

SUMMARY

INTRODUCTION

Welcome to the T7 character primer! Now, we understand that this seems like a lot to take in, but as Judges, we want to provide all the information and details that players *could* need. Consider this like a player's handbook, a guide that's been written and modified over years. The next chapter goes through the details of a character sheet, while later ones refer to more specific and advanced concepts and exist only to address those cases. **Players are not required to read through this entire primer, but it's here for you to reference sections when creating a character of your very own!**

Rather than get overwhelmed by all the information, it's good to take things one step at a time. Find an idea you can get excited by: whether that's a song you love, a character concept you're attached to, or a power you'd love to explore. Eventually, with the information in this primer and help of Judges and fellow community members, you should be able to turn that exciting idea into a fully fledged Jojo character!

Know that the Judges are here to work with whatever you give us, so don't worry about making something perfect! While this primer should provide answers to any questions you may have, we are always open to answering queries and chatting about your ideas.

Now go out, read the primer as needed, create the character of your dreams, and have fun!

CHARACTER CONCEPT

So, the next step is to make a character. What sort of person are they? A villain? A hero? Just an average person who gained a Stand? How does their personality reflect onto their Stand? What sort of things do you want this character to do? What stylish maneuvers can they do, and how can they win Stand fights?

While it may be tempting to go for a powerful Stand that can effortlessly pick apart any competition, much of the fun in Jojo—as in the Jojo OCT—is in having a character who *can* lose, but ultimately finds a way to a win with wit, guile, and teamwork. Many of the best Stands in canon have odd limits, offbeat abilities, and weird activations conditions, so think about what fun constraints can be added! While there are rules below for stats and the like, these are to formalize what exactly a character can do, and keep the tournament fun for everyone.

In essence, think of your character concept as a 'fantasy' of what they can do. Instead of an overpowering final villain, instead aim for a character that has to scrap and outwit to win. Are they a high-power, close-range type who has to close the distance? Is the user the star of the show? Maybe you have an extremely powerful Stand to cover for a frail user? The sky's the limit, and the better you define what you want the character to do, the more that Judges can help make it a reality!

BALANCING

Every character is vetted before being accepted into the tournament, but just by taking the time to read through this and make a sheet, you're already halfway there! From here, Judges will balance every character on a case-by-case basis.

Each character has a certain amount of strength they can have, either in sheer power or variety in what they can do and their options to deal with a situation. It may be wise to think about when a character is strong, but what situations or weaknesses they may have. If you build many weaknesses into a character, that means you can make their strengths shine all the brighter. If you want to have an all-around solid character with no major weaknesses, it's likely that they won't have too many overwhelming strengths. How strong are each of the things you can do, and how many options are readily available at any time?

But that said, don't worry too much about this, and don't be scared of messing up the balancing! All characters are going to need some sort of clarifications and alterations to fit, and even the most experienced veterans will have balancing suggestions on their sheets. It's the Judges' job to work with players to make sure that the things they want to do stay intact. Even if there's a lot of changes to stats or wordings, Judges try hard to keep the core of what a character does consistent.

Ultimately, balancing case-by-case lets players try out cool ideas. Even if a sheet breaks some rules, a balanced sheet is one that's been balanced. There's an exception to all rules in Jojo, so if you have a super cool idea, then go for it! The worst that happens is that the Stand is asked to be altered or limited, and even massive changes will have Judges meet you halfway.

That said, with all of the high-minded talk about character concepts out of the way, how does a character's mechanics actually work?

STATS SUMMARY

So once you have a character in mind and know how they fight, how can you show what their strengths and weaknesses are?

While obviously a Stand has its own stats, in Jojo, the user is often just as important. Stands fight beside their users, and a Stand users' personal capabilities have a massive effect on how their Stand functions. For the Jojo OCT system, both the users and Stands are given stats to show their capabilities.

Both users and Stands are assumed to start out with 16 'Points' to work with. User stats go from 1-5, and Stand stats go from E-A, with each grade up costing another point from 1 Stand Point for E to 5 Stand Points for A. Each of these totals are spread between five different categories to show what their strengths and weaknesses are.

However, these point totals can be changed. If a character may be focused more on the user, points can be taken from the Stand, and a character heavily focused on the Stand will have a statistically weaker user. From 16-16, two User Points can be traded for one Stand Point in either direction, with a cap of 20 points in either direction.

Therefore, the possible range of (fully statted) user-Stand stat combinations are as follows:

User Points-Stand Points	
8-20	Stand-Focused ↑
10-19	
12-18	
14-17	
16-16	Balanced
18-15	↓ User-Focused
20-14	

For Stands, the five categories are Power, Speed, Durability, Range, and Precision. For users, these categories are more complex. There are three 'Physical Stats', which describe the general Strength, Agility, and Endurance of the User, and two 'Special Skills', which are wildcard stats that describe what relevant skills they have in Stand fights.

Don't worry too much about stats if you're starting out, but keep in mind what you want to focus on. Does the User have any notable capabilities? Or do you want to focus on a terrifying Stand? Are there any major weaknesses you want to give to your character?

CHARACTER SHEET

A blank character sheet can be found [here](#)! The next chapter will go through the details of each section roughly in order—consider having it open as you go through the blank sheet!

