

Unofficial Fan Stand Supplement

by GenericAnon

A 「stand」 is a unique power born from a person's soul. They are incredibly diverse, but generally consist of an immaterial spirit which can be summoned and controlled at will and that wields an idiosyncratic supernatural power.

You use this stand in the JoJo's Bizarre Adventure Jump. By default, you'll be able to construct a stand worth 0 or less CP, but you can pay CP from the jump's budget to increase the amount you have to spend here. You can't bank CP from this jump to any others, and any stands from other jumps are separate from the one built here.

Merely having a stand allows you to see incorporeal spirits such as stands and ghosts, and fate will draw you towards meeting other stand users.

Range (Choose One)

Your stand's range determines how far it can extend from your body and how far away it can affect someone with its powers.

Touch(0 CP): Your stand cannot affect anything unless you personally touch it.

2 Meters(50 CP)

10 Meters(100 CP)

50 Meters(200 CP)

City Wide(400 CP): Your stand is extremely long ranged, able to appear on the opposite side of the city as you.

Type (Choose One)

Internal(0 CP)(Mandatory with Touch Range): Your stand is purely a supernatural power that you possess. It has no form, but gives your body the ability to touch other stands and immaterial beings.

Inanimate(50 CP): Your stand is an inanimate object, like a bunch of vines or a gun. It has no ability to move on its own, though you may use it manually. It is invisible to normal people but can touch both mundane humans and incorporeal beings like stands. You can summon your stand at will and dismiss it from existence it as long as it is close enough to you.

Animate(100 CP): Your stand is a incorporeal spirit, probably humanoid though it could be something stranger like an animal or vehicle instead. You can move your stand as easily as moving your own body. Normal people won't be able to see your stand, though it will be able to touch them. You can summon your stand at will and dismiss from existence it as long as it is close enough to you. Damage to your stand will cause your real body to mimic the same damage on an analogous part of your body.

Size (Choose One, Internal Types skip this section)

Tiny: Your stand is no larger than a bug and is perhaps so small that it's microscopic.

Small: Your stand is noticeably smaller than an average person, perhaps the size of a child or a cat.

Average: Your stand is roughly the same size as a normal human, no more than a few feet smaller or larger.

Large: Your stand is noticeably larger than an average person. This is the ranking for stands that are roughly the size of cars.

Huge: Your stand is unbelievably large, to the extent that people might refuse to believe that it's really a stand. It's at least as large as a building and can be up to the size of a cruise liner.

Parameters (Animate Type Only, Choose One Value for Each Category)

You get +400 CP to spend in this section only.

Destructive Power (Double cost for Tiny and Small Size, double cost for 50 meter range and City Wide Range, discount for Large and Huge Size)

1(0 CP): Your stand is pathetically weak, barely able to exert force on the world around it. Someone being hit by your stand probably wouldn't even notice it.

2(50 CP): Your stand is weak and even a normal person could physically overpower it.

3(100 CP): Your stand is as strong as an average person.

4(200 CP): Your stand is very strong, easily able to beat up others in a fist fight.

5(400 CP): Your stand is incredibly strong even by the standards of stands, only a few other stands would be able to survive within your range.

Durability (Double cost for Tiny Size, discount for Huge Size)

1(0 CP): Your stand is as tough as tissue paper. Any serious physical force will destroy it.

2(50 CP): Your stand is highly vulnerable to damage, more-so than a even a normal human.

3(100 CP): Your stand is as tough as an average person.

4(200 CP): Your stand is durable, able to take a beating even from a close range combat stand and keep going.

5(400 CP): Your stand is nearly invincible. Even the strongest of stands could pummel away at it without making a dent.

Precision (Double cost for Large and Huge Size, discount for Tiny and Small Size)

1(0 CP): Your stand is a bull in a china shop, barely able to function in combat outside of flailing randomly.

2(50 CP): Your stand is a slow lug, with other people being able to easily avoid its blows.

3(100 CP): Your stand is as agile as an average person.

4(200 CP): Your stand has the grace of a trained fencer, easily able to outmaneuver its foes and strike their weak points.

5(400 CP): Your stand possess truly inhuman precision. It could snatch bullets out of the air or perform brain surgery.

Speed (Double cost for Huge Size, discount for Tiny Size)

1(0 CP): Your stand moves at a snail's pace. You're frankly better off just dismissing it and summoning it back somewhere else.

2(50 CP): Your stand is slower than normal, and someone who sees it coming can easily outrun it.

3(100 CP): Your stand is as fast as an average person.

4(200 CP): Your stand is extremely fast, able to ORAORAORAORA with the best of them.

