including certain ideals, just manifested in corrupted ways. A Ghoul that strongly believed in fair combat, for example, may choose to fight specific Humans they believe to be worthy opponents head-on, rather than ambushing anything that moves from the shadows.

Examples of Ghouls: Wang Chan, Jack the Ripper, Bruford, Tarkus, Adams

Playing a Ghoul: When you become a Ghoul, you retain any and all abilities possessed when you were Human. While you may not further develop these skills, you may still use your Stand if you had one. Ghouls retain any Levels, Proficiencies, and additional skills they had in life, but they cannot learn any new skills or Levels, Proficiencies, or additional skills aside from Levels in Ghoul.

Ghouls must consume life in order to survive. As an Action, you may make physical contact with a willing or Incapacitated creature in some way (hitting, biting, stabbing with your hand, etc.) and drain up to 2 energy from them. You may safely take up to 2 energy from a person before they fall unconscious, and up to 4 before they die. Most Humanoids are worth 10 energy, and animals give 1/5th the energy that Humans do (for example, an animal who is the same mass as you would give you 2 energy).

Leveling up requires a certain total amount of energy, which is not consumed upon Level-Up. You may not lose Levels in Ghoul, even if your energy dips below the prerequisite after you Level-Up.

Your Creature Type is Undead, and your Size Category is the same as you had in life or one Category larger.

Changes: Your Levels all stay the same, but you also become a Level 1 Ghoul on top of your already gathered abilities. You may not gain any more non-Ghoul Levels, regardless of Experience gained. Your Strength and Constitution increase by 4, your Dexterity increases by 2, and your Intelligence, Wisdom, and Charisma all stay the same. Ghouls heal at roughly twice the rate that they would normally in life. Ghouls need to eat either their entire body weight in Human parts, or five times their body weight from animals, per week in order to continue surviving.

Leveling Up

Level	Energy Required	Ability
1	0	Undead Nature Ghoulification Zombie Infection
2	10	Inferior Lifesteal
3	25	Menacing Aura
4	50	Ghoul Physique
5	100	Ghoulish Peak

Vampire

Description: Vampires are Humans that were able to find a Stone Mask, and awaken the true potential of the Human mind. When the front of the mask is exposed to blood, spikes shoot out from the mask, then retract after around 5 seconds. This kills anyone wearing the mask, and transforms them into a Vampire. When you become a Vampire, you retain all memories, skills, and abilities that you had in life, in addition to gaining later ones further down the line. Vampires are a lot stronger than Humans, Zombies, or even Ghouls. Vampires have a wide array of powerful Abilities, but this power comes at a cost, as all things do. Vampires must consume the blood of the living in order to survive, as well as become stronger.

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

Playing a Vampire: Vampires are extremely powerful, but they have a huge weakness. Because Vampires are Undead, any exposure to sunlight or The Ripple disintegrates the flesh itself.

Vampires must consume life in order to survive. As an Action, you may make physical contact with a willing or Incapacitated creature in some way (hitting, biting, stabbing with your hand, etc.) and drain up to 2 energy from them. You may safely take up to 2 energy from a person before they fall unconscious, and up to 4 before they die. Most Humanoids are worth 10 energy, and animals give 1/5th the energy that Humans do (for example, an animal who is the same mass as you would give you 2 energy). Vampires may consume other Undead life as well, gaining half of the energy that Undead had.

Humans who have had a non-lethal amount of energy drained may recover from it, especially if they receive medical attention. For each energy you drain from a Human, they gain 1 + the amount of energy taken levels of Exhaustion. Each hour, the target may make a Grit Check or a Constitution Saving Throw, with each having a DC of 10 + the amount of energy taken. Penalties from Exhaustion do not apply to this Save/Check. Succeeding reduces the level of Exhaustion by 1, and succeeding by 10 or more reduces it by 2. Exhaustion may also be removed through normal means, such as spending half their total hit dice on a Short Rest or taking a Long Rest. Getting a blood transfusion grants an additional bonus equal to their Proficiency Bonus when making the Save/Check. Getting additional nutrients (such as a heartier diet) would grant a bonus half PB. Ripple Users and Spin Users can instead make the Save/Check every minute, or allow allies to do so as long as they use Healing Hands/Medicinal Spin on themselves or the target.

Leveling up requires a certain total amount of energy, which is not consumed upon Level-Up. You may not lose Levels in Vampire, even if your energy dips below the prerequisite after you Level-Up. **Levels of Vampire do not classify as Multiclassing.** You can Level-Up as an Undead independent of your Class, as long as you meet the energy requirements to do so.

Your Creature Type is Undead, and your Size Category is the same as you had in life or one Category larger.

Note: Vampires are not weakened by artifacts like holy symbols, Holy Water, or a stake to the heart. Sunlight and The Ripple are their primary weakness.

Vampiric DC: 8 + Proficiency Bonus + Charisma Modifier

Leveling Up

Level	Energy Required	Ability
1	0	Undead Nature Vampirification Greater Undead Health Threshold Lifesteal Zombie Infection
2	20	Primal Charm
3	40	Ability Score Improvement
4	60	Menacing Aura OR Brutality
5	80	Greater Undead Senses
6	100	Ability Score Improvement
7	120	Ghoul Creation
8	140	Ability Score Improvement
9	160	Flesh Grafting Spider Climb Flight (Variant Rule)
10	180	Ability Score Improvement
11	200	Hypnosis
12	220	Controlled Veins Freezing Touch
13	240	Ability Score Improvement
14	260	Vampiric Body Control Vampiric Dormancy
15	280	Space Ripper Stingy Eyes
16	300	Ability Score Improvement
17	320	Body Evacuation
18	340	Flesh Bud
19	360	Ability Score Improvement
20	380	Vampire Creation

Enhanced Pillar Man

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

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

Playing an Enhanced Pillar Man: Enhanced Pillar Men are some of the strongest creatures ever to walk The Earth, with strength, speed, and intelligence that rivals every other animal. However, in order to sustain this power, you must absorb immense amounts of energy from animals. Not only that, but when you become an Enhanced Pillar Man, your weakness to UV Light and The Ripple actually becomes more acute.

