

Jojo's Bizarre Tabletop Game

A Roleplaying Tabletop game based upon Jojo's Bizarre Adventure (By Hirohiko Araki), and Dungeons and Dragons 5th Edition (By Wizards of The Coast)

Version 0.01

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Rules of The Game

Jojo's Bizarre Tabletop game uses Dungeons and Dragons 5th edition as a template. The combat systems, dice mechanics, and character building are all taken from D&D 5th edition. However, several changes have been made. Rather than Races and Classes, these have been replaced with Backgrounds and Combat Types. Every person may only be one Background, but some people choose to have more than one Combat Type. However, each person may only have one Stand, and therefore, each person may only have one Stand Type. But one may decide to dip into several Combat Types that are not different Types of Stands. A great example of this would be a Stand User with a Power Type Stand also choosing to use The Ripple. That would be acceptable.

Jojo's Bizarre Adventure is a manga series that has been running for several decades, and has hundreds of chapters. As such, there are dozens of things unique to the worlds that Araki creates. This guide contains many objects and rules inspired by Araki's writing. As such, if you are interested in Jojo's Bizarre Adventure at all, I would highly recommend reading all of the manga, if you do not want any spoilers for Parts 1-8. You have been warned.

Running a Game

Okay, first of all, if you're choosing to run a game like this, you're a hopeless nerd. If you manage to rope your nerd friends into it as well, extra nerd points for you. Running this game is a lot more challenging than running a standard D&D 5th edition game, but if done right, can be loads more fun.

First off, as a DM, you have to help your characters get used to the game. If they have played any sort of D&D before, this should be old-hat to them. However, if you have Stand Users in your group, things start to get complicated at Level 2 (Unless one of your players is an Ability Type Stand User). This is when Stand Users get their Abilities. As you likely know, Abilities make Stand Battles varied, and interesting. However, you, as a DM have to help your Player create a Stand Ability from Scratch.

Creating a Character

Stands

Stands are an iconic part of Jojo's Bizarre Adventure, and the most widely recognized part of it in mainstream media in the United States.

Rules of Stands

1. One person can have one stand (Hive Stands are the same Stand, just split up into much smaller parts)
2. Whatever Damage is inflicted upon the Stand or the User is also dealt to the other.
3. Only Stand Users can sense Stands.
4. Stand Users can interact and speak with Spirits or Ghosts.
5. Only Stands can defeat Stands (Physical objects simply pass through or bounce off of all Stands excepting Enhancement Types).
6. If the User is knocked unconscious, Stand Abilities and the Stand will disappear, until resummoned by the User when conscious (This applies for all Stands except for Revenge Type Stands, which have their own rules included in their information)

Extra Rules/Tips

1. AC is calculated based on a base of 10, with the DEX and WIS modifiers added on for a normal human. For a person with a Stand out, AC is calculated in the same kind of way. To calculate AC, take a base of 10, then add the Stand's Precision and Speed Modifiers (If a Stand user has a Stand, but it is not within 5 meters of them at the time of attack, they have to use their regular AC as opposed to their Stand AC, unless they have the trait Speedy Movement.)
2. If a Stand user fights a non-stand user, the Stand User gets Advantage on all attack rolls against them.

Calculating Stand Stats

Strength = Power

Dex = Precision

Con = Durability

Wis = Speed

Int = Range

Cha = Potential (Power of Stand's ability)

System: Stand Stats are based upon the user's stats. To get Stand Stat Modifiers, Simply take the Stand Stat then divide by Ten.

Stand Range

Range, divide your Intelligence stat by 10, that'll be your Stand's range from the user in meters (before taking Stand Type into account.)

Abilities and Potential

Divide the Potential by 10, and that's how many Ability points you have. Normal Abilities all cost 1 point. Special Abilities take a different amount of points for each stand Type. Ability Points fully replenished after at least one minute outside of combat.

(Special Abilities relating to manipulation of Time or Space require 2 times the ability points.)

Stand Damage Resistance

Stands have natural resistance against damage. Take the Stand's durability stat and divide it by five (rounding down). Your Stand can resist that many points of damage per round. (Example: A Stand with a 100 durability would be able to resist 20 points of damage per round. A Stand with 31 would only be able to resist 6.)

