

JoJo's Bizarre Adventure: Diamond Is Unbreakable

By PsychoAnon

Good Morning, Morioh!

Welcome to Morioh, Japan, circa 1999! It's a peaceful and quiet little town, far from the machinations of egomaniacal vampires and ancient Aztec monsters with such lofty goals as ruling the world or becoming the pinnacle of life. This is a peaceful place where normal people can live out a simple, quiet life. Still, things are not quite what they seem in the idyllic town. Long ago before his defeat, DIO had received a set of arrows which could grant stands to anyone they pierced if that person has potential. Eventually two of these arrows found their way to Morioh and now the owner of one of them, armed with a bow, has been going around granting random people stands in an effort to locate a specific ability. This situation has begun to disrupt the peaceful life of Morioh.

Eleven years after his quest to defeat DIO in Egypt, Jotaro Kujo has come to this town in order to relay a message to one Josuke Higashikata regarding Josuke's elderly father Joseph Joestar. He and Josuke will soon find themselves with the goal of locating the one using the stand arrow and bringing him to justice. What they will soon discover, however, is that there is a far more insidious threat hiding in Morioh that they must put an end to. A killer who's gone unnoticed for 15 years, taking the lives and hands of young women. Your time in this pleasant town will begin on the very day Jotaro arrives and meets Josuke along with Koichi. Although Morioh is peaceful you may end up needing to defend yourself so take this gift:

+1000CP

Species

Free - Human

As Morioh is a relaxed place, it's no wonder that you won't find much other than humans in it. No vampires or ancient Aztecs in this place, just people living their day to day lives. Everything is entirely normal here.

200CP - Alien?

Okay, scratch that, what the heck are you supposed to be?! You may be an alien from a planet in the Magellanic clouds or just a weird stand user. Either way, you've got several very bizarre attributes to you. Your lifespan is far longer than a human's, you could live for hundreds or perhaps even thousands of years with little sign of aging. You have the ability, whether through some technique or a natural power of your 'species', to brainwash sapient beings like humans. The most powerful ability of your 'species' is the ability to shapeshift perfectly into anything equal to or lesser in power to yourself, including inanimate objects, so long as it isn't something mechanical with many complex moving parts like a gun or a clock. You could use this power to impersonate others, disguise yourself as a set of dice, or even fly through the air in a strange ghost-like form. Your 'species' does have a notable weakness, that being that the sound of sirens such as those found on firetrucks cause you incredible pain and make you feel very sick. It should be noted that if this is just some stand power it doesn't seem to afford you the ability to see stands like other stand users, not does it prevent you from acquiring a stand.

Origins

Perks and items are discounted 50% for matching origin, with 100CP perks and items being free for the matching origin. All origins can be taken as a Drop-in

Highschooler

You're a high school student, attending Budogaoka High alongside Josuke and many other notable young residents of Morioh. Some would call these the best years of your life and while the sentiment is debatable you àre certainly filled with a sort of youthful vigor. You should be able to make the most of your youth in this quiet town.

Adult

You're a notable adult resident of Morioh, perhaps even a small business owner. Plenty of quirky characters call this town home, from chefs to beauticians to mangaka and plenty of others. So long as you treat people fairly you'll find Morioh welcoming you with open arms. Your age could be anywhere from your early 20's to beyond.

Troublemaker

You're a problematic existence within Morioh, someone who causes nothing but trouble for the town. Whether you're a con artist, a thief, a maniac or someone on a nefarious mission you seem to be on the wrong side of justice. Of course, it's never too late to change your stripes. Your age is whatever you wish.

Killer

You're just an average man with an average life. A person with absolutely no unique attributes to stand out for good or Ill. At least, that's what you want everyone to believe. In reality you're a cold blooded killer who nonetheless manages to live an otherwise quiet and ordinary life. You must be cautious if you want your quiet life to remain unhindered. You are in your 30s.

Perks

Free/100/200/400CP - Stand

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

Your stand's level of strength will depend on what tier of this perk you take. If free, your stand is something like The Lock, situationally useful but very weak and not generally suited for combat. For 100CP your stand is on the level of Hermit Purple or Surface, more powerful and useful than the free tier but below the likes of Crazy Diamond and far below Star Platinum. For 200CP your stand is very solid, having good combat potential and/or a useful though not extremely overpowered unique ability. Stands in this tier would include Crazy Diamond, Harvest and Echoes Act 3. At 400CP your stand is at the very peak, having incredible combat potential and a unique ability on par with the likes of Star Platinum's time stop or The Hand's erasure. Stands in this tier would include Star Platinum, The Hand, Heaven's Door and Killer Queen (with the first two bombs).