EPMs must consume life in order to survive. As an Action, you may make physical contact with a willing or Incapacitated creature in some way (hitting, biting, stabbing with your hand, etc.) and drain up to 5 energy from them. You may safely take up to 2 energy from a person before they fall unconscious, and up to 4 before they die. Most Humanoids are worth 10 energy, and animals give 1/5th the energy that Humans do (for example, an animal who is the same mass as you would give you 2 energy). EPMs may consume other Undead life as well, gaining all of the energy that Undead had.

Humans who have had a non-lethal amount of energy drained may recover from it, especially if they receive medical attention. For each energy you drain from a Human, they gain $1 + \text{the amount of energy taken}$ levels of Exhaustion. Each hour, the target may make a Grit Check or a Constitution Saving Throw, with each having a DC of $10 + \text{the amount of energy taken}$. Penalties from Exhaustion do not apply to this Save/Check. Succeeding reduces the level of Exhaustion by 1, and succeeding by 10 or more reduces it by 2. Exhaustion may also be removed through normal means, such as spending half their total hit dice on a Short Rest or taking a Long Rest. Getting a blood transfusion grants an additional bonus equal to their Proficiency Bonus when making the Save/Check. Getting additional nutrients (such as a heartier diet) would grant a bonus half PB. Ripple Users and Spin Users can instead make the Save/Check every minute, or allow allies to do so as long as they use Healing Hands/Medicinal Spin on themselves or the target.

Leveling up requires a certain total amount of energy, which is not consumed upon Level-Up. You may not lose Levels in EPM, even if your energy dips below the prerequisite after you Level-Up. **Levels of EPM do not classify as Multiclassing.** You can Level-Up as an Undead independent of your Class, as long as you meet the energy requirements to do so

Your Creature Type is Undead, and your Size Category is the same as you had in life or one Category larger.

Note: *Because of their higher energy needs, it's common for an Enhanced Pillar Man to create or hunt down and consume Vampires.*

Note: *Enhanced Pillar Men are an enhanced version of the Pillar Men, and as such get the same stat increases and racial features as Pillar Men.*

Leveling Up

Level	Energy Required	Ability
1	0	Undead Nature Pillar Man Enhancement Greater Undead Health Threshold Superior Lifesteal Zombie Infection
2	50	Ability Score Improvement Menacing Aura
3	100	Ghoul Creation
4	150	Ability Score Improvement
5	200	Greater Undead Senses
6	250	Ability Score Improvement
7	300	Flesh Grafting Spider Climb Flight (Variant Rule)
8	350	Ability Score Improvement
9	400	Vampire Creation
10	450	Ability Score Improvement
11	500	Controlled Veins
12	550	Ability Score Improvement
13	600	Cellular Phasing
14	650	Ability Score Improvement
15	700	EPM Dormancy
16	750	Ability Score Improvement
17	800	Body Evacuation
18	850	Ability Score Improvement
19	900	Specialized EPM Ability
20	950	Ability Score Improvement

Undead Chimera

Description: Undead Chimeras are twisted beings, the raw hunger of Undeath motivating your assembled parts to seek out living flesh and power. You are inherently less stable than a Living Chimera, but are given great power in your glorious Undeath.

Playing an Undead Chimera: Your Creature Type is Undead in addition to whatever Type(s) your parts were taken from.

Racial Features (Definitions in the Abilities section)

- Chimeric Nature
- Chimera Pools
- Chimeric Undeath
- Inferior Lifesteal
- Undead Nature

Ultimate Being

Description: Thousands of years ago, a genius named Cars created the Stone Mask as a way to overcome the sunlight. However, he was missing something and ended up creating Undeath instead. If one is to find a Perfect Aja and slot it into the mask, a Completed Stone Mask is created. If the Completed Stone mask is donned and the front of it is wet with blood while UV light is channeled through the Aja, it will trigger the creation of the Ultimate Being. The Perfect Aja remains intact, but the mask itself crumbles after the transformation. The Ultimate Being is the perfect evolution of life itself, and there are very few who could possibly hope to stand against one.

Playing an Ultimate Being: Your Creature type is Monstrosity and your Size Category is variable since you are able to change it at will.

Changes: When becoming an Ultimate Being, the Undead Nature feature and anything else relating to Undeath is lost. Additionally, your Hit Points are doubled or become 200, whichever is higher.

Racial Features (Definitions in the Abilities section)

- Immortality
- Lifeweaver

ARTIFACTS/LOCATIONS

CONDUCTIVE CLOTHING

Description: Certain clothing may be crafted with the express purpose of conducting The Ripple and its energy. Such clothing is often very expensive to make, as there are few materials that conduct The Ripple so effectively. The best conductors are the yarn of the Satiporoja Beetle, silk, and wool. Most wet clothing also acts more than adequately.

Effect: Ripple Energy can easily be sent through Conductive Clothing, allowing the clothing to act as a conduit for the energy. Ripple users are Proficient in the use of Conductive Clothing, but must be able to properly breathe and channel The Ripple to make use of these special features and may only use one of these Artifacts at a time. Undead that wear one of these Artifacts can use it as a Ripple Anchor to gain Advantage on any Saving Throws inflicted by the Ripple.

Variants

Conductive Clothing comes in several different forms. Here are a few examples, and their differing effects.

- Scarab Cape: As a Reaction you may increase your AC by an amount equal to half your level in The Ripple, with a minimum of 1.
- Scarab Cloak: Whenever a Creature hits you with an Unarmed Strike, they take Radiant Damage equal to double your Unarmed Dice. If they are Undead, they take triple instead. If you're hit by a non-Unarmed Melee Attack, you may choose to deal this damage as a Reaction (rather than automatically).
- Scarab Scarf: You may make Unarmed Strikes from up to 3m away. Additionally your vertical and horizontal jump height is doubled.

STONE MASK

Around ten thousand years ago, a genius named Cars sought a way to conquer the weaknesses of his people, the Pillar Men. Through countless hours of research, hundreds of test subjects, and perseverance, Cars was able to create the Stone Mask, a device that creatures may use to enhance themselves by shedding their mortality, at a cost.

Description: A simple stone mask with a Human face upon the front upon it and a single fang sticking out of the mouth. Most Stone Masks are roughly 20-30 centimeters tall and 10-15 centimeters wide. The inside is indented, as if made to be worn. When activated, roughly eight hollow stone spikes shoot out of the side of the mask. There is also a small crater in the front of the mask, seemingly made to hold a stone of some kind.

