



Jojo's Bizarre Adventure: Stand Supplement

By Pokebrat_J

All across the world, there have been supernatural phenomena that mystified humanity for millennia. Reports of impossible events following certain people, which no ordinary person has been able to figure out. You, though, know exactly what kind of power this is, and even have it yourself.

The power of the「Stand」

Stands are psychic manifestations of one's psyche and fighting spirit, whose appearance and abilities often reflect their user. The population of Stand Users has often been small, for few are able to muster up the will or have the opportunity to manifest their own Stands. They come in all shapes and sizes, but have a few commonalities. They cannot be seen or harmed by non-Stand users, and any damage they receive will reflect onto its user, though as always there are exceptions.

This Supplement may be used alongside any Jojo's Bizarre Adventure Jumps to design a Stand for yourself. This could, alternatively, be used as an Out of Context Jump, letting you become the sole Stand user in a world devoid of them.

You receive **1000 Stand Points** to help you design your Stand.

Stand Type:

All Stands fall under some kind of archetype, with their own advantages and disadvantages. You may choose only one type for your Stand to be.

Automatic: A unique kind of stand that can be summarized as “fire and forget,” in that it will only activate once certain conditions are met, and will go about performing a certain function until it either completes its task or is defeated, with you having no control over the Stand whatsoever. To make up for this, unlike with every other type of Stand, you will not share any damage afflicted to your Stand, nor will destroying it result in your death. Your Stand will have its Durability and Range increase in Tier, but will see its Precision reduced. Examples of this kind of Stand are Black Sabbath and Survivor.

Bound: Though they are spiritual in nature, there are some Stands that have more of a physical presence to them. Your Stand is one of these unique ones that can only be manifested through combining with a pre-existing object. This could be anything, from a weapon to a car to even an entire building. Your Stand will have its Durability increase by two Tiers, your Power by one, and your Speed will be reduced by one Tier. However, the drawback **[I Can See Clearly Now]** is now mandatory, and cannot be removed. Examples of this kind of Stand are Strength and Sugar Mountain.

Close-Range: The classic Stand, and perhaps the most iconic type. These are simple in their specialization, that being getting close to a target and overwhelming them with sheer brute force. Though its simplicity is a strength all on its own, it is at a disadvantage against more tricky or indirect types of Stands. As one may expect, their Stand's Power and Speed will increase by one Tier, at the cost of a reduced Range. Examples of this kind of Stand are Star Platinum and Diver Down.

Colony: Whereas most Stands take the form of a singular entity, there are those that take on the form of a small collective. Whether it is a sign that something in their life is missing, or that they are fundamentally broken people is unclear, but it does have the benefit of not killing you if one of its bodies is destroyed, just injured, though destroying all will result in your death. Your Stand will benefit from its Speed and Precision increasing by one Tier, while its Power is reduced by one. Examples of this kind of Stand are Harvest and Metallica.

Integrated: Though Stands are a reflection of its user's own psyche and soul, few are as literally a part of their user as yours is. Instead of manifesting as a representation of your psyche that stands by your side, your Stand is, in actuality, fused with your body. The only signs of it being manifested are the various effects it has on your body, or maybe even a few marks appearing on your skin similar to tattoos. Your Precision will be increased by two Tiers, and your Power by one, at the cost of your Range being permanently reduced to **[None]**. Examples of this kind of Stand are Love Deluxe and Scary Monsters.

Long-Distance: There are those who prefer to be direct, to get up close and personal when dealing with their problems. As is clearly evidenced by your Stand, you are not one of them. They are typically utilized by setting up favorable ambushes or dealing with a target long before they can retaliate. As is to be expected, your Range will be increased by two Tiers, while your Durability will go down by one. Examples of this kind of Stand are Hierophant Green and Aerosmith.



Attributes:

Power: This measures how much physical power your Stand can exert by itself separate from its ability, as well as its capability to cause destruction in a given period of time.

None [+200]: Your stand is physically incapable of doing anything to a target without the use of its ability. It couldn't even lift up a piece of paper without your direct involvement.

E Rank [+100]: The strength of your stand is honestly quite pathetic, barely able to exert any force on the world around it. Someone may not even notice when your Stand hits them.

D Rank [Free]: Your Stand is not very strong, all things considered. Being comparable to a child, even a normal person could overpower your Stand.

C Rank [100]: The strength of your Stand is comparable to that of an Olympic athlete. Essentially, any feat of strength that a normal human has performed, your Stand could do the same.

