

「BIZARRE ADVENTURES」

The Super Stand Sunday RPG

v.0.d10

Things to add:

General polish

Humor

Alternative power sources(vampirism, Hamon, cyborg, pillar men, Spin)

RAW Disclaimer: This isn't D&D and this isn't Wrestling. Your Stand can have all the Speed and Precision in the world, but you don't automatically get a ranged attack if your Stand. Everything comes down to the GM approving it. Yes your GM can be an asshole and not allow fun. This can happen in any system.

Ozzy's version: It's important to stress that this is a WIP, and therefore janky and subject to change. If there appears to be a conflict between RAW and what makes sense/what the group wants, go with the latter. And of course, the GM has the power to veto or allow anything. This is more about making a loose framework for JoJo games than any attempt at a perfect system. Personally, my philosophy is that a system can't make good gaming, but it can destroy it, and if you have to choose between the game and the system, choose the game every time.

<=Core Mechanics|

Dice: This version of the Bizarre Adventures system uses a pool of 10-sided dice. Most of the time characters will roll their pool of dice to try and get enough successes to pass at their current action. The player will gain a number of dice indicated by their rank in a stat. E=1d10, D=2d10, C=3d10, B=4d10, and A=5d10. There is no S-rank, though a dice pool may exceed 5d10 with modifiers and the use of certain abilities.

Successes and Failures: In this edition of Bizarre Adventures, die results are determined simply: A result of 6 or over is a success, while a result of 5 or less is a failure. Usually, rolling a pool will result in at least 1 success, which brings us to our next rule.

Urgency: Urgency has been overhauled. Rather than determining the amount of dice a player is allowed to roll(and creating a situation where higher Urgency, confusingly, makes things easier), Urgency now indicates how many successful rolls are required to succeed at an action. The number of required successes now corresponds to the Urgency number, with Urgency 2 serving as the default. This will be explained in detail later on, with examples of Urgency as applied to specific situations. **It should be noted that by default, Urgency is scaled differently for Stand stats than it is for User stats.** This is because in the previous edition, Stand stats and User stats were mechanically identical in roll resolution, meaning, for example, that technically, A-Rank Bulk would render one capable of performing the same feats as A-Rank Power and Durability. GM fiat could handle this problem, of course, but the switch to a dice pool system allowed us to codify a distinction in the rules.

Bonuses and Penalties: In Bizarre Adventures, rolls are often modified, and this can take four forms, in order of strength: Threshold, rerolls, dice, and successes. Die modifiers are always applied before the roll is made, and reroll and success modifiers are always applied after the roll. Multiple kinds of modifiers can

apply at once, and bonuses and penalties can cancel each other out. **However, all modifiers must be stated before the roll is made.**

If a roll has a **threshold** modifier, it means that the number dice need to hit in order to succeed has changed. A threshold bonus reduces this number, and a threshold penalty increases it, with bonuses and penalties cancelling each other out. Generally speaking, threshold modifiers are weaker than reroll modifiers, but once they hit 5 or -4, they can make success or failure a certainty.

If a roll has a **reroll** modifier, it means that after the roll, a number of dice equal to the reroll modifier will be rolled again, and their new results will be used instead of the old ones. On a reroll bonus, only failures are rerolled, from the lowest results up. On a reroll penalty, only successes are rerolled, from the highest results down.

If a roll has a **die** modifier, it means that the number of dice in the pool is altered. On a die bonus, the bonus indicates the number of dice added, and on a die penalty, the penalty indicates the number of dice removed.

If a roll has a **success** modifier, it means that the number of successes in a roll is altered after the fact. On a success bonus, the roll gains a number of additional successes equal to the bonus, and on a success penalty, the roll loses a number of successes equal to the penalty. Success modifiers are very powerful and decisive, and indicate an overwhelming advantage or disadvantage.

A multiplier bonus/penalty is considered equal to a success bonus/penalty.

Contested Rolls: Whenever two characters are actively and directly working against each other, they make what is known as a contested roll. Some contested rolls are codified in this system (see *Combat Mechanics* below) and some may be ad-hoc contests called for by the GM, but they all run on the same basic principle: The participants roll dice pools against each other, and the character with the most successes is the winner. If both players score an equal number of successes, the number of their highest failed roll breaks the tie, with higher numbers beating lower numbers. If this number is tied, the characters compare the next-highest results of their failed rolls, and so on in that fashion. If, against all odds, every die result is tied, and one of the characters has a larger dice pool, the character with the larger pool wins. If every failed die is tied, and both pools are of equal sizes, both characters reroll their pools.

Sometimes, the degree by which a character beats another matters. When this happens, the difference between the winner's number of successes and the loser's is used (generally to inflict ranks of a Condition or gain ranks in an Advantage; see *Conditions and Advantages* under *Combat Mechanics* below).

Multipliers: Many rolls involve one stat multiplying the successes from another's dice pool. When this happens, each success is considered "worth" the amount indicated by its multiplier. When a multiplied roll is called for, the following notation is used: [pool]*[multiplier]

So if a character's Stand throws a punch, rolling their Speed pool with their Power stat as a multiplier, it's written as Speed*Power.

OVERPOSE: Sometimes, a character not only succeeds at a task, but succeeds in a stunning and over-the-top manner. This is called **OVERPOSE**. As long as a character has dice in their pool, they can potentially get a result of **OVERPOSE**, but larger pools make it more likely. This is how it works:

Every time a die gets a result of 10, this isn't **OVERPOSE**, but this creates an opportunity for it. Record the result of the roll so the outcome can be determined as usual, but then reroll each die with a result of 10. This is called the "confirmation roll". If at least one 10 is rolled in the confirmation roll, **OVERPOSE** has been achieved.

OVERPOSE guarantees an automatic success on the roll in question, but also grants an additional benefit, which can be negotiated between the GM and the player who rolled it. When **OVERPOSE** occurs,

it should be roleplayed. It's a chance for a great spectacle. A character achieving **OVERPOSE** should strike a pose and say a one-liner, and if the group uses background music, a triumphant leitmotif should play. The GM might even describe a shift in the colour palette. Often, **OVERPOSE** on an attack can outright end an encounter.

When **OVERPOSE** is achieved on both sides of a contested roll, the **OVERPOSE**s don't cancel each other out; instead, they both occur at once! The result of the roll is decided as usual, but both sides get an additional benefit, and the victory of whoever wins is described as a cunning reversal of the loser's seemingly-guaranteed victory.

OVERPOSE can happen even on a roll that would normally fail, but bonus successes cannot create **OVERPOSE** opportunities.

Traits: A character has qualities beyond their stats and abilities that tie into their characterization in the narrative. Traits are a way of codifying this. They'll be described later in detail, but they can be invoked at any time that they're relevant to the situation, and can substantially alter rolls in positive or negative ways alike. Traits are a gamble, but at key moments they can provide the extra push you need.

Manga-ka: In this game, the GM is referred to as the "Manga-ka."

<=Character Creation\|

Point-Buy: Characters in Bizarre Adventures are built with points, and the number of points they have to start with varies depending on the power level of the game. The power level is chosen by the GM before the start of the game, and grants players a pool of points to work with.

