

# Stand Name (15 Points Used): 「All Eyes On Me: Imbued」

**Stand Type:** Bound

**Stand Appearance:** 「All Eyes On Me: Imbued」 is bound to a stonecarved hand cannon made during the time of Exuma, and to the Uropeh within it. The hand cannon is about 30cm long with a 2cm wide barrel, with a lever-based trigger on the bottom that allows it to be fired with one hand. The hand cannon is covered with ornate carvings that seem to lack any practical purpose, suggesting the cannon's purpose may have been ceremonial rather than military.

**Stand Ability:** 「All Eyes On Me: Imbued」 uses Uropeh charged with the memory of 'Fakes' as ammunition. When fired, the Uropeh travel until they hit an object, bouncing off of terrain as if they were made of rubber.

When the Uropeh hits an object, the Uropeh embed themselves into the object, projecting a memory of the object (hereby called a "Fake") up to 1m away at C POW. For 20 seconds after creation, 「All Eyes On Me: Imbued」 has manual C POW telekinetic control over the Fake object as well as all of its functions. When the effect expires, or when the user manually dispels it, the Uropeh is resummoned to the user. Only 1 Fake may be made of an object at a given time, and only 8 Fakes may be made at a given time.

Additionally, 「All Eyes On Me: Imbued」 may shoot a Fake object to create a Double Fake. Double Fakes may not be manually controlled; however, they may be given a single command (e.g. move in this direction, aim and shoot at a specified target) upon creation, which they will carry out to the letter until the command is completed or 20 seconds have passed. Instead of embedding, the Uropeh is immediately returned.

**Power:** C (The Uropeh projectiles are dulled by their spherical shape but still pack a punch. Fakes and Double Fakes are animated at C POW, limiting their ability to control extremely heavy objects.)

**Speed:** B (While the tool must be manually loaded and fired at a rate of 2 seconds between shots, the projectiles travel very fast, and commands may be issued near-instantly to Double Fakes.)

**Durability:** C (Fakes and Double Fakes are given C DUR as a baseline; Fakes and Double Fakes last for 10 seconds.)

**Range:** C (Fakes and Double Fakes may exist within 20m.)

**Precision:** D (Reliant on the user's competency when firing, controlling objects and giving commands.)

**Potential:** E (A tool made for a purpose.)

**Stand Oddities:** The Stand has no damage transference. Thanks to its visual acuity and keen aim, Lacquer has a strong affinity with the hand cannon, and can aim and fire the weapon with proficiency equal to its Pistol Practice 5.