Effect: Activation requires at least 1 oz of blood from the same species as the wearer to be in contact with the front of the Mask. It will then shake for roughly 3 seconds before the stone spikes shoot out of the mask at a speed of roughly 10 meters/second, aimed to pierce the brain of the wearer. Roughly 10 seconds after the initial exposure to blood the spikes will retract. When worn by a creature, Human or otherwise, they become the pinnacle of their species. Most become a Vampire, but if the wearer is a Pillar Man they become an Enhanced Pillar Man.

Note: If combined with the Red Stone of Aja, this artifact will become the Completed Stone Mask.

STAND ARROW

Thousands of years ago, a meteor fell from the sky, upon which was an alien virus. Early Humans stumbled upon this, and saw great potential in its power. The infected metal from the meteor was crafted into arrowheads with the ability to awaken abilities in those with potential.

Description: A simple arrow, made of wood and metal, around 50 centimeters long with the regular wooden shaft taking up most of that length. However, the Stand Arrow maintains its effect even when the shaft is broken or missing. The only important part is the arrowhead itself, and even fragments of the arrowhead still function. Some of the arrowheads have unique identifying features, such as a large beetle on one of them.

Effect: When a living creature's skin is pierced by this Arrow they will develop a fever over the course of several days. The severity and duration of the fever is dependent upon the physical build, and fighting spirit of the exposed person/creature. For example, Jotaro Kujo seemingly had no physical effects for almost no time at all, while Hermes Costello was rendered comatose for almost a week. After recovering from this fever, the creature will awake to find themselves the user of a Stand.

However, some people do not possess enough will to properly control a Stand. These people will continue to suffer under the effects of the fever. They will feel very weak and become bedridden within a couple of days of exposure. Every day, someone under the effects of this disease (inability to control a Stand) must roll a Con Saving Throw with a DC of 8. If the creature succeeds, their condition remains stagnant, but if they fail the creature loses 1 Maximum HP. If their Maximum HP drops to 0 or less, they slip into a coma, and if the creature's Maximum HP gets lower than the inverse of their normal Max HP, they succumb to their Stand, and die.

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

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

Rejection: If you are a Stand User of Level 14 or below even if you pierce your Stand with the arrow nothing will happen. However, if you possess the technique and experience but not the needed resolve, your Stand will Turn on you, attacking you and preventing you from touching or getting it to touch the Arrowhead.

If you are Level 15 or above and have at least 5 points of Inspiration you must be determined to be worthy by passing a Wisdom Saving Throw of DC 25. If you succeed, you lose 5 points of Inspiration and undergo the changes of Requiem.

Activation of a Requiem Stand: In order for the Power of Requiem to activate, the Arrow must be buried within your or your Stand's flesh, to the point where the arrow will begin to embed itself into your body, dealing 3d8 Stand Piercing damage (this cannot be reduced). If you survive this, you (and your Stand) may not move for one Turn. At the start of your next Turn your Stand will disintegrate, leaving an empty husk upon the ground. After the Turn of exposure you may expend as many Hit Dice as you wish, so long as you still have not used those Hit Dice, as though you were taking a Short Rest. Your Requiem Stand will last for 1 hour or until you eject the Arrow. Once you've succeeded the save and spent the Inspiration you will not need to do so again to reactivate Requiem, so long as you have the Arrow.

Requiem Stand Traits: Design Change. Physical Change, Surging Energy, Enhanced Ability, Requiem Ability

THE RED STONE OF AJA

Description: Sometimes called the Super Aja, this is a perfect and beautiful red gemstone that was passed down generations of Ripple users for around 2000 years in order to protect it and keep it out of the hands of the Pillar Men. It is said it absorbs and reflects light millions of times within, empowering the effects of The Ripple and creating a focused, high-energy beam.

Effect:

- **Imperfect Red Stone of Aja:** UV Light or Ripple channeled through this stone deals an additional 2d10 Radiant damage (doubled for Undead) as a short range (3m) beam that is fired out of the stone. This imperfect relic may be easily damaged however, having 12 AC and 15 HP.
- Whenever UV Light or Ripple channeled through this stone deals an additional 12d10 Radiant damage (doubled for Undead) as a 10m beam. It's more durable than its imperfect counterparts, with 20 AC and 100 HP and regenerating 1 HP for each minute it is not in use.

Note: If the Perfect Red Stone of Aja is combined with a Stone Mask, that mask will become the Completed Stone Mask.

COMPLETED STONE MASK

The Stone Masks were too weak to pierce the brains of the Enhanced Pillar Men, so Cars sought to perfect the Mask with the addition of another powerful artifact.

Description: The Completed Stone Mask is a combination of one of Cars' Stone Masks and the Red Stone of Aja. As such, it has the same appearance as the Stone Mask, but with the addition of the perfect red crystal embedded in it.

Effect: The Completed Stone Mask is activated when the Red Stone of Aja is exposed to direct light. When activated it glows violently and latches onto the wearer in the same way as the Stone Mask. After activation the wearer temporarily loses consciousness, awakening after one Turn (or 6 seconds). The Stone Mask then crumbles, leaving only the Red Stone of Aja. The Wearer, if they were a Level 20 Vampire (Variant Rule)* or Enhanced Pillar Man, becomes an Ultimate Being. If they were not a Level 20 Undead however, they take 20d10 + 100 Radiant damage that cannot be resisted, reduced, or avoided, and they do not become an Ultimate Being.

*There are no canon instances of a Vampire ascending in this way, so it's more a theoretical application of it and up to the DM if they want to allow this.

THE DEVIL'S PALMS

Hundreds of years ago, one of the strongest beings to walk to the face of the Earth perished in North America. When he died, the ground itself split, and power flowed through the Earth itself, saturating it with excess energy.

Description: There are 4 known Devil's Palms, and they are notoriously difficult to find as the Palms move slowly over time. The locations of the Palms are: The Arizona Desert, West of Chicago, South Carolina, and the Rocky Mountains. Each Palm is harsh and unforgiving, with very little life in them.