Attacking:

To Hit:

Your Stand's accuracy when attacking is based on your Precision. To punch an opponent, simply roll a d20, then add your Stand's Precision bonus to it. Damage is Stand Type Specific.

For your user to punch, it is the same sort of process. Roll a d20, then add your Dexterity Bonus. Dealing damage is not Stand Type Specific. Every Unarmed Punch or Kick deals 1d4 + Your Strength Bonus of damage. User punching DOES NOT AFFECT STANDS.

Stand Types

There are 9 basic Stand Types:

- Power
- Ranged
- Remote
- Ability
- Act
- Enhancement
- Revenge
- Independant
- Hive

If you do not want to pick a Stand Type, roll a d100.

- 1-24 = Power
- 25-49 = Ranged
- 50-69 = Enhancement
- 70-79 = Remote
- 80-89 = Ability
- 90-93 = Independant
- 94-97 = Revenge
- 98-99 = Hive
- 100 = Act

Types of Stands (Classes):

Power (Example: Star Platinum, Silver Chariot, Crazy Diamond, Gold Experience)

Description:

Power Stands are considered to be some of the most dangerous and powerful, due to their all around physical ability. Most opponents have no chance facing off against a Power type Stand user when within their range. Their only weakness is their extremely short range.

Attack Dice: 1d12 + Power Modifier

Power = Strength Score Times 4

Precision = Dex Score Times 3

Durability = Con Score Times 3

Speed = Wis Score Times 4

Range = Int Score Times 1

Potential = Cha Score Times 2

Every Level Up, You may roll 2d4 (+The level you are becoming) and put the points into any of your Stand's stats except for Range.

You unlock a custom Ability at level 2.

At Level 4, You gain the option to use: Stand Rush.

At Level 6, You gain the option to use either: Block Physical Projectile or Block Stand Projectile

At Level 8, You gain the option to use: Stand Leap.

You unlock a Special Ability at level 10. It costs 3 ability points to use.

Ranged (Example: Hierophant Green)

Description: Ranged Stands are fantastic Stands all around. While not as strong or tough as Power types, Ranged Stands are able to use their versatility and flexibility to their advantage, often being able to effectively fight in almost any situation. A Stand type with no great strengths, but no great weaknesses either.

Attack Dice: 1d8 + Power Modifier

Power = Strength Score Times 3

Precision = Dex Score Times 3

Durability = Con Score Times 2

Speed = Wis Score Times 3

Range = Int Score Times 3

Potential = Cha Score Times 3

Every Level Up, You may roll 2d4 (+The level you are becoming) and put the points into any of your Stand's Stats except for Power or Durability.

You unlock a custom Ability at level 2.

At Level 4, You gain the option to use either: Stand Rush or Ranged Attack.

At Level 6, You gain the Attribute either: Silent Movement or Speedy Movement.

At Level 8, You may learn an action or gain an attribute that you chose not to learn in Level 4 or 6.

You unlock a Special Ability at level 10. It costs 3 ability points to use.

Remote (Example: Highway Star, Black Sabbath, Goo Goo Dolls, Manhattan Transfer)

Description: Remote Stands are immensely powerful. Their Ability and Strength can often not be ignored. However, the users of these Stands often cannot control them, and their Stands operate on one simple task, and attempt to follow it. I.E., attack the closest human until its breathing stops for 5 seconds. These Stands, while often powerful indeed, have very easily exploitable weaknesses due to the simple nature in which they function.

(Important! These Stands cannot be controlled by their Users. The only power their User has over them is to send them out or recall them. These Stands can only perform one predetermined action. Example: Prevent anybody from entering a building, use your ability on anyone who opens a door, attack anyone who steps into a shadow, etc...)

Attack Dice: 1d10 + Power Modifier

Power = Strength Score Times 3

Precision = Dex Score Times 2

Durability = Con Score Times 4

Speed = Wis Score Times 4

Range = Int Score Times 5

Potential = Cha Score Times 2

Every level up, you may roll 2d4(+ The level you are becoming) and put these points into any stat except Speed or Precision.