SHEET EXPLANATION

CHARACTER DETAILS

Name: What is your character called? Nicknames and pseudonyms are also acceptable, but a full name is preferred when applicable.

Age: How old is your character?

Gender: What gender is your character? Correct pronouns can also go here if you want.

Species: What a character is, whether it be Human, Animal, Plant, or anything else. Any and all communication barriers can be easily overcome in-character, so no worries. *[For non-humans, special conditions apply. Read under [‘Non-Human Users’](#)]*

Occupation: What your character does for a living, if applicable, or just how they spend most of their time.

Physical Description: What your character looks like, including what they wear. While we’re also fine with character art (properly sourced) being attached, we would always like at least a basic written description as well.

Bio: History of your character, and what led them to where they are now. If you’re stuck, some things worth considering as major bases to cover are their upbringing, how they obtained their Stand, and what particular ambition or adventure they are most recently pursuing. Another thing to hit on may be why they were drawn to the setting in the first place. While **this can be edited once you have an idea of your team**, please give us something to start with.

Personality: How your character behaves, what they believe, and personal quirks. Please make sure they have at least *traces* of one. This doesn’t need to be in-depth, but try to include what you feel is important; judges will be writing scenarios for this character, after all. This may also be important to a degree when playing the character in a match, keeping their actions in-character and aligning with their personalities. While we seldom penalize minor breaches as the characters are often fighting for their lives in matches, breaking character in an extreme fashion may result in further scrutiny.

[For (optional) Personality Traits, see more under [‘Personality Traits’](#)]

Equipment: What your character will be carrying around by default for the matches. Please be as descriptive as necessary here, even mundane, everyday objects (such as a phone) should be listed here. While we may allow you to have such an object during a match, they should still be listed for posterity. Additionally, feel free to use this section as further character writing—what sort of frivolous items might they find regularly carry, intentionally or not?

Keep in mind that what a character has on them in matches can affect how they function in combat. For example, a character that relies on bullets for their Stand may carry a gun, or one who is an expert in swords would carry one. More impactful items may require a special Skill to have, and especially massive inventories may require a certain amount of Strength to carry around. *[More in [‘User Stats’](#) below]*

USER STATS

Basic User Stat Reference

- 1: Significant Weakness **[Judge Perception:** *Mild difficulty with many typical actions, incredibly underwhelming in feats. A noticeable weakness or shortcoming.*]
- 2: Human Average **[Judge Perception:** *Can accomplish simple feats and overcome mild challenges, but is overall somewhat limited in this regard. Human Average.*]
- 3: Professional Level **[Judge Perception:** *Good enough for most basic feats, able to perform many actions efficiently and without fail. The realm of athletes and experts.*]
- 4: World Class **[Judge Perception:** *Top of the line, record setting. Opens new opportunities, a considerably large strength.*]
- 5: Mildly Superhuman **[Judge Perception:** *Opens up the possibility for feats in a field above what’s possible in reality, within reason. An overwhelming advantage.*]

[User Stats can technically go down to 0. The keyword for these is ‘Extreme Weakness’, and shows almost total incapacity or a crippling weakness. Not recommended outside of special cases.]

Physical Stats:

Strength: How physically strong a character is. Stronger characters have more direct presence in a fight, able to strike or throw harder, lift and carry more, and resist being knocked around. An especially powerful user can even be the main source of damage, with their Stand supporting or assisting them. A low Strength character has relatively little presence in a fight, while a high Strength character can be a major threat.

Agility: How generally nimble and mobile a character is. More agile characters have better reflexes, higher combat movement, and are more acrobatic. Note, however, that **this is not a raw speed stat**; though someone with high Agility will, without relevant skills, move far faster than someone with low Agility, having high Agility does not mean that a character automatically runs as fast as Olympic sprinters, nor does having low Agility mean inability to run. A low Agility character is clumsier and slower to move around the environment, while a high Agility character can dart around more freely.

Endurance: Endurance measures the ability of a character to push through fatigue, pain, and damage. Note that Endurance is not an ‘armor’ stat; even the most stoic and uncaring character will die to a fist through the gut, and would find it impossible to walk on a shattered leg. Instead, Endurance is a measure of stamina and staying power in a fight. A character with low

Endurance is not going to go down after a single nasty hit, but they can handle the consequences of harm and strain less. A hurt ankle may prevent an especially frail fighter from walking entirely, while an especially tough one could be slowed down only a little. A low Endurance character has to avoid strain and risk to keep up their combat capabilities, while a high Endurance character can power through strain and injury.

Special Skills:

The last two stat slots are a character's **wildcard Skills**. These can be roughly divided into Physical Abilities and Specialized Knowledge. Physical Abilities include notable things a character can do (i.e. Rock Climbing, Ninjutsu, Shotgun Aim), while Specialized Knowledge is something a character has special insight into. (i.e. Physics, Con-Artistry, Building Safety Codes) What does your character bring uniquely to the table? What makes them notable?

Special Skills have slightly different ways that they manifest. Even 2 points shows basic proficiency in the Skill, or a useful if situational ability. 3 points makes a Skill reliable and notable in combat; Yoshikage Kira may have **Trigonometry 3** to show how he can gauge timing and arcs of his projectiles. Four points is the realm of world-class understanding in reality.

