

"Jojo's Bizarre Adventure takes place in an alternate reality, where not only stuff like vampires and super-martial arts and spiritual manifestations exist, but the 80s won the fashion wars and took over style in every time and place.

Accumulated 80sness has resulted in outfits, hair, names, and posing simply too rad for most people to handle. It is a cruel world, where only the most beautiful survive." -NovaPolice, SA

Jojo's Bizarre Adventure!

Jojo's Bizarre Adventure is an incredibly long-running manga series written and drawn by Hirohiko Araki since 1987, currently up to eight parts in 108 volumes.

It's also completely fuckin' rad.

Jojo's is a story centered around the Joestar family line and the ridiculous situations they find themselves in. Ripples, vampires, super vampires, stupidly complex spiritual manifestations, a two-month long horse race, and more! Almost all named after progressive rock bands. There's a little jargon that'll get thrown around surrounding the abilities of the various Joestars that can be hard to grasp on first read, so the first four pages of this doc cover that. Thereafter are the rules.

The game uses the *Fate* engine, specifically the rules given in *Fate Core*, which as far as I'm aware is identical to the *Strands of Fate* engine. Just, well, completely free. It's also pretty much just a modified version of *Spirit of the Century* with an extra step to Character Creation, a different tone and different set of skills. Utilize a standard 4dF dice set.

If you've already read JoJo's Bizarre Adventure, feel free to skip to page five. To those who haven't, but would like to at some point: there are no significant spoilers in them, but if you're still very sensitive about even knowing plots of the later parts, then feel free to skip to page 3. Past that has examples given from the later parts, but without context, such as it's really hard to derive spoilers from them.

Some General Themes

JoJo's is utterly ridiculous, and it knows it. The series is a silly romp that's a mostly formulaic encounter to encounter with the villain of the week, presented in the most fabulous and creative way possible. This isn't at all a detriment, because of how much character everyone has, from how they look and act to how their ridiculous anime powers work, and specifically for that, what your power **is** matters far less than **how** it's used and how you trick your enemy. This is important, and the backbone of this game.

There are how many Parts?

Eight! There are eight distinct, self-contained parts of the series. The first six are all directly connected, and the seventh and eighth take place in an alternate reality. Here's a short

description of each to get a good feel of how a JoJo's story goes.

Phantom Blood

The series begins in the 1880s in Britain. A young man named Dio Brando is adopted into the wealthy Joestar family, and plans to usurp his new brother Jonathan Joestar as heir to the family and fortune. He fails, and abandons his humanity in a last-ditch effort by becoming a vampire. It's up to Jonathan and his new teacher Will A. Zeppeli (along with the meddling Robert E. O. Speedwagon,) to defeat Dio once and for all.

Battle Tendency

It's the late 30s, just before the outbreak of WWII. The grandson of Jonathan, Joseph Joestar, learns of the recent disappearance of Speedwagon following an investigation of some ruins in Mexico. Thus revives the Pillar Men, first one called Santana, and then the three who created the tool that turns humans into vampires themselves. These are ACDC, Wham, and Cars. It's up to Joseph to defeat the Pillar Men, though he does it with the assistance of his new master Lisa Lisa and ally Caesar Zeppeli.

Stardust Crusaders

In the late 80s, Joseph seeks out his grandson Jotaro Kujo in Japan, to inform him of grave news: the ancient enemy of the Joestar family, Dio Brando, has returned. He is hiding out in Egypt in an attempt to fully recover, and Joseph and Jotaro must set out to defeat him well and truly *once and for all*. They accumulate a group of friends along the way, and this is when the classic JoJo's "villain of the week" structure kicks in.

Diamond is Unbreakable

Josuke Higashitaka is the illegitimate son of Joseph, and is only 16 years old in 1999. This technically makes him the uncle of the far older Jotaro Kujo, who asks him for assistance in solving a serial killer case in his town of Morioh. This Part is where the concept of the Stand really takes off in creativity, as well as maximum classic rock theme naming.

Vento Aureo

In Italy in 2001, the son of Dio Brando sets off on his quest to become the head of a gang called the Passione. He, Giorno Giovanna, then attempts to find out as much about their shadowy boss as possible. Like other parts, Giorno builds up a large cast of friends in his quest.

