

# Character Creation

In 1(800)Bizarre, your character's abilities reflect their Stand, Hamon mastery, or Spin technique, as well as their unique heritage. This defines your character's specialty and starting potential, but your true nature will evolve over time through gameplay.

## 1. Choose a Playbook

Your playbook defines your **metaphysical focus**—Stand, Hamon, or Spin. Each comes with a unique narrative flavor and a foundational list of abilities. You may select from these, or create your own. More on that, later.

## 2. Choose Your Heritage

Your heritage influences your character's origins and innate capabilities. Choose from:

- **Human:** Versatile but without inherent supernatural abilities.
- **Rock Human:** Resilient stone-like beings with natural stealth.
- **Vampire:** Immortal predators vulnerable to sunlight and Hamon.
- **Pillar Man:** Evolved ancients with heightened physicality and intelligence.
- **Gray Matter:** Extraterrestrials adept at mimicry and shapeshifting.
- **Haunting:** Partially spectral entities existing between life and death.
- **Cyborg:** Humans enhanced with advanced cybernetics.
- **Oracle:** Seers attuned deeply to the supernatural.

Write a brief note about your family's background and life before joining the crew. If the GM deems it so, you may be able to create a unique ability that is based on a heritage trait.

## 3. Make a Background

Detail your previous life, occupation, or significant experiences. Describe how these experiences led to your conflict with the Joestars or alignment with your crew.

## 4. Assign 7 Action Dots

Assign 7 dice to your actions (no more than two dots in any single action at creation).

Action categories include:

- **Insight** (study, survey, tinker, hunt)
- **Prowess** (prowl, skirmish, finesse, wreck)
- **Resolve** (bizarre, sway, command, consort)

## 5. Create Your Stand (or Select Hamon/Spin Technique)

Whether you wield a Stand, Hamon, or Spin, your powers are defined by a set of unique abilities and your Coin stats. These govern what your Echo can do—how hard it hits, how fast it moves, how far it can go, and how flexible its effects are.

You may:

- Create 3 unique abilities, each with 1 function, or
- Create 1 unique ability with 3 functions

Not sure where to start? Use the Foundation Playbooks. They offer sample abilities and weapons tailored to each path—whether you're harnessing sunlight, deflecting bullets with gravity, or utilizing other bizarre powers.

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If you're playing:

- **Stand:** Define your Stand's type and consciousness level:
  - Automatic – Acts based on a trigger, often with autonomous logic
  - Tool-Bound – Bound to an object or medium
  - Fighting Spirit – Humanoid, close-range or long-range combatant
  - Phenomena – Abstract, bizarre, and surreal
  - Shared – Split across multiple users or locations
- **Hamon:** Create 3 custom abilities or select from the Hamon Foundation Playbook. You may also choose a weapon that channels Hamon energy.
- **Spin:** Create 3 custom abilities or select from the Spin Foundation Playbook. Choose a weapon or projection method—Spin often relies on medium-based precision.

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## Coin Stats

Distribute 10 points across your Stand's core attributes:

Stat	Description
Power	Raw strength of attacks and effects
Speed	How fast your Echo moves or acts

<i>Range</i>	<i>Operational or targeting distance</i>
<i>Durability</i>	<i>How much harm it can take before breaking</i>
<i>Precision</i>	<i>Accuracy and control over fine effects</i>
<i>Development</i>	<i>Adaptability, flexibility, and growth</i>

<i>Grade</i>	<i>Value</i>
<i>A</i>	<i>4</i>
<i>B</i>	<i>3</i>
<i>C</i>	<i>2</i>
<i>D</i>	<i>1</i>
<i>F</i>	<i>0</i>

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*For each A-grade, you gain:*

- *Two abilities with 1 function each; you may choose between standard abilities or unique abilities (Standard Abilities are universal to all players, regardless of playbook type)*
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*Standard Abilities reflect training, experience, or improvisational genius. They include talents like “Echo Strikes” for follow-up attacks, “Steady Barrage” for long-range barrages, and “Iron Will” for resisting bizarre trauma.*

*You may mix custom and foundation abilities freely, but you cannot mix Hamon and Spin playbooks unless granted by a relic, advancement, or GM permission.*

## **6. Stand/Hamon/Spin Armor**

Track special armor abilities tied specifically to your chosen path:

- **Stand:** Use armor for enhanced Stand effects.
- **Hamon:** Use armor to absorb or redirect bizarre energies.

- **Spin:** Armor may represent precision deflections or controlled rotations.

## 7. Close Friend and Rival

Pick one close friend and one rival from your playbook's list to anchor your connections within the world.

## 8. Choose Your Vice

Your vice helps manage stress but also reveals vulnerabilities. Describe the details and location of your vice purveyor. Options include:

- Faith
- Gambling
- Luxury
- Obligation
- Pleasure
- Stupor
- Weird

## 9. Record Your Name, Alias, & Appearance

Define how your character is known in the bizarre underworld. Give yourself a unique style and recognizable presence.

## 10. XP Triggers

Earn experience by:

- Making desperate rolls.
- Expressing your character's core nature.
- Acting on background influences.
- Taking notable risks.

With 10 xp, you can go up a Coin Grade *or* take 2 action rating increases!

## 11. Loadout

Decide your load for each operation:

- **1-3 Load (Light):** Blend in with normal civilians.
- **4-5 Load (Normal):** Clearly ready for trouble.

- **6 Load (Heavy):** Slow-moving and visibly armed.
- **7-9 Load (Encumbered):** Severely hindered, very noticeable.

You have access to all your equipment options, choosing specific gear as needed during operations.

## **Final Advice**

Remember, 1(800)Bizarre is about embracing your character's evolution and confronting bizarre and powerful adversaries. Every choice shapes your legend and your inevitable clash with destiny itself.