Power Levels:

Low (70)

Medium (100)

High (130)

FABULOUS (160)

Stand and User Stats:

In Bizarre Adventures, there are two types of stats: Stand stats and User stats. Not all games of Bizarre Adventures involve Stands, but the system is largely designed to accommodate them. Even characters with different power sources generally use Stand stats to describe the limits of their superhuman abilities. In most cases, Stands are the meat and potatoes of a Bizarre Adventure. Stands are extensions of their user's will or life-force, and usually appear as humanoid figures near their users. Stands follow a few fundamental rules; they can only be seen by Stand users, they can only be harmed by Stands, and any damage taken by a Stand applies to its user and vice-versa. Stands can take many forms and have many different abilities, but all of them exist within the parameters of the same six stats. **Each stat's description ends in a brief summary of its role in combat, which will be expanded on in the *Combat Mechanics* chapter. Some stats can be used for more than one combat role, but no stat can be used in two roles for the same roll.**

Stand Stats:

Power: Brute strength, plain and simple.

Power is a Damage stat.

Speed: How quickly a Stand can act.

Speed is an Aim and Avoid stat.

Range: How far away a Stand can influence things.

Durability: How tough a Stand is.

Durability is a Defense stat.

Precision: How fine a Stand's control and perception are.

Precision is an Aim and Damage stat.

Learning: How much hidden potential a Stand has.

User Stats:

Bulk: How hardy and strong someone is.

Bulk is a Damage and Defense stat.

Poise: How agile and coordinated someone is.

Poise is an Aim and Avoid stat.

Wit: How quickly someone's mind works.

Wit is a mental Aim and Avoid stat.

Composure: How well someone can keep calm under pressure.

Composure is a mental Defense stat.

Menacing: How forceful, confident, and scary someone is.

Menacing is a mental Damage stat.

Style: How much general panache someone has.

All of these Stats are ranked from E to A, with E at the weakest end and A at the strongest end. There is no S Rank. Each stat rank represents a number, which varies between Stand stats and User stats. This number can represent the number of d10 dice in a pool, the size of a multiplier, or just a number to be factored in elsewhere.

Stat Costs:

Stats cost points, of course. The cost of a rank in a Stat is as follows:

E-Rank(S1, U1): 1 point

D-Rank(S3, U2): 3 points

C-Rank(S5, U3): 6 points

B-Rank(S7, U4): 10 points

A-Rank(S9, U5): 15 points

Stat-Specific Mechanics: Some Stand Stats are pretty self-explanatory in terms of what they do. For example, if you want to lift or move something, or to attack with your Stand's fists or projectiles, you use Power. If you want to catch a bullet, sidestep another Stand's attack on your own Stand, land more hits than your opponent can, or use your ability in a narrow timeframe, you roll Speed. If your Stand takes the brunt of an attack, you use Durability. If you want to perform surgery, aim from far away, or strike an opponent's weak points with your Stand, you use Precision. However, some of the Stats interact with the rules in specific ways.

Speed: Speed is a little deceptive in naming. It doesn't usually functionally affect the movement speed of a Stand or its User, since the location of the User and the Stand's Range limit how far a Stand can move, but it does affect a Stand's ability to carry out an action in an unusually short length of time, its reaction time, and its ability to avoid attacks.

Speed and the User Stat Wit are rolled together for Initiative; see *Combat Mechanics* below for more details.

Range: Range determines how far away from its User a Stand can go, and how far the range of its effects are. Range essentially always determines the outer boundaries of a Stand's movement, but for some Stands, the entire area encompassed by their Range is affected by their Ability. Stands with over C-Rank Range often, but not always, have projectiles of some kind. These aren't considered Abilities, since a telekinetic attack is nothing special among punchghosts, even at range.

However, the effects of Abilities are often delivered through these projectiles. Range is rarely rolled, but sometimes circumstances demand that a Stand strain at its usual boundaries. In these situations, the player can roll Range to strain at the limit of their Stand's movement. Think of it as a tether; high Range grants better elasticity. These are the limits dictated by a Stand's Ranks in Range:

E-Rank: <2 metres

D-Rank: 10m

C-Rank: 20m

B-Rank: 50m

A-Rank: >100m

Learning: Learning is a bit strange for a Stat, in that it doesn't measure a hard physical parameter of a Stand. Instead, it measures a Stand's unrealized potential. This doesn't mean that Stands with high Learning can grow stronger, necessarily, but it generally means that there are logical extrapolations of their Abilities' workings that aren't immediately obvious, and that a sufficiently clever User could learn to exploit over time.

Learning is unique in that it can be "burned": A number of times per session equal to the size of their Learning pool, a character can add an extra die to a Stand Stat's pool. For two uses of this ability, they can add 1 to their Stand's Damage or Defense for a round. In addition, a character can choose to permanently burn their Learning stat, dropping it by one Rank for the rest of the game. When this happens, the character gains two main benefits: Their Stand gains a new Ability(mechanically; generally it's a new application of their existing one), and they get to add their entire Learning pool(or half that

amount, rounding down, in Damage or Defense)to that roll with no penalty.

Abilities: Generally speaking, every Stand has some kind of Ability beyond the power to manipulate and observe things. Stand Abilities are unique and idiosyncratic, and often require creative thinking to apply well in combat or adventure situations. Unlike other games, in which abilities can be described in broad strokes and one source of elemental damage, for example, is assumed to be identical to another, Stand Abilities generally work in very specific ways, and even slight differences in their mechanics can radically change how they participate in fights. When designing a Stand Ability, consider how it interacts with your Stand's body and its Stats. Does it deliver the effect through its touch? Through projectiles? Can it affect anything within its Range(this option isn't recommended for player Stands)? Does it depend on its environment? Is it an Ability that affects the Stand's own body? Sometimes a Stand can have multiple Abilities, though usually they're just different applications of a single unified power. When a Stand gains new Abilities, it generally represents that sort of thing, gained through a new insight into the implications of its existing power's governing rules.

The costs of Stand Abilities aren't codified, and should be decided through negotiation between the player and GM. For reference, however, most abilities cost between 5 and 10 points, while game-breakers like Star Platinum and The World's time stop can cost around 15 points.

User Creation: Stands are powerful and useful, but sometimes a Stand user has to get their own hands dirty. Maybe they're in a situation where they can't afford to reveal their Stand, or they don't believe in using it except when absolutely necessary. Maybe they need to use their body to compensate for their Stand's weaknesses. Maybe their Stand works in tandem with their body. Maybe they're using their mind, and their Stand is therefore irrelevant(though sometimes, Stand abilities can aid with mental tasks). Maybe they don't have a Stand at all, and tap into some other power source like the Spin. In any case, the following rules are for mapping out the parts of a character that don't rely on supernatural powers. Like Stand Stats, User Stats are ranked from E-A. They cost the same and grant the same-sized dice pools. However, Urgency is generally higher when User Stats are rolled than when Stand Stats are rolled, since Stands operate on a higher scale overall.

User Stats:

Bulk: How hardy and strong you are. This is used for taking and giving physical hits.

Bulk is a Damage and Defense stat.

Style: How much general panache you have, and your strength in a role chosen at character creation.

Style isn't typically involved in combat, but has mechanics that can be applied to rolls in combat.

Wit: How quick your mind works. Used for quick thinking and noticing things.

Wit is a mental Aim and Avoid stat.

Composure: How well you can keep calm. Used for bluffing and resisting mental attacks.

Composure is a mental Defense stat.

Poise: How agile and coordinated you are. Used for dodging.

Poise is an Aim and Avoid stat.

Menacing: How scary you are, but also forcefulness and confidence. Used to intimidate and command, and in contests of will.

Menacing is a mental Damage stat.

Stat-Specific Mechanics: As with Stand stats, some User stats apply in ways that require explanation.

Style: Style works a bit like Learning in that it can be burned. Unlike Learning, Style does not allow a character to gain a new Ability, but once per session, the entire Style pool can be burned and added to a roll. This use of Style must be somehow connected to a character's Role, a descriptor of their general

skillset, education, profession, or general interests chosen at character creation. For example, young Joseph's Role is Trickster, and Jotaro's Role is Delinquent.

