

Stand Playbook Examples

In *1(800)Bizarre*, a Stand's form informs how it behaves, not what it can do. These five examples—Colony, Tool-Bound, Automatic, Fighting Spirit, and Phenomena—demonstrate how Coin stats shape narrative power and tactical options. They're not classes or restrictions. They're example builds: launch pads for your imagination.

Each includes:

- A short conceptual summary
 - Their full Stand Coin spread
 - 1-2 unique abilities (not from the standard pool)
 - Recommended Standard Abilities by playstyle
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3 Little Birds (Colony Stand)

A swarm of three intelligent birds—each with a unique function. As they fall, the remaining ones cannibalize their powers, growing stronger but more vulnerable.

Stand Coin:

- **Power:** C (2 Harm)
- **Speed:** C (40ft/80ft; 2 actions/turn)
- **Range:** A (100ft; push to extend)
- **Durability:** D (0 bonus stress; 1 armor)
- **Precision:** D (Double 1s = critical fail)
- **Development:** F (Standard XP gain)

Unique Abilities:

- *Cannibal Chain* – When one bird is defeated or eaten by another bird, it may absorb its ability as a temporary second function.
- Bird 1 can spit acid and gain +1 armor underground, Bird 2 can spit blinding ink and gain +1 armor underwater, bird 3 gains armor while flying.
- *Tri-Will Split* – You may issue separate commands to each bird (max 3 targets), but reduce effect by 1 for each split action.

Recommended Standard Abilities:

- Shared Vision – See through your Stand's eyes; critical for multi-angle surveillance.
 - Cascade Effect – The swarm's reactive nature fits well with counter-punishment.
 - Reflexes – A must for keeping up when managing three simultaneous moves.
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Paint It Black (Automatic Stand)

A skeleton that hunts heat signatures and leaves corrosive ink behind. It's fast to burn, slow to return.

Stand Coin:

- Power: A (4 Harm; can shift Position)
- Speed: D (30ft/60ft; 1 action/turn)
- Range: C (40ft; push subtracts 1 effect)
- Durability: C (+1 stress, 1 armor)
- Precision: D (Double 1s = crit fail)
- Development: F

Unique Abilities:

- *Meltdown Pulse* – When striking a heat source, melt through armor or terrain as if it were soft.
- *Ink Drift* – After an explosive action, terrain becomes toxic. Movement through the zone costs 1 stress or requires resistance.

Recommended Standard Abilities:

- Saboteur – Perfect synergy with the ink hazard lingering after actions.
 - Autonomous Detonation – A thematic match; could represent the ink triggering a delayed blast.
 - Superhero Landing – When Paint explodes beneath you, recover with flare.
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Nitro Burnin' Funny Car (Tool-Bound)

A hot rod engine bound to your soul. Whenever you touch machinery, you supercharge it—until it burns out.

Stand Coin:

- Power: C (2 Harm)
- Speed: B (40ft/80ft; 2 actions/turn)
- Range: D (20ft; -1 effect when extended)
- Durability: D
- Precision: B (3s = partial success)
- Development: F

Unique Abilities:

- *Overdrive* - When the user interacts with machinery, you are able to extend the stand coin properties to that machine.
- *Autokill Directive* - Once per score, name a kill condition (e.g. “when it flees,” “when it draws a weapon”). When fulfilled, the Stand auto-triggers an attack, maneuver, or other action.

Recommended Standard Abilities:

- Trap Sequence - Stack this with *Autokill* for paranoid, preloaded lethality.
- Echo Strikes - Makes your tool-shocks feel fast and reactive.
- Bizarre Ward - A mechanic-tuned Wreck can become a supernatural reinforcement.

Lethal Injection (Fighting Spirit)

A humanoid Stand cloaked in elemental fire and ice. It swaps temperature states mid-combat to disable enemies in creative ways.

Stand Coin:

- Power: B (3 Harm)
- Speed: C (35ft/70ft; 2 actions/turn)
- Range: D (20ft; -1 effect when extended)
- Durability: D
- Precision: C (You cannot critically fail)
- Development: D (+1 XP)

Unique Abilities:

- *Thermic Chain* – Each attack shifts element. Fire causes lingering burn (half POWER), ice creates “brittle” status (next hit +1 Harm).
- *Blister Swap* – Once per scene, swap places with your Stand during a resistance roll to ignore 1 level of harm.

Recommended Standard Abilities:

- Iron Will – You’ll often take the front line. Stay standing.
 - Spin-Boosted Blow – Perfect for dual-elemental finishers.
 - Final Barrage – Justified dramatically by fire/ice overload.
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Dream Baby Dream (Phenomena Stand)

Your Stand is a shared hallucination—a child’s recurring nightmare with metaphysical weight. Nothing is real until it is... or isn’t.

Stand Coin:

- Power: D (1 Harm)
- Speed: F (25ft/50ft; 1 action/turn)
- Range: D (20ft; -1 effect if extended)
- Durability: C (+1 stress, 1 armor)
- Precision: C (You cannot critically fail)
- Development: A (+4 XP/session)

Unique Abilities:

- *Narrative Override* – Once per score, describe how a “strange coincidence” saves you from a failed roll.
- *Emotion Veil* – Project an emotional field. If targets fail to resist, they suffer -1d on their next action due to overwhelming effect.

Recommended Standard Abilities:

- Undo Truth – Fiction-bending logic pairs naturally with this dream-state Stand.
- Bizarre Improvisation – This is your default mode. Make it unpredictable.
- Like Looking into a Mirror – Hallucinatory logic creates hard-to-lie zones.

Final Notes

These templates demonstrate how Coin stats limit *what you can get away with* and encourage creativity through constraint.

- Want to be a tanky frontline? Dump points in Durability and Power.
- Want to outpace and outsmart? Prioritize Speed and Precision.
- Want to build something slow but nightmarishly accurate? Crank Precision and Range.

Everything else? That's flavor—and *1(800)Bizarre* is about flavor that bites back.