

JoJo's BIZARRE ADVENTURE The RPG

v1.4 // Put together by Esby.

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Thanks to;

[JoJo's Colored Adventure](#), for the panels used in this document,
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Anyone else who's taken the time to read or play this thing.

Open The Game!

This tabletop RPG system is aimed at giving players the experience of building and enjoying their own JoJo stories with the guidance of a Game Master, or GM. A group of players, ideally two to six, will take on a campaign involving encounters with a series of opponents, likely Stand Users, in dense, detailed battles that take more than brute strength to win.

If you hadn't guessed, it's based on Hirohiko Araki's long-running manga JoJo's Bizarre Adventure and its popular anime adaptations. Though familiarity with the series will help, these rules can be understood by people who've never read or watched it. This document is spoiler-free, but some canon characters may have character traits and Stand abilities outlined in the Examples.

The goal for this game is to facilitate JoJo experiences, so I've done my best to keep it simple and easily playable, in the hope that it can be picked up by anyone. However, everyone has their own preferences; add to and take away from this game as much as you'd like, or consider playing one of the other [JoJo RPG systems available](#).

Running a game only requires a few friends, this document, the [character sheet](#), and at least six d20s (twenty-sided dice). Digital dice rolling is fine too. This document can be downloaded as a print-friendly PDF.

For the purposes of this document, Joanna Joestar and her Stand 'Knock on Wood' will be used for *italicized examples*. It has the power to magnetize organic objects. There's also a character sheet up for her in the associated document.

If you're interested in playing as or using non-Stand elements of the series, such as the Ripple, Vampires or Pillar Men, check out the expansion, [Paranormal Beings and Battle Techniques](#). The rules below are made for games that only feature Stand Users.

Lastly, if you have any feedback or questions, you can contact me at jjba.the.rpg@gmail.com, or at [@JoJosBizarreRPG](#) on Twitter. If you're interested in translating the document, go right ahead; any that get finished will be linked below.

English
[Português](#)
[Español](#)

Links & Tables

[Paranormal Beings & Battle Techniques \(Expansion\)](#)
[Character Sheet](#) (Temp) // [Examples](#) // [Changelog](#) // [Twitter](#)
[Other JoJo RPGs](#) // [The Anime](#) // [The Manga](#) // [The Wiki](#)
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Roll Results

0 and less	1 - 5	6 - 10	11 - 15	16 - 20	21 +
<u>Critical</u> Failure	<u>Definite</u> Failure	<u>Moderate</u> Failure	<u>Moderate</u> Success	<u>Definite</u> Success	<u>Critical</u> Success

Stat Ranks

A	Roll <u>3 d20</u> , and take the highest result.
B	Roll <u>2 d20</u> , and take the highest result.
C	Roll <u>1 d20</u> .
D	Roll <u>2 d20</u> , and take the lowest result.
E	Roll <u>3 d20</u> , and take the lowest result.

Damage

Rank	E	D	C	B	A
Injuries Dealt (Power)	0	2	4	6	8
Injuries Blocked (Durability)	0	0	1	2	4

Range

Rank	E	D	C	B	A
Range	-	10m (Close)	40m (Mid)	100m (Long)	∞ 

An Introduction to JoJo's Bizarre Adventure

If you're familiar with the series, feel free to skip this section and jump straight to the next one, which is where the mechanics for this RPG start. If you're not, this will give you the basics.

JoJo's Bizarre Adventure is a long-running (since 1986) manga series from Hirohiko Araki about the Joestar bloodline, and the various supernatural trials they face. It's split into eight parts (the eighth of which is currently ongoing) each one featuring a different main character, often in a different part of the world. It starts with Phantom Blood, set in England at the end of the 19th century, which was a gothic, soap opera about extremely buff people, but by the time the second part, Battle Tendency, got started, the fights had developed into elaborate spectacles that showcased intellect just as much as the unusual abilities of its characters. This style would be defined by the introduction of Stands in the third part, Stardust Crusaders, the story arc that the series is most recognized for, within Japan and internationally.

A **Stand** is the personification of a character's fighting spirit, acting as a physical representation of various psychic powers. Their elaborate visual design and creative abilities mean that battles between two Stand Users are often complex and interesting. Though it took effectively the first half of Stardust Crusaders to really establish how Stands could work (though, any established rule is occasionally broken throughout the series' lifetime), they've proved an enduring image in manga history, especially Star Platinum. This image is mostly commonly that of a humanoid figure, standing beside its user, with an unusual design and abilities informed by the user's personality and desires.



Despite long-standing popularity in Japan, only Part III saw much appreciation abroad, until recently. Two key releases can be pinpointed for bursts in popularity; namely, the late 90s fighting game, JoJo's Bizarre Adventure: Heritage for the Future, based on characters and events from Stardust Crusaders, and most recently, the very well-received anime that started in 2012, which started from the beginning at Phantom Blood, and is proceeding through the entire series. [Here's a largely plot-removed \(dubbed\) clip](#), to give you a brief feel for it.

If you'd like to check out the manga, you can start with Part 1 on [MangaDex](#), or through obtaining copies of the recent hardcover releases. The anime is considered an excellent adaptation and show in its own right (your mileage may vary), and can be found on [Crunchyroll](#), amongst other places. It's recommended that you at least get up to Stardust Crusaders, to get a feel for how Stands work. Skipping parts is generally not recommended, and spoilers can be common, so be careful on the Wiki and online discussions if you want a 'pure' experience.

Though the series is built on character conflict, most of the actions they take (and most of the actions that will be performed in this RPG) are done using their Stands, and most conflicts will be fought against enemy Stand Users. This is often more interesting than having the characters themselves fistfight, as Stands are usually stronger, faster, and tougher than their users, and their unique abilities make for varied, complex encounters. Most Stand Users have total control over their Stand, but this comes at the cost of sharing any received injuries with it, something that a Stand user will need to be careful to manage. As durable as they can be, fighting carelessly can be a quick way to wind up severely injured, given that other Stands may be stronger, or better prepared. Knowledge is a large part of the battle in JoJo's Bizarre Adventure, and players will need to be wary of GMs that are willing to put their characters to the test.

