



Dio's Bizarre Adventure

~ Introduction ~

[+1000cp]

Do you believe in fate? A higher force that invisibly guides all living beings. For the illustrious Joestar bloodline, the hand of fate is too strong to ignore. A story that begins with a young Dio Brando meeting his new aristocrat family, will expand into so much more. The Joestar family, including Dio himself, have an inherent talent for spreading chaos wherever they go. That said, this world would be fairly chaotic even without them.

Not to worry, as the hand of fate seems to want nothing more than the continued friendship of the Joestar and Brando bloodlines... probably. Then again, there are times where the opposite seems more likely. Occasionally, it will appear as if fate is desperate to pull the involved parties towards a different reality. Spontaneously combusting dogs, accidental necromancy, constant vehicle-related disasters, etc. Sometimes people will make random statements that seem far too dramatic for the situation, as if they were quoting something.

Whatever the case, sticking around the Joestars is sure to deliver an even blend of wholesome family bonding, life-or-death battles of varying stakes, vehicular manslaughter, and supernatural phenomenon.

If I can give you one piece of advice, to those who make a habit of cross-dressing, do it far away from the Joestar estate. Even a century later, Jonathan's hatred of the late George Joestar burns just as brightly. Those who remind him of his father can expect nothing less than a brutal death.

Feel free to choose a timeline. You may choose 1-3 events, with your time in this jump being determined by the starting date of your earliest event and the ending date of the most recent event you choose. Living long enough to experience that full span of time is your own responsibility.

Dio's Bizarre Adventure {1881 - 1898}

The year is 1880, young Dio Brando is excited to meet his new family. In spite of a harsh upbringing, he is a kind soul with a love for animals. However, between his giant adoptive brother, perpetually aflame dog, and cross-dressing father, it doesn't take long for Dio to have second thoughts. Against all odds, Dio and Jonathan form an inseparable bond. Whether it's a battle against zombified knights, Jonathan murdering his father in a blind rage, or Dio's complete lack of impulse control, their brotherly love will set the foundation for the Joestar family's bright and chaotic future.

JoJo's Bizarre Summer Break {1988 - 1998}

Dio and Jonathan are alive and well, even after a century. However, the stone mask that granted Dio his vampirism has been stolen, forcing them to call Jonathan's grandson Joseph for help finding the culprit. Hoping to spare his own grandson from an uneventful summer, Joseph asks young Jotaro Kujo to tag along. Despite his rough exterior, Jotaro is closer to a spoiled toddler mentally, resulting in no shortage of hijinks. They're joined by the designated straight-man Abdul, the Stand User of Justice Polnareff, and Jotaro's best friend Kakyoin, who was essentially kidnapped by Jotaro.

GioGio's Bizarre Treasure Hunt {2001 - 2011}

Many rumors have begun spreading of strange goings-on in Italy. Passione has risen to become the strongest crime syndicate in Italy, despite a strict anti-drug policy. There are also whispers of secret experiments to combine the inhuman DNA of Jonathan Joestar and Dio Brando. Giorno Giovanna, the fruit of this research, has joined Passione, and promptly embarks on a treasure hunt at the behest of the late wife of Passione's leader; Diovalo. At the same time, Diovalo runs away from home after being bullied by his underlings before the "King Crimson Requiem" fundraiser.

~ Origins ~

[Any Free Origin may be Drop-In. Choose age & gender freely.]

Supportive Sociopath {Free, Undiscounted}

You're the type of person others want to rely on. Maybe a humble monk, a respected knight, a hero of justice, an unassuming traveler, etc. However, trouble seems to follow wherever you go. Maybe you're a wolf in sheep's clothing. Alternatively, you might actually have good intentions, but your dangerous work or extreme personality quirks naturally cause trouble for others. Whatever the case, you're sure to cross paths with a Joestar sooner or later, whether this is the start of a deeper relationship depends on you.

Amicable Antagonist {Free, Undiscounted}

You're a bad guy... on paper. A hitman, an undead, a crooked cop, everything about who you are and what you do points to you being a villain, but your reputation says otherwise. Regardless of your position, people tend to view you as either completely harmless, or an overall good guy. You can still do bad things, but when you inevitably cross paths with the Joestars or their allies, they'll show a surprising level of patience with you, unless you make it clear that there is no nuance behind your malice.

Bumbling Bloodlines {50cp, Undiscounted}

The Joestars and the Brandos. You have ties to this affluent and disaster-prone family. This marks you with either a star-shaped birthmark on your back or three moles on your ear. You aren't in the direct line of succession, maybe an illegitimate child or a secret clone, but the familial bonds of Joestars tend to be quite positive... usually, so it's not too hard to lean on the Joestar family's resources in times of trouble. As a fair warning, almost every one of your relatives is some flavor of stupid, crazy, or both.