Effect: After entering a Devil's Palm only those with strong wills may find themselves able to leave. Those who possess strong willpower may still find themselves stranded for days or weeks on end. However, those able to escape will find that they have gained a new ability in the form of a Stand. Very rarely, the Palm may even reveal a part of the Holy Corpse, which they exist to protect, to someone.

Variant: Wall Eyes

A particular kind of Devil's Palm left behind in the location where a Saint dies. The Wall Eyes have the special ability of fusing similar objects that get left underground, and certain parts are exchanged. For example, if a lemon and a lime get left underground, half of the internals of the lemon will appear in the lemon, the other half in the lime, and vice versa.

Those who find themselves drawn to the Wall Eyes will gain a wound that looks suspiciously like a Human bite mark. People who are "bitten" in this way often develop a stand, or a case of the Stand Virus (As seen under Stand Arrow).

LOCACACA FRUIT

Description: The Locacaca Fruit is a fruit with unusually potent and rapid healing abilities, but such healing comes with a cost. In order for the effect of the Fruit to take place, one must eat at least $\frac{2}{3}$ of one instance of the Fruit. These fruits are exceedingly rare, only found in New Guinea, and are still extremely difficult to find even then. If an expert on the Fruit is able to get their hands on it they could grow many of them, but because it is so rare experts are rare as well. The Fruit typically grows on small, bush-like trees, usually in sets of 1-3 per tree. They are very similar to figs, being close in smell, taste, and appearance, but are pink in color with small spikes on the outside of the fruit.

Effect: Upon consuming over $\frac{2}{3}$ of a Locacaca Fruit, your Hit Points are brought up to maximum and any permanent illness or hindrance that has been plaguing you, such as a birth defect or other improper formation in the Human body, disappears entirely. The Fruit will also regrow limbs, organs, or tissues that have been damaged, destroyed, or modified in some way. The Fruit can also be force-fed to someone, or given to an unconscious person. It may also be used to heal a side effect caused by previous consumption of the Locacaca Fruit. When you consume enough of a fruit and gain the healing effect caused by it you must roll a d20 and receive a detriment from the following table:

Number Rolled	Part Turned To Stone	Effect
1	Inner Heart Valve	1 Force damage at the start of each turn (every 6 Seconds), this damage cannot be reduced or removed in any way.
2	Inner Brain	Gain 5 Levels of Exhaustion and fall into a coma.
3	Stomach	Food (other than the Locacaca Fruit) may no longer be digested, and stomach acid will begin to leak into the body after 6 hours.
4	Small Intestinal Fragment	Results in half-digested food being pushed into the body, outside of the organs.
5	Anus	Improper solid waste disposal, which will eventually result in an intestinal rupture, likely within the next few days.
6	Left Arm	Past the elbow, the left arm becomes unusable.
7	Right Arm	Past the elbow, the right arm becomes unusable.
8	Both Feet	From the ankles down, the feet become totally unusable and walking speed is reduced by 5 meters.
9	Lung	Chest feels heavy, half lung capacity, easily winded and, cannot take the Dash Action.
10	Left Ear	Lose hearing in the left ear.
11	Right Ear	Lose hearing in the right ear.
12	Jaw	Inability to speak properly or chew food normally.
13	Left Eye	Lose sight in the left eye.
14	Right Eye	Lose sight in the right eye.
15	Appendix	Minor, continued discomfort in the abdomen.
16	Left Kidney	The left kidney shuts down completely.
17	Right Kidney	The right kidney shuts down completely.
18	Teeth	Regular teeth fall out and are replaced with stone teeth in the same shape.
19	Nose	Lose ability to breathe through the nose, as well as all sense of smell. This also alters the sense of taste.
20	Reproductive Organs	Sterility

Variants:

New Locacaca: A variant of the Locacaca that allows for equivalent exchange between two organisms. Injuries may be repaired, and the consequences placed on another creature.

Locacaca 6251: A variant of the Locacaca that has been made into a more refined medicine. Rather than rolling a random number, you may roll on the table an amount of times equal to your 1 + your Constitution Modifier (minimum of 2), then choose from the options rolled. Heals you over the course of an Action.

THE HOLY CORPSE PARTS

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

Description: Each individual part appears as a mummified body part with little to no flesh, hidden and protected within a Devil's Palm unless already discovered by someone else. The individual parts are:

Heart, Eyes, Ears, Left Arm, Right Arm, Both Legs, Spine, Rib Cage, Skull

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

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

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

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

THE COMPLETED HOLY CORPSE

Once the entire Corpse is brought together, the Parts fuse and form a complete body. Once together, the one who possesses the Corpse gains abilities of unique strength and immeasurable fortune. When one obtains the corpse, they will find that only good fortune will meet them, both in a tangible, physical manner, as well as good things slowly accumulating over time. However, The Holy Corpse cannot stay inside of a Human in the same way that its individual parts can. In order to use The Completed Holy Corpse, the user must stay within 10m of it. The last one to touch The Corpse is the one that gains the Corpse's powers.

Love Train: This ability is the physical manifestation of luck in a quantitative, tangible way, an effect that may manifest around anybody who is currently in possession of The Completed Holy Corpse. It is an ability that has several sub-abilities, which are listed below. Additionally, while Love Train is active, The Corpse may not be touched by anybody else, as it is protected by a forcefield.