In addition to their unique abilities, of which each Stand will likely only have one or two, their strengths and weaknesses are also measured in six **Stats**: Power, Durability, Speed, Precision, Range, and Potential. These Stats are ranked from E to A, meaning worst to best, and the occasional None or Infinite, depending on the individual Stand. An A-rank, or even a B-rank are far beyond human potential, with Stands shown to be capable of catching bullets, moving faster than the eye can see, or punching hundreds of times within seconds.



As an example, this is **Crazy Diamond**, the Stand of Josuke Higashikata, protagonist of Part 4. It has the ability to restore items to their original State; generally speaking, it fixes things. This is linked to Josuke's underlying kind nature, and desire to protect those he's close to. It also has an A-rank in Power and Speed, while only a D in Range, meaning that it hits hard and fast in close combat. Most importantly, the 'fixing' ability has very broad applications. Obviously, it can heal allies and repair structures, but the series shows that it's useful in more than just fighting. It's 'fixed' a piece of torn-off clothing, sending it flying in order to track the person wearing the rest of the jacket. It's punched clean through an ally in order to pull out a Stand that had crawled into their stomach, then fixed the wound without the ally ever being aware of the intrusion. It also turned a serial killer into an ugly rock that ended up being a tourist destination.

These are the sorts of events that this RPG is meant to facilitate; intense, clever, and occasionally absurd. If that sounds like your cup of tea, check out JoJo's Bizarre Adventure if you haven't already. The recent anime is as good a place to start as any. That'll give you a good idea of how Stands work, and possibly some ideas for your own, if this document doesn't.

Playing The Game

This RPG is focused on collaborative storytelling more than unpredictability or strict, detailed rulesets. It's intended to provide the experience of coming up with your own JoJo-styled story, though what this means varies from person to person. Some people are invested in creating a character and building a narrative for them. Others just want to punch stuff. Though these rules are simple enough to cover a broad variety of ways to play, GMs who want to provide a specific experience for their players should feel free to change or add rules to suit their needs.

Rolling to Perform Actions

Rolling in this RPG is generally kept to demanding Actions. As such, basic adventuring or dialogue shouldn't need rolls. If it's not something the average person would have any chance of failing, it's probably not worth it (like tying one's shoes or lighting a cigarette). Players should be free to narrate their characters' actions or dialogue at any time the story doesn't call for a roll.



When you do roll, **you'll need at least six d20s**. Each roll will normally only use up to three at a time, but there will be many times when two different characters will have their Stats measured against each other. **If you want to play with the expansion**, you'll also need at least two d10s and a d6 for each character that uses the expansion's rules.

You roll based on four Stats: Power, Durability, Speed or Precision. Any Action you want to perform will be assigned to one of those Stats, by you or the GM. For example, if you're about to be hit by a runaway car, and would like to use your Stand to take the hit, you'd use its Durability Stat. However, the same situation could be approached with any other Stat. Dodging the car could involve jumping out of the way, which would be a Speed roll, or you could punch it harder than it can hit you, which would count as a Power roll. The GM has final approval, but it comes down to whether or not you, as a player, can justify using the Stat you want to use.

***GM Note:** If you're having trouble determining what Stat is most appropriate, it can help to think of what the character is trying to accomplish. If someone wants to beat down a door, it'd probably use Power, but if they want to do it quickly, that might be a Speed roll.*

Most Actions can be completed with any Stat, but some will only work with specific Stats. The use of any projectiles will most likely use Precision, and any sort of quick movement will likely also use Speed. Characters will want to choose their Stats according to how their character is likely to try and resolve problems.

Additionally, **using a Stand's Ability is the same as any other Action**. Stand Abilities are almost always as natural to a Stand User as clenching a fist, so there's no need to treat them like a special skill, or something with limited usage. They do not always have to be rolled for.

Example: Joanna Joestar is on the roof of a building, and needs to get to the ground. She could:

- *Use Speed to jump from the roof and bounce off the walls to slow her fall.*
- *Use Durability to jump from the roof and use her Stand to absorb the landing.*
- *Use Precision to grab a clothesline and swing for a less painful landing.*
- *Use Power to punch her way down through the floors of the building.*

Once you've picked an Action that you'd like to perform, and worked out the Stat you'll use, you'll roll to determine how successful you were. **The specific dice you roll are dependent on the rank you have in the Stat that you're using**, according to the table below. This is true for **any** variety of roll made that's dependent on a Stat, unless something else directly affects it. In all cases, **this dice roll is called the Action Roll**.

A	Roll 3 d20 , and take the highest result.
B	Roll 2 d20 , and take the highest result.
C	Roll 1 d20 .
D	Roll 2 d20 , and take the lowest result.
E	Roll 3 d20 , and take the lowest result.

Ordinary humans (and other ordinary non-Stand beings) are considered to be a D-rank for any rolls made by or targeting them.

Alternatively, if you're looking for more accurate representation of different non-Stand entities, then you can use the expansion, [Paranormal Beings & Battle Techniques](#), which outlines rules for creatures above and below 'ordinary humans'.

Once the result is adjusted based on Momentum, any Conditions, Techniques, Damage, Goals, or Impulses, it's called an '**adjusted roll**', and is compared to the table below to get a result.

0 and less	1 - 5	6 - 10	11 - 15	16 - 20	21 +
<u>Critical</u> Failure	<u>Definite</u> Failure	<u>Moderate</u> Failure	<u>Moderate</u> Success	<u>Definite</u> Success	<u>Critical</u> Success

Anything 10 or below is a **Failure**, while anything 11 or above is a **Success**. This is true regardless of the Rank or dice that you roll. A Failure means you did not complete your Action, and a Success means you did. However, **there are three types of Success and Failure**.

A **Definite** result is simply failing or succeeding at the Action. Very little happens that wasn't a direct consequence of the Action.