~ Powers ~

[You may choose one power (other than No Power) to receive 200cp off the total price.
The power you choose first will discount the associated perkline.]

Hamon {200cp / 400cp}

You've trained in the ancient art of Hamon. You use special breathing to harm the undead or control nature in a multitude of ways. Undead can technically use this, but must be ready to destroy their body in the process.

For **200cp**, you are a capable Hamon user. You can use Hamon to perform miraculous feats like healing, manipulating plants, walking on water, and more. You can think of yourself as equal to Dire or Joseph Joestar.

For **400cp**, you have the natural talent of Jonathan Joestar. In addition to superhuman strength and stamina, you master Hamon techniques in a fraction of the time, can survive several hours as a severed head, and live for centuries without visibly aging. There's a chance of your descendants being born with natural Hamon talent without ever being taught.

Undead {200cp / 300cp / 400cp}

Whether as a result of a creepy mask, vampiric essence, or dark science, you have become an undead. Sunlight weakness is revoked post-jump.

For **200cp**, you are a zombie. You feel no pain, possess inhuman vitality, and a special ability like minor shapeshifting or controlling your hair. You will disintegrate in sunlight and your passive regeneration is fairly weak.

For **300cp**, you are an artificial fusion of vampire and Hamon user. You display none of a vampire's weaknesses, but their special abilities lie dormant in your DNA. However, your regenerative power and life force put vampires and master Hamon users alike to shame.

For **400cp**, you are a vampire like Dio Brando or Straizo. You are weak to sunlight like, but possess immeasurable physical abilities, complete control over your biology, and can learn various special techniques like freezing, firing pressurized liquid from your eyes, mind controlling flesh buds, etc.

Stand {50cp / 100cp / 200cp / 400cp / 800cp}

The reflection of the soul, a psychic manifestation of your true self. There's almost no limit to Stand appearances and behavior, but the most common manifestation is a ghost-like entity that stands behind the user, hence the name. One stand may be a silver robot that can skewer enemies with a rapier, another may be a strange alien that attaches to people's tongues. Most stands are invisible to non-stand users, and have varying levels of power, range, stamina, precision, and potential, but for every rule that most stands follow, there's almost always an exception somewhere out there.

For **50cp**, your Stand has limited combat potential or a weak special ability. Hardly useless, but not a powerhouse by any means. Stands at this tier include Tizanno's Talking Head or Joseph's Hermit Purple.

For **100cp**, your Stand has decent combat potential but still somewhat below average. Think Devo's Ebony Devil or Mista's Sex Pistols.

For **200cp**, your Stand either has overwhelming offensive power, a potent special ability, or a balance of the two. You can compare it to Polnareff's Silver Chariot or Fugo's Purple Haze. Essentially main character material.

For **400cp**, you really won the Stand lottery, possessing overwhelming physical combat power, and a potent special ability. You can think of Dio's The World or Diovalo's KinCri as your own Stand's equal. You would be considered the peak of Stand users, if not for a certain Hamon user.

For **800cp**, you are the only equal to Jonathan Joestar's Ultimate Hermit Purple. Like him, your Stand is absolutely colossal, with 2-4 of its stats being immeasurable or infinite. Your Stand isn't without shortcomings. For instance, Ultimate Hermit Purple has obscene combat power, but its divining abilities are quite clumsy compared to Joseph's Hermit Purple.

No Power {+200cp, Incompatible with other powers}

Exactly what it says. You don't possess any special powers. Luckily, massive supernatural battles aren't as common as you might expect here. In many cases relying on your own skills is an advantage all its own.

~ General Perks ~

A Bizarre Comedy {Free}

Best not forget this is a comedy. You have an instinctive sense of comedic timing. Not just for telling jokes, but you know how to pace your every action in such a way that the punchlines write themselves. You can choose to double down on messing around to get under people's skin, or make your jokes seem so natural that nobody can tell whether it's even intentional.

A Bizarre Status Quo {Free}

Built like a tank at 12? Father dressed as Sailor Moon? A spontaneously combusting dog? Seems perfectly fine. You possess a natural talent for convincing others to treat any absurd but technically harmless situation around you as completely normal by simply not reacting to them. Before long people won't even question why your childhood crush is 20 feet tall.

A Bizarre Posture {Free/50cp}

Parody or not, this world has a specific style. On a moment's notice, you can strike the most absurd yet stylish poses with such confidence that nobody can be bothered to question it and you speak with a similar flair for the dramatic. For an extra **50cp**, those with supernatural powers will be able to intuitively tell from seeing your poses that you wield similar abilities.