Your stand can be taken further, however. For 300CP you were pierced with a stand arrow while already possessing a stand, granting your stand a second ability on par with the likes of Star Platinum - The World or Killer Queen - Bites The Dust. This new monstrously powerful ability could make you virtually invincible if paired with an already incredible stand.

One final thing to note is that stand users are naturally drawn to other stand users, which may seem dangerous but so long as you don't get hostile you should be able to keep things peaceful. You may even make some friends.

Highschooler

100CP - Shine On

Japan is a rigid society that places a strong emphasis on appearance. People take one look at someone who seems to be strange or a delinquent and they write them off immediately. You, however, are a bit different. Your true nature has a way of shining through past your appearance; people won't see you as just some delinquent because of how you dress, but can instead see the kind-hearted person underneath the rough exterior and treat you as you are, rather than merely how you appear.

100CP - Oi!

High school is often a precious time in one's life, but the most precious thing of all is the friends made during this time. You have no trouble making friends and the friends you do make usually end up being close ones. You'll be making the kinds of friends that would just as easily join you against an enemy in a battle to the death as they would goof off with you playing games on the weekends. You and your friends also tend to have a sort of sense for when one of you is in danger and needs help, usually getting a bad feeling in the pit of your stomach. The bonds you forge, just like diamonds, are unbreakable.

200CP - Trickster

You might be a good person at heart, even someone others would find admirable in your kindness, but you're certainly no saint. You have a talent for coming up with tricks to scam others and make quick cash, be that lottery fraud, cheating at gambling or just using a unique ability to snag a wallet. If that bothers you morally then it's also possible for you to find ways to come up with schemes that don't really hurt anyone but still benefit you and your friends, though it'll take some more inventiveness. These types of cheap tricks practically pop into your head outta the blue and although I can't speak for you I bet it's pretty hard to resist whenever opportunity calls.

200CP - Friendship Through Violence

So some asshole is giving you trouble, right? Well then, all you have to do is be the bigger man and befriend them! ...by beating the piss out of them. Whether your fists have some magic property or you're just extremely scary, people seem to turn their act around when you give them a beat down, stopping their evil ways. Not only that, but they actually often come to like and respect you after the fact, even though they should probably still hate your guts. This is far from perfect, some people are too terrible to be changed with just an ass whooping, but assuming you're not dealing with the next Ted Bundy then whoever's causing your problems should fix their act pretty quickly.

400CP - Seeing Red

Violence is not the answer to every problem. If you just have patience, you'll find most issues can be resolved through far more reasonable, peaceful WHAT THE FUCK DID YOU JUST SAY ABOUT MY HAIR, YOU LITTLE SHIT?! Ahem. Okay, maybe a more violent solution is sometimes warranted, at least if your enemy's gonna act like a shithead. Whenever you get mad you become like a raging bull, an unstoppable force of destruction ignoring all pain while your body moves fueled entirely by your rage. When you're like this there ain't much that can stand in your way and it's a terrifying sight to behold. You might even get so mad that you literally go blind from anger for a bit, but only in a way that selectively benefits you like ignoring your enemy's ability to screw with you just by looking at them. Getting you mad is pretty much the worst thing your enemies could do..

400CP - Think Fast

Perhaps in a different world brute force would be the way to solve your problems, but this world is one in which your wit will carry you farther than anything else. Luckily for you, you're quite sharp. You have a massive amount of creativity when it comes to battles, be that using your power in unique ways, finding weaknesses in your opponent's strategies and abilities, or outmaneuvering the enemy in ways nobody would've thought, stealing a victory at the last second. Even if your opponent outmatches you in other ways, your quick wit will often make the difference.

600CP - Character Development

We all know how it is: the wimpy sidekick sits on the sidelines doing nothing but cheering on his friends, the real heroes. Well screw that! Even if you're a wimp now that won't last long! With every challenge life throws at you, you grow as a person mentally and spiritually. A life or death battle may see you gain courage, using that courage to ask out a girl you like will help you gain confidence and a blunder caused due to overconfidence will help you learn the value of humility. As you grow spiritually this also means your spiritual abilities, such as stands, will become more powerful as well. You are constantly becoming a better person through every challenge life throws at you and at such a quick pace that a once meek high schooler can become the type of person that world saving heroes look to when they need something done.

