



By PsychoAnon

## Introduction

The Joestar bloodline and Dio Brando. Two forces representing the good and evil of the universe. They are destined to battle, pulled by gravity, but of course fate sides with those whose actions are true and just. DIO is destined to lose to Jotaro Kujo and the bearer of his will, Enrico Pucci, is destined to be defeated by his own brother's stand due to the sacrifices made by the Joestars and their allies, ridding the world of DIO's evil once and for all.

Yet, there are an infinite number of parallel worlds, and in one of these worlds fate sided with DIO. He defeated Jotaro Kujo with the help of Pucci and enacted the Heaven plan, though this plan was somewhat different from the one Pucci performed in the main universe. DIO ascended above the heavens themselves by gaining an incomprehensibly strong stand - The World Over Heaven. DIO traveled the multiverse and eventually found a man stuck infinitely rotating. Funny Valentine, the 23rd President of the United States in his own universe, was freed from his hell and told DIO about the corpse parts in hopes of defeating Johnny Joestar. Instead, DIO would use this new knowledge to concoct a plan to become truly omnipotent. At the same time, the corpse parts scattered across time, space and parallel universes.

Robert EO Speedwagon will discover the first corpse part and a mysterious voice will guide him, the Holy Corpse allowing him to travel to other places and times where the rest of the corpse parts are located. He will gather allies from the Joestar Bloodline across time and dimensions to collect the whole Holy Corpse and defeat DIO. This is all within DIO's calculations, however. He will allow the Joestars to gather allies and Corpse Parts as he makes them fight against stand users he's turned into his own minions. This is all to bring the souls of the Ultimate 36 sinners who stand against Heaven and the Holy Corpse together so that DIO can absorb them, for once he does he will be unstoppable. If not stopped, he will obtain the Eyes of Heaven.

**+1000CP**

# Species

## **Free/100 - Human**

Humanity is the truly beautiful and beloved race. They may be weak, foolish and at times vile, but they also have the strength of will to charge into the uncertain future in order to bring about positive change for the world. For 100CP, you've been upgraded to the pinnacle of (1930's) German science as a cyborg! Your durability is great enough to withstand regular attacks from a Pillarman, your strength is superior to unawakened Pillarmen and you're equipped with weapons such as an abdominal machine gun which can tear a Pillarman to shreds and UV lights to battle against vampires and Pillarmen. I'm noticing a pattern here.

## **100/200 - Zombie/Vampire**

An evolution beyond humanity brought about by the stone mask. In exchange for their humanity, vampires possess immortality and incredible power. Their strength, speed and athleticism greatly surpasses that of humans, they have regeneration which is absurdly fast and powerful, they can manipulate their bodies to such a high degree they can flash freeze their own limbs, fire jets of essence out of their eyes, drink blood from any part of their body and potentially much more with experimentation. They can turn people and corpses into zombies and also possess more esoteric abilities like hypnotism. With that said, vampires are weak to hamon, the very energy of life and the sun itself which is harnessed by hamon warriors. Even a small dose of it, let alone the light of the sun, will turn them to ash in an instant.

For 100CP, you can instead be a zombie. They are weaker than vampires and lack most of their abilities, only having the physical enhancement and ability to drink blood along with one more minor type of bodily manipulation.

## **400/600 - Pillarman/Ultimate Lifeform**

An ancient, immortal and powerful race which once feasted on humans and vampires alike, before being nearly wiped out by a group of traitors. Pillarmen have all the powers of vampires, but to a much higher degree. They are much more physically powerful, have far greater manipulation of their bodies and can absorb flesh on contact to eat rather than drink blood. Their greater abilities can be partially attributed to their massive intelligence. Pillarmen can understand and become fluent in languages wholly unfamiliar to them in minutes and learn how to disassemble a firearm in seconds upon first seeing one. You, as a Pillarman, have unlocked your potential partially with a stone mask, increasing your strength and granting powerful manipulation of an element such as fire, wind or light using your body control. Just like vampires, Pillarmen are weak to sunlight and hamon.

For an additional 200CP, you have ascended beyond a Pillarman and beyond all life on Earth to become the Ultimate Lifeform. You've overcome your weaknesses as a Pillarman and have the DNA and power of all life on the planet, even surpassing it. You have a 400IQ, can instantly master abilities such as hamon to a far higher degree than any human has achieved, can create living organisms from your body like squirrels that can rip a human's head off and piranhas that then turn into octopus tentacles midair. You can do anything that any creature on Earth can do and more, with your only true limits being your now massive creativity.

## **+200 - Animal**

Well, this is unusual. Rather than any sort of humanoid race, you are an animal with human level intelligence. You could be a dog, a stray cat, a falcon, an orangutan and so on. The inherent limitations of your particular animal form should be obvious, though you will universally be unable to verbally communicate and you cannot change from your animal form for the duration of the jump.

## **100 - Alien?**

Uhh... What are you, exactly? You might be an alien species originating from the Magellanic Clouds, but it sounds a little hard to believe. Still, your strange abilities are undeniable. You can shapeshift into any form or object so long as it isn't stronger than you/doesn't have complex mechanical parts, such as shoes or a pair of dice. You also have the ability to brainwash humans. You're allergic to the sounds of sirens, though, as they cause you pain and make you ill. You also have a several thousand year lifespan. This could just be some weird stand.