5 points in a Skill shows a level of skill and mastery that could only exist in the world of Jojo. These Skills are often build defining, showing a level of skill and mastery that is truly impressive. D'Arby the Gambler may have **Cheating 5**, for example.

A Skill with 1 Point instead acts as a customized weakness to the character, which colors how they fight or act in Stand fights. A physical limitation, major restriction on a character's actions, something constantly going against them, incompetence in a close range fight, etc. A well made weakness can often define a build as much as an especially high Skill.

- **Chivalry: 1** — Jocasta fancies herself a lady and an honorable knight. She upholds a personal version of a knights' code of chivalry, refusing to attack the helpless or to use 'dishonorable' tactics such as ambushes and surprise attacks. While she won't hesitate to use surprising techniques or flourishes in combat, she will never strike from behind.

Outside of fights, she upholds the code in her actions to others. She is preoccupied with her "Honor" and must find ways to justify potentially embarrassing actions as "Honorable" to herself. This self image must be kept in how she behaves, no matter what.

A character is generally assumed to be as competent as the average person at any given action not in their Skills; someone could swing a sword without a Skill, but only in fairly basic and intuitive ways. Skills are often synergized with the Stand, since **Stand**s are assumed to share the users' Skills. For example, Skills often boost how Tool Stands can be wielded.

[If you want to make a non-human, there are specific guidelines in ['Non-Human Users'](#) below.]

Before you make particular point allocations, it's good to consider the effects of a general statline. A 222 55 or 222 53 character is physically average but highly skilled. By contrast a 444 22 or 424 22 is comparatively unskilled, but physically imposing. Think of what fits your user fantasy and then tweak until you get something that feels right!

STAT DESCRIPTIONS

Since Physicals are generalist and Special Skills are somewhat nebulous, **Judges ask that all User stats are explained** for the feats and capabilities that the Stat opens up.

For physical stats, you are asked to describe **how they work with your character and any special conditions with them.** (Bum arm, notable upper body strength, chronic asthma, etc.) Often a very basic explanation will do, but it's helpful to describe how a physical stat manifests, especially if it is notably low or high. For example:

- **Strength: 2** — Julie is an average high school student; the most physical activity she does is carrying her books around and gym class.
- **Agility: 3** — A dancer by trade, Kali is more flexible than the average person, not only light on their feet, but also able to scramble and maneuver with more ease.
- **Endurance: 5** — Will is an exceptionally dogged boxer, able to take hits to the chin and keep slugging for long grueling bouts with little, if any, lapse in performance or tenacity.

For special Skills, you are asked to go more in depth and you **provide an explanation for exactly what the skill allows your character to do.** If you want to use your skill to perform certain feats or types of maneuvers please outline or describe them here especially if you think they are vital for your character. This is both to make the skill easier to parse and helps get people on the same page as to what the skill may entail. **Skill descriptions are often more in depth than physical stat descriptions, as a result.**

Skills do not have to exhaustively list what they entail, nor do we expect it to with certain skills. A good description shows the bounds of a Skill, and you can ask Judges if you think something would fall within the skill's bounds or if the skill may apply in a previously unlisted situation.

Note that when describing a Skill, the more vague or general a Skill is, the less 'weight' it has, especially when placed up against a more specific Skill. For example, someone with a vague 5 Skill in general weapon use could be outclassed by someone with a similar invested skill who focuses on guns, who could be outclassed by someone who is an expert at using their signature six-shooter. A more formalized pair of examples follows:

- **Fastball Pitching: 4** — Marie is a world-class baseball pitcher, and is known for her terrifying fastballs. She can throw things accurately at around 100 miles per hour, and while other types of pitches are going to be slower, she is still proficient in them.
- **Can Kicking: 4** — Kenny has a hobby of kicking around cans for years, and has become extremely good at it. He can kick cans with extreme accuracy and distance, can make them break open on impact, or ricochet them in nearly any direction without losing force. If a can is full, it can even act as a threatening projectile. However, this **ONLY** works on anything that's a 'can'.