You unlock a custom Ability at level 2.

At Level 4, You gain the Attribute either: Simple Weapon Proficiency, Pistol Proficiency, Rifle Proficiency, Improvised Weapon Proficiency.

At Level 6, You gain the Attribute either: Golden Understanding, Controlled Breathing, or Two Modes.

At Level 8, You gain the option to use either: Oblivious Facade, or Close Combat Specialist.

You unlock a special ability at level 10. It costs 3 ability points to use.

Ability (Example: Earth Wind & Fire, White Album, Oasis)

Description: Every Stand is different. Many Stands are able to physically manifest themselves clearly and powerfully, but Ability Stands do not function in the same way. An Ability Stand is not visible or tangible unless specifically made so by their user. However, while these Stands have very little in the way of physical power, their masterful use of their abilities are able to keep them solidly in the fight.

Attack Dice: 1d4+1

Power = 1

Precision = Dex Score Times 3

Durability = 1

Speed = Wis Score Times 3

Range = Int Score Times 4

Potential = Cha Score Times 5

Every level up, you may roll 2d4(+ The level you are becoming) and put those points into any stat except Power or Durability.

You unlock a custom Ability at level 1.

At level 2, You gain the Attribute: Self-Acclimation.

At Level 4, you gain the Attribute either: Passive Power, or Energy Conservation.

At Level 6, you gain the option to use either: Defensive Ability or Mobile Ability.

You unlock a Special Ability at Level 8. It costs 2 ability points to use.

At Level 10, you may gain an Attribute or the option to use something that you didn't acquire in level 4 or 6.

Enhancement (High Priestess, Strength, Wheel of Fortune, The Fool, Love Deluxe)

Description: Many Stands are able to physically manifest themselves, or their abilities in a vacuum. However, there are some Stands that are able to forgo many of the normal Stand rules, and make a normal, everyday object into something much more terrifying. While these Stands have incredible power, they also possess properties unique to them, and them alone.

(Note: Enhancement Type Stands are powerful, but they are able to be destroyed or injured by physical objects.)

Attack Dice: 1d10 + Power

Power: Strength Score Times 3

Precision: Dex Score Times 3

Durability: Con Score Times 5

Speed: Wis Score Times 3

Range: Int Score Times 3
Potential: Cha Score Times 3

Every level up, you may roll 2d4(+the level you are becoming) and put those points into any stat.

You unlock a custom Ability at level 2.

At level 4, you may gain the attribute either: Complete Control, or Immense Resistance.

At level 6, you gain the Ability: Clever Disguise.

At level 8, you gain the Attribute: General Anchors.

You unlock a Special Ability at level 10. It costs 3 Ability points to use.

Revenge (Ebony Devil, Notorious BIG, Highway To Hell)

Description: Some Stands have immense power, but are unable to properly function unless their user feels a certain way. Through feelings of hatred, pain, or loss, Stands may manifest properly, showing their true form, and relentlessly attacking those who wronged their users.

(Note: Enhancement Types are powerful, but immense feelings of hatred or pain must be directed at a specific person in order for it to properly manifest.)

Attack Dice: 1d8 + Power

Power: Strength Score Times 3
Precision: Dex Score Times 4
Durability: Con Score Times 5
Speed: Wis Score Times 3
Range: Int Score Times 10
Potential: Cha Score Times 4

Every level up, you may roll 3d4(+ The level you are becoming) and put those points into any stat except Potential.

You unlock a custom ability at Level 2

At level 4, you gain the Attribute: Oblivious Facade

At level 6, you gain either the Attribute: Unconscious Control, or Near-Death Escapist

At level 8, you gain the Attribute: Second Life

You unlock a Special Ability at Level 10.

Type Specific Attributes:

Custom Ability: This is something that must be discussed with the DM of your Campaign. Stand Powers are something integral to the existence of Stands, and it's a huge part of what makes Jojo's Bizarre Adventure such a fun, varied, and unique experience. A general rule of thumb is that the more specific your Stand Ability is, the more powerful it is. However, the more general it is, the more versatile it can be. Examples of Abilities are Anubis's possession, Hermit Purple's Spirit photos, or White Album's ability to freeze things.