600CP - Bros Beyond Death

It's been said that even a stand can't bring someone back from the dead, as if death was a force as omnipotent and inevitable as fate itself.. But who needs stands, when you have friendship?! So long as you have someone to care about in the world, you have the ability to resist the sweet release of death at least once per jump for their sake. Likewise, if you call out to a friend who has immediately died, begging them to come back from the bottom of your heart, you can cause them to cheat death once in order to come to the aid of their friend. There's nobody in this world or the next that's gonna tear apart your friendship.

Adult

100CP - True Artist

It's truly sad these days to see so many who take no pride in their craft. You, on the other hand, are the very epitome of an artist: passionate, dedicated and talented. You have some sort of artistic expression you excel at, which could encompass anything from making manga, to cooking, to even beautician work. Whatever art form you've dedicated yourself to, you are amongst the greatest talents in your field, producing work that puts lesser artist's to shame. You've also got a great passion for your work, ensuring you can remain motivated to continue working even when you reach blocks in your creativity.

100CP - Jumper-Sensei

Hey, it's you! I'm a huuuuuge fan, can I please have your autograph?! Whenever you've acquired some level of fame it seems those who recognize you tend to like you and give you preferential treatment. You might bump into some thug with a bad attitude and piss him off, only for him to realize you're the guy who wrote that manga he likes and 180 to being nice and politely asking for you to sign something for him. Of course, this may not be the case if what you have is more like infamy, although even then I suppose there's an audience for that.

200CP - Small Town Detective

Morioh is a town which seems simple on the surface, yet houses many mysteries just out of reach from the average person, just waiting to be uncovered. If anyone were to uncover these mysteries, however, it would be you. You have keen investigative skills and sharp instincts for solving crimes and mysteries. You're quite perceptive when it comes to picking up clues and finding details others would've missed and you're very good at making connections to figure out how the puzzle pieces fit together. With some hard work you'll be able to solve any mysteries you may come across.

200CP - Gone Huntin'

Hunting is one of man's most ancient and essential skills, yet in this day and age it is often a rarity for the common man. You yourself are quite an experienced and skilled hunter, due in no small part to your knowledge of animal biology and behavioral patterns. You know a good amount about most animals as well as having a specialty in which you have a true expertise such as marine life, making you qualified enough to be a biologist of that specialty. Of course, you're also good at tracking prey and correctly estimating where it is located or headed to based on tracks it leaves behind. On top of all that you've also got the keen accuracy of sharpshooter when it comes time to actually do in whatever it is you're hunting.

400CP - I Refuse

There's nothing more obnoxious than some asshole who thinks he's hot shit just because he's got your life in the palm of your hands, but there's also nothing more satisfying than telling that same asshole simply "No". Your will is so strong that the very concept of giving up or surrendering is alien to you. Whether you're pursuing your dreams or facing off against an opponent in mortal combat you won't stop until you achieve your goals. This also means that intimidating you into doing something you don't want to is near impossible, but you should probably leave some room for compromise in your life. Being stubborn can often be an obnoxious trait, after all.

400CP - Mentoring

Life is an adventure in which you grow to become stronger and wiser, but once you've gained some wisdom it becomes equally important to share that wisdom with those who come after you. You are like a wise master when it comes to sharing your experience with others and teaching them what you've learned. Your charges learn quickly; someone can learn valuable lessons that will last them a lifetime within only a day if you're the one who's teaching them. It may be a bit awkward if they're technically your uncle or something, though.

600CP - Last One Standing

Y'know, somebody would have to wonder if you're superhuman after seeing you in a fight. Your level of endurance and pain tolerance is truly absurd; you could be hit with an explosion, filled with shrapnel, left with a hole all the way through your stomach and still manage to get up and keep fighting as though all that happened was that you took a particularly.mean punch. Even a severed limb wouldn't be such an obstacle that it would prevent you from fighting. On top of that, you seem to heal from these sorts of injuries remarkably well and absurdly quickly, although don't expect anything superhuman like regrowing limbs. Pain and grievous bodily harm are no obstacle to kicking somebody's ass.

600CP - Thus Spoke Jumper

As nice as a peaceful town is, what's life without a bit of excitement? This particular moment in time is unique in that Morioh currently has lots of that but what about when all the excitement and adventures are over? Well for you, at least, they don't have to be. You seem to always be given opportunities to go on strange adventures to encounter very odd things as though you were some sort of video game protagonist. Maybe one day you'll stumble across a demon while the next you'll find some strange Twilight Zone-esque town in the forest where everyone is extremely polite. These strange quests, while often dangerous, usually end with you getting something valuable out of them, even if it's just something small like inspiration for a story.