A **Moderate** result is a Success or Failure with a complication. A Moderate Success might mean the Action is completed, but something goes wrong, or the final result is not as good as it seemed. A Moderate Failure will still result in an incomplete Action, but there may be an unexpected advantage to the new situation, or something to reduce the consequences of Failure. In terms of storytelling, you can think of it as "You succeed/fail, **but...**"

*Example: Joanna Joestar wants to break down a door using her Stand, Knock on Wood, which has a Power Stat of B. She rolls 2d20, and the highest result is 13, meaning the Action is a Moderate Success. The GM decides that the door swings open, **but** the occupant of the room is alerted, and angry. Had she achieved a Definite Success, the room might've been empty. A Failure would've left the door unopened, since that was the intent of the Action.*

A **Critical** result is a Success or Failure with a bonus. A Success might result in knocking an opponent down, or finding something particularly helpful after punching them through a wall. Similarly, a Failure could be disastrous. You might break through the same wall, only to find it's load-bearing, and bring the ceiling down on your head. It's important to note that the result might not be the best or worst possible at the time. Instead, the situation is in some way enhanced, or made more severe. This could be thought of as "You succeed/fail, **and...**"

GM Note: Use these as a way to keep an encounter going. They don't have to control the encounter completely, but you have the freedom to let a scene play out organically, or work your direction for the encounter into the results of your players' Rolls.

Contests: Rolling Against Other Characters

If a player wants to perform an Action on another character, and that character wants to stop them with an Action of their own, the rolls play out differently to standard Actions. These rolls are played against each other, simultaneously, and are called **Contests**. Only one character can Act at a time, so the player who starts the Contest will have to make the first move, but that move doesn't have to be an attack. It can be throwing, grabbing, shooting, speeding ahead, or anything else, as long as it's something your opponent is trying to respond to.

The player targeted by the Contest has the same freedom to approach it how they want. **Their counter-Action should be a response to the initiating player's Action**, which can be as simple as blocking, or complex, specific maneuvers. You can also attack the other player back.

It doesn't even have to address the other Action, but the GM will resolve both the Action and counter-Action based on common sense.

Once both players have chosen their Action, and the Stat they're going to use, they roll the same rank-based dice they would for an Action roll, simultaneously. From there, the results of each adjusted roll are checked; if either are 10 or under, then the Action has failed, the same as a normal roll.

- **If the initiating Action succeeded and the counter-Action failed**, then the initiating player's Action succeeds, with any consequences: punches land, Stand effects are activated, etc.

- **If the initiating Action failed and the counter-Action succeeded**, the countering player can Contest immediately in retaliation. If they want, they can instead initiate this contest any time later, until they have their next normal Action.



- **If both players failed**, then nothing happens, and the initiating player's Action is spent.
- **If both players succeed**, then their Actions cancel each other out. This doesn't necessarily have the same result as both players failing; it depends on the Actions involved.

Additionally, the two rolls are compared to each other. If there's a tie, nothing else happens. Otherwise, whoever rolled higher gets an increase of +1 to their Momentum. The other player reduces their Momentum by -1. (This is independent of whether or not the Actions were successful.)

Example: Joanna Joestar wishes to attack Bonnie Tyler using her Stand's Power rank of B. Bonnie chooses to block the attack using her Stand, Total Eclipse, which would use the Durability rank of C. The two enter a Contest. Bonnie rolls a 13, Joanna rolls an 18. The attack connects, but is blocked by Total Eclipse. Since she rolled higher, Joanna gains +1 Momentum, while Bonnie loses -1.

Momentum: Shifting the Balance

Fights in JoJo's Bizarre Adventure tend to have a balance that shifts back and forth, making them more about striking at the right moment with the right tactic than necessarily overwhelming with brute force. To show this, players will need to manage and use their Momentum carefully, changing up their strategy depending on whether or not they're ahead in the encounter.

Momentum is a constantly changing number that represents how much control a character has over the situation they're in. It starts at 0, and ranges from -3 to +3, depending on how a character is matching up to their opponents. Momentum can never be lower than -3 or higher than +3. **This value is applied as a penalty or bonus to all Action rolls.** Players with higher Momentum also get more control over when they move in a turn, getting priority if they want to move at the same time as someone with less Momentum.



***GM Note:** Momentum is an organic way to represent who has control over the fight. If the narrative allows it, consider giving out rewards of Momentum for things your players do that aren't rolled for, or adjust it to represent dramatic changes in the narrative.*

In addition to this, when characters have Momentum above or below zero, they also receive an additional ability, depending on whether or not their Momentum is positive or negative.

- While you have **positive** Momentum, you have the ability to **Predict** your opponent's moves. This means that when a Contest is declared against you, you can interrupt their declaration at the immediate cost of -1 Momentum. You then announce a Stat that you Predict your opponent is likely to try to use. If they decide to use that Stat anyway, then you don't roll, and will automatically win that Contest. The Contest otherwise proceeds as normal. Even if they succeed, you'll gain +1 Momentum from the Contest and they'll lose -1, as if you had rolled higher.

***Example:** Bonnie has managed to get herself some positive Momentum through winning Contests, but Joanna hasn't let up yet. As Joanna starts a Contest, Bonnie interrupts it, telling Joanna that she Predicts she's about to use her Power Stat. This costs -1 Momentum, but now Joanna is forced to choose between using that Stat and losing the Contest, or using a different one.*

- While you have **negative** Momentum, you instead have the ability to **Feint**. This means you can make failed Actions or lost Contests into tricks, meant to bait your opponent. (Whether or not it actually was is irrelevant.) When you fail a roll, you can immediately roll for a different Action, using a different Stat. You can only do this once per Turn. When the Action you're Feinting from is part of a Contest, your opponent can also choose a different Action and roll for that instead. If you succeed on the new roll, you gain +1 Momentum, even if you don't win the Contest. If you fail, you take the consequences associated with both Actions.



Example: Joanna's behind in Momentum, and has just failed her attempt at blocking a hit using her Durability due to Bonnie's Prediction. In an attempt to turn things around, she declares a Feint. Her dodge was simply a quick movement to the side, meant to force Bonnie to move closer, where she would step on a rug in the middle of the floor. She attempts a Speed Roll to pull the rug and trip Bonnie up before she can react instead, to which Bonnie responds with a Speed Roll of her own, to jump off the rug.

Characters with positive Momentum have more control over the fight, and can limit their opponent's options. Having negative Momentum can be a disadvantage, but Feinting opens up opportunities for people who can think on their feet that positive Momentum doesn't give you.

GM Note: Feints themselves might not always be enough for your players to put themselves back in the fight. While Feinting opens an opportunity for players to get a timely Action in, those Actions need to be possible in the narrative, so you should make sure you're providing ways for your characters to improvise their way out of trouble.