Stone Ocean

The final part in the normal JoJo's continuity. It's 2011, and the daughter of Jotaro Kujo, Jolyne Kujo, is imprisoned in the fictional Green Dolphin Street Prison in Florida. She awakens her stand Stone Free and uses it to survive in her harsh conditions as intrigue surrounding her imprisonment unravels around her.

Steel Ball Run

In an alternate timeline in the 1890s, Italian Executioner Gyro Zeppeli travels to the United States to participate in the Steel Ball Run, a cross-continental race taking place from San Diego to New York City. His bizarre abilities get the attention of genius, but paraplegic Johnny Joestar. The race, however, is not just what it seems...

JoJolion

Skipping ahead 120 years, it's 2012 in an alternate Morioh. Morioh was devastated by the 2011 earthquake, and strange events have been happening in the crippled town. A young woman adopts an amnesiac young man, whom she names "Josuke", and introduces him into the Higashitaka clan.

What's the Ripple?

The Ripple is the essence of the sun, and therefore of all life. It comes from a martial mastery of the breath and blood, called *Sendou* or *Way of the Hermit*, and how they work in patterns to create powerful waves of energy that slay the undead!

It's also got a lot of really esoteric abilities associated with it and is weird and inconsistent in general but whatever, it's completely rad. The ripple is used in so many ways, from melting the flesh of a zombie with but a touch, to controlling and shoving a pigeon down a lady's throat harmlessly. It's also used to make ordinary objects into weapons, like straightening out and hardening up a noodle so it could be used as a needle. Due to its wave-based nature, it's also usually channeled through mundane objects as weapons – soap, wine, scarves, and a pair of American clackers – and these are generally exactly as effective as traditional weapons coated in oil to make them good conductors of the ripple.

It also promotes youthful energy and those who use it are usually far older than they look. You can appear in your mid-twenties at the age of fifty!

I also heard about a "Spin"...

The Spin is the Ripple's equivalent in Part 7, albeit using a different source and visual effect. It is exactly as esoteric and versatile. Because they're basically just alternate universe versions of one-another and have roughly the same silly properties, you can pretty much treat them the same, just different flavor-wise.

So how do I use these in the game?

Techniques and specialties in the Ripple can be aspects on the Human side of your character, or if you're forging a Stand entirely (more on that later!) then as many as you want to take. They're also an option when taking your Ability. There'll be an example Ripple User given at the end of this document.

The Ripple shows up prominently in Parts 1 and 2, a bit in 3, and the Spin shows up in Part 7.

Why Vampires?

The Vampires in JoJo's Bizarre Adventure do pretty much the same as they do in everything else. Suck blood, create zombie thralls, and are slain by the sun's daylight. However, that's just about the most broad definition of them possible: the real advantage of being a vampire in JoJo's is completely and total control over the body to an absurd level. Drinking blood via fusing your hands into necks, that kind of thing! There are three (four, technically,) levels of being undead. The first is being a zombie, a thrall whose only benefits of being undead is being stronger and no longer feeling pain. Then being a vampire, immortal, strong, and with incredible body control, capable of creating zombies. Those are the two levels a human can attain – you become a vampire by donning the "Stone Mask", an artifact created by the Pillar Men, who are level 3. The Pillar Men (so-named because they were all found in a stone pillar,) were never human, and basically just super vampires, who eat other vampires by absorbing them into their bodies wholesale.

Vampires are, for most purposes, the purview of the GM. Their very nature makes them evil, dangerous beings in the entirety of JoJo's Bizarre Adventure... but if you want to try to play a vampire and still be a cool dude, I suppose that's fine. Don't worry if your GM vetoes it, however: you can pretty much approximate it later on down the line, using a Stand.

Vampires feature prominently in Parts 1, 2, and a bit in 3.

What in the world is a Stand?

Stands are the real meat & potatoes of the JoJo's Bizarre Adventure meal. Starting in Part 3 and never leaving since, Araki had an idea for a new power and struck gold. Put as simply as can be done, the Stand is a spiritual manifestation of its user. In practice, it is pretty much anything you want it to be.

The most generic stand in the series is the incredibly precise, extremely strong, extremely fast Star Platinum, the stand of JoJo #3, Jotaro Kujo. It manifests as a tall muscular being very close to Jotaro and fights and defends from there, as it has poor range.