Troublemaker

100CP - Spitting Venom
Well, aren't you a nuisance? You seem to possess a talent that most would underestimate: the ability to be extremely annoying. No, seriously, you are fantastic at annoying others just by talking, allowing you to get under people's skin and manipulate them through anger into making stupid mistakes. While this tends to give you an edge in combat, I'd be wary of trying this technique on a certain "great" young man.

100CP - Terrorizer
Fear is in many ways the most primal of emotions, as it is directly linked to the animalistic fight or flight instinct built into humans which is crucial for survival. That being said, it can be very fun to exploit that emotion for your own amusement. You're quite good at reading people to find out just what they're scared of, then using that knowledge to scare people senseless. There's nothing funnier than watching someone piss their pants after you jump out from behind a corner covered in fake blood.

200CP - Love Deluxe
It can be painful to admire someone from afar, unable to show your true feelings for them. Luckily, love is on your side. Besides being quite attractive, you also seem to find great success with romance the more you manage to assert yourself. Asking someone out would cause them to be more enticed to take you up on that offer, laying the flirting on very thick would cause them to swoon and kidnapping someone to force them to live would, well… terrify them and make them hate you initially… but over time they'll learn to love you even more after developing Stockholm syndrome. True love will always prevail in the end!

200CP - Human Hound
Alright, I've seen people with some odd attributes but this is pretty up there. You have a nose that would put a bloodhound to shame, able to track specific scents such as that of a particular person at great distances. This super sense of yours is extremely precise and can be used to tell things like that a woman is on her period or if some strange violent person is approaching you. As useful as this ability is, I can't help but imagine it really sucks if a particularly rancid scent is nearby.,

400CP - Superfly

They say that a man is the master of his own house, but you seem to have taken that to the extreme. You have the capacity to master an environment you've spent a significant amount of time in, using every last inch of it to your advantage. You can bait someone to attack you only for them to have the roof fall on them because you mentally calculated the exact trajectory their attack would take in order to collapse the roof above them. This, combined with practically superhuman acrobatic capabilities, can make you extremely hard to deal with on your home turf with your enemies beating themselves up while you remain safely out of range.

400CP - Shot at Redemption

Are you truly that bad? Maybe you do some bad things, but doesn't everyone? Even if you mess up doesn't everyone deserve a second chance? Whether or not you agree with that sentiment, everyone else seems to. People are able to forgive you for your heinous actions and give you a clean slate. Even if you did something terrible to a person directly like kidnap them in an attempt to make them your spouse they would still be able to look past that so long as you've changed your ways. There may be some things too heinous to be forgiven or some people just too stubborn, but for the most part people are extremely willing to let bygones be bygones - at least, so long as you are.

600CP - Stray Soul (Requires Stand)

Death is the separation of the spirit from the body and the Soul's release from the mortal coil - but strange things can sometimes happen when that soul isn't ready to move on, especially when stands get involved. You are a very unique case in that when you die you will not truly die but instead live on within your stand. This means that you and your stand are more or less one and the same and could Manifest in some interesting ways. With a more straightforward stand it's as simple as you now living with that stand as your "body" with the advantages that entails while with a more esoteric stand such as one where you could manifest in any picture you appear in you could use pictures as a vessel for your soul. Either way, you will not truly die until your stand or spirit are destroyed. This is taking being stubborn to a whole other level.

600CP - Making Minions

It's so hard to find good help these days. If you're not some sort of extremely charismatic cult leader type, then you're not likely to just have an army of goons fall into your lap. Perhaps the answer, then, is to just create your own. When you empower people, be that with supernatural abilities or just something like money or weaponry, they tend to be extremely eager to actually do your will instead of just taking their newfound gifts and telling you to stick it where the sun don't shine. Even if you don't actually tell them what to do and they don't even know you exist it seems events will conspire to have them carry out whatever task you wanted them to anyways, like attacking a specific person. Now the only question is how you'll go about actually empowering others...

Killer

100CP - Lazing on a Sunday Afternoon

So many people find themselves discontented with the mundanity of day to day life. They want something more, some far off fantasy of a life of adventure and glory. You, however, don't want much. You can find joy and fulfillment in the simple pleasures of life, be that making some breakfast in the morning while listening to the radio, having a picnic in the park, or feeling the gentle touch of another hand against your own. You don't want much, really, so long as you have a quiet life you'll be more than satisfied.