## **Free - Rock Human**

All things have a light and a dark side, a yin and yang. This is true even of humanity, as in the universe of the Holy Corpse there are silicon based humanoid beings that seek to overthrow humanity. The typically sociopathic rock humans have several features that distinguish them from humanity. They age all at once in stages rather than gradually, live to be around 250 years old and can harden their skin to a rock-like state at will. They must do this, as rock humans occasionally need to hibernate for up to several years. They're generally harder than humans.

## **+200 - Ghost**

Death is not the end for humanity. Souls either move on to the afterlife or, in circumstances like yours, they become stuck. You are now a spirit wandering the Earth, invisible to man but not to animals or stand users. Ghosts follow many arbitrary rules such as having to be invited via an opening to enter someone's residence. They're intangible but can become tangible at will, useful since if a person overlaps with you the part of you they're overlapping with ceases to exist. On the other hand, while tangible, creatures like guard dogs may attack you. There are also creatures called spiritual cleansers to be aware of which eat ghosts and are the only thing that can actually kill you for the second time, though pieces of your body can be ripped off.

## **300 (Requires Stand) - Independent Stand**

Stands are entities bound to a master, meant to fight alongside them as an extension of that user, but there are exceptions. You're a stand independent of a user. As a stand, you could take any number of forms - a sword which possesses its wielders, a cat-like plant that shoots air bubbles, a colony of plankton which have become a stand and so on. The benefits of being a stand are numerous. Stands can't be perceived by non-stand users, pass through physical matter at will, can shrink even down to near microscopic levels and can only be damaged by other stands. You gain a +100CP stipend for the stands section and should you take a physical form normal humans can see and interact with like Anubis or Stray Cat, you gain an additional +200CP stipend. Finally, if you have purchased the Spin perk you can become a manifestation of the spin itself, able to appear anywhere where the golden rotation resides, mostly in nature.

# Stands

There is a power in this world which few know of or possess - the manifestation of one's soul into a fighting spirit called a stand, and it seems you've awakened yours. A stand is a spiritual being whose image and abilities are a reflection of your soul, essentially your soul manifested as a ghost which stands by your side, hence the name. As it is your soul, any damage done to your stand is transferred to you. Stands possess many unique and bizarre abilities, though most are geared for combat. Almost no two stands are alike: some may manifest as a humanoid ghost while others take the form of a vine, a book, a puppet or a sword. Since they are spirits, non-stand users cannot see or perceive stands. Each stand has unique abilities, some simple and others miraculous. They can range from simply punching or manipulating an element to controlling the weather, shapeshifting, healing, erasing things out of existence, or even manipulating space, time and parallel universes. There's seemingly no limit to what a stand may be capable of. Keep in mind that any rules which apply to stands will often have exceptions, as stands are just that varied and bizarre.

Your stand's level of strength will depend on what tier of this perk you take. If free, your stand is like Khnum or Hey Ya. It's perhaps mildly useful in daily life, though almost useless in a fight against another stand user. For 100CP your stand is on the level of Sex Pistols or Catch the Rainbow, more powerful and useful than the free tier, but perhaps more situational or otherwise weaker than something like Diver Down Or Killer Queen. For 200CP your stand is very solid, having good combat potential and/or a useful though not extremely overpowered unique ability. Stands in this tier would include Silver Chariot, Sticky Fingers and Nut King Call. At 400CP your stand is at the very peak of normal stands, having incredible combat potential and/or a unique ability of absurd potency. Stands in this tier would include Star Platinum, Weather Report and D4C. This is not the full potential of stands, however. Not by a long shot. While most believe that stands can only reach the level of something like Star Platinum or The World, there are means to evolve further beyond (all the following options can be bought alongside each other).

For 800CP, you have attained a Heaven stand. This stand had the power to manipulate a fundamental force of reality such as gravity, on a universal scale. Made in Heaven was able to accelerate time using gravity such that the universe was brought to an end and back around to the original point in minutes and the user attained nigh infinite speed. You could manipulate other forces such as the Spin, but cannot manipulate Calamity as that is the highest logic in existence and beyond your power.

For 1000CP, you have attained a Requiem stand. This stand surpasses heaven stands and is less constrained in the scope of what is possible. Gold Experience Requiem has the ability to reduce all actions and even the will of the opponent to zero to prevent them from reaching reality, even preventing them from dying by removing effect from cause to trap them in an infinite death loop. This power makes the user nigh invincible as their opponent's actions are useless. Since it's an upgrade to a preexisting stand, you also receive a +200CP stipend to buy a base for this stand.

Somehow further beyond that, for 1200CP, is an Over Heaven stand. This is a stand that can do virtually anything by rewriting reality itself. Aside from some exceptions involving the Holy Corpse, there is truly nothing beyond this stand's power. Time travel, dimensional travel, mind control, resurrecting the dead, stopping the infinite spin, overwriting the powers of a Requiem stand - whatever reality you desire will come to be. It must have one decently strict condition for its ability to activate, though, such as needing to touch whatever you wish to overwrite with your stand's fists. Much like a Requiem stand, this is an upgrade to an existing stand and so you gain a +400CP stipend to spend on a normal stand. Even this power is not the fullest potential of Over Heaven, but that will come later. For now, bask in your glory knowing that you possess the ultimate stand in existence.

## Location

Freely select where your journey will begin. You can also choose to start at the beginning of the respective parts of the locations if you wish.

