

# **Jojo's Bizarre Adventure Part 3 If: The Seventh Stand User Jumpchain**

## **Introduction**

It's the summer of 1989, the last day of school for Japanese highschool students. Six years ago, the insidious vampire DIO was fished out of the Caribbean ocean. Soon, Kujo Jotaro, scion of the Joestar family, will soon embark on a bizarre adventure to Egypt in order to save his mother Holly, who will die of a stand induced sickness in 50 days, by defeating DIO.

All in all, the same story that was told in Stardust Crusaders will play out, even if a few extra elements have been added. Cameos of people that shouldn't be in the year 1989, stand users that the "original" Joestar group did not encounter and at the centre of it all is an additional recruit to the Joestar's bizarre adventure to Egypt and the mysterious fortune teller Vins.

Here, you'll need this

+ 1000 CP

## **Origin- You can choose to Drop In as any of these**

Stardust Crusader

Whether it's to save Ms Holly, personal revenge or another reason you've found yourself (or soon will) travelling towards Egypt, for one simple purpose; to kill DIO.

Ally of DIO

Whether DIO won you over with his money or his charisma doesn't matter, as you have one clear goal. Destroy the Joestars, as they are an obstacle to the path to「HEAVEN」.

Bystander

There are those in this world who will remain uninvolved in the conflict between the Joestar bloodline and DIO. Whether you simply have another cause to fight for or are merely unaware of the conflict, you find yourself as a neutral party.

## **Species**

Human - Free

You are a regular human being, for the standards of this Earth at least.

Animal - Free

No one said that humans were the only things that could use a stand. From Boston Terriers to Eagles and Orangutans, you are a sapient non-human animal, fully capable of understanding human speech and performing sign language if you have the necessary limbs to do such a thing.

Zombie - 200 CP

Injected with vampiric essence, you're a corpse that has been reanimated with the power of a vampire. Though you may never expose yourself to UV radiation ever again, you've gained strength and toughness far beyond that of a normal human and a potent healing factor that renders you practically immortal without the usage of hamon, sunlight or the complete destruction of your brain. You can spread your status as a zombie too, potentially creating an army of darkness.

Vampire - 400 CP- Discounted for Ally of DIO and Bystander

Whether you used the Stone Mask of the Pillar Men out of desperation or simply to acquire more power, the pressure points in your skull have been pierced; transforming you into a bloodthirsty inhuman monster. Not only are your physical abilities enhanced to a greater degree than that of a zombie, you're capable of far more esoteric feats of bodily manipulation. Eye contact based hypnosis, shooting your spinal fluid out of your eyes like a water cutter, flash freezing your foes with a touch, budding off parts of your body onto others to influence them into doing your dark bidding and other such ridiculous feats.

### **Location - Roll a 1d6 for location or choose with 50 CP**

New York City, America - Free for Stardust Crusaders

The home of one Joseph Joestar, current head of the Joestar Family. Besides being one of America's urban capitals, a certain stand using dog is present here.

Tokyo, Japan - Free for Stardust Crusaders

Specifically, the neighbourhood the Kujo household resides in. Places of interest include an almost fairy tale-like beauty salon, an Italian restaurant in the woods, an arcade with a foreign fortune teller and a bombed out abandoned house.

A Place Between Tokyo and Egypt - Free for Ally of DIO

Over the course of their 50 day journey, the Joestar Tour De Egypt, travelled to many places across many countries. From Hong Kong to Saudi Arabia, you may pick a location.

West Bengal Region - Free for Bystander

A war torn place in the midst of a civil war. Beyond a small town in the Sundarbans, rebel soldiers and government troops alike ravenously scourge the land, whilst a rogue aircraft carrier shoots down any flights coming in or out. The terrorist organization known as The Slaves to Fate have a base here.

Cairo, Egypt - Free for Ally of DIO

The capital of Egypt, and where DIO's lair resides. Only his most trusted and powerful lackeys are present here.

Free Choice

You may freely choose to begin this jump anywhere in this world.

## **Age & Gender**

Free choice.

## **Perks - 100 CP discounted perks are free**

### **Undiscounted**

#### **STAND - Free**

A manifestation of life energy, a sort of rippling ghost that can flout the laws of physics and perform wonders beyond your imagination is now in your possession. A stand is typically limited to one or two special abilities, or at least a theme. Whether it's the control of fire, being a knight in shining armour, being a gun, the ability to transmute objects with power tools, forcing people to keep promises, micro-bioelectric control of living beings, what a stand can do is subject to only a few limitations.

The power of a stand is typically tied to how far it can go from its user, with the short-ranged stands being stronger than long-ranged stands. A stand user is typically limited to one stand but a stand can have multiple bodies and personalities. When a stand is damaged, so is its user and vice versa. A stand user may not have perfect control over a stand but less control isn't necessarily a bad thing as stands that autonomously perform actions, dubbed 'Automatic Stands', have little to no regard for range restrictions and do not injure their user when damaged. Certain stands can send out miniature automatic stands. Stands are incorporeal and can not be affected by normal things, letting them phase through material objects at will. Furthermore, stands can shrink to a microscopic size, if they weren't already that small. Certain Stands are bound to objects. These Material stands are mostly unaffected by the injuries sustained by their users but are fully corporeal at all times and visible to non stand users.

Finally, Stands are typically named after Egyptian gods, Tarot Cards and music, though they don't have to be as Satanic Coupler can attest to.

#### **Bizarre Aesthetics - Free**

Strike a pose! Have long conversations in the middle of a fight without missing a beat! Come up with incredibly specific analogies! It's almost like you're a character straight out of Kishibe Rohan's famous manga, Pink Dark Boy.

#### **Tell Me About Yourself - Free**

In this world of colourful characters, quite a few have their own iconic catchphrases.

