

JOJO'S BIZARRE TABLETOP

Or, the whole reason for Super Stand Sunday

SECTION I: THE MECHANICS

ROLLING:

JoJo's Bizarre Tabletop uses a d100 rolling mechanic used in Guardsman's Bizarre Adventure (the 40K JoJo Quest). The default table for significant actions - the **tiers of success** - requiring a roll is as follows:

1:	CRITICAL MISS	2-10:	Definite Miss
11-89:	Various Degrees of Success	90-99:	Definite Success
100:	OVERPOSE!		

1s and 100s cannot be overturned unless the other is rolled to cancel it out. Otherwise, the highest tier of success achieved goes.

URGENCY:

A number of rolls may be made in order to perform an action, depending on the urgency of the situation. The lower the allowed number of rolls, the more urgent the situation.

CONTESTED ROLLS:

When rolling directly against someone else, both parties roll a number of times according to the Urgency of the situation, plus any additional rolls that may be made (discussed later). The highest roll counts. If a party rolls a higher tier of success than the other, that party wins. If both parties roll the same tier of success, the party with the higher roll wins. If THAT roll is a tie, one free re-roll is made at a time until one party rolls higher than the other.

HEALTH & DAMAGE:

There is no flat health value, nor is there any flat way to determine damage sustained due to an attack. Powers can tend to inflict conditions that the enemy has to deal with, and you don't necessarily have to KO an enemy to take him or her out of the fight. A given power may inflict a **condition** that the player will have to contend against in some manner, similar to a FATE aspect. For example, if a Stand has the power to throw around gravity wells, and the user catches an enemy in the range of one of his wells, the target would, reasonably, be "weighed down" by the enhanced gravity due to the gravity well; it would be harder to move around and avoid any further attacks unless the well can be dispelled somehow. Treat the effects of a power similar to how you would treat any trait, except it is (usually) temporary in nature.

Conditions are ranked from 1 (minor) to 5 (strong). In order to overcome a condition, you will have to take rolls from the Urgency of the situation to deal with the condition before even acting, if it's even possible to do so given the nature of a power. For example, if you have a condition with a rank of 2 and an Urgency of 4 rolls, you will only get 2 rolls instead of the 4 that the Urgency would usually allow. Conditions also tend to stack upon each other, so it is best to try to get rid of conditions before they cripple your character.

Even though a character may be heavily crippled by conditions, it doesn't necessarily mean they are always out of the fight. If the total ranks of conditions equal or exceed the Urgency, you are allowed one roll per round of action if your character is capable of performing such. It will be significantly harder to perform actions you want, but depending on the nature of the condition, you might still have an out if you can figure a

way out of the condition yourself or can get backup from someone else. Just because you're down doesn't always mean you're out.

Alternately, if a character burns all their ranks in all their stats to E rank and cannot do so any further (discussed later), they are also out of the fight in some fashion, usually passed out or -- worse -- killed.

SECTION II: CHARACTER CREATION

****CHARACTER SHEET HERE: <http://goo.gl/KlbajB>**

MAKE YOUR STAND:

Stands are made with a point-buy system. The number of points a player can use to make a stand depends on the power-level of the game or the overall scope of a Stand's capabilities. Not every Stand will be fighting in the same weight class. It must be noted that some characters, most notably the JoJo and any other majorly significant NPCs, will not strictly fit within these classes.

Low Power:	40 points	Medium Power:	60 points
High Power:	80 points	FABULOUS:	100 points

These points are spread over the following stats, just like you see them in *JoJo's Bizarre Adventure*:

POWER:	How strong you can ORA. Also, how potent a Stand's abilities are.
SPEED:	How quickly you can ORA. Also, movement speed, dodging, agility, etc.
RANGE:	How far you can ORA. Also, the effective range of abilities.
DURABILITY:	How well you can stand other ORA. Also, how long a Stand can act.
PRECISION:	How accurately you can ORA. Also, how precise the Stand's abilities are.
LEARNING:	How well you can learn new ORA. Also, how well a Stand can adapt.