### **Cairo (Egypt) - 1989**

After a long journey, the Stardust Crusaders reached Egypt and defeated DIO. Though it took the deaths of three of them to do it, DIO is dead and his plans of world domination and attaining Heaven won't come to fruition. The crusaders will soon encounter a strange man at the airport claiming to be the founder of the Speedwagon Foundation, saying something about needing to gather a Holy Corpse. They'll soon find their deceased friends have somehow resurrected and agree to join this bizarre fellow on yet another adventure.

### **Roman Coliseum (Rome, Italy) - 2001**

Giorno Giovanna, son of DIO, had a dream to become a gang star and conquer the criminal organization Passione to stop the drug trade in Italy. After joining Bruno Bucciarati's squad and betraying the boss, he obtained the power of Requiem to defeat the seemingly invincible Crimson King, Diavolo. He and his friends have yet to leave the Coliseum, but will soon encounter the Crusaders along with Speedwagon, joining up with the group to collect the corpse after encountering similar anomalies as the Crusaders.

### **Morioh (Japan) - 1999**

The beautiful yet wacky town of Morioh, the residence of one Josuke Higashikata. He and his friends recently defeated Yoshikage Kira, a serial killer that had been plaguing Morioh for over a decade. They'll soon be surprised to find a younger Jotaro has arrived and that their native friends have turned against them. They'll join the crew on the search for the Corpse.

### **Joestar Manor (Britain) - 1888**

British noble Jonathan Joestar had been prepared to battle his brother turned vampire arch nemesis Dio Brando using what he learned of hamon, but found himself swept up in something else entirely. His burned down home had been returned to pristine condition, now swarming with zombies. Speedwagon will soon find the first of the Holy Corpse Parts and begin this Bizarre adventure.

### **Air Supplena Island (Venice, Italy) - 1939**

It is a time of tumult for the world as world war 2 rages on and to make matters worse three ancient beings have risen from their slumber, intent on using the red stone of Aja to become the ultimate lifeforms. Joseph Joestar and Caesar Zeppeli are both being trained in hamon to fight their rematch against the superhuman monsters, but will find themselves wrapped up in the grander adventure involving the Corpse Parts after Jotaro and crew arrive and help them fight off the Pillarmen.

### **Cape Canaveral (Florida, USA) - 2012**

Jolyne Cujoh, daughter of Jotaro Kujo, was imprisoned in Green Dolphin Street prison for a crime she didn't commit. This was all a scheme by Enrico Pucci, DIO's one true friend to fulfill DiO's goal of Heaven. After absorbing the green baby, father Pucci fled to Cape Canaveral in order to complete the ritual and attain Heaven. Jolyne and her newfound friends pursued him all the way there, where gravity itself was twisted. She'll soon find that Pucci has abandoned his original plan after being recruited by DIO for his Eyes of Heaven plan and a younger version of her father will come to her aid and to recruit her to gather the corpse parts.

### **New Jersey (Alternate Universe USA) - 1891**

Legendary jockey Johnny Joestar was miserable after having lost everything once he was paralyzed from the waist down by a bullet to the spine. That is, until he met a strange man named Gyro Zeppeli using a power called the "Spin" which could seemingly allow Johnny to walk again. Johnny and Gyro traveled across America in the transcontinental Steel Ball Run race and collected pieces of the Holy Corpse only to come into conflict with President Funny Valentine, who had arranged the race to gather the corpse parts and make America redirect all its misfortune away. After a battle in which Gyro passed away, Johnny attained the Infinite Spin and used it to defeat Funny Valentine, but as Valentine hopped dimensions looking for any sort of help, he encountered DIO, who set him free but turned him into an agent to find the Corpse Parts. Valentine serves as a double agent bent on betraying DIO, meanwhile Johnny sits anxiously awaiting Valentine's return, unaware that the corpse has scattered. He'll soon be recruited by the crew on the quest to stop DIO.

### **Higashikata Residence, Morioh (Alternate Universe Japan) - 2011**

Japan is still reeling from the Tohoku earthquake disaster which destroyed countless lives. In the town of Morioh, this has caused mysterious "wall eyes" to pop up from the ground. Near these wall eyes, a strange man with no memories emerged from the ground and was found by a young woman named Yasuho Hirose. After discovering his possible name of "Yoshikage Kira", he's taken into the Higashikata residence as a family member, now calling himself Josuke Higashikata. He seeks to regain his memories and is currently goofing around at home with his annoying brother Joshu, but he'll soon be wrapped up in this calamitous set of events as the crew comes to recruit him and find a Corpse Part.

### **??? (???) - ???**

You're probably not supposed to be here. This odd starry void is DIO's world, an extradimensional space from which he will watch his master scheme unfold. I doubt he'll appreciate you invading his world, and he's not one to mess with, especially not at this point. Of course, if you already work for him you should be fine.

## Perks

Two perks and items of each price tier are discounted 50%. 100CP perks and Items are instead free when discounted.

### **Free/100 - The Universal Language**

And you thought journeying to Egypt would prevent language barrier issues? Imagine different time periods and even universes, there's no way you'll be able to understand each other, why do you know fluent Italian? It seems no matter where someone comes from, you can speak their language and communicate with them as if you had the gift of tongues. Pretty damn convenient, given the situation. This is free for this jump and 100CP to keep for future jumps.