Ventures: Going All-In With Your Momentum

If you find yourself struggling to break a defensive opponent's guard despite having plenty of Momentum, or are backed far into a corner, you have the option to go for a Venture. When you have either -3 or +3 Momentum, you can declare that you're putting everything you've got into initiating a Contest or completing an Action.

To use a Venture, start by resetting your Momentum to 0. From here, **if you're attempting a non-Contest Action, it automatically succeeds**. If you are attempting a Contest, you pick an Action and Stat as normal, but you don't take any penalties from injuries when rolling.

Additionally, your opponent can't Predict or Feint during this Contest. Then, the two of you roll for the Contest.

- **If you exceed your opponent's roll, then their roll is considered a failure.** Instead of losing Momentum, your opponent's Momentum is set to 0, while you gain the normal +1 from beating their roll.
- **If you don't exceed your opponent's roll, you lose a point of Stamina.** Momentum is potentially gained and lost as normal.

The Contest is otherwise resolved as usual.

Example: Joanna's had just about enough of Bonnie blocking her attacks, and has built up +3 Momentum; enough to perform a Venture. She declares that she's putting all of Knock on Wood's strength into hurling a manhole cover at Bonnie, and sets her Momentum to 0. Bonnie, on the other hand, will use Total Eclipse's speed to attempt a dodge. Bonnie rolls an 11, while Joanna rolls an 18. Even though Bonnie would normally have succeeded, Joanna's Venture was a higher roll, so the dodge is considered a failure.

Clashes: When Ventures Collide

The best way to counter a Venture, if you have the maximum positive or negative Momentum to do it, is to respond with a Venture of your own. When you have +3 or -3 Momentum and another character declares a Venture against you, you may choose to use your Momentum to start a **Clash**. Declare an Action that acts as a counter-Action to your opponent, as though it was a Contest. The two Actions will oppose each other repeatedly, over multiple rolls, until one or both characters are worn down.

Both players set their Momentum to +3 to represent the amount of energy they're putting into their Actions. They then roll for the Actions they're using simultaneously; **whoever rolls lower loses one Momentum. If the rolls tie, both players lose one.** The rolls repeat, using the same Action, until either player reaches 0 Momentum. The losing player takes the effects of their opponent's Action, and loses a point of Stamina. The winner keeps however much Momentum they had left.

Example: Bonnie has been taking hits for a while, and has the Momentum for a Venture. She declares one, deciding she'll attack directly, and Joanna does the same. They set their Momentum to +3, beginning the



Clash. Their fists connect over a number of rolls, with Joanna rolling a 5 to Bonnie's 14, meaning Joanna loses -1 Momentum, putting her at +2. Joanna takes the next two rolls, meaning she has +2 Momentum to Bonnie's +1. They tie the last roll, meaning that they both lose -1, and Bonnie reaches 0. This ends the Clash; Bonnie takes Joanna's attack, and Joanna keeps her +1 Momentum.

If a Clash doesn't seem to be working out in your favor, and you want to back out, you can perform a **Clash Break**. In exchange for -1 Momentum, you can choose a different Action to perform that would separate you and your opponent, and roll for it. If you beat your opponent's last roll, then your Action is successful, and you escape the Clash. Otherwise, the Clash ends as though you'd failed your Action roll.

Gambits: Using Opponent's Traits Against Them

Gambits are different from normal Actions in that you don't necessarily have to roll for them; it depends on the specific Action. Every character made for the system has traits that define their personality, known as **Impulses and Goals**, which are covered in more detail in the section of the document concerning character creation. These give a bonus or penalty of 3 to their character's next roll, depending on whether that character is going to satisfy or resist them, respectively. This is known as 'activating' a trait.



When a character intentionally does something to activate an opponent's trait, whether or not they're certain the trait exists, then their opponent has to choose whether to satisfy or resist it. **If they satisfy the trait**, they gain +3 to their next roll, **but lose -1 Momentum**. If they resist the trait, they suffer a -3 penalty to their next roll, as normal. Any Momentum loss is applied after the roll. To gain Momentum as the result of a Gambit, the trait activation must be intentional, and declared by the player.

Example: During their fighting, Bonnie has picked up on one of Joanna's Impulses; she's extremely protective of her friends. She's looking to get an upper hand in the encounter, and this time Joanna has been joined by Mojo "King" Morrison, a beat cop and Stand User she's been working with. Bonnie decides to take advantage of Joanna's Impulse. Making a show of it, and waiting until Joanna is there to see it, she attacks Mojo with her Stand, declaring a Gambit. In addition to her Contest, Joanna now has to choose between protecting her friend, for +3 to the roll and a penalty of -1 to her

Momentum, or doing something else, at a -3 penalty to the roll, but no Momentum loss.

Other players and the GM are encouraged to point out opportunities to make otherwise-mundane Actions into Gambits that carry emotional meaning for the opponent, but the GM has final say over what can push a traited character's buttons.

Since a Gambit doesn't necessarily have to be rolled for, it includes things like breaking a fragile but important item, taking a threatening step forward, or speech: taunts, threats, bragging, and anything else you can think of to fall under this umbrella. Often, you won't discover a new opponent's Impulses or Goals until they activate them, but as you fight and learn more about them, you can start to find ways to use their traits to your advantage.

Turn Order

When the GM needs to start keeping track of the order Actions happen in, like during periods of intense fighting, every character is given a token, or some other kind of marker. Characters can still Act whenever they like, but **whenever an Action is started by that character, the token is given to the GM**. The player cannot do anything else until they get their token back, except for performing counter-Actions (or initiating a Clash) as the target of a Contest. **When there are no characters with tokens that want to act, the GM returns all tokens**. This marks the beginning of the next Turn.

Characters do not have to Act; tokens will be returned when none of the remaining characters want to. This way, turns can be used to measure a short period of time, which helps keep track of Conditions that have durations. There's no specific parallel to real-time, but turns in a typical high-pressure situation usually take around six seconds.