From thereon, though, Stands get more and more different. In a series of examples to decorate exactly how ridiculous they can get, we'll start with Hermit Purple. Hermit Purple manifests itself as a purple thorned vine streaming through the user's right hand and has the ability to divine where something is. Up next is Heaven's Door, which turns a person's skin into a book that details their entire life up to the present and even slightly into the future, and manifests mostly as a drawing of a small cartoon man with a hat, and sometimes as that small man in a more realistic form. There's Superfly, a telephone tower that binds its user to never leave its premises and reflects damage to it. Finally, Bohemian Rhapsody, which manifests itself as all fictional or portrayed characters in history across the world, that whenever someone meets a character they enjoyed as a child, will be sucked into a story and fated to have the same fate as the character in that story.

Stands aren't necessarily complicated (Jolyne Kujo's Stone Free lets her turn her body into string and that's basically it,) but they're always used **creatively**. No matter what silly, bizarre power it bestows, it can always be used to good effect.

So how do I get a Stand?

Well, the generic independent way is to have a life full of conflict culminating in incredible emotional distress. Not a huge deal, though, since you can have a stand awoken for you. In parts 3-6, to be pierced with the plot device (the "stone arrow") would awaken a stand artificially. In part 7, if you passed through a spiritual place called the "devil's palm" you would be cursed with one. In part 8, they're bestowed by mysterious things called the wall-eyes. In all honesty, don't sweat it too hard, it's not that big a deal.

Sounds good, but how do I use Stands in the game?

Stands are complicated enough to justify having their entire own section of character creation, and are therefore kind of optional. I do recommend using them even if you're attached enough to Parts 1 & 2 specifically, though, because they're the main draw of what makes this game different from other Fate games.

Stands show up in Part 3 and continue their overwhelming prominence in the series to this day.

[Araki has a quick 13-page chapter in Part 7: Steel Ball Run, completely sans of spoilers, that is a quick summation of what a Stand is and what it can do.](#)

Being Human is Boring! What if I want to be something else?

Totally is sometimes. There's the option of playing a vampire, of course, but you know what Stands sometimes do? They make animals way more intelligent. Animals can get Stands too! And there's a whole lot of variation on the whole idea of an "animal" is here. These include a dog named Iggy, a hawk named Pet Shop, an unnamed Cat that turns into a plant because of its stand Stray Cat, and a *sentient mass of algae named Foo Fighters*.

There are also a small number of mostly or completely independent Stands in the series, which is of course still possible to do and can therefore appear to be pretty much whatever it wants. Anubis, a sword possessed by a Stand, is kind of independent. It requires a human to hold it to manifest itself fully, though, and takes over their bodies. You could therefore play your character solely as the Stand, and takes all of your aspects on what the person wielding you is capable of doing, for example.

That's just what JoJo's itself presents. You're 100% free to get even more nuts with it, like being a ghost bound to a Stand suit of clothing, or an animated doll, or whatever you want to do. There's functionally no limits. Be a talking pyrokinetic cat if you want to be.

The rules for playing the JoJo's Bizarre Adventure RPG follow.

All this makes sense, but how do I play?

A tutorial is probably the best way to go here, so let's start fleshing out a character.

Step 1: Character's Name

A good JoJo's character needs a good name. One of the most distinguishing aspects of all JoJo's characters is their name, or their Stand's name, being a reference in some way to music. To avoid *any possible* opinion dysmorphia from our example character, we'll call him Freddie May.

Step 2: Background

You know what this is about. What's your character's backstory? You'll want to consider the regular things, like childhood and friends, what hobbies your character has, their job. This step is, of course, important in determining some of your character's aspects.

"Freddie May was born in Chicago in 1920 and grew up modestly well-off until the Great Depression hit. He had two much younger brothers, born at the start of the Depression, that he worked alongside his sickly father and stern mother to feed. He didn't have much time to himself, but with what little he had he loved boxing. If things started to look up, he'd love to try his luck as a professional boxer. Given that he wasn't the only son, and his brothers were both not even in their teens, he of course was drafted into WWII – and that is where his life turned around completely."