### **100 - Taste of Truth**

This whole situation is gonna be pretty hard to explain to people for multiple reasons. Nobody's gonna believe something this crazy could even happen... right? Well it turns out, they will. You just have such an honest aura that whenever you're telling people the truth, no matter how hard it is to believe, they end up convinced of it. Not quite so effective if you're lying.

### **100 - Knock Your Block**

Forget about fancy sun kung fu and punch ghosts, you learned how to brawl on the mean streets of (insert location name here)! You're a master of street fighting and melee combat in general, definitely lacking refinement but making up for it with raw power and strength that would let a normal person even overpower a vampire for a moment. You even know how to use very unorthodox weapons like a buzzsaw hat or clackers that can throw your enemies off guard.

### **100 - Sick Shooter**

What kind of idiot wants to get close to their enemy when guns exist? You're a master marksman who always hits your target with pinpoint precision. Even if you don't use guns and use some other ranger weapon your aim is impeccable and you even can occasionally perform "trick shots" like ricocheting a projectile off a rock to have it hit your target anyways.

### **100 - Slow Dancer**

Horses are majestic and powerful creatures, but they can be difficult to tame and ride. That's never been an issue for you, though, as you're an absolute master when it comes to riding horses. Not only are you great at controlling a horse precisely, but you can befriend a horse easily, read its emotions and know its abilities and limitations just by instinct and a shared bond.

### **100 - Special Eyes**

Everyone's always focused on the big picture, but it's often the little details that matter. You have a knack for perceiving minute details or oddities that others would miss, which when paired with your skill of tracking things down makes finding even the most hidden of objects a simple task. Those Corpse Parts are gonna be collected in no time!

## **200 - Hamon**

The energy of the sun is life. Life resides in the breath. Therefore, it's only logical that breath can harness this same energy. Hamon is a martial art based on controlled breathing in order to harness solar energy for various purposes. Hamon can do many things - physical enhancement to the level of vampires and greater, healing, biological manipulation, magnetism manipulation and much, much more. You have the level of hamon ability and skill as Caesar and Joseph currently do, just having completed their training with Loggins and Messina.

## **200 - Tag Team**

Teamwork makes the dream work or so they say, but you seem to really make the dream work. You seem to just sync up with whoever it is you're fighting alongside, gaining a great understanding of their mindset and game plan as well as what they're capable of even without a word spoken. You can fight with such coordination that you can even concoct elaborate combo moves mid-battle. The jumpings will be legendary!

## **200 - The Gambler**

There's slick and then there's you. You're a master in every type of gambling imaginable and an even better con artist. You could outwit and trick even Joseph Joestar and perform sleight of hand that would require superhuman perception to pick up on. This, combined with your uncanny skill in pretty much any game imaginable, makes you a nigh invincible gambler.

## **200 - Come Along With Me**

There are some tasks too grand for any one person to accomplish. That's why you know how to rally allies. You can convince people to join you in your quests surprisingly easily, even if they're in the middle of something. This is mostly when you're battling for a "common good" amongst the people you're trying to recruit, like saving the world or stopping a common foe. Even the selfish and cowardly can be roused by your words into helping, so long as it's at least kinda in their greater interest.

## **200 - Secret Agent Man**

Righteous actions aren't always overt. The bold heroes who bravely charge in have their place, but just as important is the light hiding in the darkness. You serve as a highly effective double agent, seemingly serving your boss while undermining their plans from the inside. Your skills of deception are good enough that even someone as intelligent and perceptive as DIO wouldn't be able to figure out your game until it was too late. Your actions are all that of justice.

## **200 - Building Bonds**

It can be difficult to make new friendships and even harder to mend damaged relationships, but perhaps not so much for you. Not only are you very likable but you possess a sort of wisdom that allows you to not only mentor others, but reforge bonds that were once broken. You could get two friends in the middle of a fight to realize the error of their ways and make up or get your daughter to forgive you for being a deadbeat. Just don't make the same mistake next time, ok?



#### **400 - Spin**

“Everything is circular... if it rotates...” you've learned how to harness the power of the golden rectangle which exists all throughout nature to use it as both a tool for harm and for aid, typically used through special steel balls. This power can do many things - make objects spin, manipulate biology, heal ailments like being unable to walk and more. Its greatest power is the infinite spin, a force harnessed by combining the golden rotation of a horse with its rider. This is a power which can penetrate any barrier no matter how strong and age anything it touches to nothing rapidly while manifesting a stand like entity (when used with steel balls). You're as good as Gyro Zeppeli, so you can even create the infinite spin! “Everything is circular... if it rotates...”

#### **400 - Me, Myself and I**

No matter the differences, there are many people across the multiverse that are fundamentally “the same”. When you encounter your own “alternate versions”, be they from parallel universes, alternate timelines, the past or future or even clones or something of the like they all seem to like you a lot even if you should be opposed to each other. They'll go so far as to obey your commands to the death if you can give them a good sales pitch. You sure are reliable.

#### **400 - Battle IQ**

Having overwhelming strength is not everything. Intellect can allow someone to defeat even a vastly superior foe. You're one of the best around when it comes to strategizing on the fly, not only smart but highly creative. For almost every move your enemy makes, you can think up the perfect counter in an instant and plan several steps ahead of them.