A Bizarre Rash {50cp, Free Bumbling Bloodlines/Joestar Curse}

Those tied to the Brando or Joestar bloodline are often marked by either a star-shaped birthmark on the shoulder, or three moles on one ear. This acts as a kind of identification for any of your descendants. Those who possess these birthmarks have a special wavelength that makes you stick out like a sore thumb to one another. By paying full price, you can design a birthmark other than those associated with the Joestar or Brando bloodlines.

~ Hamon Practitioner Perks ~

[Requires Hamon. Discounted if you chose Hamon as your main power.]

Business Smile {100cp, Free Hamon Practitioner}

All Hamon users experience slowed aging. Not only is your aging slow even by those standards, you've mastered a technique that lets you drastically age yourself up or down, even controlling hair growth, as long as your build remains unchanged. This has the added benefit of making you handsome enough to easily manipulate the opposite sex with a few kind words.

Power of the Sun {200cp, Discount Hamon Practitioner}

The exact properties of Hamon can be a bit finicky. What you lack in raw Hamon power, you make up for in control. If you can control surface tension, why not magnetism? If you can heal a broken bone, why not a hole in your throat? Essentially, you can apply the principle of "yeah, it probably works like that" to your own Hamon to drastically expand its use cases.

Healing Rays {400cp, Discount Hamon Practitioner}

Hamon's specialty lies in healing, but it has its limits, or it's supposed to. Now, you can use your Hamon to heal things it shouldn't be capable of, like damage to your lungs or throat. You've also learned how to heal others as effectively as yourself, letting you bring someone back from the brink of death, or maybe even an hour or two after death, with ease.

~ Undead Being Perks ~

[Requires Undead. Discounted if you chose Undead as your main power.]

Evil Eyes {100cp, Free Undead Being}

Vampires have a plethora of abilities, from freezing to flesh buds. Choose one vampiric ability, whether shown in cannon or of your own creation. You now specialize in that technique, allowing you to use it at greater potency at far less cost. This even applies if taken by a zombie or vampire + Hamon user hybrid, even if you wouldn't ordinarily have that power.

Upside Down and Inside Out {200cp, Discount Undead Being}

The body is a very complex system, for mortals, that is. You've found that messing with the bodies of others is far easier. Decapitated brother? Just stitch it onto their late father. Why inject essence to zombify someone when you can just splash some blood on them? Flesh bud missed the forehead? The back of the head works just as well, but the results may be unexpected.

Number 1 Strongest Guy {400cp, Discount Undead Being}

The average human has about 100 life power, yours is closer to 100^{100} . Even for vampires, this level of vitality is absurd. You can regenerate lost limbs in seconds, and light yourself on fire without a care. You also have an intuitive sense for quantifying the life energy of others. This significantly increases the potency of powers or techniques that manipulate life energy.

~ Stand User Perks ~

[Requires Stand. Discounted if you chose Stand as your main power.]

Right Under Your Nose {100cp, Free Stand User}

Who needs pockets when you have a Stand? Your Stand has the natural ability to hold special artifacts within itself. Should this artifact give some kind of powerup to the stand, you can choose whether it provides said powerup, stays stored harmlessly inside your Stand, or partially eject it as a weapon. Perfect for if you lack the potential to safely use said powerup.

Reflection of the Soul {200cp, Discount Stand User}

A Stand reflects the user's mental state, and that doesn't exclude transient emotions. Your Stand in particular is far more sensitive to such changes. Extreme emotions can cause your Stand's appearance to shift and their power to greatly spike proportionally. This increases power, but your Stand is just as sensitive to negative emotions, so be careful not to lose control.

Requiem {400cp, Discount Stand User}

Very few Stands possess the potential to unlock a new evolution when exposed again to the power of the Stand Arrow or similar catalyst. This greatly increases your Stand's stats in certain areas, and bestows a new ability related to the manipulation of souls or soul constructs, and possibly more soul-manipulating abilities to discover. Yours is one such Stand.

~ Powerless Perks ~

[Discounted if you chose No Power as your main power.]

Magnetic Pull {100cp, Free Powerless}

You have a strong social presence, specifically when it comes to spreading your popularity. Whether as a public figure or just an online influencer, you have no issue spreading your name far and wide, easily becoming an e celebrity. People can't help but seek you out for entertainment, as if drawn in by a magnetic pull. It helps that you're quite the looker in real life.

Horse Power {200cp, Discount Powerless}

Were you perhaps a monk at one point in life? Through merciless training, you've developed an extreme tolerance for pain, not to mention the speed, stamina, and physical strength comparable to a car. In fact, your aura is so intense to those being pursued by you that they may actually hallucinate a monstrous car behind you. Notably does not enhance emotional tolerance.