Incalculable Fortune, Vicious Misfortune, Gravitational Pull, The Wall

HEAVEN

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

The Steps

- **Step 1:** Obtaining a Stand of Great Power - In order to gain a Heaven Stand, you must have a Stand that has been brought up close to its highest potential (Level 20 or higher). Once you get a Stand of this much great power, information telling you how to ascend to Heaven (descriptions of Steps 2-4) have a possibility to appear in your dreams and subconscious through informational fragments. Most Stand Users who hear these whispers ignore them or don't hear them at all. Upon waking up from sleep you may make an Intelligence Check with a DC of 20. Upon failing you forget your dreams and upon success you may write down the process of either Step 2, 3, or 4. You may make this Intelligence Check every time you awake from a sleep of 6 hours or more. Also, if you know at least one step, you gain the understanding that this process will result in your Stand evolving and gaining an ability of immense power.
- **Step 2:** Obtaining a Selfless Friend - You must have a link to somebody capable of achieving a very specific goal, with the willpower to overcome temptation and obstacles. This must be somebody without interest in prestige, power, wealth, sexual desire, or following the laws of Humans (whether that be literal and moral). In order to complete this step you must literally, physically fuse with this friend, where every part of them (except their soul) will be destroyed in the process. In order for this to happen your friend must sacrifice themselves willingly, knowing what will happen to them.
- **Step 3:** The 36 Souls - You must find 36 Sinners. A Sinner, in this case, is a person who has committed an act of great depravity (such as murder) who feels little or no remorse for their actions. You must gather these Sinners within 10 meters of each other and kill them all within 1 minute of each other. The method of killing does not matter, so long as their brains all stop functioning within the minute. When this happens, your Stand will begin to undergo a painful but necessary transformation.
- **Step 4:** The Code - There are 14 phrases that one must repeat 500 times, in order, correctly. This step may take as long as needed, being all consecutive or even over the course of years. You may also go through other actions in between saying these phrases, and you may also say anything you'd like in between. These phrases may be spoken in any language so long as their meaning remains the same, except the Latin words which must be spoken in Latin. The phrases, in order, are:
 1. Spiral Staircase
 2. Rhinoceros Beetle
 3. Desolation Row
 4. Fig Tart
 5. Rhinoceros Beetle
 6. Via Dolorosa
 7. Rhinoceros Beetle
 8. Singularity Point
 9. Giotto
 10. Angel
 11. Hydrangea
 12. Rhinoceros Beetle
 13. Singularity Point
 14. Secret Emperor

- **Step 5:** The Location - This is different for every Stand User. In order to achieve Heaven, the final step is to go to a very specific location. Immediately after completion of Steps 2, 3, and 4, you know the exact Latitude and Longitude of where you must go. This location may be a place of great power, personal importance, a place where different elements meet, or otherwise. Regardless, your DM gives you the exact coordinates, along with the elevation from Sea Level. This number could be anywhere from Sea Level, to 1km above Sea Level. You may have to dig or find a way to go upwards in order to fulfill this final requirement, but you should not have to dig down more than 10 meters. Upon reaching this point roll 1d20 to determine how many hours you must wait to achieve Heaven. You must only be in the specific location for a very short amount of time for the timer to activate, as when activated, the timer may not be stopped. While the timer is counting down your stand goes through a transition.

Transitional Stand: Upon completing all 5 steps, your Stand is destroyed and replaced with a different one until the timer hits zero. This Stand is very powerful, at a Level equal to yours, and is produced in order to protect you until the timer runs out. It takes some of the physical characteristics and personal traits that your sacrificed friend from Step 2 had before they were obliterated, as well as some aspects of your previous Stand. This Stand's abilities exist almost completely to protect you, and as such, the abilities for this Stand are often defensive or reactionary in nature. When the timer runs out this Stand is destroyed and replaced with your Heaven-Ascended Stand.

Heaven-Ascended Stand: You've done it. It's taken sacrifice, struggle, time, and the lives of 36 Sinners and a good devoted friend, but you've finally attained perfection. A Heaven-Ascended Stand is the absolute strongest a mortal can ever hope to become, with their Ability being stronger than the powers of The Holy Corpse, a Requiem Stand, and a Golden Evolution Stand combined. This Stand is the same Level as you are, and can be any Stand Type you'd like. It has stats equal to a similar Stand as its Level, unlike its other Evolved counterparts, but what really sets it apart is its ability. Your Stand Energy is multiplied by 10, and you regain 10 Stand Energy at the start of each of your turns. You gain a Heavenly Ability on top of your normal Abilities. You may make the Heaven-Ascended Stand's design either a rework of your original Stand's design, or an entirely new design. Heaven-Ascended Stands typically have 'Heaven' somewhere in their name, but this is not necessary.

THE FAMILIAR SYSTEM

Familiars are animal companions that a character may have with them. This may range anywhere from a pet to a steed. This system seeks to allow for far more customization for such beings.

Obtaining a Familiar

In order to obtain a Familiar, you must take the Familiar Bond Feat.

There is a simple order to follow for creating your new Familiar:

1. Roll their stats
2. Choose their Size
3. Choose their Class
4. Choose their Feats

Note: Familiars use their own Classes and Feats, which are found on this page. Other Classes and Feats are not balanced or designed for Familiars.

Rolling Familiar Stats

When rolling stats for a Familiar, roll their physical stats and Wisdom the same as you would for any other character. For Intelligence and Charisma, roll $2d6 + 2$ and drop the lowest d6.

Creature Size

A Familiar's Size determines its Movement Speed, AC bonus (applies to Stand AC as well), and Hit Dice.

Tiny: Hit Dice: 1d4 Movement: 5m OR 1m and 5m Flying/Swimming Additional AC: +4 Natural Weapon Dice: 1d4	Small: Hit Dice: 1d6 Movement: 8m OR 2m and 8m Flying/Swimming Additional AC: +2 Natural Weapon Dice: 1d6
Medium: Hit Dice: 1d8 Movement: 10m OR 3m and 10m Flying/Swimming Additional AC: +1 Natural Weapon Dice: 1d8	Large: Hit Dice: 1d10 Movement: 12m OR 5m and 12m Swimming Additional AC: +0 Natural Weapon Dice: 1d10

Additional Familiar Rules

- Your Familiar will have a number of Familiar Feats equal to half of the Feats that you have, rounded up. For example, if you have 3 Feats, your Familiar has 2.
- In order for your Familiar to awaken a Stand, both of you must take the Familiar Fighting Spirit Feat.
- Your Familiar will follow your lead in combat, taking their turn in Initiative directly after yours.
- Your Familiar will Level-Up alongside you, and will always be the same Level as you.
- If your Familiar is Downed it does not have to make Death Saves but may simply remain unconscious at 0 hp. Familiars cannot be truly killed unless its owner is killed.

Familiar Classes

The Guardian

Guardians are courageous and disciplined creatures. Using their powerful natural weapons they assist and protect others, and can shake off fear even in the most stressful of situations.

Starting Proficiencies (Choose 2 of the following): Acrobatics, Athletics, Intimidate, Perception, Survival
They also gain 2 Proficiencies of their choice.