Special Abilities: These are powers that use the same concept of the regular Custom Ability, but taken to a whole new level. These abilities have immense strength, at a cost. When used, these abilities take a lot more Stand Energy than a regular ability. If one is not careful, somebody using their Special Ability too often may end up with no Energy to perform any Abilities, regular or otherwise. Examples of these abilities are The World's The World, White Album's Gently Weeps, or Weather Report's Heavy Weather.

Ripple Regeneration: Gain 0(+your current level of Ripple) health points back at the start of every turn.

Silent Movement: You have, through experience, gained better control of your Stand, allowing you to move your Stand extremely carefully, ensuring that the only way that your Stand may be detected is when it is seen. Its movement is silent.

Speedy Movement: You have, through experience, built up the movement speed of your Stand. At any time, as a free action, you may call your Stand back to you, allowing it to come back and defend you, or perform any action requiring your Stand to be near you. This also means that your AC may be increased to your Stand's AC at any time. However, when your Stand returns to you, it stops doing whatever it was doing at the time you summoned it.

Passive Power: Your Stand has grown, and as such, you've gained immense knowledge over its abilities and powers. It's reached the point when you don't even have to activate your Stand in order for it to function (Examples of Passive Powers include: Grateful Dead's Gas, Star Platinum's eyesight, C-Moon's Gravity reversal.)

Energy Conservation: You've gained proficiency with using your Stand. As such, you may expend less Ability points to perform the same Abilities. Normal Abilities now cost 0 Ability points to use, and Special Abilities now cost 1 point to use.

Simple Weapon Proficiency: Through knowledge and training, you have gained the ability to properly use simple weapons. You now may add your Proficiency Bonus to your To Hit when

using simple weapons. Furthermore, when using a Simple Weapon that you have trained with, you may attack using it twice per turn.

Pistol Proficiency: Through knowledge and training, you have gained the ability to properly use handguns and revolvers. You may now add your Proficiency Bonus to your To Hit when using Pistols. Furthermore, you may reload a pistol as an attack or movement action, or you may take one full turn to completely reload a revolver or hand cannon.

Rifle Proficiency: Through training and patience, you have gained the ability to accurately use rifles. You may now add your Proficiency Bonus to your To Hit when using Rifles. Furthermore, if you choose not to move during your turn, on that same turn, you may add another +3 to your To Hit when making attacks using a Rifle.

Improvised Weapon Proficiency: Through experience and tussles, you've gained the ability to make objects from your environment into effective weaponry. You may add your proficiency bonus to any object you use to attack somebody. Not only that, but you may pick up objects less than 20 kg as a free action. Not only that, but if you pick up or hide behind an object around 1 meter in area, you may use it as a makeshift shield. If you have it picked up, you may continue to use it, but your movement speed decreases by 5 meters. The Shield gives you an additional +3 AC if mobile, and it gives an additional +6 if stationary.

Two Modes: Interestingly, you have somehow gained power over your Stand, despite how incredibly volatile Remote Stands can be. At any time, for an action equivalent to one attack, you may switch to/from Ranged Mode. In Ranged Mode, Remote Stands may function as any other Stand does, in that they may be controlled by the user's will, and can follow specific commands. However, while in Ranged Mode, you may not use your Stand Ability, nor your Special Stand Ability. Your Stand retains their stats despite the mode they are in.

Oblivious Facade: You've had enough experience allowing your Stand to be controlled independently, that you have the ability to simply slip into a crowd, or to act completely innocent. In order for somebody to actually find you, they question you, one-on-one, using Intimidation or some other Charisma ability, beating a DC of 10 (+ your Charisma Modifier).

Complete Control: Your Stand, as a fusion of Stand Energy and a Physical Object. You've gained enough control over your Stand that you can completely influence how your Stand functions (Example: Wheel Of Fortune's squeezing, Strength's control of the Ship itself).

Immense Resistance: Your Stand is incredibly resilient, a reflection of your willpower and experience. When your Stand takes damage, roll damage resistance, and add whatever modifier is needed. Then multiply that number by 3, that is how much damage is resisted. Your Stand's AC is also boosted by +2.

