

By Shadow of Blue Rose

JoJo's BIZARRE ADVENTURE

Part 1: Phantom Blood

JumpChain

Welcome, Dear Jumper, to a most... bizarre world. It looks much like any other variation of Earth, but this one is home to truly strange events, people, and artifacts. You'll be here for what is called "Part 1" of the story, spanning over the 1880s. The story revolves around the young Jonathan Joestar and his adopted brother Dio Brando. The two follow different paths through life, Dio rejecting his humanity and becoming a vampire, and Jonathan learning an ancient Tibetan breathing martial art that allows him to channel sunlight through his punches, among other things.

Dio plans to take over the world, while Jonathan and company seek to stop him, it's quite black and white, as most events in this world are. Your existence and actions in this world could very well change the course of destiny. Will you reject your humanity as Dio did? Join Jonathan in his Hamon training? Ignore the plot altogether and do your own thing? Whatever your path, you'll need these.

+1,000 CP

Age: Roll 1d8 + 18, or pay 50cp to choose any age between 15 - 55

Gender: That's your business, pick for free.

BACKGROUND

Drop In: No new memories, no new name, no new family. You wake up in a small tavern room with a loaded six shot revolver, a wallet with 1 pound sterling in it (That's the same as £121.09 in 2020, or \$152.11), two changes of clothes, a suitcase, a pack of cigars, a map, and whatever items you purchased from this Jump.

Gentleman/Lady: You were born to, or adopted by, a wealthy family, they instilled in you the values of honor, integrity, courage, respect, and chivalry. You've lived a comfortable life, with private tutors ensuring the best education, and all the comforts you could want. Be careful that you don't sully the name of your family.

Pauper: Your family was poor, whether they were kind or abusive is up to you. You were penniless growing up, you had nothing, a poor education, you went hungry a lot, and you were probably targeted for how vulnerable your family was. However, because of all this, you became stronger. You learned tricks for fighting that pulled the odds in your favor, where to find criminals, and became a talented liar.

Monk: You gave up your worldly possessions to train in the mountains of Tibet, believing yourself to be called to a higher purpose. You have been training in the ancient martial art of Sendo and practicing your Hamon techniques since you were a young man or woman. You have seen the future, and know a vague prophecy that tells how you will die. Your age becomes 1d12 + 40.

If you choose to be a member of the Joestar family your name must be able to be combined with Joestar to make the nickname JoJo. In addition, you have a star shaped birthmark on the base of your neck. For the sake of the story, being Jonathan's sibling is recommended, but it is not required.

If you choose to be a member of the Brando family you will have three dots on your left earlobe. Again, for the sake of the story, it's recommended that you are Dio's sibling, but it is not required.

Perks

All perks are discounted for their background, and 100CP perks are free when discounted

Drop In

Gentleman/Lady

The Watcher: 100 CP You have a knack for staying out of sight, developed from your tendency to observe rather than participate. You are harder to detect while sneaking around, and your sense of sight, smell, and hearing become twice as potent as normal.	Chivalry: 100 CP You embody what it means to be a noble, you are kind, courageous, honorable, and a true gentleman. People are naturally inclined to believe you are a good person, and those of good moral alignment will be more likely to believe you when you tell them something that is unbelievable yet true.
Narrator: 200 CP Some find you annoying, some find you helpful. You have a couple of nicknames, Jumper the Narrator, the Interrupting Jumper, etc. You gain the ability to narrate on the fly on the level of Speedwagon. You also become really good at telling stories because of this.	Sportsmanship: 200 CP With all the free time that you have, you've been able to practice many sports. You gain a solid foundation of skills from boxing, horseback riding, swimming, rugby, and fencing. These skills cannot be taken from you by anything.
Artisan: 400 CP You become supernaturally skilled at anything that could be considered artwork. Drawing, sculpting, armor smithing, weapon forging, etc. If it can be considered art, your creations are automatically far more beautiful than they otherwise would be, matching wonders like the Sistine Chapel, the	Virtuous: 400 CP So strong is your sense of justice, of what is right and wrong, that nothing can turn you from the path of righteousness. Even mind control would see you still acting in the most morally good way possible until you free yourself from it.

Mona Lisa, etc.	
Manuscript: 600 CP You have an uncanny ability to predict the future by simply writing about it. It seems that by just sitting down and writing a story, you can influence the world in such a way that those events are more likely to occur. This won't allow you to make the impossible happen, but if a situation could go either way, or if it's within the realm of possibility, then your influence <i>might</i> be just enough to get it to happen. The more detailed your writing, the more powerful this is.	Pluck: 600 CP You're willing to go the distance. No matter what stands in your way, no matter your goal, no matter the trials, hardships, or foes you may face, you will always be able to push on and persevere. You embody the concept of hard work, and you will always be able to push yourself just a little further if it means getting closer to your goals.