B Rank [200]: The power of your Stand is notable, capable of leaving sizable dents in cars and walls with its punches. You could easily throw another person, or severely harm them with a single blow.

A Rank [300]: Your Stand is easily counted among the strongest, more than able to destroy walls or send a car flying. Even a single blow from your Stand could result in a person's death if you aren't careful.

Infinite [600]: A level of strength that could only be called godlike, there are few that could match your Stand's power. It's not that your Stand possesses infinite strength, it's that it will exert as much force as what is required for a given situation.

Speed: This measures the Stand's agility and reflexes as well as performance speed.

None [+200]: Your Stand is utterly incapable of moving on its own, most likely being rooted in place while active. This certainly makes it an inviting target for more mobile Stands.

E Rank [+100]: It would be accurate to compare your Stand to a tortoise, extremely slow moving and easily avoided.

D Rank [Free]: While your Stand is not one of the slowest, that does not mean it is particularly capable, only comparable to that of a child in terms of speed.

C Rank [100]: The speed of your stand is similar to that of an olympic athlete, moving and reacting faster than the average man.

B Rank [200]: It is at this point that your Stand's speed is more comparable to that of a vehicle than any living thing, such that no ordinary person would ever be able to keep up.

A Rank [300]: This is a level of speed that most others wish for, your Stand moving with such swiftness that you could leave after images, or react to lightning with ease.

Infinite [600]: When people wish others godspeed, they may be referring to your Stand and its speed. It is not that your Stand possesses limitless speed, but that it will always be just as fast as is required for a situation.

Durability: This measures how much punishment your Stand can take and the duration of time it can maintain its ability.

None [+200]: It would probably be easier to list off what couldn't harm your Stand, seeing as it's got the durability of a wet piece of toilet paper. Any ability it does have will most likely take a lot out of you with just a single use.

E Rank [+100]: The amount of punishment your Stand can take is quite low, easily getting harmed by most others. You can use its ability a few times a day without much strain, but not much beyond that.

D Rank [Free]: Your Stand may not be the most lasting, but it will get the job done, being comparable to a child. You can use the ability of your Stand throughout the day with little issue, but the strain will become more noticeable the less time there is in between activations.

C Rank [100]: At this point, your Stand can actually take a few hits and keep on trucking, comparable to that of boxing legends or action movie stars. Using your Stand's ability is about as straining as any other physical activity for you, like playing a sport or jogging.

B Rank [200]: Harming your Stand is like trying to punch a block of steel, very hard to do unless you've got similar levels of destructive capabilities. It is at this point that you can start using your Stand's ability quite freely without worrying about how strenuous it is.

A Rank [300]: Your Stand is easily counted amongst some of the toughest in the world, requiring an insane amount of force to even harm it in the first place. There is almost no strain when it comes to the ability of your Stand, allowing you to use it as much as you want.

Infinite [600]: Some may claim to have become invincible, but you are by far the closest one to such an ideal as possible. The staying power of your Stand is beyond the charts, able to take on all manner of punishment before getting back up and asking for more. You can freely use its ability as much as you want, as there is no strain whatsoever when utilizing its ability.

Precision: This measures the Stand's accuracy and range of influence or the effect of their abilities to specified targets.

None [+200]: It should go without saying, but at this level there is nothing precise about your Stand at all, more akin to a local disaster in how anything and everything around it will be affected by its power.

E Rank [+100]: It is difficult to do more with your Stand beyond pointing its focus in one direction and hoping for the best. At the very least, your Stand should be able to avoid harming your friends or allies.

D Rank [Free]: With the accuracy and dexterity comparable to that of a child, your Stand will be good enough in most situations. Just don't use it for anything delicate, yeah?

C Rank [100]: When it comes to precision, your Stand is comparable to the very best that humanity has to offer. It would be well within your power to perform surgery with your ability if it was capable of it.

B Rank [200]: It is here that we truly leave behind humanity, your Stand having the precision more comparable to machines than anything biological.

A Rank [300]: Your Stand possesses a frankly insane level of precision, able to do something like brain surgery with ease if you know what you're doing.

Infinite [600]: As precise as the plot needs it to be

Range: This measures a compromise of the Stand's range of manifestation, range of ability influence, and spatial mobility.

None [+200]: Your stand is incapable of manifesting away from your body regardless of distance, in most cases being actively attached to you.

E Rank [+100]: The range of your Stand is quite miniscule, only able to go about two meters before it quickly loses its potency and coherency.