Saving Throws: Strength and an additional Saving Throw of your choice

Effect DC: 8 + Proficiency Bonus + Strength Modifier

Level	Pro. Bonus	Feats	Features	Ability Dice
1	+2	1	Bravery	1dx
2	+2	1	-	1dx
3	+2	1	Ability Score Improvement	1dx
4	+2	1	-	1dx
5	+3	2	Extra Attack, Protecting Attack OR Shove Attack	2dx
6	+3	2	-	2dx
7	+3	2	Superior Natural Weapons	2dx
8	+3	2	Ability Score Improvement	2dx
9	+4	2	Superior Bravery	3dx
10	+4	2	-	3dx
11	+4	2	Siege Attack OR Power Attack	3dx
12	+4	2	-	3dx
13	+5	3	Ability Score Improvement	4dx
14	+5	3	-	4dx
15	+5	3	Superior Mobility or Better Saves	4dx
16	+5	3	-	4dx
17	+6	3	-	5dx
18	+6	3	Gain an additional class feature from levels 5, 11, or 15.	5dx
19	+6	3	-	5dx
20	+6	3	Perfected Primary Stat	5dx

The Nimble

Nimble are animals that specialize in stealth, quiet movement, and delicate operations. They are able to handle fragile objects and execute precise maneuvers, allowing them to slip through the most cunning of traps.

Starting Proficiencies (Choose 2 of the following): Acrobatics, Vibe, Investigation, Perception, Finesse, Sneak, Survival.

They also gain any 2 Proficiencies of your choice.

Saving Throws: Dexterity and an additional Saving Throw of your Choice

Effect DC: $8 + \text{Proficiency Bonus} + \text{Dexterity Modifier}$

Level	Pro. Bonus	Feats	Features	Ability Dice
1	+2	1	Agility	1dx
2	+2	1	-	1dx
3	+2	1	Ability Score Improvement	1dx
4	+2	1	-	1dx
5	+3	2	Extra Attack OR Finesse Attack	2dx
6	+3	2	-	2dx
7	+3	2	Superior Natural Weapons	2dx
8	+3	2	Ability Score Improvement	2dx
9	+4	2	Superior Agility	3dx
10	+4	2	-	3dx
11	+4	2	Blinding Attack OR Pounce Attack	3dx
12	+4	2	-	3dx
13	+5	3	Ability Score Improvement	4dx
14	+5	3	-	4dx
15	+5	3	Superior Mobility or Better Saves	4dx
16	+5	3	-	4dx
17	+6	3	-	5dx
18	+6	3	Gain an additional class feature from levels 5, 11, or 15.	5dx
19	+6	3	Ability Score Improvement	5dx
20	+6	3	Perfected Primary Stat	5dx

The Stalwart

Stalwarts are creatures who are loyal, durable, and reliable. They are able to shrug off exhaustion and damage that would kill another member of their species.

Starting Proficiencies (Choose 2 of the following): Care, Athletics, Knowledge, Intimidate, Perception, Survival
They also gain any 2 Proficiencies of your choice.

Saving Throws: Constitution and an additional Saving Throw of your Choice
Effect DC: 8 + Proficiency Bonus + Constitution Modifier

Level	Pro. Bonus	Feats	Features	Ability Dice
1	+2	1	Hardy	1dx
2	+2	1	-	1dx
3	+2	1	Ability Score Improvement	1dx
4	+2	1	-	1dx
5	+3	2	Extra Attack OR Siege Attack	2dx
6	+3	2	-	2dx
7	+3	2	Superior Natural Weapons	2dx
8	+3	2	Ability Score Improvement	2dx
9	+4	2	Superior Hardy	3dx
10	+4	2	-	3dx
11	+4	2	Protecting Attack OR Shove Attack	3dx
12	+4	2	-	3dx
13	+5	3	Ability Score Improvement	4dx
14	+5	3	-	4dx
15	+5	3	Unrelenting OR Better Saves	4dx
16	+5	3	-	4dx
17	+6	3	-	5dx
18	+6	3	Gain an additional class feature from levels 5, 11, or 15.	5dx
19	+6	3	Ability Score Improvement	5dx
20	+6	3	Perfected Primary Stat	5dx

The Tracker

Trackers are creatures that use their superior senses and natural knowledge to navigate difficult situations. They can track, find food and shelter easily, and are exceptionally perceptive.

Starting Proficiencies (Choose 3 of the following): Acrobatics, Care, Knowledge, Vibe, Intimidate, Investigation, Medicine, Survival

They also gain any 2 Proficiencies of your choice.

Saving Throws: Wisdom and an additional Saving Throw of your Choice

Effect DC: $8 + \text{Proficiency Bonus} + \text{Wisdom Modifier}$

Level	Pro. Bonus	Feats	Features	Ability Dice
1	+2	1	Natural Tracker	1dx
2	+2	1	-	1dx
3	+2	1	Ability Score Improvement	1dx
4	+2	1	-	1dx
5	+3	2	Finesse Attack OR Pounce Attack	2dx
6	+3	2	-	2dx
7	+3	2	Superior Natural Weapons	2dx
8	+3	2	Ability Score Improvement	2dx
9	+4	2	Superior Natural Tracker	3dx
10	+4	2	-	3dx
11	+4	2	Blinding Attack OR Extra Attack	3dx
12	+4	2	-	3dx
13	+5	3	Ability Score Improvement	4dx
14	+5	3	-	4dx
15	+5	3	Better Skills or Better Saves	4dx
16	+5	3	-	4dx
17	+6	3	-	5dx
18	+6	3	Gain an additional class feature from levels 5, 11, or 15.	5dx
19	+6	3	Ability Score Improvement	5dx
20	+6	3	Perfected Primary Stat	5dx

Familiar Class Features

Agility:

Your Familiar has Advantage on any Saving Throw against any effect that would reduce their Movement Speed, or restrict their mobility, as well as Advantage on Strength (Athletics) or Dexterity (Acrobatics) Checks to avoid the Grappled or Restrained Conditions.

Better Saves:

Your Familiar gains Proficiency in an additional Saving Throw of your choice.

Better Skills:

Your Familiar may gain an additional two Skill Proficiencies of your choice.

Blinding Attack:

As an Action your Familiar may make a single Natural Weapon Attack. If this Attack lands, the opponent must make a Constitution Saving Throw, or be Blinded until the start of their next turn. Anyone who is surprised by your Familiar has Disadvantage on the Save.