Pauper

Monk

Ogre Street Style: 100 CP You grew up around the worst of the worst that London has to offer. Experiencing the hardships of a life exemplifying the phrase "get strong or die" has made you quite a skilled fighter. You know numerous little tricks when it comes to fighting that will allow you to cheat without being noticed, as well as humiliate those who fight with honor.	Asceticism: 100 CP Spending years training in a Tibetan mountain with no earthly possessions or indulgences has made your will like iron. You can survive with almost nothing, simple bread, water, and sleep (if you need it) is enough to sustain you at full strength. You are also protected from mind breaking effects or isolation induced madness.
Deceiver: 200 CP You become adept at lying and convincing others that you're a well mannered person or that your intentions are pure. This will allow you to make it seem like actual honorable men are seen as inept, uncultured, etc. while you are seen as everything that they really are.	Sendo: 200 CP You have training in the ancient Tibetan martial art known as Sendo. This enhances the strength of your Hamon, and gives you great fighting skill and experience. You are as capable as a champion level MMA fighter with 30 years of experience. Hamon perks are now discounted.
Vile Charisma: 400 CP You gain an unnatural aura of charisma. You are attractive, your words like honey, and your eyes are hypnotic. People who don't know how evil you are will often find themselves unable to resist following you, and even if they find out later, it will be extremely difficult to break your hold on them.	Conviction: 400 CP Knowing vaguely how you will die has instilled in you a sense of courage unlike any other. You will be able to fight on through any hardship so long as you remember that what you're going through is not the end, but merely a stepping stone on the way to your destiny.
Luck: 600 CP You're lucky. It may not seem like it because of how you grew up, but you're really quite lucky.	Divination: 600 CP You have learned a technique that only high level masters of Hamon have ever demonstrated. With

<p>Opportunities for you to get what you want seem to pop up all the time, and events seem to conspire to give you what you need to accomplish your goals. Whether those goals are ill intentioned or good willed, this perk makes fate seemingly on your side.</p>	<p>merely a bowl of water and a few minutes of preparation, you can reveal the events of the future, which will allow you to make an attempt to change fate. Be warned however, that revealing to others their fate may result in disastrous consequences.</p>
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Hamon

Vampire

<p>Potential: Free/100 CP/200 CP</p> <p>With this perk, you gain the potential to learn Hamon, though your learning rate is only on the same level as an average practitioner of Hamon. For 100CP, your potential becomes equivalent to that of William Anthonio Zeppeli. For 200 CP, your growth rate becomes equivalent to Jonathan Joestar's and your potential becomes unlimited. Your Hamon will continue to grow at that rate so long as you practice it.</p> <p>You can learn any Hamon technique with even the free version of this perk, all other Hamon perks are simply to get them at the start of the Jump instead of having to learn them during the course of the Jump.</p>	<p>Phantom Blood: Free</p> <p>You become a vampire like Dio, and will slowly develop your vampire powers over the course of the Jump. You gain greatly increased strength, speed, endurance, regeneration, body manipulation, and charisma. However, you become vulnerable to Hamon and sunlight. For the purposes of this jump, you cannot turn off this perk during the events of this Jump. After this Jump, you keep your vampire powers and lose the weaknesses</p> <p>You can become a vampire and gain all of their powers even without this perk. This line simply gives you these powers from the start.*.</p>
<p>Hamon Transmission: 200 CP</p> <p>You've learned to transmit your hamon through various substances, this could be wine, water, plants, a sword, even a person. Different objects conduct Hamon with varying levels of efficiency. Additionally, this allows you to use the "wine trick" that Jonathan used to locate Jack the Ripper.</p>	<p>Space Ripper: 200 CP</p> <p>You instantly learn the Space Ripper Stingy Eyes technique. While this move is often mistaken as laser eyes, what it actually is, is the user hyper pressurizing their "vampiric essence" into a high speed jet that can cut through virtually anything.</p>
<p>Hamon Healing: 400 CP</p> <p>Your training has advanced to the point where you can now mend the injuries of yourself and others by flowing Hamon into the wounds. You can also cause plants to grow and flowers to bloom by flowing Hamon into them. If you have both this and the Hamon Transmission perk, you gain the power to bestow the free version of Potential to anyone (Or bestow the 100CP version if you have</p>	<p>Zombie Creation: 400 CP</p> <p>You've learned to create zombies, and though you can later learn to create full fledged vampires, you will not be able to do that before the end of this Jump. Your zombies can either be intelligent or mindless, it is entirely up to you, as Dio was shown to create both during Phantom Blood.</p>