D Rank [Free]: A good range, your Stand is able to reliably go about ten meters and remain in top form.

C Rank [100]: The range of your Stand is notable, as it is able to reach twenty meters before it begins to weaken.

B Rank [200]: On average, the range of a Stand at this Tier is around fifty meters, with some being able to go further beyond without weakening.

A Rank [300]: The range of your Stand is counted among the best, able to reliably stay manifested on the other side of town from you, with some even able to act in different parts of a city.

Infinite [600]: There is really no limit to how far your Stand can be from you, only that it first manifests near you, or it meets certain conditions in order to manifest.

Potential: This measures the Stand's possible functions, utilization of its abilities and powers, and capacity to improve its overall capabilities. It decreases in rank as the user masters their Stand.

None [+200]: What you see is what you get. Your Stand has reached its peak, and is unable to be improved upon.

E Rank [+100]: There are perhaps a few tricks available to your Stand that you haven't figured out yet, but you have generally mastered it.

D Rank [Free]: There is still quite a bit left to your Stand that you could master, perhaps even pushing a certain Attribute up a Tier if you put in the work.

C Rank [100]: You're definitely experienced with what your Stand can do, shown by how little there is to master. A few tricks, and the possibility to increase a few Attributes up by a Tier with some serious effort.

B Rank [200]: You've got a good handle on what your Stand is capable of, but there is a lot more that remains to be seen. At this level, all of your Attributes could be trained to increase a Tier or two with some serious effort.

A Rank [300]: You possibly just manifested your Stand, and have not even begun to scratch the surface of what is possible. In fact, it is entirely likely that you may awaken a new Ability in time, something that was not immediately obvious.

Infinite [600]: The boundless potential of humanity is self-evident when looking at your Stand, the manifestation of your fighting spirit. There is no limit to how much your Stand can grow, how mighty its Ability can become. Of course, the more you have pushed your Stand, the more effort is required to improve it, but know that the ceiling has effectively been removed.



Ability:

Your Stand's special power. The more versatile or potent an ability is, the higher the cost will be. Conversely, the more restrictions or limits placed upon it will make your chosen ability cheaper. More powers may be purchased by paying an extra [100] for every additional ability.

Petty [Free]: The power of your Stand is either quite weak, or so convoluted that activating it requires very specific preparation. At this tier you would find Stands more fitting for minor support roles rather than direct confrontation. Even so, no ability is entirely worthless, and every Stand can be dangerous in the right hands. Examples of this tier of Stand powers are seen in Pearl Jam and Oh Lonesome Me.

