

IMPORTANT NOTE

Stands have health and are connected to you so if you take damage, the stand takes damage and vice versa. If your stand loses all its health then you must wait 3 rounds before you can resummon it with full health and for every round you have it unsummoned, it regains 5 health. It takes an action to summon and unsummon your stand. Stands can only be attacked by other stands and magical weapons. Stands can only be seen naturally by other stand users while others must make an arcana check of 8 + proficiency. Your stand is unaffected by advantage and disadvantage. Your stand uses your stats when rolling resist rolls from other stands and magic weapon attacks.

STAND TREE

Level 1	<u>Gain a stand</u>			
	<p><u>To hit bonus:</u> proficiency bonus</p> <p><u>Damage:</u> 1d4 bludgeoning / slashing / piercing</p>	<p><u>AC:</u> 10 + proficiency bonus</p> <p><u>Health:</u> 10</p>	<p><u>Gain a stand with the following stats</u></p> <p><u>Attack range:</u> melee (5 feet)</p> <p><u>Movement range:</u> Your movement speed with a maximum of 5 feet away from you</p>	<p><u>Ability:</u> none</p> <p><u>Effect on reality:</u> none</p>
Level 2	<p><u>Solid punching</u> Increase your stand's damage to 1d6</p>	<p><u>A new way to fight</u> Your attack range goes from melee to ranged (30 feet)</p>	<p><u>Level head</u> Increase your to hit bonus by 1</p>	<p><u>You think you are safe over there?</u> Increase maximum distance from you to 10 feet</p>
Level 3	<p><u>Shrink</u> Allows your stand to shrink to the size tiny (2½ by 2½ feet or smaller) and back to its normal size</p>	<p><u>Blind flurry</u> You can attack 3 times in quick succession but the first two attacks have disadvantage</p>	<p><u>Infuse</u> You can add any sort of effect to boost the damage of attacks to your stands attack but it has to be from you and has to be magical, ki or any other form of inner power as long as it is ok with the DM</p>	<p><u>Protect me</u> As a reaction to taking a hit, reduce the damage by half causing your stand to take double the damage. If a stand goes down when using this reaction, reduce one round from the amount of time it takes to get your stand back</p>
Level 4	<p><u>Automatically gain this once you reach this level</u></p> <p><u>One with the world:</u> Your stand's effect on reality goes to minor allowing your stand to hold and use handheld items, you can also use your stand to add half your proficiency to any check you don't have proficiency or expertise in if you can use your stand to help you</p>			

Level 5	<u>Better punch</u> Your unarmed strikes use the damage of your stand even if your stand is down	<u>A good angle</u> If your first attack is with your stand, increase your to hit modifier by 2	<u>Finisher</u> If your last attack is with your stand, increase your damage by 2	<u>My own backup</u> As a bonus action to hitting an opponent, follow up with an attack from your stand if it can hit
Level 6	<u>Great hitter</u> Increase your damage die to the next dice (1d4 > 1d6 > 1d8 > 1d12 > 1d20)	<u>Just a flesh wound</u> Increase your stand's health by 10	<u>Awaken my power</u> Your ability goes to weak and gain an ability that you and the DM agree on	<u>It brings me everything I want</u> Increase stand's effect on reality to moderate allowing to move small items with your stand and automatically succeeds a death save every time you go down
Level 7	<u>Morning runner</u> Increase your stand's maximum distance from you by 5 feet	<u>Calm your mind</u> Increase your stand's to hit modifier by 1	<u>Levitation</u> Gain a levitation speed equal to your movement speed	<u>Just barely</u> If you are being attack and about to go down, as a reaction you can use your stand to prevent your from going below 1 health if your stand is recalled in you
Level 8	<u>Requiem I</u>	Gain a suspicious arrow head, when you stab yourself with the suspicious arrow head, enter a requiem form for 3 rounds. When in requiem form, your damage / abilities effectiveness is doubled, your stand is invincible to all damage and if you go down, your stand will pick you up next round. After the three rounds are up, your stand goes down for 5 turns	<u>Evolution I</u>	Your stand starts to feel strange as it starts its evolution. After either 10 battles or defeating 100 enemies, your stand will evolve to its second form. When it evolves you and the dm both choose a stat to improve for your stand (You cannot change the damage dice)
Level 9	<u>Extra arms</u> You can use your stand's arms as a second pair of arms for any situation. These arms will give you advantage on strength checks	<u>Rappid blows</u> As an attack action releases a flurry of blows. This flurry does damage equal to 4 rolls of your stands damage die with the same to hit modifier for all 4 attacks	<u>Spirit flight</u> When your stand is out, gain a flying speed equal to your movement speed. You stop flying if your stand is down or returns to your body	<u>Distance demon</u> If your stand is max distance away from you then add 4 damage to all damage rolls

