



荒木飛呂彦

Araki Hirohiko

Thus Spoke Kishibe Rohan

By MangekyoAmaterasu

My name is Kishibe Rohan. I am a manga author and I am here to tell a story and this episode is about you. You see, you are going to stay here with me for 10 years in the town of Morioh, but you probably already knew that. Here, I was told to give you this:

+1000 CP

Origins: Origins give a 50% discount to all related perks and items, with those priced at 100 CP becoming free. All origins can be taken as “Drop-in”. Your age and gender are completely up to you.

Mangaka: I see a fellow writer. I might give you a few tips if you ask nicely, just don't think you'll be able to compete with me.

Urban Legend: Oh, you're one of those... I kindly ask you to keep your magics away from me. And I do need to ask, are you guys just strange stand abilities or something else entirely?

Civilian: You are just a normal person caught by a twist of fate between forces you have no understanding of, on the plus side your story will probably make for a good inspiration for my next manga.

JUMP COMICS

Perks:

General

Posing(50 CP): While it may not be in the name this world is still a part of JoJo's Bizarre Adventure, so this is basically mandatory. Bust some crazy poses with the best of them and be guaranteed to look cool while doing so.

Art style(50 CP): Alter reality by making everything look like it was drawn by Hirohiko Araki or animated by David Production.

Mangaka

Manga Creation Skills(100 CP): All the creative writing and drawing skills you'll need to start a successful manga career and a little more. Your skill with a pen is particularly impressive as it matches my own— you could draw a whole page of manga in a few seconds with it being as detailed as you want and you could do so while standing a couple of meters away from the paper by simply launching ink from your pen. Oh and "pen" is defined rather loosely in this case as any stick-like object with some fluid dripping from it will do.

Reputation(200 CP):I happen to get recognized every now and then, no more than twice a day though. It's been helpful at times and it appears that you have gained a similar level of fame through whatever it is that you do. That thug that wanted to beat you up, he's actually a fan of your work and only wants a selfie— those are the kind of situations you might find yourself in from now on.

Isn't This Lucky(400 CP):I have a propensity to stumble across various bizarre adventures, a propensity you now share. For me they are mostly a source of inspiration but for you they can offer all kinds of opportunities. Also, don't worry you'll never be in mortal danger from this, at least not at first, and if things start to escalate in that direction there will be clear signs and multiple possibilities to back away.

Stand(600 CP):Surprisingly, not many things I encounter seem to be stand users despite their supernatural abilities. No less stands are very much a power that exists in this world, I myself have one and so do you now. For those who don't know, a stand is a manifestation of your fighting spirit shaped by your personality and desires. They take many shapes but are most often able to move on their own, requiring only your will to guide them. Safe for a few exceptions, non stand users can't perceive or interact with stands but stands can freely affect them. You can design your stands looks and ability so long as it isn't stronger than The World or King Crimson(stands capable of stopping/skipping time for a few seconds and possessing tremendous physical abilities).



Urban Legend

Menacing(100 CP):A creature of your stature is bound to invoke strong emotions in anyone around and you have managed to harness this gift. You have an aura of feelings around you (fear, tranquility etc.) that will make others nearby to have those feelings. You can change the emotion you exude at any time. The longer people are near you the better the effect but those with a strong will or those who strongly feel otherwise will resist for longer. Combined with "Art Style" gives a slightly better effect as words describing you emotion start appearing around you.



Trap for Poachers(200 CP):You know how they call some people magnets for trouble, well you are a magnet for this kind of magnets. People who are particularly vulnerable to whatever scheme you have in store will be flocking to you like moths to a flame. "Just anyone" can stumble through your door everyday if you want, but if you're going for a more specific group then the regularity of meetings would scale with the percentage of those people in the population(albeit you'd still bump into them more often than probability would allow) and going for one particular person would have the opportunities be even harder to catch, but they would certainly come.

Grave Sin(400 CP):Don't you just hate it when you curse a guy to die in the happiest moment of his life, but when you wait for that moment to come you stop paying attention for a second and they get a body double to escape you. I actually heard a story like that in a confessional once, but that's neither here nor there. Deceitful tricks like this won't work on you anymore, as not only can you easily see through lies and disguises but so can your abilities. Anything that would target a person's appearance will now target their soul instead, for example a homing/auto aim power won't fall for tricks with clones or after images.

Supernatural(600 CP):Your claim to fame so to speak. I've heard and seen many phenomena that could be classified as either curses or blessings. You can influence fate in two ways: one positive, one negative or both of the same type. You must choose and design both abilities now, and can't change them later. The fate alteration can't affect you directly but you could benefit from it (curse opponent in battle but can't boost your own fighting ability). The more restricted the effect the more powerful it is— if it can be used at will on everyone, then you could do nothing more dangerous than trip someone over but focusing on a family sized group of people while making them throw a festival in your name once a year would let you bend fate to make them functionally immortal. Also your two powers can be combined for example make the target gain muscle quicker, but give them an addiction to training and competition in the process.