#### **400 - Survivor**

Death is something inevitable for everyone, but perhaps you are the exception. You seem to manage to narrowly duck your own death time after time, be it by barely surviving the attack meant to be a fatal shot, conveniently inhabiting a nearby turtle instead of your soul dissipating or even the strangest of all resurrecting from death in very rare cases. This isn't 100% reliable, but you're pretty damn likely to survive any attempts on your life. You won't go down easy.

#### **400 - Lucky Devil**

Luck is a fickle thing. One minute you're on top of the world, the next you're in an infinite death loop... and hey, now you're back out again! Fate seems to take your side a lot of the time. Whether it's someone rescuing you from a hellish fate or being the one version of yourself in the entire multiverse to beat the nemesis you're destined to lose to, you're often handed success on a platter by life. Don't rely on this too much, though. It didn't work out so well for others like you.

#### **400 - Overwhelming Aura**

It is one thing to be powerful, but it is another to have others cowering in fear from your mere presence. Your natural charisma is such that just by being in your presence, other people will be flooded with powerful emotions. Some may fall in love with you at first sight while others will be frozen in terror, and these powerful feelings will only intensify as you speak. People may dedicate their lives to you after a single conversation, and your foes will feel utterly helpless before you. It takes people with incredibly strong wills to resist your gravity.

### **600 - True Fate**

When all hope is lost, when it seems like evil has won, that's when the tides of true Fate turn to your side. At times when you are truly outmatched, you manage to pull out absolute nonsense in order to come out on top. Entire new abilities are pulled out of nowhere with very shaky justification, like your stand gaining the same power as the enemy's because they're the "same type of stand". You could also happen to discover the one weakness to your enemy mid fight, or maybe a volcano will conveniently erupt beneath them and launch them into space. For the most part, these are merely a chance. They typically won't give you victory on your own and they won't always occur, but when they do you at least have hope of beating the odds. Destiny is yours, so go and take it.

### **600 - Happily Ever After**

Fate can be cruel. Everyone must face suffering, struggle and calamity. Then again, it seems fate will grant you gifts from time to time. When you've achieved a grand feat such as slaying the arch nemesis of your bloodline, you'll gain an opportunity via a glowing ball of power to alter reality significantly. While this can't directly empower you, it can allow for the undoing of calamitous events like the deaths of comrades and loved ones, even rewriting time so that your whole journey was undone and everything was right with the world from the beginning. There are other things you'd be capable of, but mostly it would be used to make your life and the world a better place. Looks like you've finally caught that break after all.

### **600 - Stairway to Heaven**

There is one thing humans desire above all else: peace of mind. With no fears or worries for the future, but complete certainty of it, they can accept their fate. Humanity needs a God to bring about this future and you are the one who will become that God. You know how to create esoteric rituals such as the heaven ritual DIO concocted which allowed him to attain The World Over Heaven. With this, you could attain a stand that allows you to control something like gravity on a universal scale or even a stand like The World Over Heaven, though that would likely be somewhat more difficult. This power is unfathomable, immeasurable and infinite.

This isn't where it ends, though. Much like DIO, you can concoct further rituals to ascend ever higher, especially if introduced to new metaphysical forces and powers you hadn't encountered before. Each higher ascending ritual will be more difficult than the last, but the reward will be equally immense. If DIO were to complete his Eyes of Heaven ritual, he would be virtually omnipotent across the whole multiverse. You can perform similar rituals from the bottom up with other supernatural power systems, though it may take years of theorizing before the "blueprints" for the ritual are laid out in that case. Ascend to your rightful place - beyond Heaven itself.

# Items

## **100 - Stylish Outfits**

If there's one common theme amongst the heroes and villains of this world, it's that they all have a sense of style. You have multiple outfits of your own chosen design, be they something outlandish as seen on the cover of a fashion magazine or more regular like nice suits and ties. In the event any of these outfits are damaged they'll repair themselves and if destroyed, they'll reappear in your wardrobe.

## **100 - Camera**

If you're going on a journey, you may as well take some pictures. This is a Polaroid camera that can take unlimited photos. Not particularly noteworthy except that when it's broken or destroyed in any way it will immediately repair itself. Very useful if you needed to smash a Polaroid camera for some reason, but why would you ever need that?

## **100 - Ranged Weapon**

While fighting up close and personal is fun and all, many would prefer to keep their distance. If you feel the same, this is for you. This is some sort of ranged weapon, be it a gun, the steel balls of the Zeppeli family or even something odd like clackers. This weapon will have unlimited "ammo" if it's something like a gun and if it's something like the steel balls or clackers more will reappear wherever you usually store them on your person.

### **100/200 - Ridin' Dirty**

Horses are absolutely essential in some places in order to get around or even do combat in some cases. You have a well trained and powerful horse which is loyal and obedient to you. For 200CP, it can instead be a tamed velociraptor or even a zombified horse, though the zombified horse would have the same weaknesses as human zombies. If any of these pets die they'll quickly respawn in perfectly fine condition a little while later.

### **200 - DIO's Journal**

The Bible is not the only guidebook on how to reach heaven. This is a journal created by DIO which contains notes on how to complete the Heaven ritual. There's also many other philosophical tangents and diatribes he goes off on in here, even random mundane information about his day to day life. Not only would you be able to accomplish the Heaven plan using this, but if you had the understanding required to create similar rituals then this would accelerate and greatly help with that process, making the whole thing much smoother. While this alone isn't enough to create your own rituals, it can be a great aid to those enlightened enough to do so.