Step 3: Acquiring Your Abilities

Stand or Ripple or even Vampire if you're allowed, what were the situations surrounding your sudden powers? Did you train under a ripple master, suffering harsh ordeals in the name of becoming stronger? Were you pierced by the stone arrow and survive, finding yourself with a Stand? Did you adorn the Stone Mask? Or maybe you're just really weird and don't actually have any abilities, just being incredibly competent at certain things. Tell us why you're so great at them, if you can (Or don't if you want to be mysterious about it.)

While we're on it, what's your ability like and what are its absolute basics? How does it manifest? These are things you'll probably naturally lean toward describing when narrating out how your character got their stand in the first place anyway. Just give us a quick peak before you actually flesh it out. And remember to name it something super rad!

"Freddie's entire family is dead, and Freddie himself was not much better – he was on the front lines of the invasion of Normandy. One night in the infirmary, recovering from surgery as an amputee of his left arm and leg, he received a telegram. Soon after Freddie left, his father became deathly ill. The money dried up as he couldn't work, which lead to their family starving... and his condition becoming worse. They tried to turn to charity first, and when that didn't produce anything – given they were one hungry family out of thousands – they turned to the mob instead.

*When his mother found out that the way they were going to pay for the treatment and their meals was selling the two children into slavery, she flew into a rage and killed whatever mook organized **that**. The*

mob didn't take kindly to this, and, well, the family has as much fish to eat as it wants now.

Freddie, so traumatized by this and blaming himself for not being there – and knowing that he can't do anything about it now with only one arm and one leg – attempted to kill himself that night. Crawling desperately to a medicine chest nearby, he pulled a scalpel from it and sliced his own carotid artery. To his great surprise, he completely failed to bleed. It was at this moment, he noticed he wasn't holding the scalpel anymore – it was clutched by a ham-sized blue left hand that was floating in the middle of nowhere. In his surprise, he reflexively attempted to stand and back away – and could! Looking down, there was another hand on the floor roughly where his foot should be. And all about his person, twenty other disembodied hands were touching the floor and grasping bed stands and scattered objects.

*And so Freddie awakened his Stand, and when he would return home he would get revenge for his family with it. He named it after his current situation: **Under Pressure.**"*

Step 4: Conflict! A Fated Battle!

This step is optional. I'm well aware that it's a bit embarrassing to write silly anime fights.

With only a few exceptions, friendships in JoJo's Bizarre Adventure are fire-forged in the furious heat of battle. While deaths frequently happen in combat, just as frequently a mutual respect forms between two combatants, and they can even come out of it without much hatred left for one another if enemies, or admiration if allies. Similar to Spirit of the Century's novel and guest-starring phase, write out at least one short combat situation. This should probably involve another randomly-chosen player character, though that isn't strictly required. There aren't any restrictions on who is fighting who or if the players need to fight a backstory character or each other, so long as they were both in the same fight! You can do this as many times as you like up to the number of players in the game, if you want to generate most of your aspects from your character's combat experience.

A minor thing to note: this is about as **far** from necessary as anything to note on this page (and you don't have to follow any of it to the letter in any case,) but finding out who wins the most fights is a good way to judge who the "JoJo" character is. In the later parts, the JoJo isn't even necessarily the main character, just the one that wins and is in the most fights. You can make a convincing argument that Koichi Hirose is the main character or at least viewpoint of Part 4, that Bruno Buccelati is of Part 5, and it's honestly easier to say that Gyro Zeppeli is the main character of Part 7 than Johnny Joestar.

"When Freddie met his best friend Roger Deacon, he was his first enemy. Roger was a part of the mob dispatched to snuff out the rest of May's family, a team of seven stand-using assassins. Roger was the first he encountered. To not alert the masses, who would assumedly freak out seeing someone walk normally without both left limbs, Freddie uses a crutch with his arm's stump that he seems supernaturally dextrous with, while in truth he just walks with his Stand. It made him stand out enough that he was called out to immediately after leaving his apartment, into an alley by a man with a severe mustache in business attire.