100CP - Man on the Prowl

To be exceptional is considered a great boon in society. Those of high intelligence, great athletic ability, masterful skill with music or any other exceptional traits are showered with praise and affection. Yet such a blessing can instead be a curse to those who want to live simple lives, making it impossible to avoid attention and blend in with the rest of society. Luckily, you've mastered the ability to feign mediocrity. You can purposefully fail in sporting events, pretend to be airheaded or ignorant and hide your true feelings and thoughts so convincingly that nobody would ever suspect you actually had those special qualities to you. People also seem to overlook certain superficial qualities that would otherwise draw suspicion, so long as they aren't too egregious; things like an abnormal hair color or fashion choice seem to just fly under the radar.

200CP - Crazy Little Thing Called Love

The heart is a strange and fickle thing. One would think that what people desire is someone kind-hearted and gentle to spend their lives with, but humans are contradictory creatures who crave danger in what should be the safest of relationships. You have an aura of danger and excitement around you that makes others swoon, should you dare reveal it around them. Acting in a violent or criminal manner causes a primal response in others which makes them deeply desire you, whether that's stealing from your landlord right under his nose or literally ripping your lover's clothes off their body. Of course this could bring unwanted attention, but so long as you don't reveal your more animalistic side to others this affliction won't come over them.

200CP - The Game

No matter how careful you are or how well you plan things out, things won't always go your way. Someone sees something they shouldn't have, you get rid of them and the next thing you know your arm's chopped off and the most muscular man you've ever seen is kicking your ass. But thankfully, as unlikely as it may seem, you can still start over even if your life's in ruins. Whether through some sort of luck or solid acting skill you could quite literally replace and pretend to be someone else without almost anyone being the wiser. Of course, it's not so simple, you'd more than likely have to look incredibly similar and those especially close to them will notice the little things that seem to give away the truth about you, but so long as you play it safe those suspicions will never amount to much more than that.

400CP - Killer Queen

To many, your nature would seem to be contradictory. How could someone who desires a simple life also be a killer, something which entails so much risk and danger? What they fail to realize is that when it comes to killing you're at absolutely no risk whatsoever. You are an absolute expert when it comes to murdering someone and not getting caught. You know just which targets to pick, the best time to attack them, many methods of killing, how to hide evidence such that not even a trace is left and your instincts regarding all these things are exceptionally sharp. You could kill for decades without anyone being the wiser, to the point nobody is even sure that there is a killer about. For you killing is no different to a casual stroll in the park.

400CP - Sheer Heart Attack

Yours is a multifaceted existence; despite your surface appearance and the mask you wear, underneath that is an entirely different personality that no one would expect. As a result of this multifaceted personality, your esoteric abilities are themselves often just as multifaceted. Your stand, for example, may have multiple parts as if it were multiple stands thrown together, each with their own abilities. It may even have inexplicable slots on it to throw other stands inside of. In essence, where a power of yours should only have one ability, yours may have two or even three, all without technically breaking the rules. You may not be the type to get into a fight, but if you did you wouldn't lose to anyone.

600CP - Under Pressure

There's always a chance for someone to face calamities in their life, disastrous situations from which it seems there could never possibly be a chance of recovering. But for you, times like these are when opportunity seems to present itself. In your darkest hour, when hope seems lost, fate will smile upon you and grant you a way out. Perhaps you'll come up with an extremely clever scheme to escape your dilemma and return to the status quo against all odds or your enemies will simply make a blunder so massive they hand you victory from the jaws of defeat. Most importantly is that when faced with truly dire circumstances where you have truly lost all hope of victory, fate may even grant you a new ability that can save you from what seem to be impossible odds. Just like a cat, you'll always land on your feet. Be careful, though, even fate has limits

600CP - Another One Bites The Dust

Beyond any postulations about good or evil that one may make about you, there is one objective fact that nobody can deny: you are blessed with good fortune. You live a truly charmed life in which everything just seems to go your way. You can walk around town carrying a severed hand, even flaunting it about at times without anyone being the wiser. You can have your whole life uprooted only for everything to go right back to normal through an absurd string of circumstances. It's as if you have a guardian angel looking after you, which is not entirely incorrect as on top of your extreme luck you always seem to have guardian angel type figures looking over you and attempting to protect you, whether that be a literal guardian angel or the ghost of your late father. Who could bring you down when fate itself smiles on you?