STAND TYPES

Name	Description
Punchghost/ Humanoid (Animalistic)	A Stand with a humanoid (or animal-like) body. As the name implies, Humanoid have a form most similar to humans, often called Punchghosts for their ability to punch. Animalistic Stands, by contrast, have the physical features and/or body types of real/imaginary animals. Generally, Punchghosts are simpler to create and want to fight near the user.
Remote	A Stand that can be controlled remotely or manipulated from far away. While this could describe any Stand with high Range and good Precision, Remote Stands often don't match the form and body type of other stands and prefer to remain far from the user, contrasting with Punchghosts.
Automatic	A Stand that acts automatically with little to no control or input needed from the user. These Stands generally activate according to specific triggers (e.g. a sound or an action) or to particular programming. While there is some overlap between Automatics and Remotes, Automatics typically lack fine control. However, these limitations let them get away with things other Stand types can't, like lack of damage transference, damage immunities, or more powerful abilities.
Swarm	A Stand that consists of multiple Stand bodies, usually but not necessarily uniform in nature. Generally control over the Stand bodies has to be done through general commands rather than precise control. Just by their nature, multitasking with or controlling a number of Stand bodies in distinct or complex manners would be much more difficult than with only controlling one Stand body.
Vehicle/Mount	A Stand that can carry the user around or can be ridden directly. e.g. car or a large animal. While we generally do not permit stands to carry their users for long periods of time, this type of Stand is one exception. The trade-off here is generally a large hitbox or being hard to maneuver in tight spaces.
Suit/Wearable	A Stand that is worn by the user like an article of clothing or a full suit over the user's body. These Stands tend to manifest as armor or other "clothing" related abilities, but due to the immediate Durability boost they can give, they tend to be balanced as able to be damaged by Non-Stand means.
Integrated	A Stand that transforms, is a part of, and/or manifests from the user's body. These Stands are similar to Suit/Wearables, but are bound to the users' body, generally allowing them to use the abilities personally while being visible to non-Stand users.
Tool	A Stand that is a manifestable object that the user controls by hand. A Tool Stand's key difference is being able to be manifested and un-manifested by the user and being invisible to non-Stand users. Tool Stands can be designed to be manually controlled by the User, have parts of it that can be mentally controlled, or have a combination of both.
Bound	A Stand that is bound to a physical object or person. Sharing a conceptual space with Tool and Integrated Stands, the key difference here is that Bound Stands can be unbound and rebound to compatible objects (e.g. a Bound Stand whose form binds to a book binding itself to a different book) and are visible to non-Stand users.
Phenomenon	A Stand that manifests as an effect within range. A Stand that doesn't necessarily have a tangible manifestation, but affects an area or specific objects within range while active. A Phenomenon Stand could be active over its entire range all at once depending on its ability.

Above is a list of Stand types and a short overview of how they generally function. You may feel free to describe your Stand type with other 'categories', but it is recommended that this is either alongside one of the above or is otherwise descriptive of the Stand.

Some Stands may have ACTs or otherwise Multiple Forms. Refer to the ['ACT/Multiform Guide'](#) for those cases.

STAND DETAILS

Stand Name: What's your Stand called, rather self-explanatory, though it can't share a name with a canon Stand, and is best formatted as a 「Musical Reference」. Included are some brackets.

Stand Type: What type of Stand is it? (Remote Controlled? Bound to an Object? User-Covering Armor? A Swarm Composed of Many? Close-range Punchghost?) If a Stand fits in multiple archetypes or doesn't fit cleanly into any, both are fine. *[ACT Stands or Stands with multiple forms have specific rules, see in ['ACT/Multiform Guide'](#)]*

Stand Appearance: What does your Stand look like? How does it manifest, and are there any oddities or special features to its form?

Stand Ability: The main attraction. While Stand stats are important, often they *inform* the capabilities of what the Stand actually does.

What is your Stand capable of doing? Can it create no-gravity zones? Redirect bullets the user fires? Bind itself to an electric current? Go into detail about what your Stand's ability is, and what its strengths and limits are. Don't be afraid to add weird activation conditions, conditional uses, or inbuilt weaknesses to a Stand; limitation breeds creativity, after all! Don't focus too much about making a Stand built to win matches, and focus on making a Stand built to be interesting and fun for you to play, and fun for your opponent to play against.

This is likely to be the most reviewed section to ensure that everyone will have fun. Generally, abilities that take agency away from the opponent like mind control or time abilities are banned. If an ability is too versatile, like creation of any object freely, or has abilities that have no relevant weaknesses, it will be asked to limit the ability for the sake of others being able to meaningfully strategize against them. *[For restricted abilities, see more under ['Banned and Limited Abilities'](#)]*

That said, mostly Judges are likely to ask for far more minor clarifications and limitations. Each character is balanced on a case-by-case basis, and we may even suggest buffs to a Stand if it could use a bit more oomph! Just keep in mind what you would have fun with, and let us do the rest.

Fighting Style: How does your character normally fight with their Stand? Do they use its high Range to attack from afar with projectiles? Do they rush close for a close range brawl? Do they use clever tricks to get around enemies' defenses? A versatile approach in how they use their Skills to outfox opponents?

While you do not need to spoil all of your tricks nor will it be considered binding (except for below), Fighting Style shows a basic understanding of how your character fights—the base case, "Day 0" overview of how the pieces of your character's kit come together. This section serves three purposes: helps Judges understand what you intend to do with a character, helps others understand the gist of your character, and helps you understand how to use the character if you need a reminder.

Additionally, while we don't mind and welcome deviation and flexibility, for balance reasons, we might ask you to leave things that are technically possible off the table, for example, a long-range character explicitly lacking options in close range. Such details should be put in **bold** for Judge and player reference.

Stand Oddities: Unusual or of-interest aspects of your Stand that are not mentioned elsewhere on the sheet. For example; damage and senses are presumed to transfer between Stand and User, but a Stand may have some odd relationship with that transfer. Maybe the Stand has its own intelligence separate from the user, or its own will. Perhaps it can phase through solid matter. Maybe it simply smells like soap.