Civilian

I'm sure you're a Good Person(100 CP): Thick eyelashes below the eyes, with none above them, very prominent sideburns no matter the gender and a 5cm tail that's how you look now. You also possess a chameleon-like camouflage that can be applied to yourself and others, and your footsteps don't make noise, everything you walk on becomes soaking wet, and you are fluent in reverse speak for whatever language/s you know. All these traits are individually togglable.

Boons Before The Storm(200 CP): As you may have seen, if you've read the previous section, beings in this world often bundle blessings and curses into one package, and it seems that this theme has latched on to you. Whenever there is bad luck on your way in the future, you'll find yourself in a wave of good luck earlier as if to balance the scales (or just make you suffer more when you eventually lose everything). This will act as an early warning and help you prepare for what is to come. The greater the disaster ahead the longer and more powerful will the period of luck be.

Avatar of Hermes(400 CP): The God of Muscles has chosen you, signified by some of your muscles taking a wing shape. Your physique will develop extremely quickly and can easily reach a supernatural level. The other Avatar could effortlessly run backwards at 20km/h, bend down without stopping, pick up a 20kg dumbbell and throw it several meters with enough force to break a reinforced glass window. I later saw him fall through the same window, and thought I never checked I'm sure he survived. So long as they keep training, I'm not sure what the limit for one chosen by Hermes is if there even is one. You'll also never lack motivation to train, but it will never get to the level of addiction and murderous rage like Youma Hashimoto.



Mochizuki Family(600 CP):Your date of death is set. It will happen on September 8th on the day of the Harvest Moon. How is that a perk you ask? Well it means you can't die on any other day. And unlike other members of the Mochizuki family you won't have to go through the Harvest Moon celebration every year to prevent certain death, you simply won't be protected on September 8th. I'd advise you however to remember that this "only" bends fate so that you don't die. Running into gun fire with no other protection won't let you get the bad guys and save the day, but is a good way to get an express ticket to the hospital.

Items: If anything is lost or destroyed it will reappear in your warehouse the next day.

General

Thus spoke Kishibe Rohan(50 CP): All episodes of the manga in any and all formats you want (online, physical,colored or not etc.)

Thus spoke Jumper(50 CP): Some adventures aren't grand but it doesn't mean they are boring, and this manga series drawn in the iconic style of Hirohiko Araki documents all such smaller adventures of yours. You have every episode from previous jumps and new ones will arrive regularly.

Mangaka

Manga Creation Supplies(100 CP): Paper, ink, pens, pencils, whatever drawing utensils you want all in infinite amounts. I am somewhat jealous, having this would really help with my financial situation.

Gucci Collection(200 CP): Collection of clothes made by Gucci artisans based around you, includes a bag that converts any valuables put inside into useful items in times of need. Interesting, my grandmother used to own a similar looking bag...

Manga Studio(400 CP): Team of editors and publishers with all the equipment they need to put your works to print, a necessity if you want to turn your art into a serious business.

Hot Summer Martha(600 CP): HOW DID YOU GET THIS? It's a figure of a character from one of my mangas but it has the original three circles design. So long as you have it no one will be able to: alter things you've created without your consent, plagiarize your work and accuse or sue you for plagiarism so long as the creation is truly your own no matter how similar it happens to be to something else.

Urban Legend

Infinite Sandwiches(100 CP): Exactly what it says on the box, if you're not interested I know a vengeful spirit who would appreciate it.

Corpse of Gunpei(200 CP): Corpse of a boy killed by his girlfriend in an accident. The wound on his head never stops bleeding and produces 300ml everyday. Are you somehow related to that Dio guy, Dr. Kujo told me about?

Yabubaku-Hoshi Mirror(400 CP): Anyone who looks into this mirror will be pulled inside and Yabubaku-Hoshi will emerge in their place. It will be a perfect copy of the victim down to their DNA but driven only by their darkest impulses. It will live the trapped person's life for three months before returning and freeing them. Turning the mirror full circle to the left reverses all that Yabubaku-Hoshi has done as if it never happened. The mirror will only work on those you want.

Cursed land(600 CP): This will appear near your starting location at the beginning of every new jump with your preferred geography and structures but they can't be larger than eleven mansion-sized buildings. You automatically know everything that is happening in this area and anyone in the area is automatically in range of all your powers. By default it's 1km² but if you have other properties you can import and have their entire area covered with above mentioned effects.

Civilian

Training Equipment(100 CP): Weights that always weigh a perfect amount for you to train, a jumping rope that won't break no matter how fast or hard you spin it and bouldering rocks— easy to attach to any surface and numerous enough to make a path up a several story building.