Items

Highschooler

100CP - Video Games
Some people would argue that your youth should be spent making friends and going out into the world to find your purpose. Those people have never played Killer Instinct. You have a "modern" game console along with tons of games to play on it and a CRT television. Now you can sit at home all day and game in peace just as God intended. Or I guess you could still go outside too, but that's hardly fun.

200CP - Motorcycle
Now this is more like it! You, uh… "acquired" this motorcycle from a close personal friend and boy is it nice. It goes really fast, has great handling, can take a beating surprisingly well and doesn't run out of fuel. In the event it should get damaged it seems to fix itself, although if the damage taken is truly irreparable you'll receive a replacement. Although the thought of replacing this baby is pretty sad, it's like replacing your own child.

400CP - Bank Account
Well, it's nice to see the youth of the nation showing a bit of fiscal responsibility. You've got a bank account with a decent amount of money in it, about 2 million yen or around $20,000 US. Although this is a nice chunk of change it's nothing special, but 2 million more seems to get mysteriously added every month. Maybe you have a rich dad or something who's helping you out?

600CP - Happy Home
People have been speculating about the true purpose of existence since humans first walked the Earth, but perhaps one of the most compelling answers for the purpose of our lives is to share them with those close to us, our family. You are part of a very supportive and loving family, if sometimes a bit estranged. It's filled with colorful characters eager to help you out like your rich dad, your cool nephew (who's actually older than you) or your caring and hot mom. What? She is. More to the point is that you'll be a part of this sort of supportive (and surprisingly wealthy) family in every world you go to, ensuring you'll always have someone to lean on in your time of need.

Adult

100CP - Art Supplies

If you're practicing in some sort of art, you'll obviously need the tools to get the job done. This gives you whatever basic supplies you need for the "art" you practice, be that paper, ink and pens, instruments or even cooking utensils. It's also automatically restocking things whenever you need more of it like if you run out of ink or if one of your pens breaks. This is just the first step in achieving true beauty.

200CP - Ball Bearings and Bullets

These are metal ball bearings and some bullets that you can access at any time by just reaching into your pocket. While that sounds virtually useless, if you had some way to flick them really hard or alternatively a gun they could be used as a sort of ranged weapon to eliminate troublesome enemies. Maybe that's a bit of a stretch but I'm sure you'll figure it out one way or another.

400CP - Hip Shop

If you wish to be self-sufficient in Morioh, you could do a lot worse than having your own shop. This is a store which is tailored to whatever business you want it to be, such as a restaurant or a beauty parlor. It seems to attract customers quite well and makes a solid amount of money for you as well as having a positive reputation. This popularity will persist wherever you may go, ensuring a steady income in whatever places you'll end up in.

600CP - Gucci Bag

Now I know what you may be thinking: why is a Gucci bag so expensive? Well, this bag is very special. It was crafted by a genius artisan that only made three and is in reality a "stand bag". The bag has the properties of "equivalent exchange". What this means is that whenever you put money or valuables inside it will permanently take them, but it will then manifest the money taken as an equivalent amount of good luck when you need it. Perhaps you put $50 in only to get caught out in the rain, then someone hands you their $50 umbrella. This is only one example of the good fortune it can bestow; if you were to put in a large sum, who knows how blessed your life could be?

Troublemaker

100CP - Pylon

Virtually any normal person would live in a house or maybe a mobile home, but somehow you've managed to gain ownership of an abandoned transmission tower and make it into a self-sufficient dwelling. You've got furniture like dressers, a couch and a TV which you can use because you've managed to hook it up to the tower, as it still has electricity flowing through the cables. There's a river nearby which is convenient for fishing, a garden of wildflowers you can eat which get watered and fertilized by tubes from your toilet. This garden serves double duty as a trap to catch animals like wild rabbits. The only real downside is that it's a pylon so I hope you have some good balance and are great at climbing.

200CP - Magic Makeup

If you're trying to wow that special someone, you should consider dolling yourself up. This special makeup not only enhances your beauty but gives you incredible luck romantically. The person you're interested in will continually be drawn to you and put in situations where you will become closer and start to fall in love with each other. This lucky streak will last so long as the makeup is applied every hour, but if you fail to do so it'll wear off for a while and you'll have to wait a bit before you can reapply it.

400CP - Enigmatic Book

Interested in a bit of reading? Well that's not exactly what this book's for. This odd book has some boring stuff about some guy written in it, but you should ignore that and instead rip some pages out. The pages have a unique property that, when pressed against any object up to the size of a car, that object will go inside the page which you then fold, to be let out again by unfolding at your convenience. This makes carrying around even large things a breeze, you could bring all your furniture from your house with you in one pocket. It can also work on living beings, though only if they allow it to. The book's pages seem to grow back over time and sometimes I swear it's saying stuff. Creepy.