Friend of Fate {400cp, Discount Powerless}

The only way to survive in such a comically dangerous world is with an equal amount of luck. Bullets miss by a hair, murderers always target someone else, crash a car and land safely in a dumpster. Even bombs meant for you get accidentally triggered by someone else. It's hard for anything short of directly strangling you to put a damper on your day, and even then.

~ Supportive Sociopath Perks ~

[One 100cp perk Free for Supportive Sociopaths.]

Puzzle Master {100cp, Discount Supportive Sociopath}

You've got a good head on your shoulders, with an IQ of at least 150 and the ability to do complex mental math on the fly. Your true talent lies in pattern recognition. You can interpret even the vaguest hints so naturally you wouldn't realize it was a riddle. You'd think everyone else was stupid for not knowing that a picture of grapes meant to find a hideout by a vineyard.

Serial Tension Killer {100cp, Discount Supportive Sociopath}

Conflict is inevitable in life, unless you wield the power of basic human communication. Provide a clear and honest explanation of the current situation, and not only will aggressors be oddly patient in hearing you out, but if the truth is sufficiently mundane or reasonable, their aggression is liable to vanish into thin air, even if you were just trying to kill each other.

Unlucky Domino {100cp, Discount Supportive Sociopath}

You have a natural affinity for paranormal phenomena, making them more active and visible to you. This doesn't apply to anything deliberately sealed or obscured, but you could pick a magic book off a shelf at a glance, spot astral projections, trigger weak cursed items, etc. This is passive and doesn't distinguish between positive or negative effects, but it is toggleable.

King of Beasts {200cp, Discount Supportive Sociopath}

This kind of aura only comes from a long life of fighting your way to the top. Even if you were just a small puppy, only the most strong-willed beings could gaze at you without feeling awe or terror. This is especially effective on other animals, or beings with animalistic traits, who naturally respect your power. Some beasts could be brought to their knees with just a glance.

Half Awake {200cp, Discount Supportive Sociopath}

When the Hamon User Straizo failed to develop a Stand, he miraculously survived and retained the ability to see stands. Similarly, you have the unique trait of seeing and touching supernatural powers or constructs that can ordinarily only be interacted with by those possessing a similar power. Unless, of course, invisibility or intangibility is the main focus of the ability.

Straight Edge {200cp, Discount Supportive Sociopath}

You have a potent ability to intuitively know what is considered “normal” for a certain environment, including anything considered “common sense” for that area. This makes both your physical and verbal beatdowns extremely effective on targets acting targets being silly or rude. To the point that you could take down an unsuspecting 6’5” manchild with a single chop.

Trustworthy Stranger {400cp, Discount Supportive Sociopath}

Your innocent demeanor couldn't be farther from the truth. Killing comes as naturally to you as breathing. A single kick could cause a lethal gash on a man twice your size, you could single-handedly kill an orangutan with a switchblade. Even if you aren't looking to kill, you can just look at someone to instantly know the fastest way to deal psychological damage.

Dumb Enough to Work {400cp, Discount Supportive Sociopath}

Whether it's in combat or scheming, this world seems to correlate stupidity and effectiveness. Replace an artifact with a cheap toy, and it'll take weeks for anyone to notice, make your attack posture as embarrassing as possible, and even competent opponents can figure out how to react. Simply put, the more ridiculous your strategy, the more foolproof it becomes.

The Flea's Courage {400cp, Discount Supportive Sociopath}

What better power is there than the ability to control power? You know how to leverage power to make people's morals practically invert. Offer them enough power, and a devout monk could become your sadistic thrall. Not effective on those who don't covet or already possess power, but your grasp of the psychology of the strong can still help you scheme around them.

Hot Dog {600cp, Discount Supportive Sociopath}

This... just kind of happens here. Your body is in a perpetually unnatural condition. Maybe you're constantly on fire, or moving in a way that looks slow but is actually fast, or you're somehow always suspended from a rope. This renders you completely immune to harm relating to this particular condition, and you can even use it to attack, like launching fireballs from your mouth that can burn down a mansion in minutes. Toggleable.

Unexposable {600cp, Discount Supportive Sociopath}

You know that old trope of the villain that always manages to survive for the sequel? That's you. No matter how severely damaged you are, as long as the moment of your death isn't directly observed, you always manage to survive. Not just that, as long as you have no intention of continuing to cause trouble, you'll be back to full health practically overnight, and any mundane or supernatural attempts to find you will fail after that point.

Stubborn Soul {600cp, Discount Supportive Sociopath}

On the verge of death, you tend to be blessed with unfathomable luck, like bumping into a Stand user that can save you, or literally tripping onto an artifact that can hold your soul. Procedures with a 0.001% chance of saving you might as well be 99.999%. If worse comes to worse, you can have an out of body experience where your life energy regenerates at a superhuman rate, significantly increasing your body's chances of a full recovery.

