By Shadow of Blue Rose

JoJo's Bizarre Adventure

STAND BUILDER

JumpChain

So, you've finally obtained your stand. Nice. I'm not gonna bore you with any great exposition, so I'll just get right into it. This is the Stand Builder, created with my JoJo Jumps in mind, and created alongside my Part 3 Jump. There will be updates to this when the Part 4, 5, 6, and 7 Jumps come out, so look out for those/this in the future.

+1,000 Stand Points

Stands come in just a few parts: Appearance, Type, Stats, and Ability, this document will aid you in the creation of your stand for all parts except appearance and name.

Appearance

Go ahead and design the appearance of your stand however you wish, though maybe you should do that after figuring out all of its powers, name, and parameters.

Stand Type

There are a few types of stands out there, each has pros and cons. We'll go over them now. Any changes applied by Stand Type are applied after you build the stats.

Power Type: These types of stands generally have high power and speed, but lack much in the way of range. This raises the Power and Speed of your stand by one rank, up to A Rank, but lowers Range by one Rank as well.

Long Distance Manipulation Type: These types of stands have great range and can generally operate as long as the user can see them. Range is increased by two ranks, but Power and Durability are lowered by one rank each.

Automatic Type: These stands operate independently of their users, and usually have very long range, but lack in precision and cognitive ability. They usually are only capable of following a singular objective. Range is increased by two ranks, but Precision and Developmental Potential are both lowered by one rank.

Bound Type: These stands are physically bound to an object, such as a sword, a car, or a boat. Because they are physically bound to an object, they can be seen and affected by non stand users. Durability increases by two ranks and Developmental Potential decreases by one rank.

Integrated Type: These stands lack form entirely, and instead

simply confer powers upon their users. Developmental Potential and Durability increase by two ranks and Range is lowered by one rank.

More types, such as Act Types, will be added once the Part 4 Jump is created.

Stand Stats

Power

This is a measure of the raw strength of your stand. This doesn't account for the power of abilities, as your stand could have abilities with power above or below your stand's physical strength.

Speed

This is a measure of the speed of your stand. How fast it can move or fight. Some stands have abilities that are far faster than the base speed of the stand, but most generally don't.

Durability

This is a measure of how tough your stand is. This is a vital stat, as a high durability means your stand will take less damage, and therefore, you will take less damage.

Precision

This is a measure of both the reaction speed of your stand, as well as how steady and accurate it is. High precision would allow your stand to easily perform surgery, while low precision could result in your stand being ineffective at keeping up with its own maximum speed.

Range

This is a measure of the range of your stand's abilities. It generally doesn't cover the manifestation range of your stand. For example, Star Platinum has a manifestation range of roughly 2 meters, but it can attack with Star Finger out to ten meters and possibly further.

Developmental Potential

This is a measure of how much your stand can grow and develop. High Potential means your stand can gain more abilities, or possibly increase in power. This stat tends to decline over time. As you master your stand and it gains new abilities, this will decrease and decrease until it reaches none.

Regarding Stats and Other Jumps

During JoJo jumps, your stand's stats will be the general power level of other stands with the same stats. However, in non JoJo jumps, your stand's power will be based upon your own stats. If you're way stronger than JoJo characters, your stand's stats will reflect this, but if you're still around JoJo character level strength then your stand will be around the same level as usual.

Ranks are purchased per stat.

None: + 300 Stand Points
E Rank: +100 Stand Points
D Rank: Free
C Rank: 100 Stand Points
B Rank: 200 Stand Points
A Rank: 300 Stand Points

Abilities

Generally far more important than stats, the abilities of a stand determine how versatile and capable it is. Abilities will be divided into four categories. Low, Mid, High, and Generally Unfair

Low level abilities are things such as alternate travel methods or minor elemental manipulation abilities. These abilities cost 50 Stand Points each.

Mid level abilities would be things like Silver Chariot's armor switching, or magnetizing organic objects together. These abilities cost 200 Stand Points each.

High level abilities would be things such as light absorption in a large area, potent elemental manipulation, or attribute enhancement. These abilities cost 300 Stand Points each.

Generally Unfair abilities are powers on the level of Time Stop. These abilities cost 500 Stand Points.

Ability Drawbacks are either limitations on or requirements for your stand's abilities. Drawbacks are applied per ability.

Minor Drawbacks such as "Cannot affect living creatures" would give you 100 Stand Points. Can only be applied to abilities of Mid Level or higher.

Average Drawbacks such as "Doesn't work without a nearby source" or "Doesn't work in water" would give you 200 Stand Points. Can only be applied to abilities of Mid Level or higher.

Strong Drawbacks such as "Locked until on the verge of death" would give you 400 stand points. Can only be applied to abilities of High level or higher.