5(400 CP): Your stand is faster than the eye can follow over short distances and can keep pace with a car.

Body (Animate Type only)

Stands usually manifest as a strange looking humanoid or monster, but they can be a quite a bit more bizarre than that. These options will change how your stand manifests.

Possessor(+200 CP): Your stand is unable to affect the world on its own. You must provide it a suitable vessel to possess before it will be able to do anything. This is normally something like a doll or a mannequin, but it could be something stranger for stands with abnormal physiology, such as a car stand that needs to possess a real car. Normal people will be able to see and even attack your stand's vessel.

Multiple Modes (+100 CP): Your stand has at least two modes, each of which has only partial access to its parameters. Either modes are specialized in certain parameters or you have modes of increasing parameters each tied to one of its Powers. An example of the first is Silver Chariot, which has an armored Durability mode and an unarmored Speed mode. An example of the second is Echoes, which has three Acts each with a different power, with each of the Acts being weaker than the one after it.

Swarm (200 CP)(Requires Small or Tiny Size): Your stand has dozens of bodies. It can split its attention and easily perform many different actions all at once. You also don't have to worry about harm to your stand being reflected on your own body, as no one of your stand's bodies corresponds to yours.

Amorphous (300 CP): Your stand isn't comprised of normal physical matter. Instead, it is made of some kind of liquid or is a mass of small particles. Not only is it capable of changing its own shape, but it's incredibly difficult to damage, as it will flow around and bounce back into shape when hit with physical force.

Powers

Few stands have to rely on blunt physical force alone. Almost all of them have at least one power, a unique ability that defines a stand's use.

You may use this section to design and purchase a power for your stand. You may purchase multiple such powers, but unless you connect them together with a single theme, then additional powers will cost double. For example, Heaven's Door has the ability to read a person's history and to control their actions, but because those are both manifested by turning the target into a book, which can be both read and written in, both powers are bought at normal price. If Heaven's Door could see people's pasts by looking into their eyes and control their bodies by attaching strings to them, then it would have to pay double the cost for one of the powers (presumably whichever cost less).

Each power is defined by an Effect, a Control, and optionally one or more Drawbacks.

Every Power costs at least 50CP, no matter how many drawbacks you put on it.

Effect (Choose One)

Each power comes with an effect. You must pay the cost below which best fits it. This is based on what the effect would hypothetically be if unlimited, before any Drawbacks are applied to it. For example, Hanged Man's ability to attack people from a mirror world would be a Supreme effect, because there is no reasonable way for anyone to fight back against it, even though it's practically limited by being Stand Only and having a Simple Requirement that it can only work on someone who currently has a reflection.

Self Destructive(0CP): Certain rare stands have powers that are actively harmful to the stand's user. Powers at this level may be quite strong, even instantly fatal, but are constrained by working against the user by default.

Examples of Self Destructive effects:

- Superfly turns the last person who tries to leave it's static area of effect into metal, and it exists around the user by default.
- Cheap Trick kills its user when someone sees their back.

Minor(100CP): Minor powers are small add-ons to a stand, which give it miscellaneous powers that aren't terribly useful.

Examples of Minor effects:

- Star Platinum can extend its fingers.
- Hierophant Green can stretch its body.
- Silver Chariot and Hanged Man have bladed weapons.
- The Empress and Cheap Trick can be heard by anyone when they speak, even if they couldn't normally hear stands.
- Wheel of Fortune can make radio broadcasts.
- Aqua Necklace can make itself look like different kinds of liquid.
- Harvest has built in needles that can inject liquid to anyone it pecks.
- Highway Star can create an average looking room in the location where it first manifests and cause people to hallucinate things that would draw them inside.

Standard Attack(200CP): Many stands have straightforward attacks that simply launch some kind of damaging force at an enemy. These can also generally be used defensively, to create barriers or to blast away incoming attacks.

Examples of Standard Attack effects:

- Magician's Red launches fire.
- Hierophant Green's Emerald Splash launches water.
- Dark Blue Moon can launch razor sharp scales.
- Wheel of Fortune can launch gasoline bubbles.
- The Sun can fire lasers.
- Killer Queen's Sheer Heart Attack can explode.
- Bad Company comes equipped with guns and missile launchers.

Non-Combat Power(400CP): Some stands have powers that aren't directly useful in combat. These generally cover information gathering or cosmetic shape changing, and shouldn't be greatly more

useful or versatile than the effects listed below.

Examples of Non-Combat Power effects:

- Hermit Purple can perform spirit photography to show a wide variety of information.
- Yellow Temperance, Empress, Khnum, Surface, and Cinderella all allow the transformation of bodies into other human forms.
- Atum can force people's souls to answer yes or no questions.
- Heaven's Door can read someone's entire history.
- Cinderella can bless someone to be lucky in love.
- Highway Star has a strong sense of smell that allows it to track people whose scent it catches.