~ Amicable Antagonist Perks ~

[One 100cp perk Free for Amicable Antagonist.]

Best Worst Influence {100cp, Discount Amicable Antagonist}

It is the worst moments of our lives that let us show our true strength. You've found that the more misery you introduce into someone's life, the more likely they are to reach some personal epiphany or growth in the process. Should the result be potent enough, they may seek you out later in life to thank you for torturing them towards a better future.

The Scummiest Star {100cp, Discount Amicable Antagonist}

You have the looks, charm, and acting ability to become a worldwide star. However, your talents are heavily skewed towards one negative archetype. Maybe you've been typecast as a scumbag, a pervert, a doormat, etc. You flaunt it well enough for that archetype to explode in popularity. You can dig yourself out of almost any creative rut by being violently assaulted.

Slapstick Survivor {100cp, Discount Amicable Antagonist}

Fate is nothing in the face of constant alertness. You've learned how to live with crippling bad luck. You don't let yourself get discouraged by repetitive failures outside your control. You're always the first person in a room to detect and know how to react to impending disaster approaching you or those around you, making it much easier to avoid tragedy.

Anxious Bunny {200cp, Discount Amicable Antagonist}

Something about how you carry yourself activates others' protective instincts, even if you were a muscular mob boss covered in tattoos. For those who have the trauma of being unable to save their loved ones, they will start seeing you as a stand-in for those they lost, evoking something between unconditional loyalty and overbearing familial love.

Your Stronger Half {200cp, Discount Amicable Antagonist}

It'd be smart to see a psychologist about this. You've developed quite the coping mechanism for stress. Essentially an alternate personality that you can use to shunt off any stressors you can't deal with. Unwanted memories, intrusive thoughts, you can even put them in charge of some of your powers. They can be a bit extreme, but their loyalty is unconditional.

The Finest Gray {200cp, Discount Amicable Antagonist}

Sociopathy can be surprisingly profitable. You have a scarily easy time weaseling your way into positions or organizations who value an absent moral compass. Your history of malpractice makes you a perfect physician for a mob boss. Your disregard for human life puts you first in line to help with illegal human experimentation, regardless of your actual credentials.

Inverted Pyramid {400cp, Discount Amicable Antagonist}

There's more to power than just rank. You seem to wield a disproportionate advantage against those who should be your "superior". They're easier to fight, oppose, and argue against with negligible consequences. An underling could bully their own boss, a zombie could toss around the vampire like a ragdoll, a Stand can mouth off to their own user, etc.

The True Enemy {400cp, Discount Amicable Antagonist}

Choose a particular concept. It could be drugs, corruption, religion, etc. When you choose such a concept to be your enemy, hatred of it begins to spread like a virus, first to your peers, then your organization, then your whole city, and so on. Any disaster, no matter how unrelated, only further strengthens the belief of those around you that this enemy must be purged.

A Devil's Birth {400cp, Discount Amicable Antagonist}

In any jump, you may choose to have your birth be surrounded by countless impossible and mysterious details. Spreading word of this can effortlessly craft a worldwide pseudo-cult, infatuated enough to fund a criminal organization by selling stickers of you. This has the effect of making you irreplaceable in any organization you join, even without actually working.

Pitiless Parenting {600cp, Discount Amicable Antagonist}

Somehow or another, the detailed lab notes of a certain secret laboratory are in your hands. This contains extensive research into the scientific study of supernatural abilities and constitutions, as well as the process of creating clones by merging together the DNA of different beings. This will still require extensive trial and error, and on its own won't let you create vampires or stand users from scratch, but it'll set you on the right track.

Party All Night {600cp, Discount Amicable Antagonist}

When overwhelmed by the excitement of a new or novel experience, the adrenaline can supercharge your physical and psychic abilities. You could run around for several days, use abilities in succession that normally exhaust you. When your adrenaline is reaching its limit, your abilities may temporarily evolve new powers, however, this is always followed by a major crash as your exhaustion finally catches up to you all at once.

Emperor's Treasury {600cp, Discount Amicable Antagonist}

When it comes to objects and people with strange properties, you have the devil's luck, ba-dum-tish. Intern at a dig site for the weekend ? You know hold 6 psychic arrows. Start an organization? Since when were natural-born or potential stand users so common? There's always a direct correlation between how many of these paranormal artifacts or people you amass, and how fast you climb the ranks of an organization, and how fast it expands.

~ Bumbling Bloodlines Perks ~

[One 100cp perk Free for Bumbling Bloodlines.]

Block Head {100cp, Discount Bumbling Bloodlines}

Like many men of that family, you have an inhumanly hard head. Even armed attacks are likely to bounce right off your forehead, and brain controlling parasites are more of an inconvenience than a threat. In a more symbolic sense, you have an odd charisma that makes allies naturally inclined to put up with your stubbornness and quirks.