If more than one character wants to Act at once, then the priority goes to whoever has the highest Momentum at that time. If more than one character shares the highest Momentum, then they roll using their Speed Stat against each other, including any penalties that affect the Speed Stat or Speed Actions. Whoever has the higher roll gets to move first. This roll only counts for that single Action; afterwards, if multiple characters want to Act at the same time again, it goes back to whoever has the highest Momentum, and so on.

If the roll results in a tie, then all relevant Actions need to be resolved simultaneously. All players who tied will need to write their Action down on a piece of paper, keeping the details hidden from the other players. This includes the GM, if a character they're playing is involved. Once all the Actions are decided on, they're revealed to all players simultaneously. The GM then decides how those Actions play out, and all involved characters hand in their tokens.

Range & Movement

A Stand's Range defines how far it can move from the User. There are no specific rules about where things are positioned, or exactly how far they can move. If you need to know how far apart something is from something else, the GM can give one of three distances. Each of these distances corresponds to a Stand's Range stat, with the exception of E and A.

- Close (within 10m/33 ft., or in the same typical room), D
- Mid (within 40 m/130 ft., or in the same typical building), C
- Long (within 100 m/330 ft., or in the same typical city block), B

A Stand with a Range Stat of E can't move very far from their User, if they can at all. Actions using their Stand are only possible if their User is close enough to perform the Action themselves. While they can't cover as much ground as a character with greater Range, they always have access to their Stand's Stats for rolls involving the User.

A Stand with a Range Stat of A, on the other hand, has virtually unlimited Range. This often applies to Stands that have specific effects, such as Manhattan Transfer, a Stand that is used in tandem with a sniper rifle to make precise, long-distance attacks. In most situations, their Range won't limit what they can do, but it depends on the Stand and GM discretion.

Stands can only perform Actions within their Maximum Range, relative to their User, meaning a Stand with a Range of C can Act anywhere within 40 meters of their User, and no further. This Range is a hard limitation for anything created by a Stand, like flames made by Magician's Red, but doesn't affect non-Stand objects, like pistol bullets being deflected by Sex Pistols.

Instead of performing an Action, a character or Stand can move from one distance to another, to get closer or further away from something. You can only move from one distance to the next closest, so there's no movement from Close to Long, or vice versa.



Conditions

A Condition is a tool used by this system to represent anything that affects how a character is performing, whether positive or negative. They can affect the mechanics, or just the narrative, though they'll typically affect how rolls play out. While they are similar to traditional status effects from other RPGs, their uses are much broader, and players/GMs are encouraged to come up with their own ways to represent their Stand's unique qualities. To help with this, Conditions can also have a Value, which is a number recorded alongside the Condition, indicating a 'stack', or potency, of that Condition.

Example:

- *[Blinded]: Roll for Precision before attempting any Action, to see if you can attempt it without using sight. If the roll succeeds, roll for your Action as normal. Otherwise, the roll has a -6 penalty.*
- *[Magnetized]: Resisting the effects requires a Power roll to succeed before any Action can take place, to represent the character's body fighting the magnetic force. This may apply a penalty based on proximity based on Range relative to the magnetized object.*
- *[Burning] 2: This character takes the Value of the Condition in damage every turn, caused by the flames consuming them. The Value is equivalent to the heat/coverage of the flames.*

More examples of Conditions can be found in [the Examples document](#).

Since Stands and their Users are connected, most Conditions that apply to one will apply to the other. This includes things like injuries, being restrained and other forced movements.

GM Note: You're not required to tell the player the effect of Conditions, or whether or not a Condition has been applied at all. This depends on how your specific group of players wants to approach metagame knowledge. Since the flow of information is such an important part of the series' conflicts, it can be a lot of fun to challenge players to work things out.

Stamina & Damage

Though the goal isn't always winning through combat, often the simplest way to defeat an opponent is to Retire them. In JoJo, this usually means beating them until they're incapable of fighting back. To keep track of how close a character is to being Retired, they will have a pool of Stamina, which will usually start out at the maximum of 10.

The damage that a Stand does is based on its Power. This doesn't mean that Power Actions are the only ones that can cause damage; any Stat can be used to land a hit, but the amount of damage dealt is always based on a Stand's Power. This amount is tracked in 'injuries', which come in **three varieties; light, heavy, and major**. As a character takes them, they're stored, and each brings their own penalties that need to be dealt with.

A character's Durability can help reduce the amount of damage taken. At a rank of C or above, the amount of light injuries dealt is reduced by a flat amount based on that Stat. Since rolls involving a User instead of their Stand are usually set to a D-rank, this means that attacking a User is often a better idea than striking the Stand, if possible.

Rank	E	D	C	B	A
Injuries Dealt (Power)	0	2	4	6	8
Injuries Blocked (Durability)	0	0	1	2	4

Once the final amount of injuries have been determined, they're added to the character. It's up to that character to deal with them going forward. **Light injuries are the only ones you can remove in the middle of a fight** by default, and since they quickly build into heavy injuries, you'll want to take care of them as quickly as possible.

Example: Joanna and Bonnie have been fighting Stand-to-Stand. Joanna's Contest to land a hit succeeded, since Bonnie failed her roll, and now they need to work out the amount of damage done. Knock on Wood has a Power of B, dealing 6 injuries. Bonnie's Total Eclipse has a durability of C, meaning 1 of those injuries is blocked. Joanna deals a total of 5 light injuries in damage.

Light injuries are minor scrapes, bruises, and cuts. Most damage will be dealt as light injuries, and the pain is minor enough to only be a small distraction. To remove the light injury, you can apply a -3 penalty, per injury, to any Action you roll for. There's no limit to the amount of injuries you can remove at once, and whether or not the Action is successful, the injury will be gone.

Heavy injuries can only be removed with healing abilities or first-aid. Any-time you have four light injuries, they combine into a single heavy injury, which is given a body location by the

person who was responsible for the damage. This location has a penalty of -3 to any Action that uses it primarily. Additionally, **receiving a heavy injury reduces your Stamina by 1.**

Example: Four of the five injuries Joanna just dealt are applied as a heavy injury. Joanna decides to apply this heavy injury to Bonnie's right arm. Any rolls using that limb, on either Bonnie or her Stand, will take a -3 penalty. This makes it harder for her to do things like punch, block, lift, or push items around. The remaining injury is kept as a light injury.