"Yes I Am!", "Wryyyyyyyyyyy!" and "Yare Yare Daze...", just to name a few. You too now have a phrase that instantly invokes your image when you say it, along with a nickname for those close to you to use. Both catchphrase and nickname will instantly be known by others, no matter how frequently you change them.

#### **Genius Gamer - 100 CP**

From well known classics like F-MEGA and Oh, That's A Baseball! to bootlegs like Dragon Question, you're a master of the pixelated screen, with both innate aptitude and knowledge.

### Cyborg - 100/400 CP

German science is the greatest in the world, a fact that can be proven with your body. A 100 CP purchase will provide you with a prosthetic that is a replica of a missing limb, made more durable but no less heavier. With a 400 CP purchase your entire body becomes more machine than man, with absurd amounts of inbuilt weaponry, gadgets and physical strength capable of overpowering Santana of the Pillar Men.

### Speedwagon Foundation Field Operative Training - 400 CP

The lessons of Ogre Street have taught you well. You're well equipped to handle all sorts of weaponry: handguns, shotguns, high powered rifles, flamethrowers, missile launchers and bazookas, just to list a few. Equally as impressive as your skill with weaponry is your ability to stay cool under pressure whilst being assailed by stands, letting you perform mid combat narration just like REO Speedwagon himself. Your training has been specialised in one of two ways. Either you're a field medic, capable of performing miracles with bandages and gauze, curing burns from napalm, stand induced blindness and injecting combat performance inducing drugs mid combat. Or your training is more combat specialised, letting you operate experimental weaponry and perform impressive feats of marksmanship.

### Ripple Warrior - 100/300/600 CP Discounted Heroic Heritage

Sendo, the way of the hermit, is a way of controlled breathing that harnesses the power of the sun. Basic uses involve healing and the slowing of age but hamon was meant to kill vampires, pillar men and other creatures weak to sunlight. With 100 CP you know the basics of hamon, able to maintain proper breathing and use it to heal or dust vampires. With 300 CP you've developed your own particular style of using hamon, like utilising bubbles or floaty kicks and with 600 CP you are supremely versatile with it, capable of channelling the energy through the air and the ground, and you know how to use the most powerful attacks a Hamon user could learn, like the True Sunlight Yellow Overdrive.

## **Stardust Crusader**

### A Truly Enjoyable Journey - 100

You're quite the globe-trotter. Meeting new friends or introducing old ones to them, eating foreign cuisine and experiencing the varied vistas of the world isn't something new to you but it won't grow old either. Even if the life of an innocent woman were at stake, even if assassins met you at every step of the way, you'd still be able to enjoy yourself with your travelling companions.

### Heroic Heritage - 100

One hundred years ago, Dio Brando was vanquished by Jonathan Joestar alongside Will A. Zeppeli. Their grandsons Joseph and Caesar defeated the Pillarmen. Now it seems like Jotaro, grandson of Joseph, will continue on with this heritage and put an end to DIO. It seems that you are part of the Joestar or Zeppeli family. Beyond the obvious effects of this change, such as the star-shaped birthmark on the back of your neck, you gain an increased aptitude towards hamon

and muscles, discounting hamon books and perks. In future worlds you can choose to be of another suitably heroic lineage.

#### Look, No One Ever Said That Jumper Was A Nice Guy - 200 CP

Well, maybe your mother has but that's beyond the point. You now possess the image of a punk, a real tough guy that's willing to thrash people so hard that they're hospitalised. A simple glare from you could make hardened killers freeze up and who knows what could happen if you really put the pressure on someone. This intimidating look is no facade, as your ripped body can attest to. Knocking thugs out with the punches or rocks you throw is almost too easy for you and your beefy body can certainly take beatings from muscleheads too.

#### Fire Forged Friends - 200 CP

The time you spend with your companions may be a period of time that is less than two months but that doesn't mean that you won't swiftly become comrades in arms. Beyond being able to make hand signal jokes in a sinking submarine, your ability to protect your friends is truly amazing. You'll stumble into them when they're isolated and in trouble, run faster to intercept attacks aimed at them and push your stand past its limits. This doesn't just go one way, friendship is a two way street after all. Even a coward that never acts on their own might take a potshot at DIO for you.

#### Brainstorm - 400 CP

With the ridiculous ways a stand can be used, most fights between stand users aren't knock-down drag-out affairs of brute force. Instead they are battles of knowledge and creativity, leveraging the unique powers and traits of your stand and exploiting the weaknesses and limitations of theirs. In the heat of battle, you remain cool and calculated, finding ways to exploit the battle tendency of your enemies and to defeat them in a singular decisive maneuver. Predicting your opponent's moves and what their next line is will become as easy as breathing for you.

#### Sync Your Breathing! - 400 CP

Once you've forged a sufficiently deep bond with your allies, you'll find yourself able to really put the heat on your enemies with combination attacks. These attacks use your strength and that of a partner to create a move that deals more damage than the two of you normally would, however it will be very taxing on you and your partner. Besides that, synthesising powerful new techniques based on the powers your friends have will only take a good night spent together.

#### The Power To Overcome Fate - 600 CP

... is no stand ability. It is that there's something about you. Knowing when and where you need to be, what to do and what to say to reach your desired result, it's almost as if you had already been through your current situation many times. Around three times, at least. In spite of never having heard of hamon or stands before, you can perform the techniques of a master, and in your pockets are souvenirs from a journey you have not yet gone on. 'Remembering' passwords and secret passages that you have no business knowing about, where to find allies and

resources located in places no reasonable person would go to. With this, the perfect ending to your journey might only need one attempt to achieve.

#### **Adaptable Stand - 600 CP**

Most stands are only capable of one thing and one thing only. Not yours as its ability to grow in power is simply absurd. A stand that can create explosions could blow up time, a prowling cat stand could create a hunting eagle sub-stand and your stand could go through different ACTs, each with their own different spin on your stand's main ability. If you were to truly push your stand to its very limits and then some, you might even be able to achieve requiem without an arrow.