600CP - Stand Arrow

Long ago, a strange meteorite landed in Cape York, Greenland. This brought with it a virus that would either kill it's host or grant them the spiritual power of a stand. Much later a man crafted arrows from the meteor in order to "harness the power of the gods". One way or another you've gotten your hands on one of these arrows. The arrow carries the same virus and so when it pierces a living being will either grant it a stand or kill it. It has somewhat of a will of its own and can point you towards people or beings that would be capable of gaining a stand. Of course, you could also use it on yourself or your allies though it carries a certain risk. You've also been given a bow and I would like to note that even normally lethal wounds made with the arrow will not kill the target if they gain a stand. Wield the power of the gods for your own gain.

Killer

100CP - Sandwich
Ah, there's nothing quite like a nice sandwich after a hard day of work. You've got an endless supply of sandwiches from St. Gentlemen's, an excellent sandwich shop local to Morioh. Once you've eaten the sandwich, a new one can be found by looking somewhere like a lunch bag or a cabinet. It's the perfect thing to chew on whenever you feel like having a nice little picnic out in the park.

200CP - Killer Suit
Wow, you're looking quite sharp. I guess even an average salaryman has to dress to impress sometimes. You've got a very nice looking business suit complete with a fashionable tie. Oddly, despite the striking appearance this suit seems to make you stand out less than you normally would. Even if you had hair that made it look like your head was a watermelon, folks on the street and at work wouldn't see you as much more than another face in the crowd. Perhaps that's a good thing, though.

400CP - A Nice House
This is what everyone strives for: a good place to rest their head. You have your very own home located in the northeast section of Morioh, where all the villas are. It's quite a nice and sizeable house, essentially your own little manor and even comes with a car in the garage as well. There's nothing quite as comforting as knowing you have a roof over your head and a place to call your own.

600CP - Plant?
Well, well, what a strange creature you have there. You've got something that's a cross between a plant, a cat and a stand which lives in a pot. Though not the friendliest thing, it seems to take a particular liking to you, seeing you as its master and wanting to protect you. The stand plant cat creature has the deceptively powerful ability to manipulate air, shooting deadly bubbles of air to attack foes or turning the air around it into a powerful shield. This creature makes for a valuable ally and a nice pet as well.

Companions

100CP - New Town, Old Friends

Surely you've got people you wish to come with you to Morioh, or perhaps want to make your own? If so, you may pay 100CP to either import or create two companions, each gaining 600CP and an origin, or only import/create 1 companion for the same price who then gains 1000CP and an origin.

100CP - JoBros

You can also bring along any new allies made for 100CP a piece. That's it, that's the whole thing. Do you see why these canned companion options are so stupid and annoying to create? Screw it, if you're actually reading this just take whoever the hell you want with you for free.

Drawbacks

+0CP - Like You Never Left

So, this isn't your first rodeo in the world of JoJo? If so, whatever actions you took in the previous jumps will have carried over to this one. Who knows just how odd Morioh will get with these new factors? Also, you may smoothly transition from this jump to the Vento Aureo jump in 2001, when Giorno Giovanni is starting his quest to take over the mafia and become a Gangstar.

+100CP - A Beautiful Duwang

What the hell? It's like the world is badly translated in two different languages. No one stops talking about the "metropolis" town or the "strong". It's hard to say what's going on. (What the heck? It's like the world has been badly translated through two different languages. Everyone won't stop going on about the town of "Duwang" or being "The fucking strong." This makes it really hard to tell what's going on.)

+100CP - Short Fuse

There's some part of your appearance such as your hair that others may see as goofy. That's not so bad, right? Well the problem comes when someone mocks that particular thing, as you'll suddenly be overcome with an incredible rage and try to beat that person within an inch of their life. You really need some sort of anger management, this behavior just isn't healthy.

+100CP - Secret Admirer

Well well, it looks like someone's got a crush. A rather attractive person has taken a romantic interest in you. They're rather sweet, tough and so possessive that they wanna kidnap you and keep you all to themselves. They're not a very nice kidnapper either, pretty much torturing and humiliating you. If they can't have you they'll kill you and themself so you can be together forever. They will mellow out, though, if you can beat them in a fight, no small task considering they're a powerful stand user, but once you do they'll become less horrible and you can even take them as a companion if you like.