Menacing: Menacing is an offensive Stat that can be used to inflict mental Conditions. This can be especially useful for fighting enemies with strong physical defenses, or foes who have otherwise rendered themselves physically untouchable. Using Menacing in this way represents intimidating an opponent or exploiting a psychological weakness. Menacing also represents force of will in general, and it's often rolled when mind-controlling effects are in play.

Bulk and Composure: These stats both bear mentioning for the same reason: They both determine how tough a character is, either physically or mentally. This means that they can be rolled to resist effects, but Bulk also determines how much damage a character can take. See *Defeat and Death* in the *Combat Mechanics* section below for more details.

Traits: Every character has unique aspects beyond their Stats and Abilities that serve to ground them in the narrative and give them personality. These qualities are called Traits, and they can be invoked by the player or the GM any time they're relevant, giving the character benefits or penalties. **At character creation, every character gains an extra 10 points for Traits, and even though Traits are paid for by this pool and the User pool by default, leftover Stand points can be funneled into Traits as well.** In previous editions of the game, Traits were sorted into three "tiers," but they're more flexible this time around. Now, Traits are more granular; when invoked, they either add or remove dice and/or successes, with the exact amount determined when the Trait is purchased. Each reroll in a Trait costs 1 point, while each die costs 2 points and each success costs 4. A Trait can have both dice and successes, but it can only have up to a maximum of 5 in total.

Each Trait describes something about who the character is that can come up over the course of an adventure, and that constitutes both an advantage and a disadvantage; for example, Josuke's rage at having his hair insulted would grant him a bonus on Damage and Defend rolls, but a penalty on Aim and Avoid rolls, and since his rage blinds him, it might trigger Wit rolls to detect his enemies even in situations where these rolls would normally be unwarranted(though, as seen when he fought Rohan, this could actually work to his advantage). Similarly, Polnareff's drive to avenge his sister would grant him a bonus on Aim and Damage when he knows J. Geil is near, but a penalty on Composure.

There's no hard rule for how often any given Trait might come up, but it's probably a good idea to consider making more powerful Traits plot-sensitive or hidden deep within a character, and unlikely to come up under normal circumstances. This is because, as much of an advantage as a character gains from a Trait, it's also a disadvantage that the GM can use against them. It's therefore better to save larger bonuses for climactic moments, and even then it can be a risky gamble. If Caesar Zeppeli were a character in this system, his grudge against the Pillar Men would be a powerful Trait indeed, and one that ultimately cost him his life.

Plot-Sensitive Traits: Some Traits are tied to the events of the plot, and sometimes, sideplots relating to characters get resolved in the course of play. Of course, this logically renders their related Traits useless after the fact. A character whose Traits are rendered obsolete in this way gains back the points they spent on the Trait at creation, and those points can be spent on another Trait or Traits to replace the old one. Of course, it's likely that a character completing a story arc is rewarded with build points, and these can be spent on replacement Traits as well.

<==Character Creation\|

Point-Buy: Characters in Bizarre Adventures are built with points, and the number of points they have to start with varies depending on the power level of the game. The power level is chosen by the GM before the start of the game, and grants players two simultaneous sets of points to work with: One for Stands, and one for Users. In a regular game, the larger of the two pools goes toward the Stand and the smaller goes toward the User, but there is also an alternate style of game called SBR. SBR games are generally grittier in tone, and reflect a world where the skills of a Stand's user matter more than the power of their Stand. At Medium power level, this is meant to evoke Steel Ball Run's style of Stand combat, but at High power level it could also emulate Jojolion.

Power Levels:

Low (40/30)

Medium (60/40)

High (80/50)

FABULOUS (100/60)

Regardless of game style, the Stand pool pays for Abilities and the User pool pays for Traits.

Remember that.

Stand Creation: In most Bizarre Adventures games, Stands are the focus of the narrative. Not all games of Bizarre Adventures need to involve Stands, but usually they are an important part of the game's premise, and the system is largely built around them. In most cases, Stands are the meat and potatoes of a Bizarre Adventure. Stands are extensions of their user's will or life-force, and usually appear as humanoid figures near their users. Stands follow a few fundamental rules; they can only be seen by Stand users, they can only be harmed by Stands, and any damage taken by a Stand applies to its user and vice-versa. Stands can take many forms and have many different abilities, but all of them exist within the parameters of the same six stats. **Each stat's description ends in a brief summary of its role in combat, which will be expanded on in the *Combat Mechanics* chapter. Some stats can be used for more than one combat role, but no stat can be used in two roles for the same roll.**

Even for games that don't involve Stands, it can be helpful to use the rules in this section to describe a character's superhuman abilities. There will be more on alternative power sources later.

Stand Stats:

Power: Brute strength, plain and simple. Usually determines how damaging attacks are.

Power is a Damage stat.

Speed: How quickly a Stand can act. Useful for attack and defense alike.

Speed is an Aim stat and an Avoid stat.

Range: How far away a Stand can influence things. Not rolled often, but drastically changes your options.

Range isn't used in combat rolls.

Durability: How tough a Stand is. You can dodge with Speed, but this can actually protect the user.

Durability is a Defense stat.

Precision: How fine a Stand's control and perception are. Good for aiming at range and dealing damage.

Precision can be an Aim stat or a Damage stat.

Learning: How much hidden potential a Stand has. A little complicated, but it can help Stands develop.

Learning isn't typically involved in combat, but has mechanics that can be applied to rolls in combat.

All of these Stats are ranked from E to A, with E at the weakest end and A at the strongest end. There is

no S Rank. Whenever stats are treated as numbers in this system, they run in ascending order from E(1) to A(5).

Stat Costs:

Stats cost points, of course. The cost of a rank in a Stat is as follows:

E-Rank(1d10): 1 point

D-Rank(2d10): 3 points

C-Rank(3d10): 6 points

B-Rank(4d10): 10 points

A-Rank(5d10): 15 points

Stat-Specific Mechanics: Some Stand Stats are pretty self-explanatory in terms of what they do. For example, if you want to lift or move something, or to attack with your Stand's fists or projectiles, you use Power. If you want to catch a bullet, sidestep another Stand's attack on your own Stand, land more hits than your opponent can, or use your ability in a narrow timeframe, you roll Speed. If your Stand takes the brunt of an attack, you use Durability. If you want to perform surgery, aim from far away, or strike an opponent's weak points with your Stand, you use Precision. However, some of the Stats interact with the rules in specific ways.

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Learning is unique in that it can be "burned": A number of times per session equal to the size of their Learning pool, a character can add an extra die to a Stand Stat's pool. For two uses of this ability, they can add 1 to their Stand's Damage or Defense for a round. In addition, a character can choose to permanently burn their Learning stat, dropping it by one Rank for the rest of the game. When this happens, the character gains two main benefits: Their Stand gains a new Ability(mechanically; generally

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User Stats:

Bulk: How hardy and strong you are. This is used for taking and giving physical hits.

Bulk is a Damage and Defense stat.

Style: How much general panache you have, and your strength in a role chosen at character creation.

Style isn't typically involved in combat, but has mechanics that can be applied to rolls in combat.

Wit: How quick your mind works. Used for quick thinking and noticing things.

Wit is a mental Aim and Avoid stat.

Composure: How well you can keep calm. Used for bluffing and resisting mental attacks.

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Poise: How agile and coordinated you are. Used for dodging.

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Menacing: How scary you are, but also forcefulness and confidence. Used to intimidate and command, and in contests of will.

Menacing is a mental Damage stat.