Where this adaptability really shines is when your stand encounters an enemy stand similar to it. In a scenario like that, your stand would be able to "take inspiration" from it.

But be aware that this can not remove all the flaws of your stand. While a short range power type could learn to stretch their fingers for a little more range and a long range support type could increase the strength of their close in attacks, you'll never manage to completely mitigate the shortcomings of your stand.

This adaptability applies to your non-stand abilities too but to a lesser degree. You could still perform all sorts of wizardry with hamon or the body of a vampire.

### **Ally of DIO**

#### **The Enemy Stand User Could Be Anyone!- 100 CP**

Only a fool would walk up to the people they intend to kill and introduce themselves, their stand and their stand's abilities. That's why you're pretty good at masking your identity and being sneaky in general. People won't find it suspicious for you to repeatedly be hiding in the shadow of a building talking to yourself, the loyal crew of a ship won't find it suspicious when you assume their captain's identity and even if your foes knew of a distinguishing feature of yours you'll still be able to fool them into thinking someone else is you if that's all they have to identify you with.

#### **Bizarre Biology - 100 CP**

DIO's assassins are an odd bunch, even if you take into account that they're greedy and bloodthirsty stand users. From disproportionately buff arms, fang-like teeth, having a right arm instead of a left arm or ridiculous underwater endurance, you can count yourself amongst the ranks of the circus that is DIO's hitman team.

#### **Martial Artist - 200 CP**

Not all of the people DIO hired to eliminate the Joestars rely solely on their stand to fight. A plethora of immoral martial artists will end up ambushing the Joestar Egypt tour group, assailing them with powerful whirlwind kicks and punch barrages and it looks like you'd fit in quite well with them. Not only are you well versed in those sorts of techniques, you have the physical conditioning for them too and your strange hopping footwork lets you traverse terrain faster and get the drop on your targets better.

#### Master Marksman - 200 CP

No matter how strong a stand is, it won't matter if you can turn the user into swiss cheese.

That's why you've gotten so good with guns.

From pistols to snipers and automatics, you can handle all sorts of firearms with ease, making accurate shots from far distances even when you're mounted on a horse.

Furthermore, you have an uncanny ability to be below the notice of any authorities that would normally investigate gunshots, leaving you free to have an uninterrupted firefight in the streets of Cairo.

#### Lucky Ambushes - 400 CP

Taking on six stand users on without any other back up than a kid in a box seems like surefire suicide but it seems like Lady Luck smiles upon you. Coincidence after coincidence seems to come to your aid when it comes to tracking down and ambushing your foes, as they pick routes and means of travel that coincide with you and choose rest stops that you too are occupying.

Catching your foes with their pants down, possibly literally, has never been quite so easy.

Though try not to push this luck too hard however as Lady Luck's smile may be a sardonic one.

#### Dirty Deeds - 400 CP

Cheap, yes but doing these actions is a sure way to get an edge on any goody two shoes you get the drop on. Innocent bystanders just tumble into your hands whenever you're in a pinch and even the most hardboiled of your foes will hesitate to hurt them, your targets never inspect your disguises too carefully and no matter how many times they receive a false surrender, they'll at least consider your pleas long enough for you to mount a quick sneak attack while their backs are turned.

#### 「CHARISMA」 - 600 CP

What does a cult leader, a fascist dictator and a hundred year old vampire all have in common? The ability to bend the minds of others through the sheer force of their personality. From sweet young men to unrepentant killers, those who seek vengeance with all their heart and to stranger things, like ancient sapient Stands and animals, you possess a terrifying charm that few can resist. Tempting men to betray their friends, creating a cult-like fervour amongst your loyal underlings and inspiring (or "inspiring") loyalty from less dedicated minions takes naught but a few words and your presence.

#### Walking A Path Leading To Heaven - 600 CP

What is a man to a vampire? Nothing but a slice of bread. The same with vampires and pillar men. Yet, even an Ultimate Lifeform that stands above pillar men is subject to stand abilities.

Thus, it is Stand Power that reigns supreme in this world. Stand Power, which you have found a way to take to a whole new level. Whether it involves 13 Words, the souls of 36 sinners, a friend that can be trusted and a specific longitude and latitude or the use of a special arrow, your plans to empower your stand must be grand, audacious and certainly not a trivial matter.

From the heights of Heaven itself, your stand will evolve into a being able to change destiny that would normally be set in stone and manipulate the entire world.

## **Bystander**

### **Liver of a Quiet Life - 100 CP**

Religiously following a routine and making sure to never stand out, even to the point of always making sure to take second or third place in competitions, whatever neurosis caused this obsession with anonymity has certainly made you excellent at living a quiet fulfilling life. Your health is always in the green (even if you lack in cardio endurance), you hardly ever pick up bad habits and even if you did have some “unhealthy urges”, you’d be able to keep them in check for a while at least.

### **Skills to Stand Proud Of - 100 CP**

Are you an aspiring radio host? A cook on a journey for new flavours and recipes? A mangaka, looking to experience the world for their writings? Maybe you’re even a fortune teller? Whatever the case, you’ve got something to fall back on to sustain yourself that’s not begging. If you truly have passion for your work, you could take these skills to the next level.

### **Useful Trivia - 200 CP**

A manga artist has to know all about the world to create a manga truly based on reality. Although you might not be a mangaka, your knowledge base is truly immense. From the habits of cryptids like rods, being aware of how many CCs of compressed air it takes to stop a human heart, the principles of Feng Shui, the average breath capacity of most non gilled mammals, the hunting habits of a falcon, if it’s potentially relevant to a stand battle, then there’s a decent chance you’ll know it.

### **Reverse Bystander Effect - 200 CP**

Not all Stand users use their abilities for noble or noteworthy purposes. Some lash out at the world, massacring innocents, while others simply shakedown people for money. Despite the fact that being mugged by walking rocks should raise some attention, society as a whole will never truly respond to your deeds. Even things like hijacking an aircraft carrier to ground civilian flights across an entire nation won’t cause nearly as much uproar as it should.