He introduced himself as Roger Deacon, and explained to Freddie the concept of a Stand, and how they both got one... Freddie didn't just get his through emotional trauma. His wartime doctor had inserted a stone into his body during surgery, just the same as all of his squad of assassins. With this conspiracy revealed, Roger began his attack! He revealed his own Stand, Stone Cold Crazy, the stand that turns everyday items into deadly weapons. With that he showed his hand, why Freddie was brought into this alley

– every bit of junk just lying on the ground and in the dumpsters is dangerous! They both advanced on one another and retreated, as if fencing, with Freddie taking punches with a full ten of his hands when he can, and Roger swinging whatever spare piece he could. It was a fierce, fierce fight, and Roger had the upper hand. The climax occurs directly after Roger flips open a discarded box of marbles, firing them as if from a scattergun and embedding into Freddie's flesh! Roger demands Freddie to surrender, and he will make his death quick and peaceful... and that's when he loses.

Freddie reveals that he had been brushing back the junk of the alley down to his side with the remaining ten hands he hadn't revealed! Even if he was in his mercy just then, Roger can't finish him off without something! He'd already tossed his hat, his pens. And the clever bastard had pickpocketed him, his wallet and watch gone! With twenty-three hands, he simply couldn't keep up with the number of actions he could pull off...!

Roger was then soundly defeated, and quickly came to sympathize with Freddie's situation. He hadn't been told what Freddie had done, only that he was to kill him."

Step 5: Attributes

You will need the basic capabilities of the character you play through, some kind of physical form. How this works is pretty simple: your character gets one attribute they're best at, represented as a +5. They then have their two runners-up, both at +4s. However, you must also have one attribute at a +1. Everyone has a weakness, and learning how to cover up that weakness is an important aspect of JoJo's Bizarre Adventure.

You can then distribute 15 points at your leisure, with no attribute more than a +3. Choose from the list directly following Character Creation, on page 8. **Any points deliberately not spent during this step are added to the pool for Step 7.**

Step 6: Aspects

The most fun part of *Fate*. Aspects are the most significant part of developing your character. They're important features of your character given statistical meaning on a case-by-case basis. You almost certainly already know that, so let's get to it.

Aspects can be applied to *any* part of the character. Their physical body, their skill in martial arts or supernatural abilities like the ripple, or their Stand. You get eight, and it's best to go with a mix of positive and negative aspects, or better yet aspects that are in and of themselves used both positively and negatively.

Your aspects don't have to apply *directly* to the previous three parts of character creation and, though probably obvious, you didn't even really need to follow those steps exactly. But they **are** useful fonts of information with which to generate aspects. If you want to just write out a regular, more extensive backstory and a description of your abilities, that's fine too.

Like all *Fate* games, aspects can be compelled (Either by the GM or yourself or even the other players,) to grant a fate point, or you may spend a fate point to tag one and gain a bonus on a roll. Both cases need justification in how they apply to the situation.

You get 8 aspects to be distributed in whatever way you like. **Let's look at an example.**

Freddie May's Aspects

Mum n' Dad Always Said – *Taking parent teachings to heart.*

Unrealized Boxing Champ – *Rough around the edges, but he had the talent.*

I'm Not Losing Another One – *With no one else left, he's put himself last.*

Survivor of Omaha – *War truly is hell, and hell takes its taxes. An arm and a leg, huh?*

Sleight of Many Hands – *When you've got twenty-three total, it gets hard to keep track of them all.*

Man on the Prowl – *There's a lead wherever you know where to look, friends to footprints.*

Don't Stop Me Now – *Twenty-two hands can also be twenty-two feet.*

Eleven-and-a-Half Pairs of Gloves – *Unconscious protection from nearly two-dozen bodyguards.*

Step 7: Abilities

Your character is exceptional in some way. As has been said excessively, your character has a special power like a Stand or the Ripple or maybe you're just really really really good at your job. And with this, there's another set of stats associated with it. These stats are on a different scale than personal ones.

This step has a little bit of extra finagling associated with it, but generally for supernatural abilities like Stands or the Ripple, there are five stats, plus one *very special unique aspect*: a quick, generalized description of your ability. Tagging this aspect works different than others. Tagging this aspect allows you to make a **combat declaration**, which will be covered in conflicts, along with how the rest of the stats work, both mundane attributes and fantastical abilities. The Unique Aspect can be **anything**, and working it into the game is up to the player. Here's a handful of examples.