Stat-Specific Mechanics: As with Stand stats, some User stats apply in ways that require explanation.

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Menacing: Menacing is an offensive Stat that can be used to inflict mental Conditions. This can be especially useful for fighting enemies with strong physical defenses, or foes who have otherwise rendered themselves physically untouchable. Using Menacing in this way represents intimidating an opponent or exploiting a psychological weakness. Menacing also represents force of will in general, and it's often rolled when mind-controlling effects are in play.

Bulk and Composure: These stats both bear mentioning for the same reason: They both determine how tough a character is, either physically or mentally. This means that they can be rolled to resist effects, but Bulk also determines how much damage a character can take. See *Defeat and Death* in the *Combat Mechanics* section below for more details.

Traits: Every character has unique aspects beyond their Stats and Abilities that serve to ground them in the narrative and give them personality. These qualities are called Traits, and they can be invoked by the player or the GM any time they're relevant, giving the character benefits or penalties. **At character creation, every character gains an extra 10 points for Traits, and even though Traits are paid for by this pool and the User pool by default, leftover Stand points can be funneled into Traits as well.** In previous editions of the game, Traits were sorted into three "tiers," but they're more flexible this time around. Now, Traits are more granular; when invoked, they either add or remove dice and/or successes, with the exact amount determined when the Trait is purchased. Each reroll in a Trait costs 1 point, while each die costs 2 points and each success costs 4. A Trait can have both dice and successes, but it can only have up to a maximum of 5 in total.

Each Trait describes something about who the character is that can come up over the course of an adventure, and that constitutes both an advantage and a disadvantage; for example, Josuke's rage at having his hair insulted would grant him a bonus on Damage and Defend rolls, but a penalty on Aim and Avoid rolls, and since his rage blinds him, it might trigger Wit rolls to detect his enemies even in situations where these rolls would normally be unwarranted(though, as seen when he fought Rohan, this could actually work to his advantage). Similarly, Polnareff's drive to avenge his sister would grant him a bonus on Aim and Damage when he knows J. Geil is near, but a penalty on Composure.

There's no hard rule for how often any given Trait might come up, but it's probably a good idea to consider making more powerful Traits plot-sensitive or hidden deep within a character, and unlikely to come up under normal circumstances. This is because, as much of an advantage as a character gains from a Trait, it's also a disadvantage that the GM can use against them. It's therefore better to save larger bonuses for climactic moments, and even then it can be a risky gamble. If Caesar Zeppeli were a character in this system, his grudge against the Pillar Men would be a powerful Trait indeed, and one that ultimately cost him his life.

Plot-Sensitive Traits: Some Traits are tied to the events of the plot, and sometimes, sideplots relating to characters get resolved in the course of play. Of course, this logically renders their related Traits useless after the fact. A character whose Traits are rendered obsolete in this way gains back the points they spent on the Trait at creation, and those points can be spent on another Trait or Traits to replace the old one. Of course, it's likely that a character completing a story arc is rewarded with build points, and these can be spent on replacement Traits as well.

<==Combat Mechanics|

Initiative: At the start of combat, all participants roll Wit+Speed. The amount of successes determine the order of play, with the character with the most successes going first, and the character with the least going last, and ties being broken as if between contested rolls. Their amount of successes is recorded in the Initiative list. When a character joins an ongoing combat, they make an Initiative roll and slot into the Initiative order wherever their roll places them. Everyone gets their turn, and once the first participant gets to act again, a round is considered to have passed. If a character initiates combat with a surprise attack, they get to make their attack before Initiative is rolled. In any time-sensitive situation, the characters might have to roll Initiative, though combat is probably the most common one. If a character wants to delay their action until later in the Initiative order, they may do so, though this alters their position for the rest of the combat.

Jean-Pierre Polnareff and Mohammad Avdol face off behind a restaurant in China. Tension is thick in the air as they call forth their Stands; the other Crusaders look on, but the fighters have agreed to make it an honorable duel. Avdol rolls 8d10; 5! Polnareff rolls 6d10; 3! Avdol wins the initiative!

Actions: In combat (and other time-sensitive situations), each character typically has three actions available: Movement, a User action, and a Stand action. Stand movement and User movement are carried out together during the Movement phase. Typically, a user can move 10 meters (5 tiles) per round, and by default a Stand is assumed to occupy the same square as the user, though most Stands are capable of movement within their range. A Stand's movement is relative to its user, but if the user moves, a Stand can stay still as long as it's still within range of its user. A Stand's Speed grants it movement speed as follows:

E Rank: 6 m/rd (3 tiles)

D Rank: 10 m/rd (5 tiles)

C Rank: 20 m/rd (10 tiles)

B Rank: 40 m/rd (20 tiles)

A Rank: 60 m/rd (30 tiles)

Conditions and Advantages: In the course of a Bizarre Adventure, a character often suffers injury or experiences mental trauma. These setbacks are represented in-game by Conditions. Conditions are narrative in nature, and penalize or inhibit a player who tries to take an action that the Condition in question would logically interfere with.

There are two kinds of Conditions: Hard Conditions and Soft Conditions. Hard Conditions make certain actions flat-out impossible, and barring healing from special abilities, tend to be permanent. Soft Conditions give a penalty in dice on rolls for actions connected to them, and are measured in Ranks. Each Rank represents one die. By default, unless a Condition is specifically referred to as a Hard Condition, it's a Soft Condition. **If the penalty from a Soft Condition reduces a dice pool to zero, it renders the action in question impossible for the time being. If a Soft Condition reaches 3 Ranks, it becomes a Hard Condition. If a Hard Condition would only partially affect an action (like a missing arm for an action that benefits from the use of both arms), it's treated as a 2-die penalty.** However, if a Condition is specifically referred to in the rules as a Soft Condition, it doesn't become a Hard Condition when it reaches its cap.

If multiple Conditions apply to the same roll, use the highest-ranking Condition.

There are several types of Condition.

Injuries are Conditions inflicted by physical damage from attacks, and represent things like damaged body parts. They generally linger, but can be removed with healing methods. Hard Injuries can be difficult to remove, though, and generally represent maimings.

Shocks are mental or psychological Conditions, inflicted by intimidation or some mental attacks.

Afflictions are Conditions inflicted by special attack properties. Attacks that inflict these inflict one Rank per Hit up to their cap, though a dodge attempt will negate one Hit with each Intercept.

Some Conditions are created by circumstance. These are just called Conditions.

Advantages: Advantages are the opposite of Conditions. A rank in an Advantage grants you an extra die on any applicable rolls. Advantages can be situational in nature and caused by clever exploits on the part of the character enjoying them, or can be bestowed directly by Stand abilities. A character might gain an Advantage by cleverly laying traps with Hamon-infused string, or by using their Stand to grow an extra pair of arms for punching.

When a Condition and an Advantage would apply to the same roll, their Ranks cancel each other out. When appropriate, an Advantage might just mean removing a rank from an existing Condition. **If a dice pool is brought to zero or below, Advantages can bring it back up, restoring the character's ability to function.**

Defeat and Death: Every character has a hard limit on how much punishment they can take and keep on fighting. It's a character's User stats that determine where this limit lies.

A character has a pool of Life Force, determined by the following formula: $5 + \text{Bulk} * 3$. This indicates how many points of damage they can take before being rendered incapable of fighting. If a character has no Bulk pool, they can use their Durability pool instead. If a character takes damage exceeding this limit, the character is declared RETIRED, and is out of commission for the rest of the campaign unless a Stand or similarly supernatural ability heals them. Plot allowing, extensive medical care can also restore a character.