Close Combat Specialist: You've become accustomed to defending yourself, sometimes even without your Stand. Add +1 to your User AC. Proficiency Bonus may be added when using improvised weapons.

General Anchors: As an Enhancement Type Stand User, you've taken your ability to the next level. Rather than having to anchor onto something specific (Metal Bar, Car, Boat), you may now anchor onto something similar to your original anchor (Example: Wheel of Fortune could anchor onto anything with wheels).

Ionic Rippling: Your Ripple has progressed, and become more powerful. It is now able to affect Energy-based abilities, and interact with any form of energy.

Toxin Expulsion: Your blood moves, and sends energy through your body. Foreign, harmful substances are detected and removed from the body automatically through the point of entry (Venom exists through the injection site, Poison is immediately puked up completely). You are now immune to Toxins of all sorts, including diseases.

Golden Evolution: When a Perfect Spin is created, some of the energy being given off may be absorbed by the creator's Stand. This results in an Evolution of a Stand. This particular Stand evolution is immensely powerful, yet temporary. The Evolved form of the Stand only lasts for a little over an hour. While evolved, the Stand's Abilities and Special abilities' effects and damage are multiplied by 5. Not only that, but the Stand's Power, Durability, Speed, Precision, and Potential scores are all multiplied by 5.

Type Specific Actions:

Stand Rush: When your enemy or your enemy's Stand has been incapacitated, restrained, or unwilling to fight, you may perform this action. This action takes an entire turn, but if desired, may go on for at maximum, 10 turns. Through this action, your Stand may perform a punching attack the amount of times that your level of Stand User is. If you choose to do so, you may perform this action lethally, most likely killing your victim, or non-lethally, where you drop your opponent's health points to Zero, and cannot go lower than that. When trapped within a Stand Rush, no action can be taken.

Block Physical Projectile: When a Physical Projectile (Bullet, Arrow, Thrown Object) is propelled towards you, you may make a Precision saving throw using your Stand. If you succeed, your Stand catches or stops the projectile. If the saving throw is failed, and the Projectile breaks through your AC, it hits as normal.

Block Stand Projectile: When a Stand-based Projectile (Emerald Splash, Foo Fighters' bullets, Tusk's Nails) is sent towards you, you may make a Precision saving throw using your Stand. If

you succeed, your Stand catches or stops the projectile. If the saving throw is failed, and the Projectile breaks through your AC, it hits as normal.

Stand Leap: This action counts as one attack. Upon a strong, rigid surface, a Stand may punch or kick it in order to propel both the Stand and the User into the air. This can be done straight up, vertically, or at an angle somewhere in between. The Stand User must roll 1d6, then add their Stand's Power bonus to it. The number represents how many meters the User and Stand travel.

Ranged Attack: This action takes a full turn to complete. Destructive energy is summoned, from deep within your Stand, and somehow released in a direction as destructive energy. Choose between -2, +0, and +2. This is added to your Precision modifier, and that becomes your total added to your To Hit. The damage this attack deals is either 1d4, 1d6, or 1d8, which, when added to your Speed modifier, becomes your total damage (Note: Picking -2 for accuracy results in getting 1d8 for damage. The powerful your ranged attack is, the less accurate it becomes.) This attack has an effective range of 10 meters from the Stand.

Defensive Ability: This action counts as one attack. Through clever use of your Stand, you've found a way to properly defend yourself using it. This Defensive Ability costs 3 points (which cannot be reduced by Energy Conservation), and lasts for 3 turns. You may choose one of the following effects:

- +1d4 AC (Both for Stand and User).
- Advantage on all Con (Durability), Dex (Precision), Wis (Speed), and Str (Power) saving throws.
- Double resistance to Stand Damage

Mobile Ability: This action counts as one attack. Through clever use of your Stand, you've found a way to use your ability to propel yourself, or boost your movement in some way. This Mobile Ability costs 3 points (which cannot be reduced by energy conservation), and lasts for 3 turns. You may choose one of the following effects:

- +15 meter movement speed
- You may move twice per turn
- You may attack twice per turn
- You may use an Ability or Special Ability twice per turn

Clever Disguise: This action counts as one attack. You may take your Stand, and perfectly disguise it, making it difficult for others to tell where or what your Stand is (Example: High Priestess disguising as a metal object, Wheel of Fortune shifting to look like a normal car). This disguise allows your Stand to perform surprise attacks if opponents do not take note. This action's effect of being hidden may last as long as the User would like it to, so long as the user remains conscious, and the Stand and User are within range of each other.