A Ripple that Incapacitates the Strong, Paralyzing Purple Overdrive – *The user's mastery of the ripple leaves them with knowledge of how to win any fight without hurting anyone.*

Unstoppable Ossification– *The user can grow his own bones very quickly... even when they're not inside his body.*

Master of the Stony Shell, the Vampire's Mode: Stone – *The user has control over their skin's atomic structure, enough to meld it with the minerals in the earth.*

The Spirit of Halloween – *The great pumpkin itself. Turns a localized area into a spooky, deadly ghost house.*

Mirror the World, Master of Direction – *There's up and down, and left and right, but what if you just turned everything on its side a bit?*

For now, the stat list. You are given 10 points, and each can go between +1 and +5.

(DES) Destructive Power – *The potential destruction caused by simple exertion of strength and power.*

(SPE) Speed – *The quickness of movement and execution of attack of the ability.*

(RAN) Range – *The range of the ability centered on the user. Can vary wildly.*

(DUR) Durability – *The resistance to damage of the ability. Usually only relevant on Stands.*

(PRE) Precision – *The micro-scale accuracy of the ability. Can vary wildly.*

These statistics are used for all supernatural abilities, from Stands to the Ripple to Vampirism. Vampires and Ripple-Users get these stats added directly to themselves. There'll be an annotated example character sheet for each to get a better idea of how this works.

There is an exception! If you are a fantastically talented, but otherwise mundane being, you instead add those 10 points to the pool at Step 5, and you have a max of one +6 skill, two +5 skills, and the rest can be up to +4. You no longer have a necessary weakness. You still have your unique combat aspect, although this should be something more mundane than most.

Step 8: Snack Time

Get yourself something to eat because all that can take a pretty long time. You're done!

Attributes

Physical

(END) Endurance – *Your toughness and health. The stick-with-it stat. Your resistance to damage.*

(FIN) Finesse – *Using your agility and dexterity. Avoiding attacks, using ranged weapons, interacting with the world around you through machinery and tools.*

(STR) Strength – *Burliness and might. Lifting heavy objects. Getting busy with the world through vigorous use of your muscles. Also skill in using melee weaponry.*

Mental

(AWA) Awareness – *Understanding your surroundings and picking up on tells and minor details.*

(INT) Intuition – *Your resistance to bluffs and thinking quick on your feet. Having an accurate gut feeling.*

(KNO) Knowledge – *Book smarts. Intellect and memory. Acquired experience and wisdom, second-hand and first.*

Social

(CHU) Chummery – *Getting friendly with others and persuasion through reasonability.*

(FAB) Fabulousness – *Posing and being a beautiful product of the 80's. Persuasion through force of personality.*

(SKU) Skulduggery – *Bluffing, feinting, deceiving, general liesmaking. Persuasion through falsehoods.*

Other

(RES) Resources – *Having MAD CASH. Not necessarily hard currency, but can be in the form of investments, business, favors, connections, or anything worth significant value in some way.*

Fate – *This isn't really a stat, but it is a resource in and of itself. You get 8 Fate Points, equal to your number of standard aspects, and these refresh after every significant milestone (Usually every session.) You can also gain fate points back by compelling aspects or doing super rad things.*

(HP) Hit Points – *Your arbitrary degree of health. Read below!*

The only derived independant stat is **HP**. HP is all of your physical stats added together

multiplied by 2, and you are knocked out cold when reduced to 0 HP. Actual death, however, is rather difficult. It's your negative HP value multiplied by 2. So if you had 3 END, FIN, and STR apiece, then that would mean you had 18 HP and die at -18.

A Stand's HP is the same pool as its user's. If the user is incapacitated, so is the Stand. There are a few case exceptions to this.

Conflicts and Checks

The basic check is, of course, rolling 4dF+X, where X=the relevant attribute or ability, opposing another roll of 4dF+Y, where Y=the opposing attribute or ability. You'll sometimes be asked to beat a default, set difficulty as well.

Melee – 4dF+STR vs. 4dF+FIN or 4dF+DES vs. 4dF+DUR/SPE/FIN

Ranged Attacks – 4dF+FIN vs. 4dF+FIN or 4dF+DES vs. 4dF+DUR/SPE/FIN

Damage – Excess success + STR/FIN/DES – END/DUR.

Combat Declarations

One of the most silly and fun aspects of JoJo's is the incredibly creative, albeit usually inexplicable ways fights are resolved. Most people are aware of the infamous scarf-coated-in-grenades trick, and it's this game's aim to emulate that as perfectly as possible.

