

HERITAGE

Every Heritage Starts with a Base HP Value

This represents how **naturally powerful or versatile** the race is compared to a standard human.

Some detriments are **mandatory** and provide **free HP** to balance strong racial benefits (**this is your base HP**).

Optional Detriments Let Players Customize for More HP

Each optional detriment **grants additional HP** that can be spent on benefits. **No one is forced to take extra detriments, but they must do so if they want more benefits.**

Benefits Cost HP

Stronger benefits cost **more HP**, ensuring balanced power scaling.

XP Can Be Spent to Gain HP Without Detriments

Players can **buy extra HP** with XP instead of taking more detriments.

5 XP → 1 HP.

Human

 **Base HP: 0** (*No required detriments or benefits.*)

 **Humans Do Not Have Required Detriments**

 **Humans Do Not Have Free HP at Character Creation**

 **Optional Detriments (Each Grants +1 HP):**

- **Physically Inferior:** -1d when resisting physical harm.
- **Bizarre Blindspot:** -1d when resisting Stand, Hamon, or supernatural effects.
- **Slower Recovery:** Healing clock permanently reduced by **1 segment**.
- **Slower Movement:** Base movement speed reduced from **30ft** to **20ft**.

★ **Benefit Costs (Use HP to Unlock These):**

- **Skilled From Birth (1 HP):** Can start with **3 dots** in a **single skill** instead of the usual cap of 2.
- **Sheer Grit (2 HP):** Once per session, reroll any failed roll.
- **Tactical Awareness (1 HP):** +1d to all reaction-based rolls in combat.
- **Resourceful (2 HP):** Gain +1 downtime action for training, healing, or crafting.

Rock Human

 **Base HP: 2 HP**

 **Required Benefits:**

- **Sediment Body** – Can reshape into stone or pebbles, allowing stealth and terrain merging.

✖ Required Detriments:

- Sinks Like a Rock - Cannot swim, cannot float.
- Slow Regeneration - Healing clock has +1 additional segment.

🧩 Optional Detriments (Each Grants +1 HP)

- Hunted by Rock Humans - Other Rock Humans can sense your location within 100ft.
- Slow Reflexes - -1d when resisting physical attacks.
- Vulnerable to High Frequency Vibrations - Sound-based attacks deal +1 Harm.
- Cold-Brittle - Freezing temperatures cause you to move at half speed.

★ Benefit Costs (Use HP to Unlock These)

- Hardened Physique (2 HP) - Gain 1 extra Stand Armor charge per scene.
 - Rock Punches (1 HP) - Unarmed attacks now deal Level 2 Harm.
 - Camouflage (1 HP) - If stationary, you can merge and move through stone.
 - Mudshot (2 HP) - Can fire hardened mud that immobilizes targets for 1 turn.
 - Tolerance (2 HP) - The detrimental effects of larpintas are reduced.
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🦇 Vampire

📌 **Base HP: 2 HP** (*Stronger than humans but with major weaknesses.*)

✅ Required Benefits:

- **Bloodthirst:** You are capable of drinking anything through any appendage
- **Flight:** You are capable of flying and have a flying speed of 30ft/6 seconds.
- **Nocturnal:** You are able to see in the dark up to 100ft. Outside of 100ft, treat darkness as dim light.

✖ Required Detriments:

- **Sunlight Weakness:** Takes **Level 4 Harm per minute** in direct sunlight.
- **Hamon Vulnerability:** Hamon techniques deal **+1 Harm** and bypass armor.

🧩 Optional Detriments (Each Grants +1 HP):

- **Must Be Invited Inside:** Cannot enter homes without an invitation.
- **Loses Max Stress Without Feeding:** Every day without feeding, max stress **decreases by 1** (restored after feeding).
- **Holy Symbol Weakness:** Seeing a cross deals **Level 2 Harm** and stuns for one turn.
- **Silver Allergy:** Weapons made of silver **ignore armor and resistances**.

★ Benefit Costs (Use HP to Unlock These):

- **Blood Puppeteer (3 HP):** If you drink a person's blood, you can command them for **1 round**.
- **Sunlight Immunity (2 HP):** You are capable of surviving in sunlight
- **Mist Form (2 HP):** Can turn into mist for **3 turns but cannot attack while in mist**.
- **Regeneration (2 HP):** Can spend **1 stress to heal 1 segment of harm**.
- **Bat Form (3 HP):** Can fly but must use **1 stress per turn to maintain it**.
- **Staying Power (3 HP):** If you are overwhelmed with harm, a hit that will KO can be avoided by losing a limb. Your character can survive with separated limbs; you can control your detached limbs, but any damage done to them will destroy them, and any damage dealt to your head will KO you.

⚙️ Pillar Man

"You descend from an ancient lineage of near-perfect beings. Evolution is in your bones."

📌 Base HP: 1 HP

✅ Required Benefits:

- **Hyper-Intelligence:** Gain +2d on Insight-based actions once per scene.
- **Superior Physiology:** +1d to resisting **physical** harm.

❌ Required Detriments:

- **Sunlight Turns You to Stone:** Direct exposure to sunlight **petrifies** you indefinitely.
- **Hamon Weakness:** Hamon **techniques** deal +1 Harm and bypass armor.