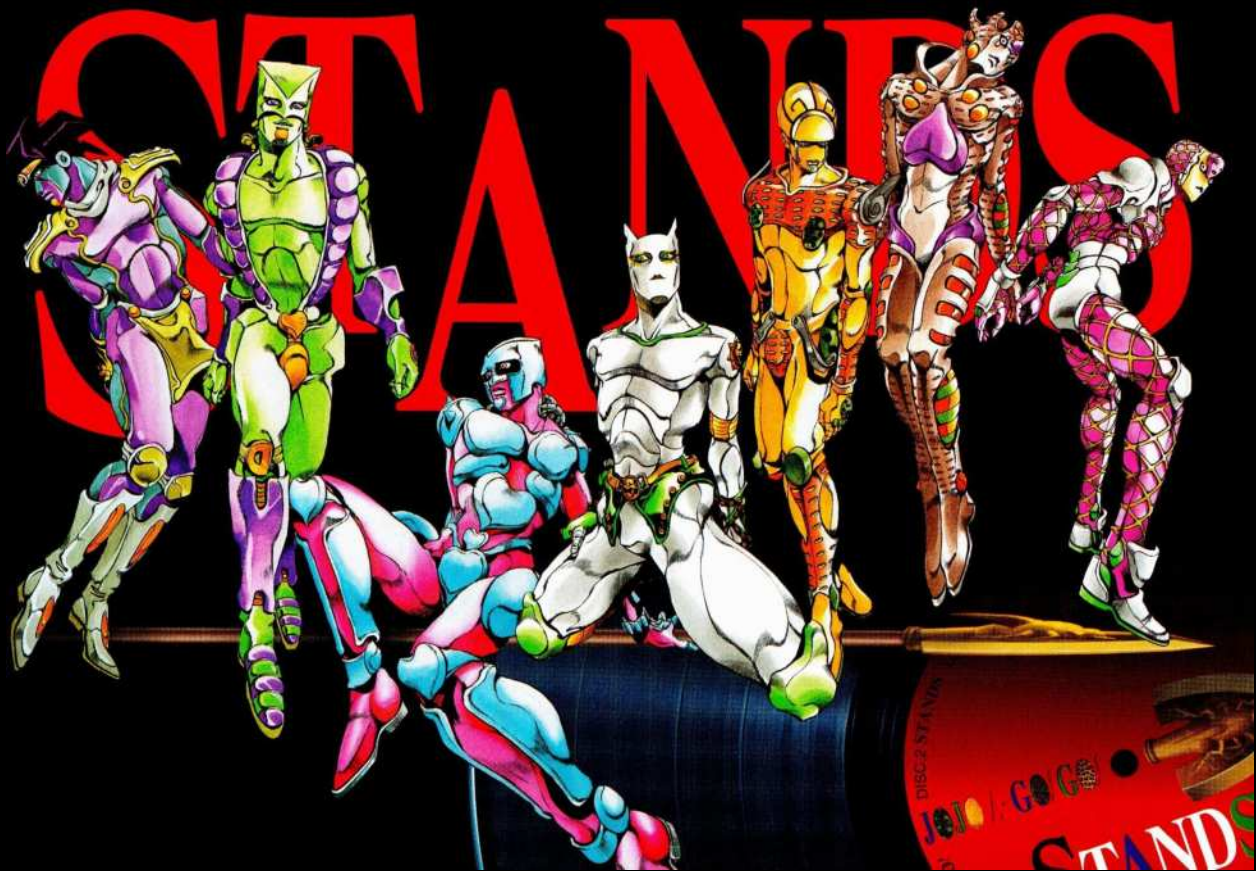
Lesser [100]: It is here that you find some of the less notable but still useful powers that can be offered by a Stand. The ability you possess is either very simple in its capabilities while not having a lot of stopping power, or a pretty decent ability that has maybe one or two combat applications. Even more support focused Stands are able to cause a frightening amount of harm if used right. Examples of this tier of Stand powers are seen in The Emperor and Epitaph.

Average [200]: The majority of Stands occupy this level of power, having either a combination of both variety and potency in what it is they are capable of or a single potent ability that has a few rules it needs to stick to. But there isn't really anything wrong with being average, as anyone can make an impact if they actually try. Examples of this tier of Stand powers are seen in Hanged Man and Sticky Fingers.

Greater [300]: You are certainly a lucky one, having a Stand with such a potent ability. A dizzying combination of power and versatility is possible at this tier, such as wide range elemental manipulation, or perhaps a single powerful ability that must follow a set or two before it is allowed to activate. Examples of this tier of Stand powers are seen in Magician's Red and Killer Queen.

Legendary [400]: The peak of what a Stand can naturally be, one that would require either multiple Stands or certain abilities to counter yours in order to actually defeat you. It is here that you would find Stands that touch upon foundational forces of the world such as time or gravity. With some creativity and proper planning, there are few who you could ever count as your equal. Examples of this tier of Stand powers are seen in The World and Whitesnake.

Requiem [1200]: You have truly ascended beyond all other Stands, having acquired a level of power that cannot be rivaled. The ability granted to you by your Stand is absolute in its dominance, such that it would require the full force of Fate itself to even come close to challenging you. Be it the removal of cause and effect, or to induce inescapable calamity upon any who would attempt to harm you, rest assured that those who may rival you at any point can be counted on one hand with many fingers left over. Examples of this tier of Stand powers are seen in Gold Experience Requiem and D4C: Love Train.



Extra:

A Change Is Gonna Come [Free]: Power often requires sacrifice, be it to acquire a more personal level of strength or the power to oppose Fate. You can now convert Choice Points from the jump connected to this Supplement into Stand Points at a rate of 1:2. However, you cannot convert SP to CP through this, so make sure you spend every point to make it all worth it.

Stand By Me [Free]: There are a surprising amount of entities that are similar in nature to the Stand that you may encounter should you continue travelling between worlds, such as the Shikigami used by cursed sorcerers or the Bounts crafted by spiritual vampires. Should you already possess one of these, or perhaps another Stand that you wish to empower, then you may import it into here, allowing you to combine the old with the new.

Magic Touch [100]: Hermit Purple is a unique Stand in that it is perfect for Hamon users, to the point where mastering the ancient art can sometimes lead one to develop their own version. While you may not have mastered the art of the Ripple, you may end up getting your hands on other abilities that defy normal explanation, and will find this a useful upgrade to your arsenal. Your Stand can now be used to channel any supernatural abilities you possess, such as using it to cast magic or perform ninjutsu for you while you focus on other things.