the 200CP version).	
<p>OVERDRIVE!: 600 CP</p> <p>You possess the ability to overflow your Hamon into a supercharged attack known as an Overdrive. You instantly gain access to a simple Overdrive consisting of just a single punch, kick, elbow strike, or knee, and gain additional overdrives depending on other perks that you have, though you can still learn all of them during the Jump, obviously. You can develop your own overdrives as well, experiment.</p> <p>Heat Enough To Burn: Scarlet Red Overdrive Hamon Transmission: Metal Silver Overdrive Hamon Healing: Turquoise Blue Overdrive Sendo: Deep Pass Overdrive My Heart Resonates...: Sunlight Yellow Overdrive</p>	<p>HINJAKU HINJAKU!: 600 CP</p> <p>Your vampiric powers have reached a new high. You have such full bodily control that you can reattach limbs instantly, you could recombine your body after being split in half, and all of your vampire powers are greatly enhanced. You also gain the ability to control your body so perfectly that you can perform the “Flash Freeze” technique that Dio was capable of. You may develop more abilities as time goes on, experiment.</p>

General Perks

<p>Muscle Power: 100 CP</p> <p>Not everyone in Phantom Blood is super beefy, despite how many remember it. This perk grants you a mighty physique, whether this translates to a large body like Jonathans, or a slimmer but still shredded body like Straits.</p> <p>Beyond cosmetics, this perk boosts the effects of all strength perks by 5%.</p>	<p>Poise and Pose: Free</p> <p>You gain a beautiful sense of poise, balance, and fabulousness. You can pose with the best of them, and it's actually pretty hard to knock you off balance. Experiment with poses, you might find a pose that perfectly matches you and gives you a temporary power boost after doing it.</p>
<p>Dramatis Persona: Free</p> <p>You gain a flair for the dramatic, able to scream, speak, and act like everyone else in the JoJo universe. You'll fit right in with this perk.</p>	<p>Stoic: 300 CP</p> <p>You have extreme calm in the face of danger, and can appear unfazed by the most mindblowing of events. Your willpower is increased and you have the guts to sacrifice an arm if it means reaching your goal. You'll do it all without even blinking too.</p> <p>This power is toggleable.</p>
<p>My Heart Resonates...: 200 CP</p> <p>When filled with an overwhelming desire to protect, to avenge, or otherwise stop evil, you will find your power grows to match your emotions. You may suddenly develop a new power or one</p>	<p>Heat Enough To Burn: 400 CP</p> <p>Your anger is power, and it infuses you with the burning heat of your desires. Your punches, kicks, all physical strikes become enveloped in this heat and you begin to produce an aura of furious heat.</p>

you already possess might become more powerful. Regardless, so long as you are filled with righteous emotion, you will become far stronger than you previously were.	This heat ignores resistance to temperature and fire, and your opponents may find themselves growing fearful of your wrath. (Complements My Heart Resonates quite well.)
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Items:

Period Clothing: Free You receive 10 sets of clothing befitting the time period, their quality depends on your level of wealth during the Jump. In future Jumps, these will morph into clothing that matches the style of the setting. When destroyed, these clothes will reform in your warehouse after five hours.	Hat: Free/100CP You get a stylish hat like Zeppeli's. For 100CP, you get a hat like Speedwagon's (appearance determined by you), with the ability to fly around and loaded with razor sharp blades. This hat is indestructible and its ability to cut scales with you as you grow in power, ensuring you will always have a stylish weapon.
Luck & Pluck: 300CP The sword of Bruford, blessed with Luck by his Lady, the Queen, and blessed with Pluck by himself when he gifted the blade to Jonathan Joestar. This copy of the sword is indestructible and enhances (roughly doubles the effectiveness of) all perks that affect your Luck, Pluck, or both.	Stone Mask: 500CP One of many stone masks, placing this mask upon the face of any human and smearing blood on it will transform them into a JoJo's style vampire. Vampire perks are discounted if you buy this

Wealth: 50CP/100CP/200CP You gain a large amount of wealth, and will continue to receive a sizable income depending on which version of this item you bought. For 50CP, you will receive an amount of money that allows you to live comparably to a six figure income in the modern (2020 CE) Earth. For 100CP, as the 50CP version but instead enough to allow you to live in a style comparable to the top 10%. For 200CP, as the 100CP version but the top 1% instead.
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Luxury Cruise Ship: 300 CP

Congratulations, you now own a copy of the cruise ship from the end of Phantom Blood. It comes fully stocked with a crew of highly competent workers and can be deployed in any open body of water large enough by just snapping your fingers and willing it. When not in use will remain in the nearest dock, or if you haven't summoned it into the current Jump, it has a warehouse attachment accessible through a door. This attachment appears as a large dock with the ship, a bar, dockworkers, the whole shebang.