Master Procrastinator {100cp, Discount Bumbling Bloodlines}

Your skill for studying is matched only by your skill at pushing off studying till the last second. At the cost of your sanity, you could write a full college thesis overnight, and nobody would be able to tell. If that fails, you have another trick. Experiencing a life-or-death battle against an enemy related to a given topic will have an effect comparable to a full month of research.

Walking Asylum {100cp, Discount Bumbling Bloodlines}

You can intuitively grasp whether any action is based on malice or just stupidity. This allows you to quickly form friendships with the most eccentric morons imaginable. As an added benefit, your ability to learn new languages is enhanced proportionately to how nonsensical said language is. You could learn to speak with the likes of Baron Zeppeli overnight.

Jumper Telling {200cp, Discount Bumbling Bloodlines}

It's anyone's guess how you figured this out the first time. At any point you're stuck at an impasse, you can divine the knowledge to move forward by flailing around violently and screaming the name of someone you share a close bond with, you'll be able to divine the most effective path forward for you. Far less effective if used more than once every other month.

Everything's a Road {200cp, Discount Bumbling Bloodlines}

What's the difference between a 90-degree cliff and flat ground? How swole you are. You are a master at leveraging your inhuman physiology or powers for mobility. When doing so, it's hardly more tiring than just walking, whether it be casually walking up walls as a vampire or using Hamon to make a leaf hang-glider. Who knows what you could do with a Stand.

Talking Head {200cp, Discount Bumbling Bloodlines}

When it comes to vampires and Hamon users, recovering from decapitation is hardly unprecedented. You could survive surprisingly long as a severed head. Not just that, attaching yourself to a new body is as simple as stitching yourself onto the neck. If the body is connected to you by blood, you'd be able to use it immediately as comfortably as your old body.

Excessive Loyalty {400cp, Discount Bumbling Bloodlines}

It's inconvenient for any tyrant or bloodsucker how tightly humans hold onto life. You have a knack for inspiring the death drive in others to serve you. This is less effective the less the other person idolizes or worships you, but you could acquire underlings who would decapitate themselves to make a point, or a harem who would happily sacrifice themselves to sustain you.

Lethal Memories {400cp, Discount Bumbling Bloodlines}

Barring the coldest monsters, witnessing you fight has a way of sucking the malice right out of combatants and onlookers alike. Mob mentality evaporates, enemies will be tempted to root for you as you fight their underlings, powers fueled by hatred fizzle out. In extreme cases, foes may drop dead on the spot without the hatred that was motivating them to live.

From the Sidelines {400cp, Discount Bumbling Bloodlines}

Your ability to observe is a little scary. Without lifting a finger, observing someone train will have at least $\frac{1}{3}$ the effect of doing the training yourself. This has the added benefit of giving you a resistance to the blowback of techniques that are inherently dangerous to you, enough for a vampire to get away with a Hamon attack or two before crumbling to dust.

Golden Bloodline {600cp, Discount Bumbling Bloodlines}

You and your family, adoptive or otherwise, have an uncanny ability to succeed in any industry you touch. Make a name for yourself in archeology and game production, while your descendants become household names in real estate and marine biology. This has the added effect that your family recovers oddly fast from disasters. Lose all your worldly possessions in a house fire, and your bank account would be no worse for wear a week later.

Bigger is Never Better {600cp, Discount Bumbling Bloodlines}

You have what can only be called an affinity for mass, specifically in terms of height and musculature. You grow and bulk up at an abnormal rate. Even constructs born from your powers tend to be abnormally large. This doesn't have any benefit beyond added physical power, but it's hard to argue with a frog the size of a semi-truck and your house-sized girlfriend. This also helps smaller friends and family catch up to your build, if you want them to.

Fated Family {600cp, Discount Bumbling Bloodlines}

Choose a family member, or a friend so close they might as well be family. Fate will ensure you get along and nothing gets in the way of your bond. They are unlikely to die unless you do as well. Their lifespan will expand to match yours and vice versa. They'll rapidly grow in power in order to stand up to the enemies you're facing. Should your relationship be in jeopardy, fate will contrive an incident that will bring you even closer together.

~ Allies ~

Companion Import {50cp/Per, Undiscounted}

Insanity loves company. With each purchase, you may choose an ally from your past jumps. They receive 600cp to spend and may gain more from drawbacks. Naturally, they can also gain discounts from origins and powers in the same way you do. Alternatively, you can use this to create an OC companion with all the same conditions as importing a companion.