Healing Ripple: This action counts as one attack. This action costs 2 ripple points. You may touch somebody else or yourself, and heal 1d4(+ the level of Ripple you have) points of damage.

Zoom Punch: This action counts as one attack. This action costs 3 ripple points. This is an unarmed punch performed by a Stand User. This punch deals an additional 1d6 damage, and has a maximum range of 10 meters. This attack deals 1 damage to the Ripple User.

Ripple Pressure: This action takes one turn, but may be charged for longer than that. This action costs 1 Ripple Point per turn. Ripple Pressure is a technique that occurs when Ripple energy is continuously channeled into an airtight container, which builds up pressure. When the container cannot take it anymore, something gives, and the contents of this container burst out. For every turn that the container has Ripple being put into it, it deals 1d6 more damage.

Sunlight Yellow Overdrive: This action takes an entire turn, but if desired, may go on for a maximum of 5 turns. This action costs 15 Ripple points on initial use, and no more for any additional turns of use. You may use Unarmed attack (from the user) the amount of times equal to your level of Ripple. If you so desire, you may ensure that this attack is non-lethal, and only drop your opponent's health points to 0, and no further. When trapped within Sunlight Yellow Overdrive, no action can be taken.

Sendo Overdrive: This action counts as one attack. This action costs 6 ripple points. Your mastery of The Ripple has allowed you to affect objects from a distance. By carefully aiming, you can influence matter at a distance, so long as there is a proper conduit. Proper conduits include Liquids, Metals, or Organisms. Sendo maybe also be sent through an improper conduit, but doing this reduces the effective range down to 2 meters. Sendo Overdrive, if aimed at a target, deals 2d6 damage.

Scarlet Overdrive: This action counts as one attack. This action costs 6 ripple points. Harnessing the power of the sun within the beat of your own blood, a new kind of Ripple is formed. A ripple of flame. In order to use this, you must touch something to transfer the energy. Upon transference, the target catches fire. When used as an attack, it is simply a Ripple-charged unarmed strike, with the target catching fire at the end. The fire deals 1d4 damage per turn until extinguished.

Ripple Shield: This action counts as one attack, if there are enough materials nearby to use it. This action costs 5 ripple points. You are able to take any Ripple conductor (Liquids, Metals,

Organic Material), and hold it together using the Ripple. This Shield lasts until the start of your next turn, and may be sustained for as long as you would prefer, with a Ripple Point cost of only 1 per turn. However, if you do this, you may not perform any other action. The shield gives the User an additional +5 AC.

Ripple Cutter: This action counts as one attack, if there are enough materials nearby to use it. This action costs 8 ripple points. You are able to take any Ripple conductor (Liquids, Metals, Organic Material) and split it apart, propelling it through the air, imbuing it with Ripple energy. The range on the Attack is 5 meters in any one direction. Targets must make a Dex (or Precision) saving throw, beating a DC of 15. If failed, the opponent takes 4d10 damage.

Thunder Cross Split Attack: This action counts as one attack. This action costs 10 ripple points. You jump into the air, attacking one enemy from above with a slow kick. They must make a Dex (or Precision) saving throw, beating a DC of 10. If failed, they take 2d10 damage. If they succeed, you may perform 2 Unarmed Punches, having advantage on each.

Life Magnet: This action counts as one attack. This action costs 5 ripple points, with a cost of 2 ripple points for every additional turn used. When finding a collection of significant biomass, you may collect up to 1 ton of it together, and manipulate it in any way you'd like (Examples of Biomass manipulation include creating a Leaf Glider, creating a hole in a tree to hide in, or using blades of grass to create skin tight armor. You may move while Life Magnet is being used, but if you stop touching the biomass, the structure created falls apart.