Useful(400CP): A useful power can help you in a fight, but you'll have to use your brain to figure out how to use it to your advantage. This level of power won't let you win on its own.

Examples of Useful effects:

- Dark Blue Moon can grow barnacles on an opponent that weaken them.
- The Empress grows on the target's body and can't be removed.
- Sun can heat up the area around it to 80 degrees.
- Justice and Tenore Sax can create illusions.
- Judgement can create items and even allies out of dirt.
- Anubis can make its blade selectively phase through matter while still cutting the target.
- Crazy Diamond can repair anything.
- Echoes Act 1 can create sounds, up to enough to be painful.
- Echoes Act 2 can create physical effects and warp objects' properties based on onomatopoeia.
- Red Hot Chilli Pepper can transform itself and others into electricity and travel through conductive material.
- Red Hot Chilli Pepper gets stronger by absorbing electricity.
- Pearl Jam can prepare meals that improve health.
- Achtung Baby can turn everything around it invisible.
- Earth, Wind, and Fire can shapechange into anything, but without gaining that material's durability.
- Superfly can reflect force that hits it.

Definitive(600CP): A definitive power can be your main or only weapon. You don't need to put much real thought into it, as it is powerful and/or versatile enough to win battles without any set up or strategy on your part.

Examples of Definitive effects:

- The Fool can create and control sand.
- Yellow Temperance continuously grows by consuming flesh.
- Wheel of Fortune can change its shape to give itself arbitrary new abilities.
- Lovers can make copies of itself.
- High Priestess can shapeshift into or merge with anything made of plastic and minerals.
- Thoth can predict the future and control fate.
- Bastet can turn someone into a magnet of arbitrary power.
- Horus can create ice and freeze things.

- Echoes Act 3 can increase the amount of gravity something experiences.
- The Hand destroys anything it swipes at, leaving the things on either end fused together, and can even teleport by destroying the space between two objects.
- Love Deluxe can control the user's hair and plant that hair in someone else, continuing to control it even as a part of the target's body.
- Killer Queen's Bites the Dust can return time to several hours before it kills someone, with everyone and everything that was destroyed in the original timeline also fated to be destroyed without cause at the same time in the new one.
- The Lock induces guilt, up to the point causing of suicide.
- Stray Cat can control air by shooting bubbles, able to create restraints or shoot air up someone's veins into their heart.
- Ratt warps the target's flesh, allowing them to be turned into a blob.
- Highway Star can steal someone's lifeforce, healing the user while harming the victim.

Supreme(800CP): A supreme power is one that instantly wins fights. To be on this tier, the power must render opposition effectively impossible, either by instantly killing the target, taking complete control of their body, or in some way making it impossible for them to retaliate against the stand user.

Every Supreme tier power must have at least one of **Esoteric Requirement**, **Simple Requirement**, or **Single Target** as no stand is ever completely invincible.

Examples of Supreme effects:

- Star Platinum and The World can stop time.
- Hanged Man exists in reflections and can attack anything that is reflected in the same surface it is in.
- Justice can control its victims' bodies.
- Lovers reflects all damage and pain the user suffers onto the target's body several times over.
- Death 13 can draw people into a dream world where all harm they suffer is also shared by their real bodies.
- Sethan can reverse people's ages, up to making them into embryos.
- Osiris and Atum can steal a target's soul and store it in an object.
- Cream can suck things into an alternate dimension where everything but itself and the user is instantly destroyed.
- Heaven's Door can control minds.
- Killer Queen's base power and its Bites the Dust can turn anything into a bomb.
- Surface can force its target to mimic the stand's own movements.
- Atom Heart Father allows the user to exist in a photograph, attacking people inside without being vulnerable himself.
- Boy 2 Man allows control of the target's body and stand.
- Enigma can transform anything into paper and later restore it.

Stand Theft(1600CP): Rather than having only one stand that you must use to defeat others', you have the ability to simply take others' stands and distribute them back out to yourself or your allies. Like Whitesnake, you can permanently remove someone's stand and later put it into another person, giving them the ability to use the stand. Stolen stands can be taken between jumps as long as they aren't self aware.

Control(Choose One)

Stand users have various levels of control over their stand's powers, ranging from completely automatic and uncontrollable to stands that are able to think on their own and activate themselves for their user's benefit.