Stats range from E (pretty damn weak), to C (normal human ability), to A (absolutely ridiculous). N/A counts as an E-rank. **There is NO S-rank.** The point values of each rank is as follows:

E:	1 point	D:	3 points	C:	6 points
B:	10 points	A:	15 points		

WHAT DO STATS DO?:

The stats do two things. First, they extend the "Definite Success" range of a Stand's actions, as follows:

E:	No change (90-99)	D:	85-99	C:	80-99
B:	75-99	A:	70-99		

Also, you can "burn" a stat rank to get another re-roll beyond the Urgency of the roll. For instance, you can burn a rank in order to roll a fourth time if the Urgency was three rolls, and you didn't get the roll you want. Bear in mind that when you burn a rank, the effective "Definite Success" range changes with it. For example, if you burn a stat from A to B, the "Definite Success" range turns from 70-99 to 75-99, making it harder to guarantee success. This is shown as "**Stat: A (B)**" Fortunately, ranks reset back to their original levels at the beginning of the next session.

The stat you burn is significant. Check out the following example:

You start with a C-rank in Strength and roll an 8 during a really important ORA, you may burn a rank in Strength to re-roll, which will be shown as C (D), with D being the temporary rank. Though you get a re-roll, the "Definite Success" turns from 80-99 to 85-99 until the end of the session.

If you would like to change strategies after a failed roll, you can choose to burn another stat instead and roll for that instead of the one you started with. Using the above example, instead of ORA-ing the enemy to death, you decide it's best to yield with a dodge and take the advantage there. You burn a rank in Speed instead and roll with Speed's new rank.

And then there's **Learning**. You can maintain your current strategy and burn a rank in Learning. This does NOT reduce your rank in the current stat, but the rank in Learning is lost forever and does not come back in the next session. If you roll high enough during a Learning burn, the GM may even grant you a new ability based on what you used the Learning burn for.

Say instead of just plain ORA-ing, your Stand managed to make the ORA come from all directions on your Learning-burned re-roll. And the roll was SO good and the move so fabulous and stylish that the GM gave you a new ability: Omnidirectional ORA.

With all the above examples, you cannot burn a stat with an E-rank. You're stuck with it.

ABILITIES:

Any leftover points from your Stand's stats can be used towards defining your Stand's abilities. Usually, a Stand only has about two or three signature abilities, though they can have myriad uses. When making abilities, consult your GM, as the GM will evaluate your abilities and assign it a point value determining its significance and scope of the ability's power. Usually, a power will cost anywhere from 5 to 10 points, though some abilities, like Part 3 DIO's and Jotaro's infamous Time Stop, will cost something higher, upwards of 15 points. The more dramatic and far-reaching the ability's power and scope, the greater the cost will be. Most abilities are only as good as how you describe them.

Keep track of leftover points for the next step.

MAKE YOUR CHARACTER:

Though the majority of the action in *JoJo's Bizarre Adventure* is done through the characters' Stands from *Part 3: Stardust Crusaders* onwards, character still play an important role in tilting the balance of power.

TRAITS:

Instead of stats, characters can be described with a number of traits, much like games like FATE. Triggering a trait increases **or** decreases an effective roll by a certain amount, rather than adjusting the range of "Definite Success". Sometimes a defining trait may bite you in some situations.

Add 10 points to the leftover points you have from Stand creation for your character's Traits. There are three levels of Traits that a character can have.

Core Trait (Cost: 2): These traits tend to be what defines your character during most of his or her (or its) bizarre adventure. Jotaro's cool and quiet nature, Josuke's hot-headedness and willingness to protect others, and Giorno's calculating nature are all "signature traits," the most identifiable aspects of a character's being. As they are the most likely to be triggered, they only offer a **+3/-3** adjustment to a roll.

Significant Trait (Cost: 4): Hiding a little deeper under the surface or yet to manifest on their own, these traits don't come out too often. Think of these traits as the sort of thing that only certain people know about a character, as well as traits that slowly grow over time over the course of a bizarre adventure. Jotaro learns to trust others after knowing his grandfather Joseph after a while. Josuke can get incredibly serious when the time calls for it. Jolyne even has moments of vulnerability when cornered. These traits offer a **+6/-6** adjustment to a roll.