Bravery:

Your Familiar has a +4 bonus to any Saving Throw against the Frightened Condition.

Extra Attack:

When your Familiar takes the Attack Action on their turn, they may make two Natural Weapon Attacks, rather than one.

Finesse Attack:

Whenever your Familiar makes an attack using their Natural Weapons, they may use Dexterity for their Attack and Damage Rolls, rather than Strength. Additionally, once per Turn, if your Familiar lands a Finesse Attack on a Surprised enemy or an enemy that it has Advantage against or at least a +4 bonus against from the environment or Conditions, you deal an additional die of damage.

Hardy:

Your Familiar has Advantage on any Saving Throws against extreme heat, extreme cold, disease, poison, or exhaustion.

Natural Tracker:

Your Familiar gains Proficiency in the Survival Skill. Additionally, your Familiar may make Investigation Checks using their Wisdom, rather than their Intelligence.

Additionally, your Familiar has a +4 bonus to any Check made with the intent of looking for food, water, or shelter.=

Perfected Primary Stat:

The limit for your Familiar's Primary Stat increases by 4, and the Ability Score itself also increases by 4. Strength for Guardians, Dexterity for Nimble, Constitution for Stalwart, and Wisdom for Trackers.

Pounce Attack:

As an Action, your Familiar may leap onto a foe. You may jump double its normal jump distance in a high jump or long jump. Alternatively, if your Familiar has a Flying Speed, it may simply fly into them.

If the jump reaches the target, your Familiar may make a Natural Weapon attack. If the opponent fulfilled one of the following conditions, they must make a Strength Saving throw in addition to the damage of the Attack if it hits:

- They are Surprised
- Your Familiar has Advantage on the Attack Roll against them
- Your Familiar has at least a +4 bonus to the Attack Roll from the environment or Conditions
- They are engaged with one of your allies in melee combat

If they fail, they cannot take Reactions until the start of their next Turn.

Power Attack:

Whenever your Familiar makes an Attack roll you may choose to have -5 to the attack roll of any Natural Weapon Attack, and add an additional +10 to the damage of that attack.

Protecting Attack:

As an Action, your Familiar may make a single Natural Weapon Attack against a creature of your choice, or dodge. If they have an ally within Melee Range, as long as that ally remains within Melee Range, they may add your Familiar's Strength Modifier to their AC until the start of your Familiar's next turn.

Shove Attack:

When your Familiar lands an attack on a creature that creature must make a Strength Saving Throw. If they fail, your Familiar may choose to knock them prone or push them back an amount of meters equal to their Strength Modifier. Additionally, if the target hits a wall, they take an amount of d4s of damage equal to your Familiar's Proficiency Bonus for each meter they could not be shoved.

Your Familiar may only use a Shove Attack once per Turn and only against creatures one Size Category above theirs or smaller.

Siege Attack:

Your Familiar's Natural Weapon gains the Siege attribute.

Superior Agility:

In addition to the effects of Agility, your Familiar gains the ability to choose to pass any Saving Throw that would reduce their Movement Speed or restrict their mobility, as well as any Strength (Athletics) or Dexterity (Acrobatics) checks to avoid the Grappled or Restrained Conditions. You may use this ability once per Short Rest.

Superior Bravery:

Your Familiar is immune to the Frightened Condition.

Additionally, any d20 roll penalties your Familiar suffers from the environment or Conditions are halved.

This replaces the Bravery Feature.

Superior Hardy:

In addition to the effects of Hardy, your Familiar also gains resistance to any three non-physical damage types of your choice.

Furthermore, when you take a Short Rest, you may remove one level of Exhaustion and you may reroll any Hit Dice expended, taking the higher of the results.

Superior Mobility:

Your Familiar gains an additional 3m of Movement Speed, or an additional 3m of Flying or Swimming Speed if that's their highest Movement Speed.

Superior Natural Tracker:

In addition to the benefits of Natural Tracker, your Familiar also gains a +4 bonus to any Investigation or Survival Checks for tracking down any creature that has passed through your current location an hour ago or sooner.

Superior Natural Weapons:

You gain an additional Natural Weapon die when attacking. For example, if your Natural Weapons die is 1d8, it becomes 2d8.

Unrelenting:

Once per Long Rest, your Familiar may remove one level of Exhaustion as an Action.

FAMILIAR FEATS

Always Alert

Your Familiar is aware of their surroundings, even while resting or sleeping. Additionally, they cannot be Surprised.

Animal Instincts

Your Familiar has a +4 bonus to any Vibe Checks made against a creature that they've just met for the first time. Additionally, they grant a +4 bonus to your Initiative rolls.

Camouflage

Through clever hiding or a natural ability to change their appearance, your Familiar may hide themselves in a remarkably effective way.

As an Action, your Familiar may blend in with their surroundings. As long as they do not use any of their Movement Speed or make any Attack Rolls, they gain a +8 bonus to all Sneak Checks.

Climber

Your Familiar gains a Climbing Speed equal to their Movement Speed or Flying/Swimming Speed, if that is their highest Movement Speed.

Dwarf's Escape

Prerequisite: Must be a Familiar of Tiny or Small Size

Your Familiar may Dash, Disengage, or Hide as a Bonus Action.

Excavator

Your Familiar gains a Burrow Speed equal to half of their Movement Speed, or Flying/Swimming Speed if that is their highest Movement Speed.

Extra Sense

- Your Familiar gains one of the following additional senses:
- Echolocation: Your Familiar gains 10/20 meters of Blindsight. If there is noise being made in the area, they may use the Long Range of this sense without Disadvantage. They may make the noise themselves as well but this grants a -4 penalty to Sneak Checks. Your Familiar must be able to hear to use this.
- Soulsense: Your Familiar gains 10/20 meters of Soulsense, which allows them to sense the souls of living creatures, including Stands and ghosts. They gain a +10 bonus to Perception Checks using this sense in the Short Range, and a +5 bonus in the Long Range. This sense is not restricted by walls or barriers, and it may be used to determine if a soul has been in a location within the Short Range within the last minute. Undead and Constructs cannot be sensed this way.
- Tremorsense: Your Familiar gains 10/20 meters of Tremorsense, allowing them to sense vibrations around them. They must be connected to some kind of surface to feel the vibrations through in order to sense up to the Long Range. They may sense past Total Cover using this, so long as they are touching the Cover itself. Your Familiar must be able to use its natural sense of touch to use this.
- Night Vision: Your Familiar gains 15/30 meters of Darkvision, allowing them to see clearly in Darkness up to the Short Range or with Disadvantage up to the Long Range. If they have a light source, the effective range of it is doubled for them as well.
- Your Familiar may take this Feat multiple times if desired, either gaining another sense or increasing the Range of an existing one by the described amount.