Canon Companion {50cp/Per, Undiscounted}

Each purchase grants you the chance to companion a canon character. This could be taken as a “slot” which can be granted to any character you gain the informed consent of. Alternatively, you may single out a specific character whom fate will assist you to meet on amicable terms, but should you fail to gain their consent, this slot will be wasted.

Gang {200cp/Per}

Sometimes quantity beats quality. You receive a group companion composed of several dozen humans, with each additional purchase adding several dozen more. They don't have any powers but are loyal and tolerant of your eccentricities or supernatural traits. They could be gangsters, a fanclub, or just your house servants. You also don't need to pay them.

Horde {300cp/Per}

The humble zombie is a threat on its lonesome, but even more so as a group. You receive a dozen or so loyal zombie servants. Many have unique minor abilities, but put bluntly, they're an inconvenience at most to the Hamon users of the Joestar bloodline. They only take up a single companion slot, and each purchase adds a dozen more to their numbers.

~ Items ~

[One 50cp Item Free. Discounts on one 100cp, 200cp, 400cp, & 600cp item.]

KinCri Phone {50cp, Potentially Free}

You may use this to gain or import a cell phone to take on a humorous or thematically appropriate appearance. Maybe it's a disk resembling your boss' stand, or a full-sized marionette, etc. No matter the size or shape, you have no issue seamlessly hiding this in your pocket. A second purchase allows your companions to modify their own phones in a similar fashion.

Dark Reflection {50cp, Potentially Free}

At some point in your travels, you came into the possession of a cursed item. A mirror that traps others in horrifying illusions, a statue that moves when unobserved, etc. This is a minor curse that isn't useful for much other than scaring people, but isn't that the whole point of buying cursed items in the first place? Particularly effective on those with supernatural abilities.

Perfect Decoy {50cp, Potentially Free}

A distant friend or relative got a bit carried away on their vacation to Japan and sent you a cheap Hyottoko festival mask. For some unknown reason, those who don't know the cultural context of the mask have a tendency to overestimate its historic value, and you can even pass it off as an artifact. For an additional purchase, you can instead receive dozens of these things.

Life Reader {100cp, Potentially Free}

This device can numerically measure the life energy of any target. For context, the average human has 100 life, sickly humans have 50, and exceptionally healthy humans have around 300. This sensor has an upper limit of 10^{100} life energy.

Pocket Wardrobe {100cp, Potential Discount}

It's anyone's guess where you're keeping this, but at any moment, you can deploy from a seemingly endless wardrobe of clothes and accessories very clearly meant for the opposite sex, even some rare collector's items.

A Stroll in the Sun {100cp, Potential Discount}

A must-have for the modern vampire. You possess a specially treated outfit and parasol that can block 100% of sunlight. As long as you keep your face covered, even a vampire can go out for a pleasant morning stroll.

Pro Gamer {200cp, Potential Discount}

This is a collection to be proud of. An assortment of every major video game and console, both common and rare. You even have a few specialty attachments and cockpits deemed too expensive for commercial release.

The Jumper's Collection {200cp, Potential Discount}

In your warehouse or a property of your choosing is a private gallery that always has just enough space to display your favorite artifacts. Those who covet your possessions are easily deterred from trying to rob this gallery.

Spacious Coffin {200cp, Potential Discount}

Not a literal coffin, mind you. You are the owner of an absolutely massive vehicle with enough space to indefinitely live in comfort, whether it's a submarine, RV, boat, etc. Slowly self repairs and never seems to need fuel.

Sharp Lap Dog {400cp, Potential Discount}

An item you rescued from the Joestar's collection. This is the cursed sword Anubis, a stand with the ability to enhance the wielder's skill and selectively phase through a target. However, after such a comfy life, Anubis is surprisingly easy to intimidate. Perhaps that's why it can't fully possess you.

Ancient Scalp Massager {400cp, Potential Discount}

This dangerous stone mask was surprisingly easy to get your hands on. By placing this on your face and coating it with blood, spikes will stab into the wearer's brain, transforming them into a vampire. There's no guarantee these vampires will be loyal to you, but it's a nice option to have.

Cheapest Apartment Around {400cp, Potential Discount}

Jotaro must have lost a bet against you. This turtle Coco Jumbo is a stand user. By placing a key in the shell, you may enter a pocket dimension with furniture and a fully stocked mini fridge. As an odd quirk, the souls of the recently deceased can enter this room to avoid passing on.

Catalyst of Chaos {600cp, Potential Discount}

I can't see this ending well. One these 6 ancient arrows has wound up in your possession. Anyone pierced by this stand will either die, or awaken or develop a Stand. Some have the potential to be stabbed again, causing them to evolve and develop new abilities, but these are few and far between.