Rare Trait (Cost: 6): And then there are the traits that even a character will not know about him- or herself until the moment gives them no other choice; these are the small traits that somehow change the course of a character's growth and narrative, if not the course of the entire bizarre adventure. Kakyoin's willing sacrifice to finally learn the secrets of DIO's power, Shigechi's bravery when confronting Kira, despite his usual cowardly attitude, and Johnny's independence when faced with daunting loneliness after Gyro's death are all nascent traits that make themselves known in exceedingly dramatic fashion. The traits offer a **+10/-10** adjustment to a roll.

Each trait can only be used for its given adjustment. However in the case that multiple traits may be used for the same situation, their adjustments would stack.

LEFTOVER POINTS:

You may still have leftover points after making your character's traits. These can be used to purchase free ranks (FRs) to burn. Using these ranks do **not** affect any of your Stand's stats in any way, allowing you to be more flexible. And you can even choose whether to burn an FR, or to burn a normal stat rank. These ranks are a one-time purchase which can be used at **any** time during the bizarre adventure. However, once you burn them, they never come back, just like Learning ranks. The costs are as follows:

1 FR: 1 point	2 FRs: 3 points	3 FRs: 6 points
4 FRs: 10 points	5 FRs: 15 points	...and so on...

Of course, you can always save those free ranks for later in case you get more in the future and decide to awaken a new ability in your Stand or develop a new trait in your character by spending them as you would at charge to build a new ability/trait.

OTHER TYPES OF CHARACTERS:

Not everyone in *JoJo's Bizarre Adventure* has a Stand. In *Part 1: Phantom Blood* and *Part 2: Battle Tendency*, the main characters usually fell into three categories. **Ripple Users** were martial artists who used breathing techniques which amplified the power of the sun and their life-force into their attacks. The protagonists of the first two parts, **Jonathan Joestar** and his grandson **Joseph Joestar** respectively, were highly trained Ripple Users.

Vampires were the antagonists for the first two parts as well. Vampires are connected to the use of the **Stone Mask**, which activated when doused with blood, piercing the wearer's skull. If the wearer had a strong enough will, he or she would lose his or her humanity and gain strange vampiric powers, including bloodsucking via touch, superhuman strength, speed, and regeneration, and, in the case of **Dio Brando**, freezing via touch. In Part 2, there was a group of innately superior people called the **Pillar Men** who created the Stone Mask(s) and had the aforementioned vampiric powers. However, vampires are all lethally weak to sunlight and its power, leading to the importance of Ripple users.

Finally, there is an assortment of other characters, such as **Robert Edward O. Speedwagon**, who initially fought with underhanded tactics and even had a bit of potential to learn the Ripple. He became sidelined overall, but he would have been an unpowered martial character otherwise. There is also **Rudol von Stroheim**, who would have cybernetic enhancements partially through his story, which granted him a host of his own superhuman abilities.

When creating these types of characters, you can use the stats and abilities from Stand creation to describe the character's powers, be they Ripple, vampiric, cybernetic, or otherwise. The point values remain the same. Also keep in mind that powers may change (with the GM's approval). **Straizo**, a Ripple user from Part 1 became a vampire in Part 2 for selfish reasons, creating a conflict between his newfound vampiric powers and his prior mastery of the Ripple. **Kars**, the leader of the Pillar Men, gained Ripple powers and immunity to sunlight when he used the Stone Mask with an artifact called the **Red Stone of Aja**, becoming the "Ultimate Being."

SECTION III: OTHER STUFF WE HAVEN'T ORGANIZED YET

ADVANCEMENT:

Throughout the bizarre adventure, it is likely that a character and his or her Stand will grow. Maybe they discover something about themselves they never knew before; maybe a new significant application of a Stand's ability is created, or even an entirely new power hidden deep in the recesses of the Stand awakens. Of course, a Stand can learn new abilities through a well-used Learning burn in the middle of a session. Usually however, advancement is taken care of at the end of the session.