### **Relic Scavenger - 400 CP**

You seemingly just stumble upon items of the past. More than mere antiques, these relics are items of power, even if they’ve rusted a little over the ages. You might find one of Kars’ stone masks hidden under a floorboard or be gifted The Blade of Luck and Pluck by an old family friend.

### **Chains of Fate - 400 CP**

It is said that Stand Users are drawn to other stand users. You take this phrase to a whole new level however, as new stand users for you to “use” for your ends, practically drop into your lap. This is neither the charisma of a leader, nor the bonds of friendship. Instead it’s more akin to the web of a spider, dragging in flies to pit against each other. Alliances of convenience with those



you've fought before, making patsies out of impressionable fools and even co-opting previously existing organizations to your own ends are well within your reach.

#### To Survive, No Matter What - 600 CP

From being lynched and stuck in a burning house whilst your body is paralysed by disease or being turned into a bomb and atomised by a stand power, there are many deadly fates that await those who stumble into this world's danger. Yet, you possess a strange propensity to survive all manner of deadly encounters, and even become stronger in the process. Whether it's stumbling upon a Stone Mask in the dark or recording yourself onto a radio by pushing past the limits of your stand, you'll find that after dying, that your strength will have increased greatly, though it needn't necessarily be in a direct, physical manner.

Even "retirements" that aren't entirely fatal can be recovered from, whether it's being sent into orbit and forgetting how to think or being put in a purgatory of endless repeating death by the power of a requiem stand.

Do be warned however, that being killed after your first lucky break will render you as dead as a doornail.

#### Reading Ahead - 600 CP

What Fate has ordained for this world is written in stone. Even those who are aware of their fate, whether it's through fortune telling or the ability of a stand, end up as sleeping slaves to destiny.

Yet due to one coincidence, combination of stand abilities or some other bizarre anomaly, you find yourself in the position to alter fate.

In summary, this effectively grants you fairly comprehensive knowledge of the canon of this world and future worlds whilst also granting you the ability to move against predetermined events, like a certain book being read by a certain Joestar. If you instead wish to enforce destiny, you also gain a keen awareness of those who can operate outside of fate's machinations, letting you ambush and harrow them at every turn if you have the resources.

## Items

#### Video Game Console - 50 CP

It's a Nintendo famicom. It comes with a cartridge for the F-Mega racing game, two controllers and can easily be verified to be an untampered article, so if you really wanted to, you could use it to play a game over a friend's soul.

#### Local Delicacies - 50/150 CP

From Hong Kong egg tarts, the Doner Kebabs of the middle east, Singapore's Kopi and a platter of other dishes, you now possess a wealth of cornucopia of sumptuous food. For an additional 100 CP, you can get food which has been enhanced by a stand ability to heal various maladies.

#### Smokes - 50 CP

This pack of cigarettes is never ending, with more rolls of tobacco at the ready, whether you need them to show off with a truly excessive trick or simply to cool your own nerves whilst unnerving others.

Furthermore, the packet preserves its contents quite well, getting drenched with sea water would barely affect the quality of the cigs.

#### Tour Souvenirs - 50/150 CP

From statuettes of Ganesha and wood carvings of Shiva to pyramid models, sphinx paperweights, bangles and handkerchiefs from Egypt, you now have a tonne of authentic tourist memorabilia to proudly display at home or wear on your body.

For an additional 100 CP, you will find that these souvenirs have been infused with some degree of supernatural might, allowing you to invoke them for minor healing or debilitating effects. You will also possess a Talwar, forged with the techniques of a master. This Damascus Steel blade is capable of cutting down all sorts of foes, never breaking nor dulling even if you swing it at a tank countless times. Though as sharp and durable as it is, it still can not harm a stand.

#### Wardrobe - 100 CP One free to all.

No matter how cut up, shot or stand attacked these clothes of yours get, you'll find them in perfect condition after fights. It'd take these getting completely combusted by fire to warrant a replacement.

#### Invitation to a Fairytale - 100 CP

Whether you simply picked it up from the ground or found it in your locker, you've stumbled upon a letter. On it are directions to a little beauty clinic called Cinderella. Its owner is willing to change your body according to your whims. Fat or short, man or woman, distinctive or simply average, whatever it is, Ms Tsuji will be able to accommodate, as long as it's in the human standards of this world.

Furthermore, if you truly aren't happy with your stand, that can be changed too. However, every time you change your stand, it's growth will regress to the point where it's effectively at "level one".

#### A Full Horse - 100 CP

Or an elephant or a camel. Whatever riding animal or even some other form of personal transportation, like a bike or a car, it will serve you well travelling across the world, requiring little in the form of rest and food (or maintenance and fuel) and being more hardy and fast than the typical specimen.

#### Plane Tickets to Cairo - 100 CP

Well, these don't have to be to Cairo. Or be plane tickets for that matter. Finding decent lodgings and ways to travel from location to location can be hard, especially when you're in a hurry.

That's why these ever-changing documents, tickets and other paperwork allow you to travel in

plane, gondola, train, camel or car, letting you zip across borders without being slowed down by red tape.

#### Arsenal - 100/300/600 CP - Discounted Master Marksman and Speedwagon Foundation Field Operative Training

Guns are nice to have, whether it's to shore up the range deficiencies your stand has or to combine it with its abilities. This item comes with multiple levels of purchase.

At the first level, you acquire a pile of small arms, pistols and SMGs along with handheld explosives, like grenades and flashbangs.

At the second level, the cache of weapons expands to contain sticks of dynamite, sniper rifles, bazookas and even portable missile launchers.

At the third and final level, portable nuclear warhead launchers, UV lasers capable of melting vampires and burning men alike and the Speedwagon Foundation's experimental throwing knives, capable of a myriad of esoteric effects are added to the collection of weapons available. The arsenal replenishes itself over time, with the more powerful weapons requiring more time to restock if used up or lost.