Shape Of My Heart [100]: The spirit is a surprisingly malleable thing, constantly changing to reflect what a person has gone through. You find it easy to apply some minor changes to your Stand with a moment of focus, such as changing its color palette or shrinking it down to a point where it is genuinely hard to see. You even have something similar to the Star Finger, elongating a certain part of your Stand's body by a good meter or two, making for an effective surprise attack.

Perfect Duet [200]: Of course, some people are quite multifaceted, either as a result of their duplicitous nature or a truly broken psyche, resulting in their Stands possessing what is known as a sub-Stand. These effectively act as a second, minor Stand whose abilities are a weaker variant to your main Stand. Despite that, they are extremely useful to have, often supplementing your Stand and covering some potential weaknesses. You may take an extra **[500 SP]** to design this secondary Stand, and may take any **[Ability]** of a lower tier than your main Stand for free, though they are only allowed to take one.

Sweet Emotion [200]: The Stand is a reflection of the person, the truest form of their mind and soul. Yet, there are times when the mind is overrun by feeling, the soul drowned out by sensations, and nothing proves it better than yours. Your Stand and its abilities are tied to your emotions, growing in strength in relation to just how intense your feelings are.

Like a Friend [300]: Even though all people are able to communicate through their Stand, there are some instances when the Stand, of its own volition, talks with its user. Whether this is because they are actually separate but symbiotic in nature or if it is merely a manifestation of one's subconscious gaining influence is up for debate. What isn't is that your Stand is one of those able to act independently from you if you chose to let it. It is still a part of you and beholden to your will, it's just more proactive about it.

Shot Through The Heart [300]: There are many ways to awaken a Stand, but in the modern era one of the more common methods is to be pierced by one of the Stand Arrows, artifacts crafted from an ancient meteorite that held a bizarre virus. Somewhere on your Stand one of these arrows has been integrated, giving it the ability to grant Stands to others. Should someone already possessing a Stand be struck, then they will require even greater amounts of willpower than is usual to survive, granting them an entirely new ability. Should they fail, then they will perish.

Four Act Symphony [400]: A rare phenomenon, some Stands are not actually complete when they first manifest. Akin to something like a larva, these kinds of Stands are capable of changing alongside their user, and you're one of the few who has manifested one of these Stands. Your Stand has three levels of power, or Acts, with what you have created here merely being the Second Act. You can change your Stand to its weaker First Act and back whenever, while the Third Act will be unlocked in time, offering greater power, but that is not all. You also have the potential to unlock a far more powerful Fourth Act through currently unknown means.

Go Beyond [600]: There are many cruel forces at work in the world, fate imposing its will upon all while calamity strikes with inevitable tragedy. Such is the way of the world, and there is nothing humanity can do to change it. Though perhaps that is untrue, perhaps there is a way to manifest a true miracle that allows one to move beyond calamity and fate? Your Stand may very well be the answer, having gained an ability that does not exist in heaven or Earth, thus making it exempt from the laws of reality itself. They are invisible and inevitable, able to bypass all forms of protection and ignoring everything until it manages to hit its target. When they do hit, the target will be erased from existence along where they were struck, ignoring any potential forms of immortality or reincarnation they might have possessed.

Drawbacks:

It's an Enemy Stand! [+0, Mandatory]: Much like how gravity inevitably pulls in all within its orbit, so too are Stand Users drawn to one another, inevitably crossing paths no matter how impractical it may be. The same can be said for you, as you seem to attract others with supernatural powers, stumbling upon and interacting with them is an inevitability for you. You may wish for a quiet life, but fate is never so kind as to merely hand someone what they want.

The Kids Aren't Alright [+100/200/300]: A Stand is a manifestation of a person's truest essence, an embodiment of who they are as a person. And some people are not kind to themselves. Whether it is due to a deep self hatred or self-destructive tendencies that one struggles to get rid of, there are many Stands out there that are just as dangerous to the user as they are to their enemies. Sadly for you, you have one of these Stands.

With **[100]**, the pain you feel from your Stand whenever it is harmed is doubled, even if it is an **[Automatic Stand]**. Upon being granted **[200]**, the ability of your Stand puts an active strain on parts of your body when used, such as your heart. Prolonged use could lead to self-inflicted injuries and even crippling you. Finally, granting **[300]**, the requirements to activate your Stand's ability can easily prove fatal to you if you aren't careful, such as requiring you to be near death or sacrificing whole parts of your body.