Major injuries happen when you receive a heavy injury on top of a previous heavy injury. A major injury must be caused by an Action that deliberately targets the location of the heavy injury, (usually through a Precision roll) and the entire injury must be caused in one blow. The difficulty of inflicting one of these injuries matches up to its severity; in addition to the -3 penalty, **any time a majorly injured character performs an Action, they reduce their Stamina by 1.** Body parts with major injuries are often damaged beyond use, meaning that they can have severe narrative consequences when applied to vital organs.

Example: Bonnie has managed to fight back, leaving Joanna with some injuries of her own; there's a heavy injury on her stomach that Bonnie wants to take advantage of. For their next Contest, she uses Precision to target the heavy injury she's already left; when it succeeds, striking her for an additional 4 injuries, it's upgraded to a major injury.



The roll penalties from all injuries are ignored when your roll is part of a Venture, but you will still lose the Stamina from the effects of a major injury. When it comes down to a critical moment, and things need to get done, it's rare to have the luxury of pain.

Some Stands do have healing abilities. All light injuries will typically be removed after an encounter, but heavy injuries may take a little more time to heal. It's usually a good idea to keep your characters as healthy as they can be, since enemy Stand Users tend to attack without warning.

If a character loses all of their Stamina, they are Retired. This doesn't necessarily mean they're dead, or even unconscious, but they're no longer able to perform any Actions, or counter as part of a Contest.

For **alternative sources of damage**, it's a good idea to change the amount of injuries received based on the source. Since humans are treated as a D-rank, a standard hand-to-hand attack would likely be 2 light injuries, but most weapons would likely be closer to 4, or more if it's particularly dangerous.

Precision

Precision can be used for more than just precise movements and projectiles. It can also be used to have a character search the area around them for traps, spot small details in enemy Actions, or anything else that a character could notice. This is represented as an Action roll, taken in secret by the GM at a players' request. The results of this roll correspond to the following:

- **Definite failure:** The result you get probably won't be very useful, and may be problematic.
- **Moderate failure:** You won't find what you're looking for, but you at least learn where *not* to look.
- **Moderate success:** You should find something helpful, or at least a hint about what you're looking for.
- **Definite success:** You'll likely find what you're looking for, or else something at least as good.

Example: Bonnie retreats through a narrow corridor, under the effect of Joanna's Stand, meaning her arm is magnetized. She makes a Precision roll as she runs, but since the roll fails, she doesn't realize in time that a section of the wall has been affected by Joanna's Stand as well, pulling her arm to it.



The GM can also use the Precision Stat to have characters passively detect hidden objects. Anything hidden or concealed should have a rank applied to it, from E to A. If a character within Close range of the hidden object has a higher Precision than the rank of the hidden object, their character can spot it. This way you can conceal things without forcing players to roll for Precision anytime they get to a new location.

GM Note: Precision rolls can be used to direct your players in the direction you'd like them to go in, or to otherwise give your players a chance to be wary of traps and surprise attacks.

Stands with Multiple Entities

Some Stands are made up of multiple entities, while still being a single Stand. They might have just two or three, but some Stands can be made up of countless individual bodies, working together to act equivalently to a single Stand. Though this is a difficult skill to take advantage of, it opens up a lot of versatility.

When you have a Stand like this, you can act multiple times in a single turn. These Actions can take place at any point during a turn, but **for every Action your Stand has performed in a turn, the rank that you roll with is reduced by one**. If you had a Stand with a Precision of B and a Speed of C, your first Precision roll would be at B, but your second would be at C. If your second roll was a Speed roll instead, you'd have to roll it at a D-rank. If this Rank reduction would result in a Rank below E, the Action cannot be rolled for using that Stat.

When you make an Action with a portion of your Stand, you need to describe which body/bodies you're using. **Each portion of your Stand can only be used once, and you can only gain or lose Momentum from a Contest you initiate once in a turn**. This has more of an effect on Stands with fewer entities than it does on Swarm Stands, but even Stands with thousands of entities can quickly become hard to win rolls with, giving your opponents lots of Momentum.

Example: Soul Love, a Stand with 7 entities and a Power Rank of B, wants to try and distract an opponent with an attack, then launch a projectile attack while they're distracted. The first roll uses two of Soul Love's bodies, and is at a rank of B, but for the second one, they need to roll at a C-rank.

The other advantage of having a Stand with multiple bodies is that, when they're bound to your body, the shared damage you take is reduced significantly. A normal Stand usually shares all injuries exactly as it takes them, but **Stands with multiple entities only share heavy wounds**, meaning that light injuries only affect the part of the Stand that's been damaged. Additionally, if a Stand has enough different parts that individual bodies aren't being tracked, the light injuries are effectively ignored.

Miscellaneous Stand Mechanics

Most non-object Stands can be Withdrawn, which means they are being kept next to the User, or aren't being actively manifested. This can be performed at any time in place of an Action, but the Stand will be unavailable for the next turn. Instead, **any Stand that is Withdrawn can have its Stats apply to rolls made by its User**. This is often a good defensive option, since having your Stand away from your body can leave you vulnerable to attacks that bypass your Stand's Durability.

Humanoid Stands can share their senses with their User, meaning Stands can be used to see or hear things with greater precision, or at least from a different perspective.

Stand Users are also capable of communicating with each other through telepathy. This is independent of whether or not the Stand is humanoid or even sentient.

Your Character

The character sheet for this RPG can be found [here](#).

The character conflict in JoJo's Bizarre Adventure is often closely linked to the action. A Stand is born from desires and the drive to achieve those desires, meaning that the Stand's abilities are a way to fulfill that drive. When coming up with a character that fits into the world and style of the series, there's no single way to go about it, but the most satisfying characters to play as are those with strong personalities and interesting powers that tie into that personality.

This part of the document covers the rules behind character creation. Your campaign may have special limitations, options, or advantages for new characters, so it's a good idea to consult with your GM during character creation, or go through it together. If you're interested in a more in-depth guide to coming up with and fleshing out your Stands and characters, click [here](#).

Rules of Stands

While there are a lot of different Stands in the series, they generally follow three main rules. Some of these have been broken in the series itself, so if your idea goes against them, don't worry too much.