#### Healing Items - 100/300/600 CP

Dishing out the hurt is nice and all, but making sure everyone is kept in good shape, even in the heat of combat, can sometimes take priority. That's where this multi tiered item comes in.

At the first level, you are given simple bandages and medicines for mundane ailments like the common cold and stomach aches. Alongside these regular things are a bevy of supernatural sodas, with oddly familiar names. Dora Cola restores health whilst Echoes High rejuvenates the stores of energy you need for more complicated attacks and G.E. Coffee acts as an antidote to poison, just to list a few.

At the second level, you're given proper first aid kits and surgical tools alongside improved versions of the first level's supernatural sodas. Diamond Cs and Overdrive SYs act as suped up versions of Dora Cola and Echoes high whilst Requiem G.E.s can now cure practically any status effect. Furthermore, there are Ripple-Infused variants of regular drinks, capable of healing multiple targets with a single usage.

At the third level, Phantom Bloods, capable of completely rejuvenating someone's health and SP or even reviving them from unconsciousness, join the stockpile.

This stock of healing items replenishes itself over time, with the more potent items requiring more time to restock if used up or lost.

#### Gun Technique Books - 100 CP

The difference between knowing how to shoot guns and proper marksmanship is found in this four volume set of books. With these, those who are well versed with ranged weaponry or with gun-like stands, can learn how to consistently hit arm, leg or even headshots alongside sharpshooting techniques that can allow gunshots to penetrate defences that would normally be above their paygrade.

#### Speech Books - 200 CP

From learning how to carry your voice through a room to the ultimate greeting of “Happy Joypy Nice-To-Meet-Youpy”, this set of books is sure to make anyone who reads them a maestro of using words in combat; whether it’s to shake off fear, stun your foes with loud noises, provoke them with boisterous laughter or to take them off guard with a strange introduction.

In short, they teach you the same gift of the gab that Mr Joestar used to great success in his youth, though you still might be a bit short of outright predicting your enemy’s next line.

#### Opulent Mansion - 400 CP

Whether you’ve had this place renovated by a stand user or simply have had it constructed by discreet architects, this luxurious residence is both stocked well with a vast sort of amenities, with both vast libraries of knowledge pertaining to stands along with a safe room stocked with amenities and is generally a sumptuous place to reside in. Not only can the mansion serve as a comfortable base of operations for you and your inner circle, you’ll find that your enemies will have a hard time locating it, even if they have Stands capable of divination.

#### Stone Mask - 400 CP Discounted Vampire and Relic Scavenger

Made by some ancient aztec strippers, this thing pops out a bunch of spikes when exposed to blood. When a living creature’s skull is penetrated by those spikes, they are transformed into a vampire. This stone mask is special, for it seems to be able to shift in shape and size, letting it turn humans, horses and other living beings into vampires.

#### Hamon Books - 400 CP Discounted Heroic Heritage

The volumes of the Secret Book of the Hamon Master from one to twelve. The first four volumes are the basics of Ripple usage, simple breathing techniques and overdrives, whilst the ones after them are far more esoteric and powerful. From the proven colour based techniques of Jonathan Joestar, Dire’s incomplete Thunder Split Attack, the Zeppeli family’s Hamon cutters or even the mighty Ripple Quake and Ripple Gale moves, the latter volumes will certainly place anyone who learns from them into the upper percentile of Hamon Masters.

These books are simple to learn from, and the techniques present in them merely require Hamon potential, no formal training is needed as a prerequisite.

#### Meteoric Arrow - 400 CP/600 CP Discounted Relic Scavenger

Around 50,000 years ago, a meteor crashed into the Earth carrying with it an alien virus capable of awakening stand power. The meteoric material was used to create several arrows and now you possess one of them. Not only is the arrow capable of awakening the stands of those it pierces, it can seek out those worthy of stand power. For an additional 200 CP, the arrow becomes capable of awakening Requiem stands.

#### Stand Disk - 400 CP/600 CP

Only「**GRAVITY**」 knows where you acquired this disc, but it contains the abilities of a single regular stand. Though normally, a stand and a stand master are one to one, this disc is compatible with those who already possess a stand, the stand of the disc acting automatically

without the user thinking of it, though at a reduced strength than if it was being used as someone's one and only stand.

For an additional 200 CP, you may instead have a Stand disc that can only be used once. In exchange for the reduction in uses, the Stand's power is tremendously increased, matching what stands like Golden Experience Requiem could do.

#### Vending Machine Junk - 600 CP

This pile of miscellaneous items may look like a bunch of trash, but that couldn't be further from the truth. From a hamon training mask which protects against ripple attacks, a mangaka's manuscript which halves the strain of any special techniques you perform, to a replica of the Blade of Luck and Pluck, which grants supranatural resistance to fear and battlefield foresight to its wielder alongside an boost to both physical and spiritual attack power these items provide a bevy of useful effects.

Alongside the more fantastical equipment present here are a set of various mundane armours, seemingly developed by the Speedwagon Foundation. Despite their mundane nature, they are capable of outright halving the damage someone can take from fire, electricity, cold or even kinetic damage, alongside preventing various status effects.

#### The Spoils of An Ultimate Lifeform - 600 CP

This is a disembodied right arm with a blade protruding out of its wrist. Held in its hand, is a sparkling red gem. The gem is a Super Aja, an utterly flawless crystal that is capable of absorbing and amplifying light up to a million times. Not only does that make it a powerful weapon for a Hamon user, it can also be used to empower a stone mask to be able to properly awaken a Pillar Man's full Ultimate Lifeform potential, alongside other applications.

The arm itself is not without its uses as the chainsaw-esque rotating teeth mechanism of the attached blade still functions, although not quite at its full capacity. Still, it's rather effective against creator gods and the arm itself will never decompose.