If a character is RETIRED, and takes at least their Bulk in more damage, the character dies.

Of course, as mentioned above, a character can avoid RETIREMENT by taking a Rank or Ranks in another Condition instead of an existing one. But there are limits to this tactic, since it hinders their abilities.

Attacking & Defending:

Terms:

Total Damage/Defense A character's Damage/Defense stat, plus any bonuses.

Hit A success on an Aim roll.

Intercept A success on an Avoid roll.

Wounds Life Force damage.

Injury A Condition caused by physical harm.

When an attack is made, first the attacker chooses whether to deal wounds or an injury. Then, the defender chooses to dodge or block the incoming attack. If the attacker deals an injury, the nature of the injury is arbitrated by the GM; though the attacker can try to deal a specific injury, the defender's method of defense and how well they roll can result in a different one at the GM's discretion.

If the defender dodges, roll Aim vs. Avoid. If Hits outnumber Intercepts, the attacker deals their Total Damage for each Hit they score, and the defender reduces the total incoming damage by their relevant Defense stat.

If the defender blocks, roll Aim vs. Avoid. Each Hit deals the attacker's Total Damage, and each Intercept reduces one Hit's damage by the defender's Total Defense. The defender then reduces the remaining incoming damage by their relevant Defense stat.

If the attacker rolls **OVERPOSE**, the incoming attack deals both wounds and an injury, using the same die results for both. If the defender rolls **OVERPOSE**, they get to make an instant counterattack.

*Avdol opens with a series of punches from Magician's Red, rolling 4*4 to wound and scoring 3 Hits. Silver Chariot easily dodges all of them, rolling 5d10 and scoring 3 Intercepts.*

*The next round, Silver Chariot comes back at Magician's Red with a flurry of slashes and stabs from its sword. It rolls 5*4 to wound and scores 4 hits; Magician's Red tries to block, rolls 4*4, and scores 3 Intercepts.*

Magician's Red suffers 4 incoming Hits, each worth 4 damage. Its 2 Intercepts each reduce an incoming Hit by 4, nullifying all but 2. This leaves 8 incoming Life Force damage, which Magician's Red's Durability reduces to 4. Avdol takes 4 damage from the attack.

Stand Guard: As long as a defender's Stand is capable of blocking and either occupies the same square or isn't out, and the defender is conscious and able to use their Stand, they occupy a state called Stand Guard. While Stand Guard is active, a Stand User can use their Stand to block incoming attacks. The Stand is technically considered the target for these attacks, though it doesn't make a difference by default. In combat, Stand Guard can be triggered a number of times per round equal to the Stand's Speed and refreshes on the User's turn.

Stand Clashes: A defender's only options aren't confined to blocking and dodging, however. In melee, a defending character can choose to initiate a Stand Clash. This is a furious exchange of blows, and it's riskier than a straightforward defense. In a Stand Clash, two rolls are made: The first is Speed vs. Speed, and the second is Precision vs. Precision. In each of these rolls, for the purposes of determining damage, whoever gains more successes is treated as the attacker, and the defender is treated as if they were blocking; the result is that each character involved could potentially both give and deal damage in a Stand Clash.

*The next round, Avdol goes on the offensive again, rolling 4*4 for wounds. Polnareff decides to initiate a Stand Clash. Polnareff and Avdol roll 5 vs. 4 for Speed. Polnareff gets 2 successes, beating Avdol's 1.*

Next, they roll 4 vs. 3 for Precision. Polnareff gets 3 and Avdol gets 2.

The result is treated as 5 Hits on Polnareff's part and 3 Intercepts on Avdol's part. Avdol takes 4 Life Force damage.

"Mental Combat": In addition to physical struggles, characters in Bizarre Adventures occasionally fall into conflict by social means. Though blows aren't necessarily exchanged, these situations are similar to combat in enough ways that the system functionally treats them like combat. Unlike physical combat, this "mental combat" doesn't require an initiative roll; usually, it takes place during conversations, in which the order of action arises organically, or in situations like games, in which the rules of the game decide the order of action. If, however, an initiative roll is required, it only uses the participants' Wit pools.

"Mental combat" can cover many different situations, but most of the time, it refers to one of two things: Bluffing and intimidation. Both involve contested rolls, and both can be used in Combat as a User action.

Bluffing:

To bluff, roll Composure vs. Wit. If Composure gains more successes, the bluff works.

Feinting(Combat Bluffing):

To feint, roll Composure vs. Wit and remove the number of Wit successes from the number of Composure successes. The remaining number, if positive, becomes a dice penalty on the target's next Avoid roll.

Surprise Attacks(Combat Bluffing):

If a target with Stand Guard is unaware of an attacker, the attacker can attempt to bluff them. If the attacker succeeds, they can bypass the target's Stand Guard.

Intimidation(In Combat):

Intimidation is a form of direct psychological attack. It can be used in or out of combat, but it cannot inflict wounds, and can only inflict mental Conditions, called shocks. Shocks cannot be Hard Conditions, but they do have the 3-rank cap. If a character hits the cap in a number of shocks equal to their Composure, they are RETIRED for the session. However, each character loses shock ranks at a rate of 1 per round(10 per minute).

Intimidation works like a standard attack, but it uses different stats: Menacing for Damage, Wit for Aim and Avoid, and Composure for Defense.

Intimidation(Out of Combat):

Out of combat, a target can be coerced into performing an action by hitting the cap in at least one shock. A target remains intimidated and controllable as long as at least one of their shocks is at its cap. This condition doesn't carry over into combat, though the shocks remain.

Mind Control(Imposing and Resisting):

Mind control abilities are uncommon in Bizarre Adventures, but when they occur, they often require a roll of Menacing vs. Menacing. If the controller has more successes, they're able to control the victim; if the victim has more successes, they can break free. The victim has a chance to break free on each of their turns, before taking any actions.

*Realizing that he can't win in melee, Avdol has Magician's Red retreat to a safe distance. Then it attacks from afar with its special move: Crossfire Hurricane. This sends an ankh-shaped flame at Silver Chariot, and Avdol rolls 4*6 for wounds+Burn.*

It's a formidable attack, but Silver Chariot's sword is even sharp enough to cut flames, and Polnareff has a chance to block it. Predictably, he succeeds and flings the flames onto a statue, carving it into a statue of Magician's Red in mockery.

*He uses his User Action next turn to make an Intimidate attempt, rolling 1*4! He scores a Hit, and Avdol rolls 4*4 to resist it, scoring 1 Intercept and keeping a level head.*

A round later, Avdol attacks Polnareff with Crossfire Hurricane again, and Silver Chariot deflects his flames right back at him!

However, that was Avdol's plan all along. He'd actually used his User action to Bluff Polnareff into deflecting those flames at the statue he'd carved earlier, rolling 4d10 vs. Polnareff's 1d10. He'd succeeded, tricking Polnareff into destroying his own statue and thinking it was the real Magician's Red. From the end of the turn onward, all it takes is a little acting and some conjured fire an inch away from his own skin, and Avdol is perfectly in position to get the drop on Polnareff.

Attack Properties:

In Bizarre Adventures, there are many different kinds of attacks, and they can function in many different ways. Though some attacks are utterly unique, there are plenty of quirks that can be loosely lumped together as Properties.

Burst: Burst attacks affect anyone in an adjacent square to the target. They always use Speed for Avoid and Power for Damage.

Burn: Burn attacks are ones that deal damage over time, and they're often quite deadly. If an attack with Burn inflicts wounds, it also inflicts 1 rank per Hit in a Condition called Burn, which deals 1 wound per rank every round. If it inflicts an injury, that injury progresses by 1 rank every round, and once it hits its cap the target gains 1 rank in the aforementioned Condition. These effects remain until the source of the Burn is removed.