Whenever you tag your **Unique Aspect** and succeed in making your GM excited to hear how this works, you may declare your character accomplished a crucial, climactic action right under the bad guy's nose, such as setting up a rope snare around their leg as they're knocked from the pillar they were fighting on, dragging the villain down with them! This can have any number of mechanical benefits, but the most generic one is an automatically successful attack at maximum possible success. Assume you rolled four plusses and the antagonist rolled four minuses.

Example Stand User
Freddie May

(END)	3	(AWA)	4	(CHU)	2	(RES)	1
(FIN)	2	(INT)	5	(FAB)	2	(HP)	14
(STR)	2	(KNO)	2	(SKU)	4	FATE	8

Aspect Overview

Mum n' Dad Always Said – *Taking parent teachings to heart.*

Unrealized Boxing Champ – *Rough around the edges, but he had the talent.*

I'm Not Losing Another One – *With no one else left, he's put himself last.*

Survivor of Omaha – *War truly is hell, and hell takes its taxes. An arm and a leg, huh?*

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Man on the Prowl – *There's a lead wherever you know where to look, friends to footprints.*

Don't Stop Me Now – *Twenty-two hands can also be twenty-two feet.*

Eleven-and-a-Half Pairs of Gloves – *Unconscious protection from nearly two-dozen bodyguards.*

Under Pressure

(DES)	5	Strong enough to tear steel effortlessly.
(SPE)	2	Punches like Muhammad Ali.
(RAN)	1	2 meter range.
(DUR)	0	Each fist is no tougher than a normal fist.
(PRE)	4	Could perform major neurosurgery with no external tools or assistance.

Unique Aspect

A Stand that Grants Peerless Strength and Precision with its Twenty-Two Helping Hands – *Flawlessly makes up for his newfound weaknesses and then some. **Under Pressure** has no mind of its own, but it does have instinct to protect its user like nothing else can.*

Don't Stop Me Now – *Twenty-two hands can also be twenty-two feet.*

Eleven-and-a-Half Pairs of Gloves – *Unconscious protection from nearly two-dozen bodyguards.*

Background

"Freddie May was born in Chicago in 1920 and grew up modestly well-off until the Great Depression hit. He had two much younger brothers, born at the start of the Depression, that he worked alongside his sickly father and stern mother to feed. He didn't have much time to himself, but with what little he had he loved boxing. If things started to look up, he'd love to try his luck as a professional boxer. Given that he wasn't the only son, and his brothers were both not even in their teens, he of course was drafted into WWII – and that is where his life turned around completely."

Mum n' Dad Always Said – *Taking parent teachings to heart.*

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"Freddie's entire family is dead, and Freddie himself was not much better – he was on the front lines of the invasion of Normandy. One night in the infirmary, recovering from surgery as an amputee of his

left arm and leg, he received a telegram. Soon after Freddie left, his father became deathly ill. The money dried up as he couldn't work, which led to their family starving... and his condition becoming worse. They tried to turn to charity first, and when that didn't produce anything – given they were one hungry family out of thousands – they turned to the mob instead.

When his mother found out that the way they were going to pay for the treatment and their meals was selling the two children into slavery, she flew into a rage and killed whatever mook organized **that**. The mob didn't take kindly to this, and, well, the family has as much fish to eat as it wants now.

Freddie, so traumatized by this and blaming himself for not being there – and knowing that he can't do anything about it now with only one arm and one leg – attempted to kill himself that night. Crawling desperately to a medicine chest nearby, he pulled a scalpel from it and sliced his own carotid artery. To his great surprise, he completely failed to bleed. It was at this moment, he noticed he wasn't holding the scalpel anymore – it was clutched by a ham-sized blue left hand that was floating in the middle of nowhere. In his surprise, he reflexively attempted to stand and back away – and could! Looking down, there was another hand on the floor roughly where his foot should be. And all about his person, twenty other disembodied hands were touching the floor and grasping bed stands and scattered objects.

And so Freddie awakened his Stand, and when he would return home he would get revenge for his family with it. He named it after his current situation: **Under Pressure.**"

I'm Not Losing Another One – With no one else left, he's put himself last.

