

STAND Proud

Stand Proud is a tabletop role-playing game about people with psychic powers that manifest as entities called "Stands," visible only to other Stand users. All Stands have a unique ability that reflects the bearer's personality, but otherwise vary wildly in appearance, purpose, and complexity.

First work with your GM to come up with a special power for your Stand. After you've decided what your Stand's ability will be, assign 1d4, 1d6, 1d8, 1d10, and 1d12 to the following stats:

Power is a measure of your Stand's ability and overall strength, and most often rolled when using your Stand's special power.

Precision is a measure of you and your Stand's perception and fine motor skills. Depending on how you describe an attack, you might roll either Precision or Power.

Toughness is a measure of your ability to withstand things. In addition to endurance related checks, it's used to determine how many wounds you can take. You can take a number of Wounds equal to half your maximum die, e.g. 1d8 = 4 Wounds. Only Stands can damage other Stands, but damage dealt to a Stand affects its wielder as well.

Speed is used to determine initiative in combat, as well as for dodging things and moving quickly.

Range is never rolled, and instead determines the maximum distance that your Stand can move from you, as follows:

1d4 = 2 meters; 1d6 = 10 meters; 1d8 = 25 meters; 1d10 = 50 meters; 1d12 = 100+ meters

Potential checks lets you retroactively make something true, whether it be a new Stand ability for one-time use, or some sort of past action, like having secretly brought a machine gun with you. The more directly applicable to the situation, the higher the difficulty class. The GM may also call for a Potential roll when deciding if it's possible for a player to attempt an action that strains their credulity.

Checks: When you attempt to do something with the possibility of failure, the GM will have you roll one of your dice. If you roll greater than or equal to the action's difficulty class, you succeed. If you roll lower, you either fail to perform your action or succeed with some sort of complication, as determined by the GM. The standard difficulty for a check is 4.

Opposed Checks: When you attempt to perform an action that someone else is actively trying to prevent, the GM will have both roll their relevant dice, and whoever rolls highest succeeds. You both reroll on a tie.

All attacks are treated as opposed checks. The attacker describes how they try and attack, and the defender describes how they defend themselves from it, and then they roll dice accordingly. **If the attacker wins the opposed check**, they can deal 1 Wound, use their Stand's ability, or otherwise perform an action that harms the defender. **If the defender wins the opposed check**, the attack fails and the defender can attempt to perform some additional form of counter-action. The counter-action cannot be a standard, wounding attack, although it may cause the target to take damage indirectly. Nothing happens on a tie.

GM Tips: Don't sweat the small stuff; it doesn't all have to make sense. Focus on encouraging the players to use their Stand abilities in creative ways. Make the villains evil and the adventures bizarre.