Clumsy [x]: Attacks with this property are easy to avoid, and grant their targets a number of additional Intercepts(rarely over 1).

Feeble [x]: Feeble attacks treat the target's Defense as if it's raised by the indicated amount.

Feedback: Attacks with the Feedback property are passive and inflicted on whoever within their range lands an attack on their source. They use no Aim stat of their own; instead, each Hit inflicted by the enemy's attack counts as a Hit for the Feedback attack, but inflicts the Feedback attack's Damage. The enemy can neither dodge nor block a melee Feedback attack, but still reduces incoming damage by their Defense stat.

Immobilize: Immobilize can replace or supplement Damage on an attack, allowing it to somehow prevent the target from moving. Immobilize works like Damage, except that it doesn't deal wounds or injuries, instead dealing a temporary Condition called Immobilized. Immobilize can be resisted by Power or Bulk instead of typical Defense stats. A character can also choose to Immobilize with melee attacks, they just aren't usually used that way.

Inhaled: An Inhaled attack affects anyone who breathes it in. When the attack is made, the target can Dodge to hold their breath in time. From that point on, as long as they're within the affected area, they can roll Bulk to keep holding their breath. The Urgency starts at 1, but increases by 1 every round. When someone fails their Bulk roll, they're affected by the attack and cannot block or dodge.

Piercing [x]: Piercing attacks treat the target's Defense as if it's lowered by the indicated amount.

Psych: This property is applied to Afflictions themselves, and indicates that they're mental in origin and also count as Shocks.

Ranged: Ranged attacks can hit targets far away, and generally do so using projectiles. Ranged attacks can hit things up to 32 tiles(64m) away without penalty, but take a threshold penalty of 1 for each rank beyond, as follows: 1=64(128m), 2=128(256m), 3=256(512m), 4=512(1,024m), 5=1,024(2,048m). So a ranged attack takes a -2 threshold penalty against a target 150 tiles(300m) away, for example. Most ranged attacks made by a Stand are limited by that Stand's Range stat.

Reach [x]: Reach attacks can affect targets not directly adjacent to the attacker. At rank 1, Reach attacks can hit targets 1 tile(2m) away, but each rank doubles the reach of the rank before it, so that 1=1 tile, 2=2 tiles, 3=4 tiles, 4=8 tiles, and 5=16 tiles. Most reach attacks made by a Stand are limited by that Stand's Range stat.

Requires [x]: Attacks with this property cannot function unless the target is affected by the Condition in question.

Sneaky: Sneaky attacks can be used to make Surprise Attacks even when the target is aware of the attacker.

Stun: In addition to wounds or injuries, Stun attacks inflict 1 rank per Hit in a Condition called Stun, which affects the target's ability to move, penalizing their Aim and Avoid pools. Once Stun reaches its cap, attacks and abilities treat it as Immobilize. Stun can be removed by rolling Bulk, treating its ranks as Urgency, or by the use of an appropriate healing power. Rolling to remove Stun is a Move action, and while meeting Urgency removes a single rank of Stun,

Sure [x]: Attacks with this property are difficult to avoid, and ignore [x] Intercepts(rarely over 1).

Undodgeable: Some attacks originate from the target itself or only require the target to meet certain conditions to be affected. These attacks are Undodgeable, and all attempts at dodging them will fail.

Unblockable: Some attacks affect their target on contact or otherwise ignore their Durability. Attempts at blocking Unblockable attacks always fail, allowing the attacks to deal full damage without any reduction from Durability or Interceptions, though they can still be dodged.

*Appearing dead by his own flames, Avdol strikes with Crossfire Hurricane the moment Polnareff's guard is down. This is a surprise attack, letting it bypass Polnareff's Stand Guard completely. Avdol rolls 4*6 to wound+Burn, scoring 2 successes and gaining an extra 2 for using a Stand attack on a User. His attacks also deal 2 extra damage. Polnareff blocks with 4*5 and gets 4 successes! The incoming 32 damage is reduced first to 12, then to 7, but it's too late; Polnareff's block did nothing to protect him from its Burn property.*

He takes 3 Ranks in Burn, causing him to start losing 3 Life Force per round. He collapses on his back. He and his Stand's bodies appear wreathed in flame. It appears that if Polnareff isn't already dead, he soon will be...

<=Urgency\|

Urgency Tiers: As you know, Urgency is a number that represents how difficult a given task is, specifically in the form of how many successes are required to complete it. Because Stands have a higher baseline than humans, and they're capable of greater feats, they treat Urgency differently. Stands treat Urgency as if it's 2 ranks lower than User Urgency. However, certain effects can change how Stats interact with Urgency.

Urgency Descriptions:

Urgency 1: Easy and probably not worth rolling; Drinking iced tea in D'Arby's bar

Urgency 2: Standard challenge level

Urgency 3: Difficult task

Urgency 4: Dire situation(Standard for Stands)

Urgency 5: Near-impossible for humans(Difficult for Stands)

Urgency 6: Impossible unaided(Dire for Stands)

Urgency 7: Near-impossible for Stands

Cross-Tier Contested Rolls:

To represent the disparity in power, in contested rolls between Stand Stats and User Stats, Stand Stats gain an extra 2 successes. This bonus also applies to User Stats with Stat-Tier Urgency.

Unconventional Characters:

Unusual Stand Types:

There are stranger kinds of Stands than the conventional punchghost type. Though most Stands adhere to the same basic rules (can only be seen by Stand users, can only be damaged by Stands, share damage with user), there are a few subcategories that operate on different sets of rules.

Bound Stands

Bound Stands are Stands that manifest by possessing a physical object or substance, rather than having a distinct spiritual body. They can affect Stands, but their physical nature changes the way they function in a number of other ways. Bound Stands don't transfer damage; a Bound Stand has its own Life Force and Conditions, using its own Durability rather than Bulk.

When a Bound Stand is destroyed, the User survives, and the Stand can be conveniently re-summoned whenever the appropriate object or substance is nearby. However, unlike regular Stands, Bound Stands can be damaged by physical force, and they're visible to non-Stand-users. Bound Stands are often very simple, with their abilities often being logical consequences of whatever they're made out of.

Automatic Stands

Automatic Stands are Stands that act on their own accord, without their Users' direct input. Often, they're given generalized instructions and left to their own devices in order to accomplish their goal. Unfortunately, they're not usually very smart, and generally follow a predictable pattern. Like Bound Stands, Automatic Stands don't share damage with their users.

They can be re-summoned when destroyed, and unlike Bound Stands, don't require any materials. They also aren't restricted by their Range stat; it only dictates the range of their abilities and their projectiles, if they have any. However, the Stand user can't share their senses, and therefore might not know when the Stand has been defeated. Automatic Stands aren't recommended for player characters.

Independent Stands

Like Automatic Stands, these are stands that act on their own. Unlike Automatic Stands, Independent Stands can think for themselves. Someone playing an Independent Stand User is essentially playing two characters at once, and the GM might take the role of their Stand instead. Usually, an Independent Stand will probably function as normal, but they can disagree with their Users, and have mental vulnerabilities of their own.

An Independent Stand gets its own pools in Wit, Composure, and Menacing, and it gets a pool of points equal to half its User's stat pool to spend on them. It also gets 10 extra points to spend on Traits of its own. However, it does share damage with its user, and an Independent Stand is vulnerable to psychological attack. An Independent Stand has its own Mental Condition capacity, derived from its own Composure pool.