### **Stardust Crusader**

#### Exotic Clothes - 100 CP

What are you wearing? Even by the standards of the clothes many Stand Users wear, this apparel is out there. Maybe it's a cabaret bunny suit or a costume straight out of a samurai flick. It could even be something like the outfit Mr Joestar used back when infiltrating the Nazi base Mexico. Whatever it is, it's capable of stunning the enemy for a little while out of sheer bewilderment, although it is a little embarrassing or cumbersome to move in.

#### Charm of Karachi - 200 CP

Made by a thoughtful friend, this heartfelt accessory signifies the bonds made between you and your friends. Not only is it rather fashionable, it also increases your resistance against various status effects. If you wish, you may choose to have a different wearable accessory, to symbolise your relationships, whether it's a handkerchief or a mink coat with another moderately strong effect.

#### Rusty Sword - 400 CP

An ancient blade, perhaps a family heirloom, has long since rusted away. Yet, if one were to go through the arduous task of infusing this blade with the energies of various different Stands and other such forces, like hamon, you could restore it's ancient power and then some, reaching levels of lethality that could only be matched by an Ultimate Life Form.

#### Chaos Key - 600 CP

This key is capable of opening a door to a whole new world. Metaphorically, that is.

By your choice, you can use this key to effectively turn on a "Chaos Mode" for an entire jump, opening up a bevy of new opportunities and possibilities that can be positive, negative or simply neutral, though thankfully for you, it seems that the number and frequency of positive outcomes is greater than the negative ones.

Whether it's simply finding new allies, bypassing foes through sheer dumb luck or encountering deadly new enemy stand users and finding that a goofball of a threat has become a sadistic and ruthless monster capable of any number of underhanded decisions. While many of these new potentialities come about from simple changes in the decision making and behaviours people have, other more fantastical changes may occur due to Chaos Mode, like the sudden presence of aliens.

Regardless of the details, this will surely throw a massive screwball in the machinations of fate.

### **Ally of DIO**

#### Another Stand!? - 100 CP

This doner kebab stand is placed in a location with plenty of foot traffic. It's a great source of income if you man it yourself and an excellent way to ambush pesky travellers, who'll find themselves practically gravitating towards its sweet smells. If you prefer, the stand needn't sell doner kebabs but a different food of your choice.

#### Riches of DIO - 200 CP

Through your service to DIO, you now have a lot of material wealth. An oil tankerload of greenbacks, shining gold and diamonds or maybe even stocks. Whatever form it takes, you could live the rest of your life in luxury with this amount of cash, pay off every person in eyeshot of a bar or hire expensive world class assassins yourself.

#### Egyptian Steel - 400 CP

Why an Egyptian blacksmith from 500 years ago decided to make a Japanese Katana is unknown. What we do know is that Anubis is one of the most deadly weapons in existence thanks to its nature as a stand allowing it to improve its wielder's sword skills and phase through objects. We also know now that said blacksmith made a sibling sword to Anubis, one that you now have in your possession.

#### Ancient Papyrus - 600 CP

A bound stand? Ancient Egyptian magic? Regardless of what this piece of parchment is, it holds great power. Even mere scraps of this sheet of dried reed can cast powerful magic but at full

strength, it could summon a relentless gauntlet of fallen stand users or even multiple armies and creatures and gods from Egyptian mythology. Still, all this mighty power is bound to a rather old parchment.

## **Bystander**

Fortune Telling Orb - 100 CP

It seems to be in the nature of man to want to know their own fate. This crystal ball does not hold any supernatural ability to foresee the future, but it sure is good at fooling people into believing that you can. Whether it just lends legitimacy to your actual supernatural predictions due to how mysterious it looks or the fact that it improves your ability to perform cold reading techniques, you could easily scrape together a living as a fortune teller with this item.

Speedwagon Foundation Uniforms - 200 CP

It's surprisingly easy to impersonate members of the world's leading charity and research institute, as a certain Super Electric Guitarist could attest to. Not only does the uniform itself let you blend in both conflict zones and science conferences alike, you'll also be able to leech resources from the behemoth organisation without raising much suspicion at all. In future worlds, this item will apply to a similarly respected international NGO equivalent.

The Morgue - 400 CP

This is a morbid place to be sure, but there's much value to be found in the corpses here. Beyond a seemingly endless supply of "generic" cadavers for you to use, there are a handful of "special" corpses that stand above the rest.

These bodies are exact replicas of fallen warriors of the past, brought back to life with all their skill, physical strength and equipment intact. Whether they fought using Hamon like Jonathan Joestar, cybernetic enhancements like Rudol Von Stroheim or even simply with weapons and their own grit like Speedwagon, their combat performance is equal to when they were, if not better. Furthermore, they are effectively bound to your will, unquestioningly following your orders.

However, the energy present in the morgue is only enough to a few of these resurrected warriors at a time.

A Scollipi Commission - 600 CP

This blank boulder doesn't seem to be of much artistic value or really any value at all, but looks are deceiving in this case for this Rolling Stone of fate brings death wherever it goes. A simple touch from it will instantly kill any living being, and it is capable of autonomously moving on its own, phasing through walls to get its targets. You possess an indirect form of control over it, making you safe from its touch of death and allowing you to set areas for it to patrol and traps, like painting "YOU WILL DIE WHEN YOU TURN AROUND" on a surface and having the boulder jump in on anyone who reads it.

## Companions And Followers

Import/Create - 50 CP each, 200 CP for 8

You can bring your old friends along to this bizarre world with origins and 800 CP to spend on perks and items, or make new ones with the same.

Canon - 100 CP

If you can convince them to come along, then you can bring as many people as you wish along with you.