Passionate {600cp, Potential Discount}

You are the leader of a massive criminal organization of comparable financial power to Passione. In fact, you might even be another heir to the real Passione like Trish. Whatever the case, the power and authority this grants is immense, but be careful not to make enemies of other gangs.

JS Fortune {600cp, Potential Discount, Requires Joestar Curse}

It appears you are a true heir to the Joestar fortune. The Joestars have the power to keep an entire gang afloat on their own, and have their hands in just about every industry. Pulling strings in almost any government is effortless. That said, taking this requires you to be a Joestar yourself.

~ Drawbacks ~

Dog Days {+100cp/+50cp}

By taking this, you are either a mundane animal like a dog or racoon, or simply a deformed human who looks like an animal. Humans will instinctively look down on you. For half as much cp, you may be an animal with exceptional traits, like a deadly hawk or a mighty Orangutan.

Weak Kneed {+100cp}

A terrible curse to have in this world. You are completely devoid of grace. You can't dance, you can't balance, and worst of all, you can't pose. Any attempt to do so will, without fail, end in mockery by your peers.

Free Action {+100cp}

People in this world tend to be quite talkative. Unfortunately, you can't read the room, and quickly grow impatient or bored in the face of long-winded speeches or exposition, something that will irritate friend and foe alike.

The Circus is in Town {+200cp}

And you're the ringmaster. You have an uncanny talent for attracting and befriending people who are either malicious, instant, or so stupid they might as well be both, and you just aren't willing to hold it against them.

Brando Curse {+200cp}

Like the vampire Dio, you are a slave to curiosity. The second you lay eyes on something suspicious, you're already moving to touch it. You'll need to be physically stopped from touching every suspicious object you see.

Canon Cannon {+200cp}

You don't know who, but one minor character has been swapped with their cannon counterpart, becoming a genuine threat. With the Joestars being de-fanged by centuries of peace, they're ill-equipped for the sudden threat.

Joestar Curse {+300cp}

Like many Joestars, you are cursed that any time you enter a specific vehicle, such as planes, boats, cars, etc. it will crash without fail. Fate will conspire to get you in such a vehicle as often. Taking this will make you a Joestar descendant, even if you didn't take **Bumbling Bloodlines**.

A Dangerous Game {+300cp}

You must not value your life. For one thing, you are a pathological cross dresser. This wouldn't be bad, but your very presence irritates Jonathan Joestar. Staying too close may send him into a murderous rage against you.

The Entire Horse {+300cp}

Luck just doesn't seem to like you. Even worse, having a friendly interaction with someone almost always results in some horrible accident befalling you or them. Death or injury isn't guaranteed, if you're fast enough to stop it.

Chicken Crimson {+400cp}

You take the idea of "jumpy" to a whole new extreme. A past trauma has made you naturally anxious, to the point even your underlings can push you around. Your own ringtone can startle you enough to reflexively attack the nearest person, and you're prone to short-term amnesia when stressed.

Even Ones Out {+400cp, Requires full timeline}

You can't help but feel like there are pieces missing from the timeline. Now every part of the JBA timeline has been given the DBA treatment. This does mean you now have many more unexpected threats to deal with, and there's no telling how those parts' pro- and an- tagonists have been distorted.

The Number of Death {+400cpe}

Like poor Mista, you've developed a terrible allergy and phobia to a specific common number. Your eyes and ears are frequently exposed to this number. Every time you hear or see it hurts like a punch to the gut. Hearing it too many times in succession can do enough damage to actually kill you.

~ Ending ~

A Family to Return For {Go Home}

It was obvious from the start, but this world is just fundamentally wrong. You've had your fill of alternate universe nonsense. You will be escorted back to your original world, with all that you've gained to this point in tow. After such a hectic few years, you can look forward to spending the rest of your days in relative normality. Until you get bored, anyway.

A Family to Watch Over {Stay Here}

For all its chaos, this place has rubbed off on you in a way you can't quite put into words. You're happy enough here to call your chain to a close. This marks the end of your chain. You will spend the remainder of your days in this world. With all the crazies and supernatural elements at play, I find it unlikely you'll find a dull moment in your eternal retirement.

A Family to be Found {Move On}

Your time here was a nice diversion, but it wasn't meant to last. As you likely have many times before, you will take all that you've learned and obtained here with you into another world. You may come to miss the chaos, or maybe you've experienced more than enough of this madness for one chain. In any case, your story here ends so the next may begin.

~ Notes ~

[Jump by Gene.]

I ended up basing the pricing for a number of options off PsychoAnon's JoJo jumps. So shout out to them.

As usual, items can be imported at your own convenience.

I didn't have space to squeeze in a perk for letting you fly with your Stand, so I'm just going to fanwank that's just something Stands can do once you get good enough at controlling them. But the perk *Everything's a Road* will speed up the process of figuring out that technique.