+100CP - Giving it Away

You're really bad at the hiding in plain sight thing, y'know that? You seem to have an uncontrollable desire to give yourself away when you're doing something nefarious and like to even give away your identity. You'll do stuff like walk around town with a severed hand and give people lengthy monologues about who you are and how you live your life. Kind of a bad habit if you're, say, a serial killer but I'm sure it won't come back to bite you.

+200CP - Dumbass
When God was handing out brains he accidentally put Play-Doh in your head instead. You're a complete moron, virtually incapable of things like solving mysteries or finding creative ways to defeat your enemies. Instead you'll be easily tricked by everyone around you and played like the fiddle you are. I hope you've at least got friends with a good head on their shoulders.

+200CP - Stone Cold Crazy
You are not right, jumper. Maybe you were abused as a child or maybe you were born off, but either way you've got problems. You have a strange fetish and a deep urge to kill in order to fulfill said fetish. The longer you resist killing the harder it will be to keep your urge under control and eventually it may be too much. You've also got a mild case of OCD so things like people wearing socks inside out bothers you immensely.

+200CP - It's an Enemy Stand!
Even though Morioh is a quiet town it's still home to many stand users and for some reason they tend to pick fights with you. You'll often bump into stand users looking to kick your ass or outright kill you, all with varying degrees of power with their stands. On the bright side most of them will give up on that once you beat them and leave you alone, but it will be a regular danger in this otherwise peaceful town.

+200CP - One For My Baby
Great news, you're a parent! You've got your very own bundle of joy to protect and cherish, not a simple task considering she's invisible. The baby is a stand user with an ability that makes them invisible and causes them to make things around them invisible when they get stressed out. You'll have to look after the baby and ensure they remain safe until the end of the jump, as if they die you'll fail your chain. You can take the kid with you as a companion if you wish once the jump is over, but otherwise you should probably set up an adoptive family for your child. Deadbeat.

+300CP - Old Man Jumper

You alright, geezer? No, I didn't say tweezers! You've become old and as a result a shadow of your former self. Your body is weak and brittle, your mind is forgetful and slightly senile, your hearing sucks and all your abilities have been weakened just as badly. You should give up on anything like fighting because I'm pretty sure a 10 year old could whoop your ass. I'd suggest taking a nap. No, not that, gross!

+300CP - Cheap Trick

Well that's not good. It seems you've gotten a stand nobody would want: Cheap Trick. It clings to your back waiting for someone to look at it, because when they do it'll tear off your back and rip out your soul in order to jump to their back, thus killing you. For some reason the alleyway method Rohan uses to get rid of it will not work and although there may be other ways to get rid of it you'll have to be clever to figure them out and be damn sure your plan won't backfire. The thing is also constantly annoying you and goading you to show people your back and goading others into looking at your back. I guess you could say you should… be careful.

+300CP - Dead Man's Questions

Well, it seems you've died and come back as a ghost. There are two potential reasons for this: the first is that you were murdered and are seeking vengeance against the one who did it. The second is that you simply couldn't accept your death and sought to still live your life. If the first, you'll have to find people and convince them to bring down your killer. This is no simple task as your killer was not only powerful, but extremely good at not getting caught, so much so that they haven't been for 15 years. You will fail your chain if they aren't brought down and you cannot help in this process, only recruit others and give them what little info you have. If the second, you'll serve as a ghostly hitman for a monk, eliminating targets within the timeframe you're given. This is difficult as ghosts have various rules and restrictions to them. For instance you cannot enter places humans own without their permission and although you cannot die again, living beings can touch and interact with you if they want, even a dog capable of tearing off your limbs, though they're easily reattached. You've also lost access to your supernatural abilities such as stands. You'll fail the chain if your targets are not eliminated

In either case you'll have to beware of a certain creature that exists. There are strange beings which hatch out of eggs called spiritual cleansers. They seek out ghosts and consume them so that the world is not flooded with spirits. If they eat you, this will essentially be the same as dying and you'll fail your chain. If, for some reason, you wish to be a ghost after this you can keep this spectral state as an alt-form.

The End

So, your life in Morioh has come to an end. Choose what you'll do next.

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Notes

- **The events of side stories like Dead Man's Questions and Thus Spoke Kishibe Rohan are most likely canon, but you can choose whether they are or not if you want**

- **You do not need the Sheer Heart Attack Perk to have the full Killer Queen with the first two bombs, it will just give a similar thing to your other abilities**

- **Thanks to the thread for help on the jump and thank YOU for using it**