Zombies! - 400 CP Discounted Vampire

This horde of zombies, enthralled to your will, will always be lying in the background wherever you go, ready to ambush whoever stands in your way or to serve as surprise reinforcements. Beyond direct attacks and confrontation, they are quite capable of dispersing themselves to autonomously harrow and harass your foes, even taking to wearing full body covering garb to be able to act in the daylight. And no matter how many of them are turned to ash by UV rays, there always seems to be more of them to fill in the ranks.

Reinforcements - 100/300/600 CP Discounted Chains of Fate and 「**CHARISMA**」

Fighting alone is for schmucks. That's why you've brought along this seemingly endless crowd of goons to summon at your beck and call. For just 100 CP, your henchmen are simple delinquents and rogue martial arts masters, unarmed but surprisingly skilled and strong physical specimens. Still, they won't be much more than an annoyance against a serious threat. For 300 CP, your minions are professional killers equipped with long range rifles, hand grenades and dynamite. Among these assassins are a few specially trained in sniping or mounted combat.

For 600 CP, you now command enough military equipment to effectively be a warlord in a third world country. Platoons of tanks, artillery tanks and attack helicopters are at your beck and call, alongside a large body of foot soldiers.

## Drawbacks

It was a fun 50 days + 0 CP

From 50 days to 22 years, there's no reason for your stay in this world to last exactly a decade. You may choose to stay until the day DIO is defeated/Holly Kujo dies up until 2011.

CASUAL RACISM + 100 CP

It seems no matter where you go, there'll always be someone decrying whatever ethnicity you are. Though this normally won't go past remarks and dirty looks, enemy stand users might end up singling you out for your features.

Weak Stomach + 100 CP

It looks like your palate is rather limited. There's a very good chance if you eat anything outside your typical range of foods, that you'll be hit with a severe stomachache. This won't exactly



instantly incapacitate you, but it will prove to be a problem, slowly draining away at your health and capacity to launch special attacks and reducing your combat ability. Make sure to stock up on stomach ache medicine.

#### Jumper Staunchly Refused! + 100 CP

Well, aren't you quite the chaste one. If I were being unkind, I'd call you a prude! Regardless of what people call you, you have some massive issues with performing bawdy acts. If you were dressed in a cabaret girl's bunny suit, there'd be a good chance you'd be too embarrassed to act half of the time, even in the heat of combat.

#### Sleaze Magnet + 100 CP

Expect a lot of unwanted attention from men, women and orangutans alike. From fairly innocuous catcalls and being fawned over to being directly assaulted by an ape, things are about to get a lot more uncomfortable.

#### A Real Woman's Man + 200 CP

You are the world's (second?) nicest guy to women. With girl friends all over the world, there's absolutely no way you could bring permanent harm to a member of the fairer sex, and if you were to wind up accidentally killing a woman, you'd feel horrendously bad about it. Sure, it wouldn't permanently crush your soul or anything, but the thought of fighting a female would make you freeze up, and leave you very open to attacks.

#### Weak Constitution + 200 CP

To put it bluntly, it seems you'd be far more suited to a sedentary life rather than a wild journey across the world. You are a very sickly person, prone to fatigue which may build up to fainting incidents. Though this doesn't actually make fighting harder for you, you may find yourself unconscious simply by wandering around towns, with medication only delaying the time till you conk out. Wandering out on your lonesome will be a precarious proposition, to say the least.

#### Toilet Troubles + 200 CP

Much like Jean Pierre Polnareff, you will not have much luck in finding a good place to relieve yourself. From pigs that lick your excrement clean, to dry sand bidets and other "unorthodox" commodes, you'll find normal toilets few and far between. To double down on this shitty state of affairs, enemy stand users have an incredibly uncanny knack for ambushing you at these places.

#### Hard Mode + 200 CP

It looks like a switch has been flipped in reality, with the sole intent of making life a lot harder for you. Your foes both fight harder and smarter, unleashing powerful, deadly and downright unfair moves they would not normally, you find that you need to put in even more effort to bond with your comrades and finally you and your allies have been drained somewhat in strength. Not enough to cripple you, but certainly enough to make things even harder than they already were.

### Performance Issues + 200/400 CP

You have a problem with your stand. Whether it has a mind of its own that just won't listen to you, or is simply too much for your current body to handle, your usage of it will be rather limited at best.

For an additional 400 CP, you completely lack a stand at all, not even being able to use it in a limited fashion and rendering unable to see them.

### Third Oingo Boingo Sibling + 300 CP

Words can not describe the misfortune you will come across, for it seems you are the chewtoy of fate. Any complex plan, scheme or gambit you attempt will almost always and often quite literally blow up in your face. Even if you were to have a stand capable of predicting the future with 100% accuracy prophesying your victory, there'd still be a very real chance of your efforts utterly collapsing without a single ounce of effort required from your opponents.

Still, almost always isn't always and it is possible to persevere and execute a plan that isn't a glorified comedy routine, it'll just take a lot of pain and blood to get there.

### Flesh Buddy + 300 CP

Whether DIO has implanted one of his little seeds inside of you or you've come under the power of restrictive stand power, one way or another, your free will has been subverted. The situation you're in is a precarious one, with the directives you have been given bringing you into conflict with one group of stand users or another. The consequences for disobeying your orders could be dire, if you even can disobey them, whether you simply die from having your brain spiked or turn into a monstrosity like Gai Nijimura.

### Quest of Saint George + 300 CP

Both your otherworldly best items and abilities have rusted away, quite possibly both metaphorically and literally. To restore your strength and equipment back to their previous strength will require a long, arduous and above all, exceedingly tedious set of events. Not only will the process be a slog, the exact conditions to start the process are arcane at best, and that doesn't get any better as the restoration continues.

### Beware the Slaves To Fate + 300 CP

It looks like an entire organisation of Stand Users has been pitted against you. Their motivations are unknown, but they are both resourceful and merciless. Though their numbers aren't infinite, they certainly do not lack for members and will likely remain a thorn in your side, even if you've taken care of their elusive leader.

## **End Choice**

It's been a wonderful journey, but it looks like your time in this world is over.