Survivor of Omaha – War truly is hell, and hell takes its taxes. An arm and a leg, huh?

You're My Best Friend

"When Freddie met his best friend Roger Deacon, he was his first enemy. Roger was a part of the mob dispatched to snuff out the rest of May's family, a team of seven stand-using assassins. Roger was the first he encountered. To not alert the masses, who would assumedly freak out seeing someone walk normally without both left limbs, Freddie uses a crutch with his arm's stump that he seems supernaturally dextrous with, while in truth he just walks with his Stand. It made him stand out enough that he was called out to immediately after leaving his apartment, into an alley by a man with a severe mustache in business attire.

He introduced himself as Roger Deacon, and explained to Freddie the concept of a Stand, and how they both got one... Freddie didn't just get his through emotional trauma. His wartime doctor had inserted a stone into his body during surgery, just the same as all of his squad of assassins. With this conspiracy revealed, Roger began his attack! He revealed his own Stand, Stone Cold Crazy, the stand that turns everyday items into deadly weapons. With that he showed his hand, why Freddie was brought into this alley – every bit of junk just lying on the ground and in the dumpsters is dangerous! They both advanced on one another and retreated, as if fencing, with Freddie taking punches with a full ten of his hands when he can, and Roger swinging whatever spare piece he could. It was a fierce, fierce fight, and Roger had the upper hand. The climax occurs directly after Roger flips open a discarded box of marbles, firing them as if from a scattergun and embedding into Freddie's flesh! Roger demands Freddie to surrender, and he will make his death quick and peaceful... and that's when he loses.

Freddie reveals that he had been brushing back the junk of the alley down to his side with the remaining ten hands he hadn't revealed! Even if he was in his mercy just then, Roger can't finish him off without something! He'd already tossed his hat, his pens. And the clever bastard had pickpocketed him, his wallet and watch gone! With twenty-three hands, he simply couldn't keep up with the number of actions he could pull off...!

Roger was then soundly defeated, and quickly came to sympathize with Freddie's situation. He hadn't been told what Freddie had done, only that he was to kill him."

Sleight of Many Hands – *When you've got twenty-three total, it gets hard to keep track of them all.*

Man on the Prowl – *There's a lead wherever you know where to look, friends to footprints.*

Example Ripple User
Molley Crew

(END)	4	(AWA)	2	(CHU)	2	(RES)	3
(FIN)	4	(INT)	2	(FAB)	4	(HP)	26
(STR)	5	(KNO)	2	(SKU)	1	FATE	8

Ripple Mastery

(DES)	5	She's known for destroying stone with her bare hands??
(SPE)	0	No faster than normal.
(RAN)	0	Melee range.
(DUR)	0	No toughening agent.
(PRE)	5	Could operate a sensitive, broken surgery waldo from miles away by email.

Unique Aspect

A Ripple of Dauntless Force, Explosive Grey Overdrive – *Normally the Ripple conducts poorly through solids, but with enough in the right spot, one could smash through even stone and metal.*

The purpose of this example is not to deal with aspects or the character creation process and how they work, but rather to give an example on how a sort of “personal augmentation” ability would work, like the ripple. You can assume that Molley here has aspects relating to using her ability, and how using these aspects works is simple. Spending a fate point to activate this aspect allows you to use **both** the attribute's and ability's stat value. Let's look at an example.

*"Molley Crew is in dire trouble! Faced with a horde of zombies created by her archnemesis, the powerful vampire Kerry the King, she must find a way to defeat them all at once before they encroach on her and her friends down in this river valley by a dam. She examines her surroundings (4dF+2, ++00 = 4!) and notices a crack in the dam, leaking lightly! She therefore tags her **Stone's No Tougher than Glass** aspect, letting her roll Strength+Destructive Power to break a hole in the dam and allow water to rush out! She*

needs a 6 to break it in one go, and rolls 4dF+10 to break the dam – and gets +---, an 8 . The dam bursts open, creating a jagged hole in the great concrete wall! A torrential wave flows out, and as it's charged with the ripple, the jet of water burns the zombies away as they get caught in the current."

If the aspect and ability was more about protecting herself, then she could tag that aspect in response to getting hit and add her Durability to her Endurance to see if she took any damage.

That's about everything. Get ridiculous, and have fun!