2.5e JJBA Stand Homebrew

A Stand is a manifestation of one's soul, or fighting energy. They can take many different forms– like books that can tell the future, large spirits that can punch well, or even vehicles and buildings. While most **Stand Users** are born with their Stands, some can attain Stands through the **Stand Arrow**. Stands are frequently named after **music references**, like band, album, and song names. In Stardust Crusaders, we're also introduced to Stands themed after the Major Arcana tarot and Egyptian Deities.

Stands can do all sorts of things. Some Stands are naturally stronger than others, while other Stands have niche abilities. These are further elaborated on in the **How do I write my Stand?** area. It's recommended that you work with your SM to figure out an ability for your Stand, because it could quite literally **be anything**.

As for categorization, there are a couple types of ranges that you can choose from:
- **Close-range Stands** can't go far from their User. They're typically well-suited for melee combat, or at least have interesting powers that they can use in close-contact with their opponents.
- **Long-range Stands** can go far from their User. They're typically better suited for ranged combat, and don't hold up well in tight situations. The farther a Stand can move from the User, the weaker it tends to be.
- **Postmortem Stands** don't need their original User to function, and can switch from User to User depending on how the Stand itself works. They're capable of lasting long after the death of their original User. **Both Postmortem and Automatic Stands are likely to be sapient because of their independence from their original User.**
- **Automatic Stands** are usually one-trick ponies, but they can still be fairly powerful. Typically Automatic Stands don't care about range because they provide a passive function, like **Thoth** from Stardust Crusaders being a book that can write the future.
- **Range-Irrelevant Stands** are some of the most powerful in the JJBA universe. Stands like **The World** aren't bound by the rules of range when using their main abilities because they can affect space-time itself. It's recommended you ask your SM about making a Stand like this, because they *can* be extremely powerful.

Once you've chosen your Stand's range, you can move on to their form/appearance.
- **Humanoid Stands** can resemble things from their Users to random people to cyborgs, and can usually carry out actions that other humans could with their arms/legs. These are the most commonplace types of Stands.
- **Natural Non-Humanoid Stands** resemble plants, animals, and natural phenomena, like **The Sun**. Their fighting style depends on both their appearance (like a catlike Stand having claws, for example) and their main ability, which we'll get to later.

- **Artificial Non-Humanoid Stands** resemble everyday objects, like guns and outlets. They can't be seen by non-Stand Users, but are used as objects by their Users nonetheless.
    - **Bound Stands** are a subset of these– Stands that are bound to certain objects and *are* visible to non-Users. This typically renders the object the Stand is bound to under the User's control.
- **Phenomenon Stands** don't fit into any of these categories. Some give their Users standard powers like shapeshifting, while others could be large-scale illusions. They aren't always esoterically powerful– they're just different.

Taking all of this into account, you can figure out what your Stand is described as. For example, in Stardust Crusaders, Noriaki Kakyoin's Stand **Hierophant Green** is registered as a **Long-distance Humanoid Stand**.

==> How do I write my Stand?

Different Stands are used in different ways. Close/Long-range Stands are almost always completely controlled by the User. If they suffer injury, so does their User.

When writing your Stand, ask yourself how linked to your character it is. Does your Stand share HP and stats with your User? Use the same HP rolls and stat alignments as your player character. Does your Stand have its own durability, stats, and HP? Make your own custom alignments! If your Stand's HP doesn't matter, feel free to discuss terms with your SM.

For Stats, Abilities, and Techniques, you're granted 10 Build Points. The SM may change this number depending on how powerful they want the Stands in their session to be.
- **Stand Stats (S, A, B, C, D, and E) are converted to numbers (18, 16, 14, 12, 10, and 8) respectively.** The default on your sheet will be D, or 10. You can spend a BP to go up one rank, or you can acquire another by moving a Stat down to E.
- **Stand Stats** directly correlate to RPGStuck stats, and that's how they manipulate your Stand's skill modifiers! Power is Strength, Durability is Constitution, et cetera— they're in their respective orders.
- **Your Stand's Ability** also costs BP, depending on how powerful it is. **Discuss with your SM if you're unsure of how powerful your Stand's ability is.** For example, something like The World stopping time would have a cost of 3 BP, while something small would have a cost of 1.
- **Your Stand's Techniques** are like stat buffs, but for your Stand in specific situations! They each cost 1 BP (usually– your SM may change this) and allow you to make an argument for how your Stand grants you +3 to a roll.
- **You acquire Build Points** when you level up! Unless the SM specifies otherwise, you'll get 1 BP per 3 levels. (Level 3, Level 6, Level 9, etc.)

Your Stand also has a default strife abilitech. Choose any strife specibus, like Swordkind. Take that specibus's basic abilitechs. Your Stand uses these in the event of physical combat, with a Tier equal to your lowest tiered strife specibus. Your Stand's basic abilitechs do not suffer from maluses like Psion that lower the die size.

Your Stand acts on your Initiative, but it has its own Major/Minor actions. You can choose whether or not you act before your Stand does.

For you and your stand's armor stats, you'll need to manually edit the code. You'll edit in your armor's tier on cell W17 for your character. The Stand's armor tier will automatically update with your levels. The stats used for the armor are in cell Z16-Z17
"=(TRUNC((Stuff!N6+Stuff!N8)/2))+10+(TRUNC(W17/2))"
To change the stats used, change N# to different numbers.
6- Str
7- Con
8-Dex
9-Int
10-Wis
11-Cha