Extreme Healing Ripple: This action takes an entire turn. This action costs 5 ripple points. You may touch somebody, and heal 2d12(+Your current level of Ripple) in health points.

Deep Pass Overdrive: This action takes an entire turn, during which contact must be maintained between you and the target. This action costs 15 ripple points. After performing this action, your Ripple level drops to 0. You lose 1d10 health every turn from now on. Your Strength, Dexterity, and Constitution Scores all drop to 1. Your target gets a permanent boost of +2 in their Strength, Dexterity, and Constitution scores, as well as another +3 in either Strength, Constitution, or Dexterity. Your target gains 3 points of inspiration. Your target, for the next 10 minutes, gets advantage to all Saving Throws, Attack Rolls, and Checks.

Spherical Spin: This action counts as one attack. Using an object similar in shape to a sphere, you may throw it, imbuing it with the energy of The Spin. A regular Spherical Spin attack deals damage based vibrations produced by the rotation, as well as the damage the actual object deals. Different Materials deal more damage based upon density, with more dense objects being more powerful. To calculate your To Hit bonus with Spherical Spin attacks, Add your proficiency bonus to either your DEX modifier, or your Stand's Precision bonus, depending upon which one is actually throwing the Sphere. Add your Strength (or you Stand's Power) modifier to the damage roll. Different materials deal different amounts of damage and have different ranges. Upon throwing, unless stated otherwise, the Spheres will return to the User's hands, even if they move after throwing.

- Wood

Damage: 1d4 (The Wood will splinter and shatter upon contact. Splinters will fly off in all directions 2 meters from the point of the Sphere's impact. Those within the 2 meters must make a Dex (or Precision) saving throw, with a DC of 15. If the saving throw is failed, the enemy takes 1d6 points of damage.

Range: 10 meters

- Rubber

Damage: 1d6

Range: 30 meters

- Rock/Stone

Damage: 1d8

Range: 25 meters

- Metal

Damage: 1d12

Range: 20 meters

(Note: Objects that are not perfectly Spherical may be Spun and thrown, but To Hit and Damage, and Range are all cut in half. To find Range and Hit Dice for these objects, just use the material closest to one of the four above materials.)

Sculpt Sphere: This action takes an entire turn, and requires roughly the amount of material to form a baseball out of said material. Through use of the Spin, you've found that you can create Spheres out of everyday materials through grabbing a clump of something in one hand, then spinning. As you spin, The Spin and Centrifugal force will work in tandem to create a perfect sphere.

Harden Flesh: This action counts as one attack. You may take a Sphere, then throw it either onto your own flesh, or the flesh of another animal/person. The affected flesh may be moved as normal. However, any flesh effected obtains incredible amounts of damage resistance.

General Skills:

Ripple

Description: Ripple is an energy that travels through the blood, and is powered by breathing. A sacred art, it can be used for both healing and destruction. It is extremely effective against Undead, and can be used against Corporeal objects to manipulate them. Ripple works similarly to electricity, in that it is able to travel through liquids, metals, and most liquids incredibly well.

Function: The Ripple can be picked up at any level, and functions the same way that a Stand Type does. However, The Ripple is not a Stand. As such, One may have both Ripple and a different Stand Type at the same time.

(Note: You may not gain Ripple Points, use Ripple Regeneration, or use any Ripple abilities when unable to breathe. Substance Expulsion, if learned, still functions as normal.)

Against UV-averse creatures such as; Zombies, Ghouls, Vampires, Pillar Men, or Enhanced Pillar Men, attacks involving Ripple deal Quadruple Damage.

Cost: When experience points are gained, experience points can go into either Ripple, or into the Stand ability (Note: If a Stand User has obtained the attribute Controlled Breathing, then Experience points may go into both). This means that a Stand User can have a different amount of Experience which corresponds to each class.

Calculating Ripple DC: Ripple users have a DC of 8 + The Level of Ripple they have, with a maximum DC of 25.

