

STAND COIN (Player character)

The stand coin is made of 6 properties, rated from F to S, that describe the limits put on its abilities.

- A (4)
- B (3)
- C (2)
- D (1)
- F (0)

At the beginning of a new game, distribute 10 points among:

- Power (harm level & force 1-4)
- Speed (initiative & mobility)
- Range (operational distance of the stand & it's abilities)
- Durability (resistance, & armor)
- Precision (accuracy & control)
- Development (growth potential)

Stats are graded S(special)/A(4)/B(3)/C(2)/D(1)/F(0)

At the beginning of a game, dispense 10 points amongst your stand coin stats, regardless of being a stand user, hamon user, and so on.

If a stand coin stat enhances your stand armor, stress boxes, dice pool, etc., denote it in your character sheet!

- Power:

Determines harm level and impact:

S: Level 4 harm, can force position to be lowered by one (desperate to risky, risky to controlled)

A: Level 4 harm

B: Level 3 harm

C: Level 2 harm

D: Level 1 harm

F: No significant harm

- Speed:

Determines initiative and mobility (same levels of speed as range):

S: 200 ft movement, acts before everyone, 4 action/turn

A: 60(120) ft movement, acts before B, C, D, F, 3 action/turn, push yourself to dash

B: 40(80) ft movement, acts before C, D, F, 2 action/turn, push yourself to dash

C: 35(70) ft movement, acts before D, F, 2 action/turn, dash costs 1 action, push yourself to dash

D: 30(60) ft movement, acts before F, 1 action/turn, dash costs 1 action, push yourself to dash

F: 25(50) ft movement, 1 action/turn, dash costs 1 action, push yourself to dash

- Range:

S: Unlimited range, no range penalties

A: 100(200) ft range, push yourself to extend

B: 50(100) ft, push yourself to extend

C: 40(80) ft, push yourself to extend, extension subtracts 1 effect

D: 20(40) ft, push yourself to extend, extension subtracts 1 effect

F: 10(20) ft, push yourself to extend, extension subtracts 2 effect

- Durability:

Affects both Stress capacity, armor charges, and Stand Armor effectiveness:

S: +4 Stress boxes, 3 Armor charges. Resistance rolls can reduce harm by 2 levels instead of 1

A: +3 Stress boxes, 3 Armor charges

B: +2 Stress boxes, 2 Armor charges

C: +1 Stress box, 1 Armor charge

D: 0 Stress bonus, 1 Armor charge

F: -1 Stress boxes, 0 Armor charges

- **Precision:** Affects accuracy and control. Having a higher precision means you have a better position/effect depending on the grade differential.

S: Double 6s and double 5s count as critical success

A: 5 counts as success

B: 3 counts as partial success

C: You can no longer critical fail

D: Double 1s count as critical fail

F: 1s and double 1s count as critical fail

- **Development Potential:** Determines the Stand's capacity to improve abilities and gain experience.

S: Earn +5 XP at the end of each session, can spend 5 stress to adopt a new unique/standard ability until the end of the session, at GM's discretion.

A: Earn +4 XP at the end of each session.

B: Earn +3 XP at the end of each session.

C: Earn +2 XP at the end of each session.

D: Earn +1 XP at the end of each session.

F: Standard XP gain.