STAND STATS

Basic Stand Stat Reference:

E: Very poor. Equivalent to Human 1, or below average. **[Judge Perception: Glaring weakness, very poor, a massive shortcoming.]**

D: Below average for Stands. Equivalent to Human 2, or about average. **[Judge Perception: Human average. No special strength.]**

C: Average for Stands. Equivalent to Human 4, or exceptional levels. **[Judge Perception: Respectable. Not a weakness, but not an overwhelming strength either.]**

B: Above average for Stands. Equivalent to Human 6, outside of the realm of human possibility. Punching through a wall. **[Judge Perception: A notable strength, the Stand is good at this specific thing.]**

A: Far beyond what humans could even dream of. Equivalent to Human 8. Does with ease what a B stat does with difficulty. **[Judge Perception: REALLY notable strength. Not insurmountable, but extremely formidable.]**

[Stand Stats can technically go down to None. However, this shows outright incapacity in that rank (equivalent to User 0), and outside extreme special cases are likely to be rejected out of hand. Not recommended outside extreme special cases.]

Power: How directly powerful your Stand is. This covers how strong your Stand is physically and/or how much damage their abilities can dish out. A low-Power Stand can often be threatening or cause harm to enemies, but generally relies on indirect means, external resources, or other stats. Even a very physically weak Stand can defeat a powerful one in the right situation. While an A Power Humanoid Stand could likely punch concrete to rubble, keep in mind all stats have a ceiling; the same Stand could not effortlessly bring down a building in a single hit. Power generally helps for solving problems very straightforwardly, making it easy to do damage, pound obstacles out of the way, and throw massive objects.

Speed: How fast your Stand is, in movement, ability usage, among other things. While Speed is obviously very helpful to have, keep in mind that simply having high Speed does not make a Stand immune to being surprised, caught out, or outmaneuvered in combat. Generally, high Speed Stands are assumed to have blazing fast reflexes and, if applicable, ability or projectile speed, while not necessarily darting around a fight at those speeds. While a B or A Speed Stand would be easily able to *catch* or *react to* a bullet, it could not necessarily *move faster* than it. Keep in mind that the Stand would still travel very fast, but even very high speed can generally be at least *reacted to*. Note that a D Speed Stand can still move as fast as a human running, and even an E Speed Stand can move and react at a functional pace in combat.

Staying Power/Durability: How long-lasting a Stand or its effects are in combat. For most Stands, this functions mostly as Durability, which measures how naturally armored a Stand is and how much it can take before it's meaningfully damaged. While an E Durability Stand is notably fragile and a D Durability Stand isn't any better than a human at taking hits, a C Rank is tough, B Ranks have impressive resistance to damage, and while an A Durability Stand *could* be whittled down, even the most powerful Stands would likely do better to find a way around it. In effect, Durability is a buffer of damage a Stand can take before it starts taking notable damage.

Staying Power is more applicable for Stands that have no proper damage transference. This could apply to constructs, persistent effects, or other things. A Stand with very low Staying Power has its effects or manifestations dispelled with ease, while with very high Staying Power could be outright impossible to destroy.

Range: How far your Stand can go from the user, or how effective it is at distance. Note that just having high range does not necessarily mean you can cover your entire range at once; for example, a Stand that creates fire could not just fill its entire range with fire all at once.

While some Stands can have some parts or creations of them last out of range, often the influence over these manifestations out of range is extremely limited. Keep in mind that the default rule is that a Stand cannot be withdrawn unless it is right next to the user: if a high range Stand or its user is caught out of position, it can't simply teleport back.

Each point in Range gives a band of influence, with the specific amount below. A Stand doesn't have to use all of its Range, and in some cases are even balanced around having less than the maximum.

E- 0-2m, Average human wingspan

D- 3-5m, Across a room

C- 6-20m, Across a house

B- 21-50m, Half a football field

A- 51-200m, Two football fields

(In the case of A Range, some Stands *can* be allowed to go further still, but for balance reasons, a convincing case needs to be argued for this to be allowed mechanically. Most Automatic Stands have infinite Range, for example.)

While Range may not directly impact fighting ability, having higher Range often opens up more ways of attacking, dodging, and moving around opponents while the user can hang back or do other things. Since Tournament matches are built around players involved, having higher Range generally means having most to all of relevant space in a match within that Range, while low Range characters need to find ways to bridge that gap, generally with projectiles, trickery, or finding ways to approach their opponents.

Additionally, higher Range can boost the efficacy of this area control beyond "hitting from a distance:" high area coverage, high output, methods of high range transport, even overcoming the default withdrawal rule to summon/withdraw at a distance. While maps rarely reach 200m, A Range often grants dense area and map control that even B Range Stands might not immediately have.

Precision: How precisely you can manipulate your Stand and its abilities, how well it can aim, and how detailed the Stands senses are. This generally has the most possible interpretations, so ensure there is no confusion with your explanation. Keep in mind that while low Precision is a weakness, this does not mean that an E Precision Stand cannot be competent or effective in combat, and D Precision maps to human abilities and senses. These Stands may have uncontrollable or direct abilities while being otherwise competent. A high Precision Stand could have pinpoint senses and aim, or focus on managing a large amount of minions, or apply its ability exactly how it wishes.

Potential (Optional): Potential is not used in the tournament, and is in fact completely irrelevant on a character sheet for anything besides flavor. It is not necessary to have, and if you decide you want to include it, it has no bearing on your point total.