### **200 - AU Accessories**

There is a law of reality that no two of the same thing may exist at once. This law compels two objects which are identical to crash into one another when nearby, both becoming annihilated. This item allows you to bring alternate universe versions of the clothes of your enemies into existence, such as bracelets or jackets. When brought near the originals they'll collide and be annihilated, catching the enemy in the ensuing explosion. This tactic could even be effective against someone like DIO Over Heaven if used cleverly.

#### **400 - Disposable Goons**

Why do all the dirty work when someone else can do it for you? You have a small army of about 200 of either zombies or dinosaurs. Alternatively, you can have a whole small town's worth of regular humans animated by a ghostly fog. On top of these options you have about ten stand users of varying power who are completely loyal to you. When any of these minions die, they return to life within a week to serve you yet again. This is a truly undying source of support.

#### **400 - Coco Jumbo**

Just when he thinks he's out, you've pulled him right back in. Coco Jumbo is a stand using turtle with a key slot on his back which, when the correct key is inserted, allows people to enter a small and comfortable pocket realm inside him. It seems his stand power has received an upgrade as this room is now large enough to comfortably host up to 36 people with no issues. Just as with other living items, should Coco Jumbo pass away he'll return to life after a day.

#### **400 - Slice of Heaven**

Turtles aren't the only pocket realms around here. You have your own small dimension which you can choose the appearance of, such as a plane of purple water which is like a solid surface while the stars shine above. While this area is much larger than the space inside Coco Jumbo and likely more secure, it has to be accessed by finding unstable points in reality. Getting here will be much easier if you have some sort of dimension traveling ability.

## **600 - Light Rifts**

This is a journey unlike any other that takes place across space, time and even alternate dimensions. Thankfully to facilitate such a journey, there are these light rifts. These golden glowing cracks in reality can take you anywhere, be it the future, past, another place at the same point in time or even to other universes entirely. They tend to take you to places of good fortune that can aid you in completing your goals, for instance if you were looking for a particular object they may take you to an area near that object. As you explore more of these, you'll gain the ability to jump from any one rift to any other rift like a travel network. Only those you approve of are able to use these rifts. You will see these rifts in future worlds, the first being somewhere nearby where you first arrived in that world.

## **600 - Requiem Arrow**

Long ago, a meteor carrying a virus crashed in an area now known as Cape York, Greenland carrying a virus which had the potential to either awaken stands in living beings or kill them if they were too weak to survive the virus. Much later, a man forged arrows from this meteor in order to attain power beyond the gods; with this particular arrow, he succeeded. This is a stand arrow with a golden beetle engraved on it. While it has the same power as other arrows to awaken stands in life by piercing them, it has a special ability if stabbed into a stand - the power of Requiem. This is an evolution that surpasses all other stands, save something of the likes of The World Over Heaven or Wonder of U. Even a stand like Made In Heaven which can control gravity, and fate itself, on a universal scale is nothing but useless to a Requiem stand.

This is not a power that can be wielded by just anyone. Only those truly blessed by fate, people who could be called chosen ones, can successfully awaken this power. For any others, their stand will only partially manifest its full power and begin to go berserk, likely causing havoc on a global scale as it separates from the original user. It takes someone extremely, extremely special to awaken this power and even you aren't guaranteed to gain a Requiem stand by using this. Despite that, the power of the arrow is truly immense. Use it wisely.

## **600 - Holy Corpse Part**

The very thing which started this whole ordeal. This is just one piece of the Holy Corpse of Jesus Christ, one of nine in total which both DIO and the Joestars are seeking to collect. Even on its own, this one piece of the holy corpse is very powerful; it can purge spiritual corruption and mind control, freeing the victims of dark forces and regaining their sense of self. It can also grant others stand abilities and in some cases. This part acts as a compass to the other parts and allows you to use the light rifts to travel to the location of the other parts.

Once you've assembled all the corpse parts, you'll be able to absorb the corpse into your being and gain the power of Love Train. This is a golden barrier of good fortune that repels anything harmful away from you, making you invincible and giving you perfect fortune. The only force shown to bypass this barrier is the Infinite Spin, something with infinite power, though other things such as The World Over Heaven could likely also bypass it. You'll retain the ability to purge mind control and corruption as well. Good luck on the hunt.

# Companions

## 100 - Companion Import/Creation

There's no need to face this strange quest alone. For every 100CP spent here, you can create/import 2 companions. They each gain the ability to pick a species, +600CP and all associated freebies to spend on a species, perks and items. Alternatively, you can import a single companion for 100CP, granting them the same benefits as the double companions but gain +1000CP to spend. Companions can gain extra points from species options.

## Free/100 - Canon Companions

There are plenty of interesting and wacky people you'll meet on this bizarre adventure, so it's possible you'll want to recruit someone as a companion. If you can get them to accept then it's free, but that has the risk of failure. For 100CP you will meet under such circumstances that they're guaranteed to accept and become your companion.

