

The World:

Strength: A+

Speed: A

Durability: A-

Potential: B

Passives:

[PASSIVE A] - Vampirism

User regenerates 2.2 - 1.5 hp per second. Regeneration ability effectiveness reduces the lower the HP you have. You can also use most of the same moves that vampires use. This is a subspec.

[PASSIVE B] - I still feel the power!

The World's timestop will increase by a second each time you stop time. Caps out at 11 seconds (Jotaro stated that DIO's timestop was capped at 11 seconds when Jotaro stopped time at the 9 second mark.)

[PASSIVE C] - So it's the same type of stand as Star Platinum

Due to Star Platinum being able to move in stopped time for 2 seconds and that The World is the same type of stand, the user and stand can move in the first 2 seconds of stopped time.

[PASSIVE D] - Greatest High

When the user is below 30% HP, they can press B to enter their "greatest high". Greatest high increases all attack power by 1.5x and reduces all cooldowns by 2 seconds. When you activate the mode you also regain back 40% of your health bar. However, your healthbar's total health will decrease every time you timestop. Your total health will eventually decrease at a capped amount of 285 HP.

[PASSIVE E] - Stolen Body

Your damage is inconsistent as you have stolen Jonathan Joestar's body. Your damage intake is also inconsistent. You can lose body parts if specific moves by the opponent are used.

[PASSIVE F] - Over Heaven (Unawakened)

You can obtain Over Heaven form through a quest and DIO's Diary. Over Heaven only lasts 3 minutes and has a 5 minute cooldown.

Moveset:

Tab - Summon Stand

Stand Off Moveset:

LMB - Vampiric Strength

Your first click is a chop (15 dmg), second is a grab for the head (no dmg but you get stunned hard and can't escape unless you blocked the first M1), third is a donut through the chest (20 damage).

E - Now you will perish!

A very powerful chop that severs off the enemy's arm and stuns for 2 seconds. Deals 35 damage. Cooldown 3 seconds.

R - Freezing Vaporisation Technique

You lunge forwards freezing the enemy dealing 52 damage and big knockback. If you are on fire, the move will not freeze the other player but just carry them up and launch them away dealing only 23 damage. Cooldown 12 seconds. This attack can be blocked, not parried.

Stand On Moveset:

LMB - Heavy Blows

The first 2 clicks resemble curved punches that each deal 5 damage, stunlocking the opponent, the third does 15 damage and the final click sends the elbow of The World into the enemy dealing 20 damage. Total damage dealt is 45. (Note: LMB is parryable). The LMB combo has a cooldown of 3 seconds.

Q - You seemed to have gone pale after seeing these knives...

You whip out 4 pairs of knives and throw each pair in single volleys in the direction that you are facing. Each knife deals 12.5 damage. Has a cooldown of 3 seconds. Stuns the enemy for a brief moment when they get hit by knives.

E - Muda Barrage (attack rush)

Stand throws a total of 125 - 80 punches at incredible speeds (125 punches above 45% health dealing 4.3 damage, 80 punches below 45% health dealing 6.5). Cooldown 5 seconds.

R - WRYYYY!!!

The World does a heavy punch. Deals 58 damage. Cooldown 3 seconds.

T - Stop Sign Smash

User holds out a stop sign and strikes it on the ground causing AoE damage and massive ragdoll. Deals 65 damage. Cooldown 8 seconds.

Y - SHINEI KAKYOIN!!!

The World manifests its hand and arm, forcing it through an enemy's body dealing 73 damage. Cooldown is 12 seconds.

F - Fool! You will know that the power of The World is indeed the ability to rule over the Earth!

(ZA WARUDO)

Time stops for 5 seconds and caps out at 11 seconds due to Passive B. Cooldown is 32 seconds.

G - Kick Combo

The World rapidly performs 11 kicks at the opponent with the 11th kick dealing a heavy hit, stand crashing the enemy. Total damage is 65. Cooldown is 8 seconds.

H (Above 45% HP) - Triple Muda Combo

Stand punches 3 times, the first punch dealing 25 damage, the second dealing 20, and the final punch dealing 27. Cooldown is 5 seconds.

H (Below 45% HP) - I'VE WON! DIE!

Stand does a heavy kick that deals 83 damage. This can break barrages and ignore blocks. Cooldown is 20 seconds.