Just as there are trends in User Stat allocations, there are trends in Stand Stat allocations. A glass-cannon Punchghost will have massive Power, Speed, and Precision with little Range or Durability to speak of. A supportive Remote Stand may have middling Power, but have high

Range and invest into Speed, Durability and/or Precision. Think of the general priorities of what you want the Stand to do and tweak until you get something that feels right!

SPECIFIC RULES AND MECHANICS

PERSONALITY TRAITS

Personality Traits (Recommended/Optional): Personality Traits are a streamlined way to point out potential quirks, highlights, or values. They help define a character's motives as well as how they may act in certain situations, and is an optional way of detailing their personality for judges to use as a guideline in portraying the character in match writeups (and for players who just want a better idea of the character).

Note, while these traits don't have direct implications in strategies, IE an opponent cannot abuse a person's anger to taunt/goad them, a player can play to these traits if they feel it is relevant to the match, as much as they would play to their Personality overall.

These traits can be edited as a player feels is necessary, or due to character growth/shifts over the course of the tournament: Traits don't have to be set in stone.

The first three Traits are Belief, Passion, and Fury. Each one is rated on a 1 to 5 scale of how important this Trait is to the character, from 1 meaning that it is not a very defining, but still notable aspect of their character where 5 is very integral or defining of their character and their actions. This ranking can also mean which Trait they may prioritize most if two traits come into conflict, say following one's Belief or one's Passion if given the choice. We encourage that these Traits be given names defined by the players.

- **Belief: ("X") [1-5]** A philosophical, religious or even ethical view of the character. It could be a moral code, an idea they ascribe or follow, a superstition, a way they see the world, or any other belief that the character holds. It does not need to be based in reality, in the end it only needs to make sense for the character.
- **Passion: ("X") [1-5]** A key desire of character, something that makes life worth living for some, something they enjoy, or something that they are working towards. Whatever the character's desire might be, the promise of it keeps the character going, and might even tempt them into doing something really brave, selfish or stupid. This could be an action, a person, a state of being or even an object.
- **Fury: ("X") [1-5]** One thing that makes the character's eyes burn with a fiery desire for destruction. Not every person acts on their inner rage, but it tends to still be there in the end. It is a character's anger that might drive them towards fighting injustice, to take revenge upon someone, and drive people to acts of violence. It can be explained, but it does not need to make sense to anything but the character's emotions.

The middle three Traits highlight what the character's likes, dislikes, and hobbies are. Anything that they have opinions on.

- **Likes:** Anything they especially like or enjoy.
- **Dislikes:** Anything they especially dislike or want to avoid.
- **Hobbies:** Anything they enjoy doing regularly, such as interests and routines.

The latter three Traits are the character's goals, broadly speaking what they are expecting to accomplish or a goal that they are motivated to complete.

- **Short Term Goal:** Something that is immediate or their current priority
- **Medium Term Goal:** Something not immediately achievable and will take some time to achieve or work towards.
- **Long Term Goal:** Something that is an end goal or end state to be built over a long period of time.

If you feel inclined, you may have multiples of any of these individual traits, or only fill out as many Traits as you feel are relevant to the character.

NON-HUMAN USERS

There are special rules for non-humans. Statistically, no matter the flavoring for a character, unless a character has a specific {Species} stat in being a non human, they are assumed to functionally act like a human within matches. A Rock Human without a {Species} stat won't act differently from any other human, while one with could utilize different parts of Rock Human physiology.

Non humans will have a 'floor' of points needed to take a stat. A non human gains all of the strengths and weaknesses of their species; including physicality, senses, swimming or flight, etc. A character with Housecat: 2 would have a faster running speed than most humans, low-light vision, and benefits from its small size to avoid attacks, but if hit would be able to handle far less damage due to its small size. {Species} stats notably scale their physical stats to the standards of the species. Even the strongest housecat in the world in the world couldn't reliably overpower a human, while a grizzly bear with only average Strength stat could handily overpower most humans.

Non-Human Stat Reference:

- 1:** Active Drawback (The species has notable weaknesses that hold it back in fights. Perhaps a malfunctioning robot, or a deeply unhealthy livestock chicken.)
- 2:** Mixed Bag (A mix of advantages and disadvantages, often trading some capabilities for weaknesses in others. Most housepets have a base in this.)
- 3:** Advantaged (Species that have notable advantages that are comparable to a human. Most mid sized animals; wolves, gibbons, or kangaroos fit here.)
- 4:** Threatening (Species that have some abilities that are impressive or threatening. Cheetahs, alligators, black bears, gorillas.)
- 5:** Terrifying (Species whose physical or special abilities are extremely strong but can still be reasonably fought. Very broad, but some examples include apex predators and powerful animals like crocodiles, big cats, brown bears, chimpanzees; powerful creatures like Bigfoot or a killer android; most flying animals like hawks or eagles. Generally Species that have extreme, character defining strengths.)
- 6+:** Overpowering (Non-humans that cannot be readily or meaningfully fought without extreme overpowering force may cost more than 5 points on face and thus be banned. Hippos,

Elephants, Rhinos, or other especially massive megafauna would cost roughly 6 points. Vampires and blue whales are examples of 7 points, having so much power or scale in a match to be essentially impossible to fit in. Pillar Men are so overpoweringly strong as to roughly cost 8 points. In all cases, these are all banned as options.)