- **Anything that has a Stand only has one.** Some Stands can have multiple bodies, or take different forms, but they're drawn from the same singular spirit.
- **Stands are 'bound' to something**, usually the User's body. When that body/object is damaged, so is the Stand, and vice-versa.
- **Stands can only be seen by other Stand Users**, except for Stands that are bound to objects, which usually can be seen by anyone and anything.

Stands don't have to be humanoid spirits; they can be bound to objects, restricted to effects, or more. There are advantages and disadvantages to different forms, all of which should be considered carefully. Some examples of non-standard Stands are:

- Hermit Purple, a Stand that takes the form of **purple, thorned vines**.
- The Fool, a Stand that **creates a physical form using sand**.
- Anubis, a Stand that is **bound to a sword**, and possesses anyone who holds it.
- Khnum, a formless Stand that **allows its User to change his appearance**.
- Harvest, a Stand that is made up of **a swarm of small insectoids**.
- Black Sabbath, an **Automatic Stand**, meaning that it acts independently of the User, and does not share damage or knowledge with them.



A few things about non-standard Stands are important to note:

- If a Stand is not a humanoid bound to a character's body, it can't share stats with the User while Withdrawn.
- Stands that are bound to objects are visible to non-Stand Users, though a Stand can take the form of an object while still being bound to its User. A Stand that is bound to a gun and a Stand that is a gun could have the same ability; the difference is minimal, but needs to be specified.
- Additionally, in some cases, the object a Stand is bound to may outlast the original User, and the Stand along with it. This can create independent Stands that act of their own accord.

Automatic Stands are different again. These Stands aren't bound to anything, meaning that it and its User don't share any awareness or injuries. This doesn't mean the Stand will definitely work on its own, or go against its user. Since they're created by the User's desires, they often reflect those, and will most likely work towards them. Players that want to use an Automatic Stand will need to be careful, and organize it with their GM. As much as it would make a character immune to shared damage, most Automatic Stands would need to be considered a separate character entirely.



It's important to note that **an autonomous Stand is not necessarily an Automatic one**. Some Stands can be 'set loose' to act of their own accord, but still be linked to the User.

There are a few different ways for characters to get a Stand. Since they're generally the result of a strong spirit, some people may be born with one, while others gain one as the result of dedication to a craft or practice. A Stand can also be obtained through 'artificial' means, such as the **Stand Arrow**, a mysterious artefact which gives a Stand to people pierced by it, and the **Devil's Palm**, the crash site of an alien meteor that gives a Stand to those who pass through.

Building Your Stand

Designing a character works on a simple point-buy system. You begin with 10 build points, which are used to buy Stats, Abilities, and Techniques. The 10-point limit can be changed by the GM, depending on how powerful or weak they want characters to be, but 10 points is a balanced amount to create a Stand with both strengths and weaknesses. As always, the priority is fun over fine balance, so don't feel like you have to stick exactly to the limit.

Stats

Stand **Stats** are pretty self-explanatory, but here's a specific definition for each of the six.

- **Power:** Your Stand's destructive capability. Many know this as how well a Stand can punch, but it also covers destruction caused by any projectiles or abilities, as well as the power of anything created by your Stand. Helps for dealing damage, but not necessarily for landing hits.
- **Speed:** Your Stand's movement speed, whether attacking, dodging, or crossing distances. In a 'straight fight', Speed can often prove useful, but Momentum has a higher priority when it comes to Action order.
- **Durability:** Your Stand's ability to withstand attacks, from Stands or otherwise. Keeping a high-Durability Stand close is an easy way to stay safe, but it limits your ability to make progress in an encounter.
- **Precision:** Your Stand's accuracy. It can be used for pinpoint attacks, projectiles, observation, and fine movements.
- **Range:** The distance your Stand can move from you, and the distance that it is capable of affecting with its abilities. Can be surprisingly powerful, with the right Stand.
- **Potential:** Your capacity to learn new abilities, Techniques, and more. Putting points into it in the early game can be a good way to mix things up later on.

Each different **Stat** costs the same amount of points. The cost of each rank is as follows:

- **E:** - 1 points (You get 1 point to spend elsewhere.)
- **D:** 0 points
- **C:** 1 points
- **B:** 2 points
- **A:** 3 points

Abilities

Every Stand needs at least one ‘Ability’. Stand abilities have been all kinds of things over the course of the series, so players are permitted to be as creative as they like. GMs have final approval, and they set the cost of abilities as well. They’ll normally cost 1 - 3 points, depending on the ability and its applications.

Example:

- **Organic Magnetization** - Knock on Wood’s primary Ability is the power to selectively magnetize organic objects, including living beings, plant matter, wood, and more. This power has been given a cost of 2 points because of its versatility, and ability to affect enemies directly.
- **Surface Travel** - Roadhouse Blues has the ability to transport the User across any reasonably flat surface. While good for mobility, it doesn’t have much power on its own, and has been given a cost of 1 points.
- **Light Absorption** - Total Eclipse has the ability to absorb light from the surrounding area to power its attacks. This ability can be extremely powerful with time and the right conditions, and gives Total Eclipse the ability to quickly reach A-ranks in multiple Stats, so it has been given a cost of 3 points, as well as the caveat that the light energy cannot be stored without damaging the User.

The best abilities for protagonist characters in the series usually have many different uses. They’re not necessarily the most powerful, but they can be applied creatively to any enemy or encounter they end up against. Crazy Diamond’s ability to restore objects to an undamaged state is a simple example, but this can include more complex abilities, such as Sticky Fingers and its power to create ‘zippers’ on any surface, including its User.

It’s very rare for a Stand Ability to steal, copy, or affect other Stand abilities directly. It’s recommended that you create something self-contained, especially if you’re just getting started with the series, or RPGs. This way your character isn’t relying on others to function in an encounter, and you can design a more unique personality for them.



If you’re having trouble coming up with something, it can be a good idea to start with the character’s personality, and work their Stand out from there. Remember, Stands are created by people who have strong wills, and things they want to accomplish, with the Stand usually forming to achieve that end. There’s also plenty of Stands in the Examples document that you can use to get a better idea of what a Stand is like in this RPG.