Joestar Estate: 400 CP

You are now the proud owner of a full replica of the Joestar Estate. It is fully staffed by a team of competent servants, from butchers to maids. It can be deployed into any Jump, and when not in the current Jump can be accessed through a door in the Warehouse. Comes with 10,000 acres of land.

Windknight's Lot: 600 CP

The town of Windknight's Lot will now travel with you between Jumps, whether it appears in Jump or attached to your warehouse is up to you. The town is completely inhabited by villagers with various professions and personalities, and over time, the town will grow larger and larger. Every villager considers themselves subservient to you, and would lay down their lives for you. This also comes with the nearby castle and hill, and the landmass containing the village will grow in proportion as the population and town grows.

Companions:

Old Friends: 50 CP each

You may import or create new companions at a rate of 1 per 50 CP, with a max of 8 at 400 CP. They will each receive 800 CP

The Friends We Made Along the Way: 100 CP/ 200 CP

Did somebody here catch your eye? Why not take them along with you. For 100 CP each you can take anyone besides Jonathan or Dio. For 200 CP each you can take Jonathan or Dio along with you. Everyone has the perks that make the most sense for them.

Drawbacks

Drawback limits? What? This world is too bizarre for that kind of thing.
Take as many as you like.

From Infancy: 0

You begin the Jump from the day you were born.

Bizarre Powers Only: 300 CP

Sorry, Jumper, but all of your out of Jump powers,

<p>Your powers will be sealed, but return slowly over the years leading up to the start of the Jump.</p>	<p>except your body mod and minor intelligence and charisma perks are locked for the duration of this Jump. Use your new bizarre powers to make your way through these 10 years.</p>
<p>WRRYYYYYYY: 100 CP</p> <p>You have an overpowering compulsion to scream or hiss or growl a certain phrase whenever you feel an emotion or try to be threatening. People find it weird, creepy, and annoying. Say goodbye to your social life.</p>	<p>The Speedwagon Treatment: 100CP</p> <p>Though he is beloved by the fanbase, Speedwagon was shoved to the side after his initial appearance. This will now happen to you too. No matter what you do, you can't defeat anyone who isn't a jobber. Leave everything to Jonathan.</p>
<p>Dio's Ire: 200 CP</p> <p>Unlike Jonathan, who Dio respects as a worthy opponent, you are outright hated by Dio. He will go out of his way to bully, torture, and otherwise make your life miserable. Once you're all adults, Dio will either seek to kill you first, or continue torturing you. Depending on whose side you are on.</p>	<p>Not Fabulous: 300 CP</p> <p>You... kinda suck. You have no sense of balance or poise, and often fall over whenever you attempt to do something cool, important, or otherwise helpful. Everyone picks up on this, and finds you to be pathetic at worst and pity you at best. This is going to be a miserable 10 years.</p>
<p>You Are Jonathan: 500 CP</p> <p>You are Jonathan. Congratulations. For this Jump, you replace Jonathan Joestar. The catch? You have to follow his path roughly the exact same. You also have to die against Dio at the end. Don't worry though, that will just end the Jump early and will still count as a win.</p>	<p>77 Ring Knights: 600 CP</p> <p>Like Tarukus and Bruford, you have been sent on the 77 Ring Knights challenge. Prepare for suffering, pain, and a ton of weight being placed upon your body. You'll also have to best each of the 77 knights in combat. Your Jump won't even BEGIN until you complete this challenge, at which point you will be transported to the beginning of the Jump.</p>

Now what?

As usual, you have three options.

Stay Here, Go Home, or Continue Jumping.

What? Did you expect me to give a little description of each one of those? You know the drill by now.

Seriously? Fine.... Have this: **Bizarre Music Soundtrack:** Toggleable. You can have music emanate from your body in the style of the themes from any and all JoJo parts. Your own theme will even be developed and perhaps change over time. If you want existing tracks to play, those can too.