While the above is the minimum threshold for non-humans, a Skill can be pumped higher for further benefits; a Raccoon with a 5 Skill could be an exceptional thief, or a housecat with a 4 Skill could be immune to fall damage.

USER-STAND STAT INTERACTIONS

There are cases where a Stand can potentially give the user a boost in their physical stats, most commonly Integrated/Suit/Wearable Stands. Generally Power maps to Strength, Speed to Agility, and Durability/Staying Power to Endurance. Theoretically, you could have a pathetically weak user with a Stand that lets them mostly act at incredibly high stats.

In practice, both in Jojo and tournament, this is rarely allowed, especially for characters with 1 stat Physicals. Depending on the Stand, a rank could act as the entire breadth of a stat, or could instead be limited to a certain set of uses. For example, a suit Stand with high Power may boost striking strength and have a terrifying ability, but not allow its user to throw cars. One with high Speed could have extremely quick reactions, but not allow for running at the speed of cars.

In essence, to some degree, physical stats should matter regardless of a build.

If there is some boost that a Stand would give to the user, then optionally you can put a Stand stat alongside physical user stats for the GENERAL boosts they get from a Stand. A high power Suit that boosts the users strikes considerably could still have a lower letter next to their Strength if it doesn't boost their overall Strength. Those boosted strikes would go in the Stand stats as normal, more akin to a distinct (sub)ability.

To give some (non point balanced) examples from canon:

[Secco and 「Oasis」:](#)

[Jolyne Cujoh and 「Stone Free」:](#)

ABILITY NOMENCLATURE

Many Stand abilities are written to work on “objects” which are presumed to mean “non-person (or non-Stand User) solids.” Liquids and particulates (like sand) may be read in on a case by case basis (contrast “the ability to heat objects” and the “ability to open doors in objects”), and gasses are presumed to not count as objects. The ability to affect gasses or people (potentially including your opponent) can be explicitly balanced as a part of your character, but must be explicitly stated.

Similarly, abilities that work on “objects” may be presumed not to affect an unconsenting Stand User’s clothes when doing so would have the same effect as using said ability on the person. This is a case-by-case ruling, but generally we ask to be in the “spirit” of balancing—don’t knowingly try to cheese out an easy victory.

ACT/MULTIFORM GUIDE

Certain Stands come in multiple forms; either a Stand that switches between multiple ‘modes’, or an ACT Stand that gains more forms over time. Once acquired, characters can use all available modes/ACTs in a match, but switching between them requires the unsummoning of one form and the summoning of the other—a non-trivial amount of time comparable to “switching weapons.”

For ACT Stands, a character does not start with all ACTs unlocked at the start. They start out with only the first ACT, and every time they move forward in a Round, they unlock the next. Once an ACT is unlocked, they can be switched between at any time. Each ACT has to have its own sheet explaining its abilities, manifestation, and stats.

For two ACT Stands, the first ACT has one fewer Stand point than the user-Stand split normally allows. For three ACT Stands, the first ACT has two fewer points, while the second ACT has one fewer point. In both cases, a character’s final ACT instead has one *more* point than would be normally allowed. **Put succinctly, 2-ACT Stands are (-1, +1) while 3-ACT Stands are (-2, -1, +1).**

Multi-form Stands instead would have sheets for each different form of a Stand, each with its own separate statline, but both having the same stat total.

Keep in mind when making these characters that you are designing a **single character** with a **single Stand** in **multiple parts**, and **NOT** a character with **multiple Stands**. A character’s Stand should have a **common theme** that makes it immediately clear how it’s the same Stand across its forms, and the build as a whole shouldn’t cover all use cases—making one form that is a master at long range combat, another that’s a master of mobility and defense, and another that’s a master at close range means that functionally you don’t have to worry about any situation, even without synergies between ACTs/forms.

Keep in mind that your character **WILL** have weaknesses, and even if a Stand can cover a variety of cases with its forms, it should have generally **consistent counterplay**—all forms being close range, leaving the user somewhat open, etc.

BANNED AND LIMITED ABILITIES

Some abilities are banned or limited due to the nature of the format and the need for intercharacter balancing. Some abilities are simply too powerful—either having an instant kill or one shot potential with little counterplay—but these usually can be nerfed or restricted to be made usable. More often, many restrictions are often framed under the “**versatility clause**”

which refers to abilities that are so broad or versatile that an opponent cannot reasonably predict how they might act, and thus cannot reasonably strategize against them.

Examples of “versatility clause breaking” Stands would be ones that can create anything, can take on the attributes of any animal, or modify any physical property. These types of Stands have a wide margin of unpredictability, making determining a weakness or foreseeing a gameplan very difficult to impossible, especially compared to any other kind of ability. Restricting such Stands to a subset of these broad categories goes a long way to making them more usable and playing against them easier while still leaving room for creative applications; for the above examples, limiting the Stands to being able to create one specific type of thing, a restricted set of animals, or a restricted set of physical properties.