Ripple Points: A Ripple User has a maximum of 5 Ripple points at first level, raising their maximum by 1d4 for every level of Ripple gained. Every time a turn ends, 1 ripple point is gained back. Every 3 levels, you regenerate Ripple points one point faster (Level 1 = 1 per turn, Level 3 = 2 per turn, etc...).

At Level 1, Unarmed attacks from the user automatically deal double damage, and are imbued with Ripple.

At Level 2, you gain the option to use: Healing Ripple.

At Level 3, you gain the attribute: Ionic Rippling.

At Level 4, you gain the option to use: Zoom Punch, Ripple Pressure or Sunlight Yellow Overdrive.

At Level 5, you may learn an action you chose not to learn in the previous level.

At Level 6, you gain the Attribute: Ripple Regeneration.

At Level 7, you gain the option to use either: Sendo Overdrive or Scarlet Overdrive.

At Level 8, you may learn the action you chose not to learn in the previous level.

At Level 9, you gain the Attribute: Toxin Expulsion.

At Level 10, you gain the option to use: Ripple Shield or Ripple Cutter.

At Level 11, you gain the option to use: Thunder Cross Split Attack, Life Magnet, or Extreme Healing Ripple.

At Level 12, You may learn an action you chose not to learn in levels 4, 10, or 11.

At Level 15, you gain the option to use: Deep Pass Overdrive.

Spin

Description: Some objects, when rotated, may produce more energy than it takes to keep the object spinning. Some people have figured out how to properly harness this energy, using the vibrations produced for a variety of tasks. All abilities require an object to be propelled through the air while rotating.

Cost: When experience points are gained, experience points can go into either Spin, or into the Stand ability (Note: If a Stand User has obtained the attribute Rotational Technique, then Experience points may go into both). This means that a Stand User can have a different amount of Experience which corresponds to each class.

Function: The Spin can be picked up at any level, and functions the same way that a Stand Type does. However, The Spin is not a Stand. As such, One may have both The Spin and a different Stand Type at the same time.

Calculating Spin DC: Spin users have a DC of $8 + \text{The level of Spin they are}$, with a maximum of 25.

At Level 1, You may use Spherical Spin.

At Level 2, You may perform the action: Sculpt Sphere

At Level 3, You may use the Ability: Harden Flesh.

At Level 4, You may use either: Muscle Contraction or Sento Spin.

At Level 5, You may use either: Paralyzing Spin or Twisting Spin.

At Level 6, You may learn an action you chose not to learn in level 4 or 5.

At Level 12, you gain the option to use: Perfect Spiral

At Level 15, you gain the Attribute: Golden Evolution.

Artifacts/Weapons

Stand Arrow

Thousands of years ago, a meteor fell from the sky. Upon this meteor was an alien virus. Early humans stumbled upon this, and saw great potential in its power. The infected metal from the meteors was crafted into arrowheads.

Description: It is a simple arrow, made of wood and metal. It is 50 centimeters in total, with the regular wooden shaft taking up most of that length. However, the Stand Arrow maintains its normal effect when the shaft is broken or even missing. The only important part is the arrowhead itself.

The Arrowhead contains an Alien Virus. When a creature's flesh is pierced

Stone Mask

Around Ten Thousand years ago, a genius named Cars sought a way to conquer the weaknesses of his people. Through countless hours of research, hundreds of test subjects, and sheer willpower, Cars was able to create the Stone Mask, a device that creatures may use to enhance themselves to become more than human, at a cost.

Description: A simple stone mask, with a human face upon the front upon it, a single fang sticking out of the mouth. Most Stone Masks are roughly 20-30 centimeters tall, and 10-15 centimeters wide. The inside is indented, as if to be worn. When activated, roughly Eight hollow Stone spikes shoot out of the side of the mask.

Activation: In order to be activated, at least 1 oz. of blood of a creature of the same species must be put on the front of the mask. The Stone Mask will then shake for roughly 3 seconds, then activate. Upon activation, the Stone spikes will shoot out of the mask at a speed of roughly 10 meters/second. Roughly 10 seconds after the initial exposure to blood, the Spikes will retract. When worn by a creature, human or otherwise,