Stay

Or perhaps not.

Move On

To another Bizarre Adventure it seems.

Go Home

Looks like you've had enough.

## Notes

Link to wiki [https://7thjojo.fandom.com/wiki/Main\\_Page](https://7thjojo.fandom.com/wiki/Main_Page)

Link to the latest translated version of the game, with Chaos Mode  
<https://yellowcardinals.tumblr.com/>

### >Tell Me About Yourself

Yes, you can have your catchphrase or nickname/actual name be something that shouldn't actually be pronounceable, like "@@@@@".

### >Speedwagon Foundation Field Operative Training

Yes, if you take medical training as your specialisation, you can cure frostbite with your abs.

### >Stand Disc

The 600 CP version of the disc replenishes itself every jump/10 years.

### >Rusted Blade

This isn't necessarily the Sword of Saint George, but it can be. The blade can also absorb other non-Stand supernatural energies from other jumps.

### >Sleaze Magnet

This doesn't really increase the danger level of the threats you face, but instead the way they manifest. E.g. Regardless of this drawback, Joey Operetta would still send Muderdolls after you if you were a Stardust Crusader, but with Sleaze Magnet he would also do the dollhouse copy project.

### >Beware the Slaves To Fate

This drawback doesn't necessarily mean that Vins is gunning for you, but it is certainly very likely.

By Nameless Anon (there's a space, it's important!)

Spoiler laden explanation of the plot below

"Vins" Bluemarine gave birth to a child on the 5th of June, 1972. Her child was not long for the world and died shortly thereafter. Unable to accept the death of her child, she stole one of two fraternal twins, replacing the live baby with her dead one, and raised him as her own child. The baby that was not stolen, Enrico Pucci, would go to join the clergy. On a fateful afternoon in 1987, Enrico would meet the vampire, DIO and acquire a stand arrow. One year later, "Vins" Bluemarine, on the verge of death due to an incurable illness, confessed to Pucci about the events of 1972, mistaking Enrico for an ordained priest. "Vins'" child, named Wes Bluemarine, developed a romance with Perla Pucci, Enrico's sister and his sister. In order to break up this incestuous relationship and "avoid hurting my sister (Perla) at all costs" Pucci would hire a "private detective". Unbeknownst to Enrico, the private detective was part of a group of white supremacists, who burnt down the Bluemarine's house and lynched Wes for Vins had married a black man. After that night, an empty Perla threw herself off a cliff, the only person to die because of that night. Wes had his stand, Weather Report, awakened which subconsciously protected him whilst "Vins" had a stone mask hidden under the floorboards and became a vampire. Soon after, Pucci would awaken his stand Whitesnake, defeat Wes and remove his memory, stating that "A man without his memories might as well be a dead man." "Vins'" would fall into despair, having lost her son once again. This despair would awaken her stand Hanoi Rocks, allowing her to leave the world to observe fate, letting her see the future but not change it. The events seen in the "observer's world" by Vins would become set in stone, an immutable part of fate. She would change her face and live by feeding on the blood of the suicidal and using her stand ability to make a living as a fortune teller.

In 1978, an expedition to Cape York, Greenland, to survey a meteorite lead to the death of two surveyors. Their bodies became covered in red tumours and one of them shot electricity from his fingers before death. The meteorite contained a virus, one that would kill those unworthy and grant stands to those who survived.

In 2011, Pucci would use the instructions within DIO's book, the Path to Heaven, to transform Whitesnake into Made in Heaven. Made in Heaven's stand ability was the acceleration of time, to the point that the universe would end and begin again. When Vins used her ability and saw the accelerated time from the "observer's world", an effect akin to a phenakistoscope occurred. Unable to observe the entire history of reality, people from the 'past' and the 'future' were observed in places and times that they aren't supposed to be. After exiting the "observer's world", Vins found herself after Wes' memory had been taken, unable to return to the "observer's world". For you see, a paradoxical situation had occurred. The time acceleration that created the world was not guaranteed to occur, nor was Vins' observation of the world, yet the world was fixed into fate due to Hanoi Rock's observation. In order for the world to continue, a new observer was required. That observer manifested a 'host' as the 7<sup>th</sup> stand user.

The phenakistoscope effect of Hanoi Rocks and Made in Heaven didn't just displace people, it altered fates. One of the surveyors at Cape York, Berlin, who should have died instead acquired

a Stand, Living Things, and his significant other, Alicia, was infected with the stand virus. Alicia nearly died but she awakened her Stand, Element of Freedom, which transferred her into the body of a young girl. Another altered fate was that of Steel. Steel's stand Dan Penn was a swarm of hands that could read and write records, even from dead bodies and the previous universe. This led to Kira Yoshikage eliminating him. With his last actions Steel used Dan Penn to record him into a radio and then joined forces with Alicia and Berlin. While Steel would use his knowledge of the previous universe to guide the 7th stand user from his radio body, Berlin and Alicia would create copies of dead Ripple Warriors (and Stroheim and Speedwagon) to act as aid in their secret plan by having Berlin edit corpses to resemble dead hamon warriors, input them with the memories of their life Steel had acquired, whilst Alicia would fuel their bodies with life energy acquired from Element of Freedom leeching of the future lives DIO and his actions would take.

The night before the Joestar group's confrontation with DIO, they would contact the 7th stand user, get them to use the ripple homunculi and have them fight through DIO's mansion, slay Vins and burn the Path of Heaven, preventing Pucci from attaining Made in Heaven which would stop the entire phenakistoscope effect from occurring in the first place.

#### Changelog

0.1

Jump released.

0.2

Added some more notes

Reduced cost of Gun Technique Books to 100 CP

Added Reinforcements

Several instances of discount text and headers that read Servant of DIO have been changed to Ally of DIO

Added Tour Souvenirs, Meteoric Arrow and The Spoils of An Ultimate Lifeform

Buffed Chaos Key, Speech Books