Additionally, some abilities so definitionally affect the opponent’s ability to act or the “sealed envelope” nature of the tournament that opponents effectively have no counterplay, leading these abilities to be banned. These abilities often complicate or break the format by directly taking control over the opponent’s actions, using precognition or time-based abilities that convolute the series of events, or excessively complicating how two strategies match up. The abilities directly banned by this include (but are not limited to) **mental manipulation** affecting other characters’ mental processes (including emotion manipulation/based abilities), **time travel**, and **precognition** (future seeing).

In short, banned abilities usually fall into one of two categories: abilities that are too powerful or broad in application, or ones that don’t work in a tournament setting. Any ability that is unfun/unfair to play against or impossible to play as or against will be rejected. However, such abilities can be narrowed, maintaining aspects of the original while still being fair and fun to play with and against.

Stand phasing is a notable example of a “narrowed” ability; since the ability to phase through solid objects renders many maps trivial, we presume that Stands lack the ability by default. Similarly, **Stand carrying**, or instances where the Stand substitutes its (now somewhat grounded) locomotion for its user’s, is similarly narrowed where it notably trivializes the weaknesses of the user without cost. However, we are willing to accept these abilities if the rest of the build is balanced accordingly, be it through the ability itself or with point allocation.

SPECIAL CASES

These can range from a wide variety of things that players might try to do with their character that aren’t covered in the character template. These can range from using multiple users, multiple Stands, a special mechanic with the Stand ability that isn’t already covered, leveraging randomness, Stands that change due to an outside of match factor or alter the mechanics of other Stands, and any other relatively unique systems.

While such special cases have been rare (2-3 per tournament), Judges will do their best to try to work them by leveraging the core principles and mechanics of the character primer (most commonly by justifying the mechanic with some point cost). The character will still have to be

properly balanced though to be even with the rest of the characters in the tournament, so certain ideas/mechanics may not be allowed.

Worst case scenario, Judges may have to ask you to retool your ability or suggest a way to work without a special mechanic like most other characters.

OTHER POLICIES

CANON TIE-IN POLICY

Direct canon tie-ins such as vampires, Pillar Men, etc are banned, not just because they may be powerful, but also because of their significance. We also ask that you not be related to a significant family, like the Joestars or Zeppelis. A canon tie-in may make a person feel like they are more important or relevant to the story when it's shoehorned in. However we do allow more indirect tie-ins for, say, if you want to make your character an employee of the Speedwagon Foundation.

Tie-ins to previous tourney plot events, organizations, and characters are allowed with express permission from original creators.

SHARED STAND NAMES

During Character Submission, we will notify you if your Stand name has been used or featured before in previous tournaments. To be clear, you do not necessarily need to change your Stand name, but this notification is to make sure you are ok with having a Stand name that has been used before.

In the case that two character submissions end up having the exact same Stand name, we will notify both players and deal with it from there.

MAJOR CHARACTER CHANGES

Beyond interround balance changes, there's a wide variety of ways a character can change between rounds. Maybe they took a nasty injury, or their style shook up, or they even die and have their work and Stand taken up by someone new! Perhaps you realize something with the mechanics doesn't quite work how you want it to.

Between rounds, minor mechanical changes will regularly be allowed, with more moderate ones allowed ad hoc. However, keep in mind that **major** changes to a characters' mechanical identity- perhaps their Stand changing form or function, some stats moving around, or getting a more or

less new user, are unlikely to be allowed **unless** you had discussed with the judges at registration.

If a change is proposed, it should also maintain the core mechanical heart of a character. If an opponent goes against your brand-new character with a wildly different set of strengths and weaknesses, that's not competitively fair—you could have a close range character change to express their abilities differently in close range, but not have long ranged Precision strikes.

EXAMPLE CHARACTERS

- Designed to be as simple and barebones of a sheet as possible, [M-Beat](#) is a 16/16 build with a powerful close-range punchghost whose straightforward abilities can still be used in highly creative ways.
- Again designed to be a simple build, [Cochise](#) is a 16/16 long range combat build that doesn't really use striking. Instead, by using explosions and setting up the arena, the user can defeat opponents without throwing a single punch.
- Inspired by the concept of a user that wasn't fully human, as well as the fact that 'Yellow Jacket' sounds like it could be a spy society, [Valentina](#) is a 14/17 build with a powerful suit providing physical enhancement and arena control. Her special skills are designed to provide powerful benefits with significant drawbacks, and she uses her Stand to enable tricky mobility and deny her opponents as many options as she can before going for a kill.
- Designed to be an unscrupulous 'force of nature' who thinks they've figured everything out, [Benaam](#) is an 18/15 build, with a well-rounded charisma-based user kit and tricky tool Stand. They use their power to lock down specific objects or areas, set up traps, as well as to demolish obstacles in their way.
- Inspired by the lyrics and music video of the Stand reference, [Abhi Adwani](#) is an 18/15 build, with a physically powerful user that has the limitation of not doing close combat, relying on his long-range Stand to attack and cut off space by covering terrain in potential fire hazards.
- Designed because the character aesthetic was funny, [Frank Lloyn Chubbs](#) is a 18/15 meat-themed ACT Stand. His Stand gives him various meat themed methods to modify items around him while having the limitation of relying on having setup.