Indiscriminate(-200CP, mandatory for Self Destructive Effects): The power is always active (or activates automatically whenever possible) and unable to distinguish friend from foe. Alternatively, you may choose for the Stand to be intelligent but staunchly neutral, always seeking to aid you and your enemies in equal measure.

Uncontrolled(-100CP): This power is beyond the user's control, activating itself in ways that are generally beneficial to the user. For example, Thoth controls the fates of people around Boingo, but Boingo can't decide what fates people get and it's possible for Thoth's ambiguous predictions to harm his own allies.

Controlled(0CP): Like most stand powers, this one is activated only by the will of the user. The stand may optionally be intelligent, but like Echoes Act 3 it is unwilling to use its own powers without explicit instructions from its users.

Automatic(100CP): This is a “fire and forget” power, that is able to follow a set of very simple rules that govern its behavior even while remote from the stand user and outside of their direct oversight. For example, Killer Queen's Sheer Heart Attack will mindlessly seek out the hottest object nearby and then blow it up. Alternatively, the stand itself can do behave this way, though the user obviously won't have a stand to defend themselves with if the stand is deployed far away. For example, Black Sabbath can be ordered to follow a specific lighter, stabbing anyone who sees it being lit with an arrow.

Self Directed(200CP): The stand is intelligent and able to make its own decisions. It is completely loyal to you and will act on your behalf even without your knowledge to do such things as block attacks or help you while you're unconscious.

Drawbacks

Here you can customize your powers, adding limitations to decrease their cost.

Esoteric Requirement(+200CP): You cannot freely use this power. Rather, there is some requirement that must be met before it can be activated. Esoteric requirements are difficult to meet. They force the user to perform a great deal of preparation that is unlikely to be feasible in the middle of combat or else require action or consent on the part of the enemy being targeted. You may purchase Esoteric Requirement for different powers, but must always use the same Esoteric Requirement for each one

Examples of Esoteric Requirements:

- Ebony Devil can only attack people who the stand user has a powerful grudge against.
- The Empress can only shapeshift the user into someone else by killing them.
- Death 13 can only affect people when they are asleep.
- Judgement requires someone other than the user to make a wish to it before it can create something from dirt, and that thing must somehow fulfill the wish.
- Anubis can only control someone who unsheathes his sword.
- Osiris and Atum can only affect someone who accepts in their heart that they have lost a bet or game against the stand user and will free victims if the user himself experiences such a loss.
- Killer Queen's Bites the Dust can only activate when someone who doesn't already know asks about or learns the user's identity from the person the Stand is possessing.
- The Lock can only affect someone who feels guilty towards the stand user.
- Pearl Jam requires the user to make a specific dish, tailored to the health issue they wish to correct.
- Boys 2 Men can only control people who lose rock paper scissors contests to the stand user, and must give up control if the opponent wins three of the five matches in the set.
- Highway Star can only track people who have entered its room.
- Enigma cannot target a person unless the user first identifies a physical tic that the victim displays when they feel fear, then sees them perform that tic one more time after it is identified.

Gradual Curse(+200CP): The power does not take place all at once. Rather, it takes a long time, on the order of at least a day, to build up. You'll need to stay within range or else the curse will weaken.

Examples of Gradual Curses:

- The Empress takes time to grow on the target's body.
- Bastet takes time to build up the victim's magnetic charge.

Simple Requirement(+100CP): You cannot freely use this power. Rather, there is some requirement that must be met before it can be activated. A simple requirement is one that can be easily and quickly met in a battle without much work from the stand user. You may purchase Simple Requirement for different powers, but must always use the same Simple Requirement for each one.

Examples of Simple Requirements:

- Star Platinum and The World cannot freeze time just after having already done so.
- Hanged Man can only hurt people who are being reflected in a surface.
- The Empress needs its user's blood to touch a target before it can target them.
- Wheel of Fortune's powers cut off if the user doesn't feel confident in themselves.
- Justice needs a bleed wound on the victim's body in order to control them.

- Lovers can only copy itself if it has brain cells to work with.
- Bastet can only affect people who touch it.
- Sethan can only affect people while they are in the user's shadow.
- Cream's user can't see what's happening in the real world while in his pocket dimension, and must poke his head out and become vulnerable in order to look at where his enemies are.
- Heaven's Door originally required that the target see a manga page drawn by the stand user before becoming vulnerable to its powers.
- Killer Queen can't turn supernatural beings such as stands or ghosts into bombs.
- Atom Heart Father must take a photo of someone before affecting them.

Single Target(+200CP): This power can only be used against a single person at once. The stand must release its current target if it wants to use the power against another person.

Stand Only(+200CP): The power affects the Stand itself instead of the user. The power must be one that positively affects the target, rather than one that merely launches an attack.