J - What are you looking at?

A counter that has you in a crouching position. If you are hit by a melee attack, it will force activate the greatest high (but you don't regain 40% health). However, force activation can only be done at 50% health or below. When above 50%, you simply grab your opponent and suck their blood which regains 20% health back. Cooldown 17 seconds.

V + Cursor - Timestop Teleportation

You teleport to where your cursor is located. Has a maximum range of 30 studs. Cooldown is 3 seconds.

B (Below 30% HP) - Greatest High

(Refer to Passive D)

N - Vampire/Single Hit Combo mode

This changes the stand's moveset to single-hit, high damaging and low cooldown moves and also applies Vampire aspects too. There is no cooldown to switching modes.

C - Stand-Infused Dash

A shadow of The World's legs appear to cover the user's and propels you forward 7 - 9 studs. Cooldown 2 seconds.

X - Block

Simple block. Reduces 85% - 92% of all incoming damage. Block can be broken.

Z - Stand Leap/Glide

Stand will leap forward and hover across large distances that can be controlled via the direction the player is facing. The gliding can be cancelled by pressing Z again.

Vampire/Single Hit Combo Mode:

LMB - Leg Barrage Combo

Stand locks onto an opponent within 2 meters of their reach and does a series of heavy punches and finally finishing off with a leg barrage dealing a total of 47 damage. Has a cooldown of 5 seconds. This cannot be parried by block.

E - Heavy Chop

The World will slam their arm into whatever direction you are facing. Deals 54.5 damage. 2 second cooldown.

R - Blood Grab

User lunges forward and grabs the enemy in the neck, sucking their blood healing 17% hp. Cooldown is 4 seconds. This also stunlocks the enemy but some stands can counter this move while they're in the grasp of the The World user.

T - Impaling Thrust

You and your stand timestop dashes in the direction you are facing and whatever that collides with you will be dealt 45 damage. There is a noticeable 1.5 second windup time which means you can dodge this move. Cooldown 8 seconds.

Y (while knocked down) - "Oi, woman, fetch my leg."

When you are ragdolled you are shown to have a torn-off leg. A woman will fetch you back your leg and you'll suck their blood healing back 7% hp and teleport behind the person who last attacked you. This deals no damage but can surprise your enemy. Cooldown 8 seconds.

F + Cursor on player - "If you move up I'll have to kill you."

This move doesn't deal damage, but pushes players away from you. The enemy will be teleported back 5 seconds ago to where they previously were. 10 second cooldown.

G - MUDA MUDA MUDA MUDA MUDA MUDA... MUDA!!!

You are suspended in midair while you throw a knife in the direction your cursor is facing. On contact, the enemy will be punished with 75 damage. Anyone in a 20 stud radius of the scene will have a decreased walkspeed. However, Star Platinum users will benefit and have a damage, durability and speed boost. Cooldown 15 seconds.

H - WRRRYYYYY!

The World rapidly performs 15 heavy punches. Each punch deals 4.5 damage. Total 67.5. Cooldown 5 seconds.

H - Awakened Strength (While in Greatest High)

You dash forwards 100 studs (direction can be controlled via moving your camera) and when you come in contact with someone, they'll be thrown into the air while you follow them and timestop mid-way up. The World proceeds to throw 185 hits. The first half are punches, the rest are kicks. You break the enemy's ribcage and they are stunned and ragdolled for 3 seconds. The damage done in total is 125 damage. Cooldown 1 minute and 25 seconds.

J - ROAD ROLLA DA! (While in Greatest High)

You and your stand fly up into the air holding a road roller, then plummet downwards crushing anybody under the vehicle's weight. You and your Stand which is manifested into your body begins to punch and smash the road roller at alarmingly fast speeds. You finish it all off with a massive blow to the chassis causing the road roller to explode in the impact. Deals 120 damage and has a 1 minute cooldown. This can only be used at or below 20% health.

C - Dash

You dash in the direction of your camera. 2 second cooldown.

V + Cursor - Outside of DIO's world

You teleport to the area your cursor is located. Has an effective range of 50 studs. Cooldown can be from 5 seconds to 8 depending on the distance.

Z - C A R

You hold onto a car and speed off in the direction your camera is facing. Lasts up to 5 seconds. Cooldown is 10 seconds.