🧠 Optional Detriments (+1 HP Each):

- **Cold Weakness:** Freezing temperatures slow movement and reaction time.
- **Weak to Blood Loss:** Cannot regenerate if reduced **below half health**.
- **Requires Constant Adaptation:** Must spend 1 **downtime action per session** in training.
- **Hunted by Zeppeli Bloodline:** Hamon users worldwide **seek to exterminate** you.

★ Benefit Costs:

- **Chainsaw Arm (2 HP):** Gain a retractable **bone chainsaw** that deals **Level 2 Harm**.
- **Weighted Feathers (1 HP):** Gain a long-range attack dealing **Level 2 Harm** at **60ft**.
- **Life Absorption (2 HP):** Can **drain enemies** to regain health.
- **Body Modification (2 HP):** Can reshape body **mid-combat** to **escape grapples**, **squeeze through small spaces**, or **extend limbs**.
- **Perfect Organism (2 HP):** Can create organic organisms through stress expenditure (1 for small entities, 3 for medium, 5 for large, 10 for huge).



Gray Matter (Extraterrestrial)

📌 Base HP: 2 HP

✅ Required Benefits

- **Shapechange:** Can morph into either **organic or inanimate** forms.
- **Enhanced Senses:** Can detect movement in **360°** around you.

❌ Required Detriments

- **Weak to Electricity:** Electrical attacks deal +1 Harm and disable transformations for **1 turn**.
- **Alien Understanding:** -1d on social interactions unless disguised as a human.
- **Sensitive to Soundwaves:** Loud noises cause **pain and disorientation**.

🧠 Optional Detriments (+1 HP Each):

- **Cannot Speak English:** Must communicate via symbols or mimicry.
- **Cannot Heal Normally:** Requires specific **alien tech** to recover.
- **Heat Sensitivity:** High temperatures **disrupt shape-shifting abilities**.

★ Benefit Costs:

- Perfect Mimicry (2 HP): Can copy a person's voice and physical appearance.
 - Blindsight (1 HP): Can sense movement even in total darkness.
 - Reflex Overclock (1 HP): +1d to dodging attacks.
 - No Vital Signs (2 HP): Immune to poison, disease, and biological scanners.
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Haunting (Half-Dead Entity)



Base HP: 2 HP



Required Benefits

- Ghostly Aura: Harder to detect when in dim light or darkness.
- Ethereal Nature: +1d when resisting mental attacks.



Required Detriments

- Hamon Disrupts Your Form: Hamon techniques deal +1 Harm and temporarily disable phasing.
- Unstable Physiology: When you max out your stress capacity, roll a d6—on a 1-3, gain an extra trauma.



Optional Detriments (+1 HP Each):

- Cannot Heal Normally: Requires spiritual rituals to recover.
- Disrupts Electronics: Presence causes tech failures.
- Cold Weakness: Low temperatures slow movement.
- Unfinished Business: Something compels you to act against your will.



Benefit Costs:

- Phase Through Objects (2 HP): Can pass through solid barriers for 1 turn.
 - Poltergeist (1 HP): Can move small objects telekinetically.
 - Fear Aura (2 HP): Enemies within 5ft must roll Resolve or hesitate.
 - Resurrection (3 HP): Once per campaign, if killed, return as a more powerful entity.
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Cyborg

"You have Lost or 'upgraded' your form with mechanical parts; you have found comfort in the certainty of steel."



Base HP: 2 HP (They have tech perks but mechanical limitations.)



Required Detriments:

- EMP Vulnerability: Electric attacks deal +1 Harm and disable cybernetics for 1 turn.
- Limited Repairs: Healing requires a technician or mechanical parts instead of normal recovery.



Optional Detriments (Each Grants +1 HP):

- Heavy Frame: Movement speed reduced by 10ft.
- Maintenance Required: If you do not repair yourself once per session, you suffer -1d to all physical actions.

- **Loss of Touch:** No sense of **pain or temperature**.
- **Cybernetic Overload:** If you **overuse** cybernetics in one scene, take **automatic Level 2 Harm** ("System Overheat").

★ **Benefit Costs (Use HP to Unlock These):**

- **Hidden Arsenal (2 HP):** Gain a built-in weapon (e.g., energy blast, retractable blade) that deals Level 2 Harm.
 - **Enhanced Reflexes (2 HP):** Once per scene, **instantly dodge** an attack.
 - **Optic Targeting (1 HP):** +1d to all ranged attacks.
 - **Integrated Tools (1 HP):** Built-in tools (lockpicks, scanners, welding torch) give **+1d to Tinker** actions.
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Oracle (Supernatural Medium)

📌 **Base HP: 3 HP**

✅ **Required Benefits**

- **Precognitive Instinct:** Once per scene, ask the GM a **yes/no** question about the **immediate future**.
- **Spiritual Awareness:** +1d when detecting **supernatural forces** (Stands, Hamon, bizarre entities).

❌ **Required Detriments**

- **Visions Are Uncontrollable:** Occasionally, you receive **flashes of prophecy**, forcing a Resolve roll to stay focused.
- **Cursed Fate:** If you take **Trauma**, the GM can force a **new long-term consequence** related to your fate.

★ **Benefit Costs:**

- **Danger Sense (2 HP):** You **always act first** in combat.
- **Divination (2 HP):** Can "read" an object's past by touching it (GM discretion).
- **Supernatural Resistance (2 HP):** Once per scene, **ignore a consequence** from a supernatural source.
- **Manifest Destiny (3 HP):** Once per session, **force a reroll** on any fate-related check.