## Free - Jota and DiDi

There are infinite parallel universes, and in one of them the fates of the Joestars and Brandos became very twisted indeed. Jotaro and Diana Brando were born to their parents Darlene Brando and Kosaku Kawajiri. Having never married, the couple instead raised their kids out of wedlock and the children took Darlene's last name, perhaps due to their mother having a stranglehold on the household. Darlene was neglectful towards her kids, especially Diana, always expecting Jotaro to watch her and practically raise her himself. Diana developed an unhealthy attachment to her big brother and became very jealous when he would spend time with others due to her lack of other friends and self image issues. Though he doesn't like to openly show it, Jotaro loves and cares about his sister even more than she does him, though now that he's an adult he's done letting her manipulate and push him around. They've had all sorts of wacky adventures involving murders and cannibalism and vampire demons, and DiDi continues getting on her brother's nerves by calling him "Jota" like she did when they were little.

Jotaro is more stoic and enjoys activities like watching the ocean and making crappy poems, though he's violently protective of his sister; DiDi is manipulative, highly intelligent, has BPD and loves finding new ways to mess with her brother. Jotaro and Diana's relationship is quite codependent and both are inter-reliant on each other for emotional support, attention and affection. They're also both stand users, with Diana's stand allowing her to see her brother as well as his past, present and future while Jotaro's stand allows him to gain anything she gains (powers, skills, abilities and even perks and items in the context of Jumpchain). Jota and DiDi have nowhere to go after the "unfortunate deaths" of their parents and the subsequent police investigation hunting them, so they'll come with you and will probably warm up to you eventually. Maybe the codependence can go 3 ways! Jota and DiDi count as one companion, though technically DiDi gets their purchases and Jota's stand just copies them. You can take just one of them if you want instead of both and if you do, can make it so you were actually the other sibling and share this relationship with them, taking Jota or DiDi's place (though get ready for sudden onset childhood trauma).

## Scenario: Eyes of Heaven

"In ancient times, people once thought that the stars were portals from heaven that those who resided there used to peer down at the living, the light of heaven shining through the holes. They called these portals in the night sky the eyes of heaven."

### Normal Route: True Crusaders

You have found yourself in the place of Robert EO Speedwagon, the first person to find a Corpse Part, while in the Joestar manner. You pick up the Corpse Part and hear a voice whisper to you "Seek out the rest of the Corpse Parts, gather righteous allies and defeat the one responsible for this." Though you'll find yourself beset upon by zombies, you'll have no time to dilly dally. You'll have to head through the first light rifts and begin your journey.

You'll then arrive in Cairo in 1989, where Jotaro and the remaining Stardust Crusaders are in the airport. You must recruit them to your cause and locate the Corpse Part here while battling the resurrected and mind controlled Iggy, Kakyoin and Avdol. After defeating them and gaining the corpse part it's much the same - you and the team will go to Italy in 2001 to recruit Giorno and the remaining members of Bucciarati's crew, to Morioh to recruit Higashikata Josuke, Cape Canaveral to recruit Jolyne and so on until all corpse parts have been assembled save for one. Once that has happened, DIO Over Heaven will summon everyone to his own world, where he will proceed to stop the infinite spin, Gold Experience Requiem and Star Platinum easily. He'll gather all the Corpse Parts except yours and you'll all be sent back from whence you came.

After this, DIO will send his minions to search for you and your Corpse Part and you'll have to travel around through the light rifts again, fighting more brainwashed foes as well as loyal minions of DIO to get the corpse parts back. You'll fight together alongside the Joestars to battle DIO in Cairo. Assuming he hasn't killed you/brainwashed you/erased you from existence, DIO will seemingly be defeated only to immediately undo all harm to him. He'll then scatter all your allies inside Coco Jumbo and brainwash them, forcing you to either go searching for them and battling them to free them or continuing to fight DIO with just one ally while the Joestars do it.

In either case they'll be rescued and DIO will then summon them all to his realm, removing their souls effortlessly. His plan all along was to cultivate spiritual power through battle and harvest the empowered souls of the 36 ultimate sinners, those who stand against Heaven, along with the Holy Corpse to evolve himself to omnipotence. He'll absorb the whole corpse along with 34 souls, the only two remaining being yours and your ally's. With newfound power he'll attempt to take you out, but as it turns out you have a stand that's the same type as his, and therefore has the same abilities as The World Over Heaven. Regardless, he'll defeat your ally, leaving just you to battle DIO over Heaven in a final showdown, his only obstacle to omnipotence.

**Reward:** Should you defeat DIO, all his power and the corpse parts will flow into you, glowing white as the multiverse resets to a much happier state where everyone's allies are alive. DIO is no more and his reality will never come to pass. Through this, you've gained an Over Heaven stand, a stand capable of virtually anything via overwriting reality and more powerful than nearly any other. You've earned it, along with a nice long break.



### **Special Route: Jumper Over Heaven (requires an Over Heaven stand)**

Rather than being a light of hope, you are a darkness that threatens to devour all reality. You have replaced DIO in his role as the Noble One, your goals much the same as his. You must have the 36 ultimate sinners battle to build up enough soul energy while gathering the Corpse Parts for you. While this may seem simple enough, there's one potentially massive spanner in the works - Jotaro Kujo. As you've usurped DIO's role in Fate, you've also usurped his destiny of battling Jotaro and should you do so, you'll find his stand has not only gained an Over Heaven ability, but all your abilities. He won't be nearly as refined with them as you are, but he'll still be able to put up a good fight and with fate on his side he's sure to have a trick or two up his sleeve.