A Good Run of Bad Luck [+100]: What is life without a bit of chance, without any chaos to shake things up? That is a question that you most certainly won't be getting an answer to, as your Stand's ability is now tied in some way to luck itself. It could be all about gambling, where you give your enemy the opportunity to pull one over on you, or it could just mean that it is completely up to chance whether or not your ability will work as intended, or if it will even activate at all.

Blinded by the Light [+100]: Stands are a part of a person's very being, an extension of who they are. You wouldn't want to direct your arm when you can't see what it's doing, do you? Well, the same principle applies to your Stand, as from here on out you are unable to share senses with your Stand. They will still follow your directions without issue, but what they see is no longer what you see.

I Can See Clearly Now [+100]: Seeing as they are psychic reflections of a person, it only makes sense that those without their own Stand are unable to see one. Except in rare circumstances, which yours certainly counts as. From here on out, your Stand is no longer invisible to the eyes of non-Stand users, allowing anyone to see it. As you might expect, not many people would think rationally if they saw a giant pink robot ghost breaking the rules of reality in front of them, so some subtlety will be required for you.

Eyes On You [+200]: Focus is a good thing, narrowing in on a problem in order to best figure out how to deal with it. Of course, if you focus too much to the exclusion of literally everything else, that is just inviting disaster. Your Stand doesn't seem to get the memo, as its ability, whatever it may be, can only affect a single person at a time. If it is an ability that affects yourself, then you will need to be still while it is active, focusing on your Stand rather than your own body.

Fight The Power [+200]: It is well known that the only way to defeat a Stand is with another Stand. While generally accurate, it does ignore a number of edge cases and people's general level of creativity. Give a man enough information to work off of, and they could probably come up with some strategy that makes the Stand's supernatural nature a non-factor. Your Stand, however, is the exception that proves this rule, as it can be harmed by anyone and anything, regardless of if whether or not they have a Stand of their own.

Sick and Tired [+200]: No matter the nature of it, all power comes at a cost. Yours is a more noticeable and literal example, but a good one nonetheless. Simply put, every use of your Stand will be taking for you mentally, especially if you decide to use it multiple times in a row. This not only makes it difficult to keep active for prolonged periods of time, but overuse could see you fall unconscious, or perhaps worse if you really decide to push it to the extreme.

Crazy Train [+300]: Some people wield power like a scalpel, using it with grace and precision, while others wield it like a sledgehammer, getting rid of anything in their way. Yours is like a live grenade, powerful and dangerous when used incorrectly, and it stems from the fact that you have very little to no control over it. Sure, you can point it in a direction if you focus really hard, or it will activate itself at times to act on your desires, but actually controlling your Stand is going to be a real challenge at the best of times.

High Water Everywhere [+300]: The minds of man are as varied as the stars themselves, and it is inevitable that some minds will not find themselves in a healthy place. When combined with the power that Stands can offer and the infinite ways they manifest, that is rarely a good thing. Your Stand, both in its capabilities and power, will become actively harmful for you in some way, and may even end up resulting in your own death if you aren't careful. Perhaps it is like The Grateful Dead, in that its ability is indiscriminate in function, targeting even yourself.

Wake Me Up [+300]: Ah, as it turns out, you haven't managed to actually manifest your Stand at all. That doesn't mean you'll never have access to it, but rather for now you'll be just like any other person. There may be ways to forcibly awaken your Stand, such as one of the Stand Arrows or surviving the Devil's Palm. But seeing as how rare those are, a more reliable method would be through truly intense emotions and desires.

Notes:

-If the **[Stand Type]** bonuses weren't clear:

- Automatic: +1 Durability and Range, -1 Precision
- Bound: +2 Durability and +1 Power, -1 Speed, **[I Can See Clearly Now]** mandatory
- Close Range: +1 Power and Speed, -1 Range
- Colony: +1 Speed and Precision, -1 Power
- Integrated: +2 Precision, +1 Power, mandatory Range of **[None]**
- Long-Distance: +2 Range, -1 Durability

-A good way to think about the **[Infinite]** tier of Attributes is that they are as capable and potent as the plot requires. Showings will be inconsistent at best, but there are really no upper limits. It all depends on what you need it to do at the moment.

-Post-Jump, all of the **[Drawbacks]** will be removed from your Stand, with the exception of **[I Can See Clearly Now]** if your stand is a **[Bound]** type.

-When in doubt, fanwank.

-Have the day that you deserve~