Familiar Fighting Spirit

Your Familiar is a Stand User. In order to have a stand on your Familiar, **both you and your Familiar must have this feat.** When you have a Familiar who is a stand user, they use their stand type's class features, rather than the ones normally gained by Familiars, but they still roll Familiar stats for determining Ability Scores, they keep their Size, may only use Familiar feats, and they use the Familiar's scaling ability dice.

Giant's Wrath

Prerequisite: Must be a Familiar of Medium or Large Size.

Your Familiar deals an additional die of damage when they Attack using their Natural Weapons.

Keen Senses

Through superior sensory organs and patience, your Familiar has learned to trust a couple of their senses in particular, and hone them.

Choose two of the five senses (sight, hearing, smell, touch, taste). Your Familiar gains a +4 bonus to Perception Checks and Passive Perception using those senses.

Naturally Sheltered

Your Familiar is naturally protected from the elements, due to their thick hide or adaptive behaviors.

When your Familiar stays in the same place, they are considered to be housed comfortably. If your Familiar is Large, they do not need to spend time setting up their shelter. If they are Medium, they must spend 1 minute setting up a shelter. If they are Small, they must spend 5 minutes setting up a shelter. If they are Tiny, they must spend 10 minutes setting up a shelter.

Additionally, your Familiar may comfortably shelter a single creature of a Size Category that is smaller than them, up to three creatures that are two Size categories smaller, and up to seven creatures that are three Size categories smaller than them.

Natural Skirmisher

Using natural mobility and speed, your Familiar has the ability to land a couple hits and leave before they can be hit themselves.

Whenever your Familiar attempts to make a Melee Attack against a creature, they cannot be targeted by Opportunity Attacks from that creature until the end of your Familiar's next turn.

Treasure Hunter

Your Familiar has an eye for shiny objects, and likes to find and collect them.

Your Familiar has a +5 bonus to any Skill Check made to find shiny and visually interesting objects. This may relate to finding things such as gold coins, silver, metal scraps, natural crystals, cut gems, or shards of glass.



JoJo's Bizarre Tabletop Game

Character Name

Hit Point Max

Current Hit Points

Race & Passion

Class & Level

Damage Reduction

Stand DC

Death Saves

Saving Throws

Skill Proficiencies

Armor Class

Hit Dice

Movement Speed

Str	<input type="checkbox"/>	—
Dex	<input type="checkbox"/>	—
Con	<input type="checkbox"/>	—
Int	<input type="checkbox"/>	—
Wis	<input type="checkbox"/>	—
Cha	<input type="checkbox"/>	—
PB:	<input type="checkbox"/>	—

Acro (dex)	<input type="checkbox"/>	—	Medic (int/wis)	<input type="checkbox"/>	—
Athlete (str/wis)	<input type="checkbox"/>	—	Know (int)	<input type="checkbox"/>	—
Bluff (cha)	<input type="checkbox"/>	—	Percept (wis)	<input type="checkbox"/>	—
Care (wis/cha)	<input type="checkbox"/>	—	Pres (cha)	<input type="checkbox"/>	—
Diplo (cha)	<input type="checkbox"/>	—	Science (int)	<input type="checkbox"/>	—
Finesse (dex)	<input type="checkbox"/>	—	Sneak (dex)	<input type="checkbox"/>	—
Grit (con)	<input type="checkbox"/>	—	Super (int/wis)	<input type="checkbox"/>	—
Intimid (str/cha)	<input type="checkbox"/>	—	Surviv (int/wis)	<input type="checkbox"/>	—
Invest (int)	<input type="checkbox"/>	—	Vibe (wis/cha)	<input type="checkbox"/>	—

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Power

Precision

Durability

Range

Speed

Stand Energy

Class Features

Feats

Attacks & Actions

Inventory

Languages & Other Proficiencies

Attacks Per Round: _____

Inspiration: _____

JoJo D&D Ability Sheet

Character Name

Stand Name

Head HP

Head AC

Energy

Alt. Level

Stand HP

Current SE

Stand / Alt. Image



Stat Array



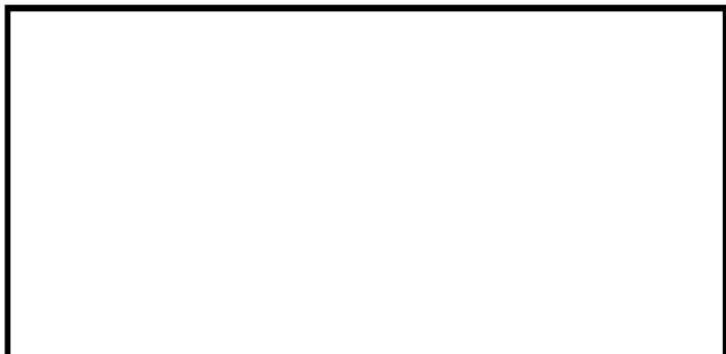
Ability Info



Minions / Equipment



Other Notes and Features



JoJo D&D Act-Type Sheet

Ability Info

Act 1

Power

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Range

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Precision

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Durability

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Stat Array

Ability Info

Act 2

Power

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Range

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Precision

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Durability

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Stat Array

Ability Info

Act 3

Power

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Range

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Precision

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Durability

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Stat Array

Ability Info

Act 4

Power

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Range

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<input type="text"/>

Based on:

Precision

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Speed

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<input type="text"/>

Durability

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<input type="text"/>

Stat Array

JoJo D&D Flavor Sheet

Character Image

Character Name

Backstory

Ideals

Flaws

Weight

Height

Age

Personality

Hair Color

Skin Tone

Eye Color

Relationships

Voice

Other Information