Nevertheless, he is not an insurmountable foe, and once you've defeated him to absorb the final soul along with the others and the Holy Corpse, you'll have achieved that which DIO could only dream of - the Eyes of Heaven.

**Reward:** having evolved to greater heights than ever before, your stand ability is something unlike anything this multiverse has seen before. All restrictions on your stand are now removed, not just in regards to limitations of usage of its ability but limitations in what it could do. Make a new Holy Corpse or a trillion if you want. Your will is now reality itself across all existence. Just by willing it, reality is whatever you wish it to be across all dimensions, all space and all time. Even a force like Calamity is under your control and nothing to you now, as you're effectively omnipotent. You have truly ascended to the level of a god and there is absolutely nothing that can stop you anymore. This was your destiny. It was all meant to be.

# Drawbacks

## **+0 - Guess Who's Back?**

So, you've visited the JoJo world before? Yes, no, maybe so? Well, this will not only make the events of this jump "canon" to the main series, but also continuous with your own history in this world. You can not only see the consequences of your own actions in the world and possibly even meet past (and future) versions of yourself. Things are gonna get pretty crazy pretty fast.

## **+100 - Gimme a Break**

Woe is you, Jumper. You never get to relax. Somehow, you always wind up in some wacky adventure, whether it's saving the world from a megalomaniacal vampire or having to stop a serial killer in a small town. Personal reasons always prevent you from just bailing on these wild adventures as you feel a need to see them through to the end. Sure, adventuring can be fun, but this is gonna get real tiring real fast. Yare yare daze.

## **+100 - Leave It To Jumper**

Why is it always your job to fix everything? It seems like people are way too reliant on you to solve whatever problems they may be facing. You'll be the one fighting all the enemies and recruiting allies, meanwhile other people get to relax in a turtle all day. This is just typical treatment for you. You need some better friends.

## **+100 - Mark**

Step right up, step right up! You look like you'd fancy yourself a game! You really shouldn't, though, because you're just awful when it comes to gambling. Not only is your luck in games terrible, but you're really naive when it comes to people trying to rip you off. Sure, let's engage in a bet with this incredibly shady guy who keeps saying if he wins he gets my soul. What's the worst that could happen?

## **+200 - It's An Enemy Stand!**

These guys just never stop coming, do they? You seem to gravitate stand users towards you, many of which end up being hostile for one reason or another. Fights with these stand users are a regular occurrence and while most of them are weak or middling, some will be strong enough to even give Jotaro a run for his money. Who even knew there were this many stand users?

## **+200 - Brainwashed Buddies**

Hey, what's wrong with your friend over there? And why is he emitting weird purple mist? At random times, your allies and companions may become possessed by a strange force that compels them to try and kill you. When this happens is random, but the only way to put them back to normal is to whoop their butt, at which point they regain their senses. You can expect this to happen one time every year. I hope you're good at fighting your friends.

### **+200 - Cripple**

Now this is just sad. You've been paralyzed from the waist down and can no longer walk, nor feel anything down there and nothing can fix it. The inconveniences of such a thing should be obvious, and while there are methods around it such as wheelchairs or riding horses, having half your body be unusable is just tragic. If your species is "incompatible" with being a cripple, you're just as damaged in some equally meaningful way.

### **+300 - Jumper Vs Heaven**

Bad news, Jumper. Very bad news. DIO Over Heaven has decided that you are the greatest threat to his plans and will use everything in his power to take you down. He may send some goons to gauge you at first, but then he'll quickly come himself to do you in. Not only can he do almost anything with his power, he seems to be uncharacteristically serious and intelligent in fighting you. He's not going to fool around at all in the fight and will employ far more tactics than just "walk up and punch the other guy with my stand". The possibilities for what tricks he could pull out are limitless. God shall smite all sinners who stand against Heaven.

### **+300 - Jobber Over Heaven**

Pride is the worst and first sin of them all, and you're absolutely swimming in it. Calling you cocky would be giving too much credit to the concept as you've ascended far beyond that. In any sort of conflict whatsoever you're so assured of your victory you'll purposefully go about your goals in the most roundabout and convoluted means possible and absolutely never take your enemies seriously. You'll hold back so much in battle that even if you had nigh omnipotent power, you could still almost lose to a punch from a normal stand. You never learn, do you?

### **+300 - Fated Nemesis**

Even with all the power in existence, there are some foes never meant to be defeated. There is an enemy in this world that is seeking you out, and they are destined to win against you. No matter what you do if you fight them it will end in your permanent demise and the end of your chain. Worse still, fate pulls you two together like a sort of gravity such that any attempt at running or hiding from them is only a temporary solution at best. Your only hope is to rely on proxy agents, but this enemy is also very lucky and powerful so that may prove difficult as well. Still, with enough planning and strategy in the usage of your proxies, they are beatable.

## **The End**

And so, you've reached the end of your story here. This bizarre adventure is over, so now it's time to decide what's next.

**Go Home**

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**Next Jump**

## Notes

- If you take the Corpse Part item and do the normal Route of the scenario you can keep the Holy Corpse.
- Having the Lucky Devil perk slightly raises the chance of your stand achieving Requiem with the arrow, but with just that it's still quite unlikely. Your best bet would be using the arrow in a truly dire battle while having the True Fate perk.
- The Jota and DiDi companions are obviously based off Andrew and Ashley Graves from the Coffin of Andy and Lyley
- Thanks for using my Jump! Hope you had fun!