Techniques

Though players can use their abilities how they like at no cost, **Techniques** give a player a small bonus for specific, creative uses. **For 1 build point, you can make a note of a specific use of your character's ability, and receive a +3 to any rolls involving it.** There's no limit to the amount of these you can have, but they must be based on things your character is capable of with their current abilities. They can include factors outside the Stand itself, like the User, items, or even other Stands, but all of those must be available to use the Technique.

*Example: **Magnetic Transmission** - Joanna has, over time, learned how to quickly use her Stand's organic magnetization to magnetize her own body and a nearby object, allowing her to quickly launch herself towards that object.*

Once you've decided on these, you're done with build points. Your character sheet will also require a short description of how your Stand manifests. Think about the appearance, the object or body it is bound to, and what advantages different forms may have. You can finish it with a name, which is usually a reference to a song, band, or artist.

Building Your Character

There's no real restrictions on what sort of character you play. Stand Users have been old, blind, paraplegic, orangutans, dogs, plants, and even plankton. The character sheet contains an area for you to write a short description of your character, and you can use Conditions to keep track of any advantages or disadvantages to what your Stand User is. There's also the rules in the expansion to help model additional things from the JoJo universe.

Impulses & Goals

Impulses and Goals allow for your character's personality to have a meaningful bearing on rolls. They're named personality traits with a brief description that outlines particular aspects of your character, based on who they are, and the life they've lead. When an Impulse or Goal becomes relevant to that character's situation, it can be 'activated' by either the GM or any of the players. **If the character's Action satisfies the Impulse or Goal, they receive a +3 bonus to their roll. If it goes against it, then they receive a -3 penalty.** If the Action wasn't rolled for, then the bonus/penalty is held until their next roll.

- **Impulses** are easily-spotted surface qualities, the things that are quickly apparent to people your character spends any time around. These help you define how a character goes about their life. Whenever an Action taken **immediately** satisfies or rejects the Impulse, the bonus/penalty is +/- 3 points.

Example: Joanna holds her friendships in high regard, meaning she takes a bonus to any Actions that involve protecting them from harm, or assisting them directly. If they are in danger, Actions that do not immediately protect them take a penalty.

- **Goals** are specific ambitions, things that are fundamental to a character's progression. These can be part of the reason a character has gained their Stand, or might be the result of a significant event in their past. **When activating a Goal, it can be more indirect than an Impulse**; the Action will receive a +3 bonus when it can be seen by the character as a distinct stepping stone towards this target, or a -3 penalty if it's seen as something that would set them back.

Example: Bonnie seeks to bring down the criminal syndicate that left her homeless and bankrupt. She might receive bonuses while encountering members of that syndicate, while dealing with law enforcement trying to keep her from her goals, or pursuing leads. Penalties might occur when trying to retreat from a fight against a Stand User working to protect the head of the syndicate.

Each character receives as many Impulses or Goals as they like, at no build cost. Use them to flesh out your character, but keep in mind that the disadvantages can come just as readily as the bonuses, especially when an opponent works out how to target them with Gambits.



Progression

Building your character at the start of the game is the last you'll see of build points. Once the game begins, any progression is managed with the Potential Stat, or Acts if you decide to have an Evolving Stand. Ranks in this Stat are traded, permanently, in exchange for the following boosts. However, you can only progress your Stand when you find yourself in a high-pressure situation. This makes Stand progression a good tool for beginners, or those who like having the extra versatility, and less necessary for those who have a good grasp on their capabilities.

For a more accurate JoJo's Bizarre Adventure experience, you can leave the exact timing and results of your character's progression up to the GM. In the series characters don't get to decide on how their Stand manifests, and some players might enjoy having their character evolve in unexpected ways.

To spend a Rank in Potential, you must have -3 Momentum, and use it on a Venture. The player chooses how to spend their Potential, and then uses that for the Venture Action. (The Action doesn't have to be successful.) Ranks in Potential are traded permanently.

- To get a new **Technique**, spend one rank in Potential and use your new Technique as the Venture Action. Once this is done, you can commit the Technique to your character sheet, giving it a name, and giving you a +3 bonus to any attempt at using it from now on.
- To get a new **Ability**, one or more ranks in Potential are exchanged for one ability, with the amount of ranks required dependent on how powerful the ability is. New Abilities should be related to the Stand's current ones, or otherwise reflect the User's personality.
- Advancing a **Stat** is as simple as trading a single rank in Potential for a single rank in a different Stat. A is always the maximum, however.

Players can also have an **Evolving Stand**, which is a type of Stand that changes forms at critical moments, gaining greater strength, and stronger abilities. These new forms are referred to as Acts, and are shown as an attachment to the Stand's name, e.g. *Roadhouse Blues, Act II*. **For 3 build points, you gain one 'Act' to transition to later on.** Evolving your Stand gives it two additional Stat ranks, and exchanges one Ability for a more powerful one, as well as a physical redesign. Every Act you unlock, including the starting one, is available to use at any time, but you have to Withdraw a Stand in order to change it to a different Act.

Example: Roadhouse Blues, a Stand with the ability to travel along any reasonably even surface, has reached -3 Momentum, and trades in an Act. Roadhouse Blues Act II is created, and in addition to bringing his Speed and Power up to B-ranks, it may now travel along any reasonably even surface, regardless of gravity.

Lastly, the mysterious artefact known as the **Stand Arrow** is capable of granting extraordinary abilities to those who are pierced with it. Those without a Stand will be granted a Stand, if they possess the spiritual strength to survive the process. Those who already have one will find their Stand Abilities developed beyond what might have been thought possible. This is known as a 'Requiem' form, and is often quite overpowered, even by JoJo standards, and will almost certainly be reserved for the endgame, if it comes up at all. This form will be noted by the new Stand having 'Requiem' appended to its name, e.g. *Knock on Wood Requiem*.

GM Note: As there are only a few examples of a Stand Arrow being used on a Stand User in the series, it's recommended that it results in a Requiem form, whether it's the Stand or User that is pierced. However, out of the available examples where it was specifically the User that was pierced, the only one that had any results left the Stand visually unchanged, granted it an additional, very powerful ability, and made his hair look kind of greasy. As this could be considered a prototypical attempt at the concept of Requiem Stands, it may be best to ignore it for the sake of eliminating unnecessary complications.