

STANDARD ABILITIES LIST

Combat Specialists

- **Steady Barrage:** You can barrage targets up to your Stand's range. Add +1d when making multiple rapid-fire attacks.
- **Echo Strikes:** After a successful Stand attack, push yourself to make an immediate second attack—target the same foe or strike another.
- **Final Barrage:** When reduced to 0 HP or Level 4 harm, make a final +3 effect Stand attack before going down.
- **Legendary Guard:** Once per score, you may completely negate one instance of incoming harm.
- **Tough as Nails:** Reduce the severity of all physical harm by one level (Level 4 harm still kills).
- **Extra Attack:** Push (2 stress) to make two attacks in a single action. Roll once, apply separate consequences to two targets or double down.
- **Sharpshooter:** You can push yourself (2 stress) to do one of the following: make a ranged attack at extreme distance beyond what's normal for the Stand—unleash a barrage of rapid-fire to suppress the enemy (if your ability can only target one person, it can now temporarily target more than one person).

Mobility & Initiative Control

- **Reflexes:** If you and another Stand user act at the same time and have the same Speed stat, you go first.
- **Swift Step:** Push (2 stress) to automatically outrun or outmaneuver a single pursuer of equal or lesser Speed.
- **Stand Step:** Use your Stand's Speed to dodge with +1d.
- **Spin-Boosted Blow:** Add Spin to your next Stand attack to supercharge a single strike (adds +1 effect and +1d if using rotational impact logic).
- **Bizarre Step:** Push (2 stress) to instantly reposition within close range. Nearby observers must resist or lose track of you.

Tactical Manipulation & Counters

- **Parry and Break:** On a successful resistance roll, counterattack with +1 effect.
- **Trap Sequence:** Load your Stand with a conditional action (e.g., “If X enters the room, detonate.”).
- **Cascade Effect:** If you roll a 6 from your resistance roll to resist a physical or bizarre consequence, the attacker suffers a mirrored backlash.
- **Swan Song:** When you'd be taken out (Level 4 harm), spend remaining Stand armor charges to stay standing for one heroic action.

Mob Control & Presence

- **Echo Roar:** Your Stand emits a terrifying or awe-inspiring sound. Command rolls gain +1d against NPCs.
- **Aura of Confidence:** Your presence inspires trust and courage. Allies within close range of you gain +1d to resistance rolls against fear or intimidation.
- **Savage:** When you unleash physical violence, it's especially frightening. When you Command a frightened target, take +1d.
- **Stand Grapple:** Your Stand can restrain or hold an enemy for one round. While grappled, the enemy loses 1 action.

Perception & Surveillance

- **Shared Vision:** You can see through your Stand's eyes, even at extreme distances.
- **Like Looking into a Mirror:** You can always tell when someone is lying.
- **Bizarre Intuition:** You have a bizarre sense for danger. You cannot be surprised and always act first in ambush situations.
- **Shadow:** Expend your Stand armor to resist a consequence from detection, surveillance, or security measures, or to push yourself for a feat of athletics or stealth.

Support & Team Dynamics

- My Friend, My Stand: When protecting an ally, your Stand may act again during that turn.
- Foresight: Two times per score you can assist a teammate without paying stress. Tell us how you prepared for this.
- Bodyguard: When you protect a teammate, take +1d to your resistance roll. When you gather info to anticipate possible threats in the current situation, you get +1 effect.
- Functioning Vice: When you indulge your vice, you may adjust the dice outcome by 1 or 2 (up or down). An ally who joins in your vice may do the same.

Supernatural Control & Manipulation

- Undo Truth: Unmake one factual event from earlier in the session. GM discretion applies.
- Bizarre Improvisation: Use your Stand in an unconventional way. Describe how and take +1d to the roll, but suffer 1 stress.
- Stand Evolution: Spend 5 stress mid-score to unlock a temporary new unique ability.
- Dream Mask (Narrative): Appear as someone else—but your voice remains the same.

Durability & Resistance

- Iron Will: You are immune to the terror that some Bizarre entities inflict on sight. When you make a resistance roll with Resolve, take +1d. (*Courage inspires bravery.*)
- Fortitude: Expend your Stand armor to resist a consequence of fatigue, weakness, or chemical effects, or to push yourself when working with technical skill or handling alchemicals.
- Overdrive: While wearing non-Stand armor, gain an extra 1 armor.
- Masochist: When your Stand takes harm, reduce the user's damage by 1 level. If the Stand hits Level 4 harm, both die.
- Undying Will: When taking Level 3 harm, you can act normally for one round. Afterwards, actions cost +2 stress.

Special Utility

- Weapon Recall: Your Stand returns to your hand instantly when thrown or disarmed.
- Neural Lace: By touching your Stand, you may read surface thoughts of nearby targets.
- Channel Force: Redirect an elemental or supernatural force through your Stand's form or medium.
- Narrative Override: Once per score, a strange coincidence lets you avoid a failed roll.
- Superhero Landing: Expend Stand armor (or 2 stress) to reduce fall/collision harm by 1. Gain +1d for stylish aerial actions.