Collective Stands

Most Stands only have a single body. Collective Stands, however, have many small bodies. This means that just about everything they do is a collective effort, and they have some unique mechanics to reflect that.

A Collective Stand has something called a Swarm Rating, which ranges from E-A. This can be an

abstract representation of its numbers, of how coordinated they are, or of a combination of the two. It's bought at character creation, costs points the same way as Stats, and grants a reroll bonus on Avoid checks, Composure checks to make Sneak Attacks, Immobilize attempts, and any other rolls that benefit from the Stand's collective nature. In addition, all Collective Stands' basic attacks have the Sneaky property. However, each time the Stand takes 3 wounds or a Condition on the Stand reaches its cap, this bonus is reduced by 1.

A Collective Stand is also not penalized by any injuries accrued by its user.

Object Stands

Object Stands, simply enough, are Stands that don't move on their own power. They take the form of inanimate objects, and need to be manipulated directly by their Users in order to be useful. In a sense, their Users are actually wielders. They usually can't engage in Rushes, don't grant Stand Guard, and can't move away from their Users. Often, using them involves rolling the User's Stats in conjunction with the Stand's own.

These drawbacks do come with an advantage in that they're often better for stealth against Stand users. However, Object Stands are a broad enough category that they're difficult to codify in the rules. A player with an Object Stand should discuss it with their GM, though as a general rule, an Object Stand's stats are parameters for the abilities it lets its user access; a ranged Object Stand can't scout like a traditional high-Range Stand, but it can probably shoot projectiles.

Object Stands are easily confused with Bound Stands, but they're distinguishable in two ways: Bound Stands are physical, but usually mobile (like Wheel of Fortune or Strength), while Object Stands are spectral inanimate objects (like The Emperor). Of course, a Stand can be both at once, in which case it takes the form of a physical inanimate object (like Anubis).

ACT Stands

There are some Stands that grow over the course of their Users' adventures, unlocking multiple forms with different Stats and Abilities. An ACT Stand has a Stat pool 10 points smaller than another Stand of its power level, but not all of its cost is in points. At character creation, a character who is planned to have an ACT Stand takes several special Traits, called Setbacks. A Setback costs no points to take, though its cost should be recorded. A Setback is unique in that, unlike other Traits, it can only be used against the player. Setbacks represent deep-seated psychological issues, and as the character works through them, they get to remove them from their character sheet at points in the story deemed acceptable by the GM.

However, when Setbacks are removed, they aren't replaced with different Traits. Instead, they're replaced by a new form of the character's Stand. This form shares its name with the first form, followed by "ACT (form number)". In addition to the original size of their Stand pool, the character gets to add the cost of their Setback, recorded earlier, to the points they put into the new ACT. Rather than growing in a linear fashion, each ACT only adds their starting Stand pool to the cost of the Setback they conquered to gain the ACT. The main benefit of gaining a new ACT isn't a growth in power, it's an expansion of options.

Once a character has gained a new ACT for their Stand, they can always switch back to an earlier ACT. However, doing so mid-combat can only be done once per turn. At the GM's discretion, stunts involving multiple-ACT switching within a round can be accomplished if the player succeeds at a Speed roll, using the lowest Speed stat among the ACTs involved.

An ACT's ability should have some thematic connection to the previous ACT's ability, and all ACTs should

be planned out and built prior to the campaign, though the GM might be the one doing the building if they're connected to some kind of secret in the campaign's plot. A character can take several Setbacks per ACT, though each should be labeled with the ACT it pays for.

Suit Stands

Some Stands don't take the form of a separate body, but a suit that envelops the user. Of course, a Stand like this can't move away from its user; for Suit Stands, the Range stat instead describes the range of their Abilities. Effectively, Suit Stands let their users apply their Stand stats to their own bodies.

The main benefits of these Stands are that they give the user greater mobility and defense. A Suit Stand grants its user the movement speed granted by the Stand's Speed stat, and its Stand Guard cannot be bypassed(though a Suit Stand user has no Stand Guard when the suit isn't manifested).

In addition, when a Suit Stand user blocks, the result is always treated as if at least three Interceptions occurred. However, Suit Stands always have a weak point. Once an enemy deduces a Suit Stand's weak point, attacks on the Suit Stand that use Precision or Poise ignore one Interception.

Combination Stands

It's entirely possible for a Stand to be a combination of types at once. For example, Anubis is a Bound Stand, an Independent Stand, and an Object Stand; Echoes is an ACT Stand that becomes an Independent Stand in its third form; and Sex Pistols is an Independent Stand with Swarm Rating 1.

Other Power Sources:

The rules so far assume that characters are Stand users, but Stands aren't the only source of power in Bizarre Adventures. Generally speaking, other power sources use the same stats as Stands and grant **Gimmicks** instead of Abilities, representing specialized application of a broader skill or power. Alternate power sources don't grant Stand Guard, and whether they grant awareness of Stands is up to the GM. Generally, they each have some other conditional benefit instead.

If a character has multiple power sources, they split their points pool between their power sources.

Vampirism

In Bizarre Adventures, vampires are generally humans who donned an ancient stone mask and exposed it to blood, activating spikes that pierced their brain to hit pressure points and awaken their hidden potential. These vampires' abilities all derive from superhuman bodily control, and their Gimmicks indicate what they're capable of doing with their warped flesh.

Vampires live by feeding on human blood, and unlike traditional vampires, they do this by reaching into their victims' necks and momentarily fusing their hands with their arteries.

A vampire regenerates 1 Life Force per round, but they can instead choose to remove 1 rank from any injury at will as long as the necessary pieces of their body are within reach.

They can also drain blood from an immobilized opponent. Every turn that their victim fails to escape, the vampire can heal Life Force or injury ranks equal to the damage they deal to them with an attack.

Sunlight is treated as an unblockable Damage 10 attack by vampires.

Against Hamon, a vampire's Defense has a -1 penalty.

Head injuries taken by vampires twice as long to regenerate, and regenerate half as much from draining blood(rounding down).

Vampires have a state called **Perfect Body** that allows them to add their Vampire stats to their User stat pools, though the resulting pool still uses User Urgency. They lose Perfect Body when affected by

Hamon, sunlight, or a head injury.

Pillar Men

The Stone Mask itself was created by the Pillar Men, an ancient race of beings similar to vampires. Like vampires, Pillar Men are weak to the sun and Hamon, but unlike vampires, Pillar Men have developed counters to these weaknesses. Like vampires, Pillar Men also have Gimmicks derived from superhuman control over their bodies.

Generally speaking, Pillar Men are FABULOUS Power Level.

A Pillar Man regenerates 2 Life Force per round, but they can instead choose to remove 2 ranks from any injury at will as long as the necessary pieces of their body or replacements are within reach.

They can also feed on a target by fusing with their flesh. This is an Unblockable attack that allows the Pillar Man to heal Life Force or injury ranks equal to the damage they deal. However, the attack is not Unblockable with Stand Guard, and Hamon Breathing grants immunity to this attack.

Sunlight is treated by Pillar Men as an Unblockable Damage 5 attack with Stun, and 3 consecutive rounds' exposure forces them into an immobile, unconscious stone form as a survival mechanism.

Like vampires, Pillar Men have **Perfect Body**.

Hamon

Fortunately, a counter to vampirism exists in the form of Hamon, an ancient breathing technique that allows its practitioners to generate the energy of sunlight by matching its wavelength with the rhythm of their breathing. Typically, it's used as a healing technique, but it's also quite effective against the undead. Hamon users' Gimmicks describe specialized variants on Hamon or unique tricks and applications they find for Hamon and incorporate into their fighting style.