The GM gives players a number of build points (the points you used to make your Stand and character before the bizarre adventure) based on what they did during the session. From the get-go, all players in attendance (with surviving characters) earn 1 point. From there, points can be awarded for significant actions or supporting roles the character and Stand may have had in the session, as well as completing objectives or even entire adventures. Generally, the greater an impact a character has on a session, the more points they receive at the end of the session or even a particular plot arc or sub-adventure. Things that help a player stand out, beyond completing objectives and the adventure itself, include:

- Being particularly brave or smart
- Good roleplaying
- Taking charge and pushing the story along
- Possessing and using the "right skills in the right place at the right time"
- Impressing the group with humor or drama
- Particularly clever usage of abilities or traits given the circumstances (a "play of the day," as it is)

EXAMPLE CHARACTER

The following is an example character created within the system to demonstrate character traits and a Stand and its powers.

CHARACTER: Sister Josephine "JoJo" Devereaux

"There is no such thing as an 'avenger of God.' God does not employ avengers, only redeemers."

An absolute saint of a woman who has dedicated her life to reforming the wicked and uplifting the beaten and the damned, Sister Josephine Devereaux -- a Joestar by blood -- is a genuinely pleasant and kind woman of the cloth who performs public works and does what she can to make the world a better place. Considering her will and her power, it's unsurprising she is called upon to do battle against evil.

STAND: Ave Maria

POWER: Redemption

CLASS: High-power (80 points)

STATS:

POWER: A (15)

SPEED: B (10)

RANGE: D (3)

DURABILITY: A (15)

PRECISION: B (10)

LEARNING: B (10)

STAT POINTS: 63 (17 left)

Ability: Deliver Us From Evil (12)

Ave Maria confronts an enemy and strikes them down with a nail, pinning them in place with a haunting spirit that holds them down, before bathing them in a warm light. Sister Josephine will approach and speak to the trapped, compelling them to tell their life story and reflect on all they have done, both positive and negative. They are forced to reflect on their misdeeds and the pain they have caused. Sister Josephine, in her endless benevolence, offers the bound a second chance, a chance to genuinely atone, turn their life around, and reach towards her ideal of goodness. Should they refuse, the [weight of their sin] bears down on them, causing unceasing, terrible agony for a period of time, after which Sister Josephine will petition them again. If they genuinely accept, the binds are released, and any pain or wounds are healed. The power only works on one target at a time. The target must possess a soul, be sentient and be able to feel regret in order for Deliver Us From Evil to work.

Ability: Lay on Hands (5)

With a comforting and blessed touch, Sister Josephine may restore body, mind and spirit, healing any wounds and damage as well as the effects of trauma and other mental/spiritual ills. It cannot resurrect the dead.

ABILITY POINTS: 17 (0 left)

+10 points for traits: (10 left)

TRAITS:

Core Trait: Woman of the Cloth (2)

Josephine's faith in others is nothing compared to her faith in God. As a member of the cloistered clergy, she has strong ties with the Catholic Church and is hard-pressed to be shaken in her faith. Her learnings have taught her to be thoughtful and to be a pacifist.

Core Trait: Selfless (2)

From volunteer work to acts of charity, Josephine's kindness and generosity know no bounds. Though she can (and has) been taken advantage of at times, it has not deterred her will to make the world a better place, one act at a time.

Core Trait: Angel of Goodness (2)

The world can be a dark and terrible place, and Josephine believes it's her job and the job of all humans to

be a shining beacon and make the world brighter and better for everyone. A champion of all that is good, right and just, she has very little tolerance for dark and malicious acts. She is keen at identifying evil and will move to stamp it out where she can. Hate the sin, not the sinner.

Significant Trait: Understanding (4)

Though she lives according to the will of God, Josephine knows and understands that there is a wide world out there with all kinds of mysteries. She feels encouraged to learn more and to understand the workings of her world and the beliefs and practices of others, exemplified when she first encountered her own Stand, Ave Maria. Josephine is a student, not a missionary.

TRAIT POINTS: 10 (0 left)