Black Abalone(200 CP): A rare species of shellfish. It can suck onto surfaces very strongly and the shell is hard enough to survive a car crash. Most importantly though it will enhance special properties of any dish it is mixed into. You get an ever replenishing crate of it.

Coile Electricus Lorenzinia(400 CP): A type of insect yet to be revealed by the scientific community. It lives inside electronics and feeds on electromagnetic waves. In large swarms they can control the actions of other creatures via electrical impulses and prey on animals with weak hearts. You have a rapidly growing colony.

Millionaire Village Invitation(600 CP): Normally trying to get a residence in the Millionaire Village is quite complicated and risky but you aren't trying to get anything, rather you've been invited by the mountain gods personally. You can either have a twelfth mansion built to your specifications and gain access to the village even in future worlds or have the gods bless some other residence you already own. Either way, so long as you live there you'll be practically tripping over money making opportunities and all your business ventures will be successful. Lack of manners won't lose you the favor of the gods but if you choose to live in the village the little attendant will devote a lot of his time to trying to teach you.

Companions:

Single Import (50 CP/100 CP): Import/create a single companion, they can choose an origin and for 50 have 400 CP, and for 100-800CP

Group Import (300 CP/400 CP): 300 gives you 8 and for 400 you can take as many as you want. Same rules as the single 100 CP version.

Canon Character (100 CP): You'd like me to follow you? or maybe you were thinking of one of my friends like Koichi or Tonio. You could even take someone like Youma Hashimoto.



Psycho Fan (50 CP/Free for Mangaka): Wears bunny ears, has a pet crocodile and is totally in love with you. They are of your preferred gender and will do anything you ask them to. May have some serious Yandere tendencies.

Drawbacks:

Continuity(+0 CP): If you've ever been to other JoJo jumps you can have all your previous actions carry over.

I'm sure you're a BAD person(+100 CP): Like Mao Katahira you have several unnatural traits that can't be removed via any power, that's it, human ignorance and prejudice does the rest. What traits you exactly have is up to you, but it can't be anything beneficial.

Heart Problems(+100 CP): It's nothing serious, but you'll experience minor chest pains from time to time. Might make you a target for a certain insect.

Bloody Murder(+200 CP): I seem the entity from Mutsu-kabe Hill has chosen you as its next victim. You'll regularly meet people that will trip over nothing and die right in front of you. Whatever wound they get from this will never stop bleeding and the whole scene will look like you brutally murdered them. No one will ever witness these "accidents" but people will always be close by, making it likely to get caught in these unfavorable circumstances. Have fun hiding all the bodies.



Covid-19(+200 CP): You read that right, the pandemic hasn't spared this world either. Through all of your 10 years here at least some of the rules and restrictions related to the coronavirus will be in effect, and you'll have to follow them. Social isolation and not being able to go outside is guaranteed to make you feel depressed no matter how you'd regularly handle such circumstances.

Ire of the Harvest Moon(+400 CP): You pissed off a certain bunny-looking spirit and now every September the 8th all hell will break loose as fate bends over backwards to have you killed. There has to be an inkling of probability to begin with for something though, so Thanos won't appear out of thin air to snap you away but bumping into an aggressive requiem stand user is a real risk. You can also lock yourself in your house for a day and throw a party, which will prevent the Moon from going after you— hope you didn't have anything important planned. And if it isn't obvious, no immortality on every other day of the year.

Targeted by Youma Hashimoto(+400 CP): You angered the Avatar of Hermes. Maybe you bought the last protein bar he wanted? Anyway, he is already on a level surpassing any mortal athlete and will only grow stronger with training. Beyond that he is really determined. He'll spend every second of his life either hunting you, training to get better, faster and stronger, eating or sleeping— exactly in that order.

Grudge(+600 CP): You've committed a grave sin against someone and they died as a result, now they've come back craving vengeance. In your happiest moment during this jump, they will manifest before you and challenge you to a game of chance, if you win they leave, if you lose you die and no one-up or other ability is saving you.

Yabubaku-Hoshi(+600 CP): You looked in the mirror under the tree but something is not right. Perhaps due to your otherworld nature but you haven't been trapped inside the mirror. However Yabubaku-Hoshi has been permanently released and has your appearance as well as all perks and powers. It is driven by your darkest impulses and while that may not necessarily mean it will be hostile to you, letting it run amok won't do your reputation any favors. And... well i suppose you know best what would happen if you lost all inhibition.

Ending:

Move on: Good luck on your future adventures.

Stay: Can't live without me?

Go home: You were good inspiration. I hope we meet again.

Notes:

Despite some descriptions referring to events as if they had already happened, you can still participate in everything if you want. Just treat it like Rohan is reminiscing about your bizarre adventures together.