Hamon users have a state called **Hamon Breathing** that allows them to use their Hamon. They lose Hamon Breathing if they can't breathe.

A Hamon user can attack with Hamon-charged strikes(using their User Stats) or channel Hamon into an immobilized enemy(using their Hamon Stats). In any case, Hamon attacks have the Stun property against anyone and the Burn property and +2 Damage against the undead.

In addition, as long as they have Hamon Breathing, a Hamon user can recover 1 Life Force or remove 1 rank in a soft injury per round. They can also use their Hamon's Durability for Defense and deal Feedback Hamon damage to any enemies who directly touch them.

Hamon can be used to actively heal a living target. This works like a Hamon attack, but instead of dealing damage, it heals it.

Spin

In the courts of Naples, executioners developed a medical art from the rotation of objects in accordance with the Golden Spiral. Originally, this was to ensure that they could deliver a dignified and painless death, but it developed into a generalized healing technique, and then into a combat technique. Spin Gimmicks generally relate to how a Spin user's learned to manipulate the human body, or a specialized application of the rotation itself.

Spin-imbued projectiles keep spinning after impact and can transfer Spin energy into other objects,

allowing Spin-users to set traps even when they miss and make Surprise Attacks even when their targets are aware of them. All Spin attacks also have the Stun property.

Spin users have a state called **Golden Rotation** that stays in effect as long as they can see the Golden Spiral. To the trained eye, this Spiral is visible in complex natural structures and beautiful works of art. As long as they can see it, their attacks ignore 1 Intercept, and certain aspects of Abilities and Gimmicks may become usable. Spin-users without eyesight might have different ways of accessing Golden Rotation. If a Spin-user loses Golden Rotation, they must make a Wit check to find the Golden Spiral again; the GM sets the Urgency depending on their surroundings.

Rock Human

A mysterious race of strange humanoids with the ability to assume a rock-like form in which their biological functions stop. We still don't know much about them.

Cyborg

While there may have only been one canon source of this, it will be included for if people want to run a more Sci-fi JoJo game. These characters would have various limbs replaced with mechanical counterparts and maybe have some hidden gadgets inside their body. Cyborgs come from the drive of people to surpass their fellow man. In settings that aren't Sci-fi it is very likely these individuals would be part of (or were part of) a world government.

Stats for Cyborg characters would be pretty straight forward. Power is the strength of them, used for things like machine fist punching and chest cannon launching. Speed could be used to launch something quickly or even a rapid fire machinegun. Range is how far all these augmentations may go, most would be on the lower end though. Durability would be just how tough your metal is. Precision could be for more aim required cybernetics such as a laser eye or grapple arm. Finally Learning could be for slight modifications made and removing a rank could be useful for gaining a whole new device.

Custom Power Sources

Non-Human characters:

Not all characters in Bizarre Adventures are human or even humanoid. Some characters are animals or even maybe aliens. These characters get a Gimmick that reflects their species and whatever abilities they might have as a result; a falcon might have flight, while a dog might have a superior sense of smell. If their species gives them weaknesses, these might come in the form of a Trait or in the same fashion as a vampire or Pillar Man's weaknesses.

Character Sheet:

Under "Attacks:" Aim or Damage figures that count as Stand-tier are to be marked with an asterisk.

Character Name:
Stand Name:
Role:

Power Source(s):
Power Level:

COMBAT STATS:

Life Force: _/_
Shock Limit: _/_

Stand: _

Stand: _d10

Learning: _/_
Style: _/_

Defense:
User: _
Avoid:
User: _d10

Mental: _

Mental: _d10

Attacks:
(Attack Name): _d10 Aim, _ Damage, (properties)
(Attack Name): _d10 Aim, _ Damage, (properties)

Stand Stats:

Power _ (_d10; _ Dam)
Speed _ (_d10; Aim/Avoid)
Range _ (_m; _ tiles)
Durability _ (_d10; _ Def)
Precision _ (_d10; Aim; _ Dam)
Learning _ (_ burns/session)

User Stats:

Bulk _ (_d10; _ Dam/Def; Life Force __)
Style _ (_ burns/session)
Wit _ (_d10; Ment Aim/Avoid)
Composure _ (_d10; _ Ment Def; Shock Limit _)
Poise _ (_d10; Aim/Avoid)
Menacing _ (_d10; _ Ment Dam)

Stand Ability: (Ability Name)

(ability description)

Traits:

(Trait Name) (modifiers)

(trait description)

Example Characters:

DIO(Part 3)

Character Name: Dio Brando

Stand Name: The World

Role: Evil Overlord

Power Source(s): Vampirism, Stand

Power Level: FABULOUS

COMBAT STATS:

Life Force: __/20

Shock Limit: _/4

Learning: _/4

Style: _/4

Stand: 5

Defense:

User: 5

Mental: 4

Avoid:

Stand: 5d10

User: 5d10

Mental: 4d10

Attacks:

Stand Rush: 5d10 Aim, 5 Damage

Unarmed: 5d10 Aim, 5 Damage

Stand Stats:

Power A (5d10; 5 Dam)

Speed A (5d10; Aim/Avoid)

Range C (20m; 10 tiles)

Durability A (5d10; 5 Def)

Precision B (4d10; Aim; 4 Dam)

Learning B (4 burns/session)

User Stats:

Bulk A (5d10; 5 Dam/Def; Life Force 20)

Style B (4 burns/session)

Wit C (3d10; Ment Aim/Avoid)

Composure B (4d10; 4 Ment Def; Shock Limit 4)

Poise A (5d10; Aim/Avoid)

Menacing A (5d10; 5 Ment Dam)

Stand Ability: Time Stop

The World is capable of completely stopping time, only permitting DIO to move within the frozen time. DIO can stop time for 5 seconds before it resumes again, though he can extend the length of this time by draining Joestar blood. If he has Stand Guard, he can activate Time Stop while being attacked, allowing him to treat his Avoid roll as if it had a minimum of one Intercept for each second of duration.

Time Stop always allows the user to bypass Stand Guard when activated, and melee attacks within the frozen time are treated as if the target failed a dodge attempt. At every 2 seconds of duration, Time Stop grants the user one extra Stand action, User action, or Move. Every 6 seconds, instead of extra actions, the user gains an entire extra turn.

DIO's Time Stop requires at least one round between uses.

Vampire Abilities:

DIO regenerates 1 Life Force per round, but he can instead choose to remove 1 rank from any injury at will as long as the necessary pieces of his body are within his reach.

He can also drain blood from an immobilized opponent. Every turn that they fail to escape, DIO can heal Life Force or injury ranks equal to the damage he deals to them with an attack. This attack must be made by DIO himself, not his Stand.

Vampire Gimmick: Flesh Bud

DIO can turn his hair into tentacles that implant flesh buds into people's foreheads, which grow into their brains and turn them into his minions. Anyone with a flesh bud in their head is loyal to DIO, and at any time, DIO can choose to instantly kill someone with a flesh bud in their head. In order to use this ability on

someone, they must be willing or RETIRED.

Vampire Weaknesses:

Sunlight is treated as an unblockable Damage 10 attack by DIO.

Against Hamon, DIO's Defense has a -1 penalty.

Head injuries take twice as long to regenerate, and regenerate half as much from draining blood(rounding down).

Traits:

Savior of the Wicked (1succ)

DIO is seen by himself and his followers as a messianic figure, inspiring great loyalty in them and arrogance in himself. He has the commanding, almost hypnotic presence to match this reputation.

Joestar Grudge (3d)

The one person DIO has ever respected was Jonathan Joestar, and the only thing he fears is his bloodline. His strongest drive is to triumph over the bloodline in question, and he fixates on it.