*Due to the nature of this fuckin’ thing, there isn’t a snowball’s chance in hell of this thing going to a PC or minor character. It may end up going to either a strong ally or the primary antagonist, but due to HEART Zero, it may be to ‘good’ for an antagonist, though it does seem to be neutral in nature.*

**HEART’s Power**

Due to the nature of the Stand HEART, a document must be made separate from the standard Stand document for the process of detailing its variant forms. This is so that the Stand power document isn’t cluttered by a single Stand’s information.

*Emotion List*

This is an attempt to add various human emotions and to document a standard power for each. However, it will likely need revision so as to be fairly complete and accurate.

The four base emotions are as follows. I know it’s not even close to accurate at the moment, but bear with me, I have a plan. The smaller emotions help to govern ratings, and will be explained later.

*Neutral*: A level state of mind, present whenever one remains unstimulated in any way. Governs nothing.

*Happiness*: A positive state of mind, striving for nothing but itself. Seeks to exist. Governs contentment, pride, love and other such emotions.

*Anger*: A negative state of mind, striving to be positive. Seeks to right wrongs through acts of retribution. Governs aggression, indignation, hatred and other such emotions.

*Sadness*: A negative state of mind, striving to be anything but itself. Seeks to be eliminated. Governs fear, self-pity, despair and other such emotions.

*Willful*: An assertive state of mind, striving for one’s own beliefs. Seeks to fulfill itself. Governs ambition, hope

*Modifier*

These affect the strength of the Stand and various other things, depending on the emotion. No modifier emotion is negative or positive.

*Passion*: When one puts their all into what they believe they must do.

*Neutrality*: When one is neither in the heat of the moment nor actively indifferent.

*Cynicism*: When one is skeptical and judgmental towards the task at hand.

*Base Emotional Powers*

Neutrality: Possesses no unique abilities outside of being of an average strength Stand. As there are no sub-emotions and no modifier can be applied to it, HEART possesses a C rating in all of its stats while in a Neutral state.

Happiness:

Love – Symbiosis: Binds itself to the user and lends them HEART’s Stand rating. The only sign of the Stand in the user is the change of the irises into pink HEARTs.

Contentment – Perpetuation: Prevents anything drastic from changing in a 100 yd radius of the user for 5 minutes. I. E., if someone were to be mortally wounded while Contentment is in effect, they would not feel pain or begin to die until it ends

Pride – Intimidating Aura: The user gives off a feeling of power and dread to those within a 10 yd radius. While all are affected, the extent of intimidation varies from person to person.

Anger:

Aggression – Polarity Hit: Whatever HEART punches is given a magnetic charge varying with the hand that hit them (left is negative, right is positive). The area hit possesses a circular sigil that is colored red when positive, and blue when negative. The charge only attracts opposite polarities of other objects charged by HEART. For example, if a man is hit in the back with the right hand, and then HEART punches a nearby wall with the left hand, only the man’s back will be attracted to the wall and vice versa, and anything affected by normal magnetism or electromagnetism is left alone.

Indignation – Binding Bubbles: The Stand is capable of producing yellow bubbles from itself that, if popped by someone, paralyze them in the affected body part.

Hatred –

Sadness:

Fear – The Stand turns into an avatar of the user’s worst fear and acts on its own, while the user is paralyzed in terror.

Self-Pity – Isolation: The Stand blankets the user and prevents them from physical harm, but prevents them from taking any action.

Despair – Vortex: The user becomes incoherent as a localized black hole appears in the center of HEART’s stomach and consumes anything within 7 yd that isn’t secured to a stable object. The effect lasts for 14 seconds, after which time the user passes out from mental stress.

Willful: Synchro – The user is in absolute control of themselves and their Stand.

*Emotion Fusion*

When a base emotion is given a modifier, it will gain a new ability unlike any of its native skills. The only exception is Neutral’s power, as by its very nature it is stuck with a modifier of neutral.

Passionate/Happy – Elysian World: The environment within a half mile takes on an idyllic appearance and nature. Plants spring to life, people animals become friendly, the weather is temperate and the sky clears. Everything becomes well. Stand users remain mostly unaffected.

Cynical/Happy – Lie Translator: The Stand is able to translate any lie told near the user, and will whisper the truth into their ear.

Passionate/Angry – Pierce: The Stand and user are able to move through anything they choose while moving at any speed to the effect of a train’s kinetic energy, I. E. obliterating something by merely walking through it.

Cynical/Angry – Weight of Sin: If HEART were to punch someone, they would begin to be held down with shackles and chains that vary in weight with the target’s transgressions against others.

Passionate/Sad – Sympathy Pains: The Stand holds someone, and the person held is subject to the same emotional state as the user.

Cynical/Sad – Isolation: The user is whisked off to a pocket dimension inside of their Stand’s chest. HEART remains in reality and acts of its own accord, but frequently just sits in place and mumbles to itself.

*Passionate/Willful (HEART Zero)*

Considered the true form of HEART and the effect of epiphany. When the user possesses the fortitude to pursue that which they feel most passion for, HEART becomes an exceptionally powerful Stand, not in the sense of pure physical strength, but in its ability to make its users dreams a reality. While still possessing the ability to change form based on emotion, its Neutral form changes to HEART Zero, reflecting the change in the user themselves.

*HEART Zero – Strength of Will*

Type: Direct

Range: E Power: B Speed: C Learning: A Growth: A Durability: C Precision: C

*Infinite Possibilities* – When activate, the user becomes unbound from fate and is able to carve their own path.