Level 10	<u>Exceptional hitting</u> Increase your damage die to the next dice (1d4 > 1d6 > 1d8 > 1d12 > 1d20)	<u>Your approaching me</u> As a reaction to getting hit you summon you stand even if they are down. You also set them to full health if they aren't already	<u>Let's work together</u> You can reroll a failed save, but doing this will cause your stand to immediately go down	<u>Better resistance</u> Any resist roll your stand has to make naturally has advantage
Level 11	<i>Requires Requiem I</i> <u>Requiem II</u>	Now when you stab yourself with the suspicious arrow head and enter requiem form, your damage / abilities effectiveness is tripled and after the three rounds are up, you will instead lose 5 health for every turn you remain in requiem form. If you exit requiem form when you are at half health or less, your stand goes down for 5 rounds	<i>Requires Evolution I</i> <u>Evolution II</u>	Your stand once again feels strange as it starts its evolution. After either 10 battles or defeating 100 enemies, your stand will evolve to its second form. When it evolves you will choose a stat to improve for your stand while the DM chooses 2 (You cannot change the dice damage)
Level 12	<u>Lethal hitting</u> Increase your damage die to the next dice (1d4 > 1d6 > 1d8 > 1d12 > 1d20)	<u>To go further</u> Increase your ability to moderate if at weak or to weak if none. If it goes to moderate then make your ability better. If it goes to weak then gain an ability that you and the DM agree on	<u>Speed hike</u> Increase maximum distance from you by 10 feet	<u>Was that a ghost?</u> Increase stands effect on reality to potent allowing you to move medium objects with your stand and you have a unique action for your stand only to do 1 stand specific action
Level 13	<u>The next thing you are going to say is...</u> As a reaction to getting hit, the DM rolls a d20. The player then must guess if the number rolled is higher or lower than 10 with 10 itself being lower. If the player is wrong then the attack hits but if the player is right then the attack completely misses and no damage is taken.	<u>I can't beat the shit out of you without getting closer</u> As an action, activate this ability. For every 5 feet you walk towards an enemy, you will deal 1 extra damage on the next attack you do.	<u>What the hell did you say about my hair?</u> If you are at half health, you can activate a form of rage as a no action for your stand. In this rage form your stand has an additional +2 to hit and does an additional 2 damage. This lasts for 3 turns	<u>You did things in your own style but it was useless either way</u> As a reaction to a spell or ability being used, you and your opponent roll opposing will saves. If you win then the ability is canceled but if you lose then the damage is doubled.

<p>Level 14</p>	<p><i>Requires Requiem II</i> <u>Requiem III</u></p> <p>Now when you stab yourself with the suspicious arrow head and enter requiem form, your damage / abilities effectiveness is quadrupled, the requiem form lasts for 5 rounds before you start taking damage and if you exit requiem form when you are at a quarter health or less, your stand goes down for 5 rounds</p>		<p><i>Requires Evolution II</i> <u>Evolution III</u></p> <p>Your stand once again feels strange as it starts its evolution. If you have not evolved once, evolve immediately and have half of the requirement done for your second evolution. After 10 battles or defeating 100 enemies, your stand will evolve to its final form. When it evolves you and the DM will choose 2 stat to improve for your stand (You cannot change the dice damage)</p>	
<p>Level 15</p>	<p><u>Masterful hitting</u> Increase your damage die to the next dice (1d4 > 1d6 > 1d8 > 1d12 > 1d20)</p>	<p><u>To angry to die</u> Increase stand's health by 20</p>	<p><u>Marathon sprinter</u> Increase stands maximum distance from you by 20 feet</p>	<p><u>Final form</u> Increase your ability to strong if at moderate, moderate if at weak or weak if at none. If it goes too strong then make your ability even better. If it goes to moderate then make your ability better. If it goes to weak then gain an ability that you and the DM agree on</p>

HAMON TREE

Wisdom Score Requirement
You require a wisdom score of 14

Upon gaining access to Hamon, you'll gain
a pool of Hamon points equal to
3 + your level

Level 1	<p><u>Sunlight punch</u> As a no action, spend 1 hamon point to infuse your fist with the power of the sun dealing 1d4 additional damage to whoever hit. If the target hit is an undead than the hit is automatically a crit</p>	<p><u>Numbing exhale</u> As a no action, spend 1 hamon point to turn all your missing health into temporary hit points for 1 turn, but take double damage for the rest of the turn</p>	<p><u>Deep breath I</u> Once per short rest, you can roll a d4 to regain hamon equal to what you roll</p>
Level 2			
Level 3			
Level 4			<p>Requires Deep breath I <u>Deep breath II</u> Twice per short rest, you can roll a d4 to regain hamon equal to what you roll</p>
Level 5			
Level 6			
Level 7			
Level 8			<p>Requires Deep breath II <u>Deep breath III</u> Three times per short rest, you can roll a d4 to regain hamon equal to what you roll</p>
Level 9			
Level 10			
Level 11			<p>Requires Deep breath III <u>Deep breath IV</u> Four times per short rest, you can roll a d4 to regain hamon</p>

			<i>equal to what you roll</i>
Level 12			
Level 13			
Level 14			
Level 15			<i>Requires Deep breath IV</i> <u>Deep breath V</u> <i>Five times per short rest, you can roll a d4 to regain harmon equal to what you roll</i>