

Jojo's Bizarre Adventure: Battle Tendency

By Valeria

Introduction

The year is 1939 and the world is spiraling towards a new conflict. Nations begin to arm themselves as battles ignite, the ambitions of the German Reich plunging Europe and beyond into bloody war. It is those same ambitions that are due to awaken an ancient evil that has been asleep since the early days of the human race. The Nazis, in their search for arcane power to aid their imperial dreams, will uncover an ancient Pillarman in Mexico. This species once preyed on all of humanity and the chain of events started by human greed here will bring back our ancient foes, who wish to become the Ultimate Lifeforms.

But among all this talk of nations and ancient evil is a plucky young hero in New York. Joseph Joestar, the roguish heir to the Joestar fortune and endlessly mischievous young man. Wanting to play cards, spend time with young women and roughhouse with other thugs, he lives an indolent life. But an attack from a former family friend, the Hamon Warrior turned Vampire known as Straizo, will force Joseph to put his limited knowledge of Hamon and his incredible wit to better use than street brawls. The vampiric encounter will occur by the end of the night you enter this world and set Joseph in motion to help stop the soon to awaken Pillarmen.

You have 1000 Choice Points to spend during your time here, which may be anywhere between enough time to resolve the canonical plotline or let you last all the way until Joseph Joestar's next adventure in 1988, where he must help his family face the dreadful DIO.

Locations

Roll a 1d7 to decide your location from the following list.

1- New York City

The Big Apple, shining star of the East Coast. It's where Joseph Joestar spends most of his time these days, as well as where both the Joestar family and the Speedwagon Foundation have their current main bases in. With a city as packed as this one, it's no surprise that there's plenty of bizarre things to encounter, but one should look out the most for a Tibetan vampire on his way to settle an old grudge. You start at a port on the docks of Manhattan island.

2- **Mexican Wastes**

A barren area of the Central American country, with seemingly little around as useful landmarks. Not far from here is the hidden laboratory where the Nazis are currently studying Santana, the first and youngest of the Pillarmen to be excavated. He's not yet been awakened but the cruel captain of this regiment, Stroheim, will start to feed prisoners to the mummified creature soon. At least you're far enough away to run if you don't want to investigate.

3- Rome

The capital of Italy and cornerstone of the story to be told here. Rome is a grand city, of many levels and stairs and monuments, but the most important of all for this story is the great Colosseum. Beneath the ancient arena is a far older danger, the hibernating forms of the three eldest Pillarmen to survive. They have been undisturbed for tens of thousands of years but an expedition from the Nazi regime will arrive soon, hoping to excavate and experiment on their bodies. You begin outside the arena.

4- Venice

The city of canals, a good while before it's due for anymore floods. This beautiful series of islands is the home of several Hamon Warriors, though it will have the good fortune to remain untouched by outright battles that take place between supernatural forces. One Hamon Master in particular lives here, a woman named Lisa-Lisa with a mysterious but significant past. You begin on the docks, right in front of Saint Mark's Square. Why not take in the sights while you're present?

5- **Air Supplena Island**

An island shortly off the coast of the city of Venice. An old fortress for the Hamon Warriors, this cathedral like structure is a dangerous training ground and living quarters in one, potentially housing a great many warriors if need be. For now, it is the home of two caretakers who faithfully guard it's walls from the creatures of the night. You begin on a small motorboat a short ways out from the island, able to reach it or the main island of Venice city in a few minutes.

6- **Skeleton Heel Stone**

An ancient battleground in Switzerland, once the sight of a great many duels stretching back thousands of years. While the eerie place is abandoned for now, it will eventually be the site of a final battle for the fate of the human species. For now, there is only empty night and the faint smell of blood, so much having been spilled here that it has stained the very stones you walk upon.

7- **Free Choice**

Choose any location of the above if you roll this option.

Origins

Rogue

A man who accepts allegiance to no one but himself, a free spirit flung along the paths of life by an endless wind of adventurer. From the moment you took your first step on this great journey, you knew you were destined for something special. And if not? You'd just have to make something of yourself. A life of petty crime and bad luck is nothing to a burgeoning hero with quick wits like yourself. It's not about who you were, it's about what you're going to do when the chance to become a legend comes knocking.

Soldier

As long as humanity has been alive, it has gone to war. There will always be a need for men like yourself, those who feel the call to battle thrumming in their veins and roaring in their ears. Glory, patriotism, sadism, hatred and so many more desires bring people onto the battlefield. You're one of the few that walk out of that storm of emotion clear-headed. As a soldier for a national army, a mercenary or officer of the law, even a petty thug who's been in far too many brawls; it's become like breathing. There'll be plenty of opportunity to test yourself, whatever your reason is.

Warrior

The world has plenty of conflicts not fought in the trenches and open battlefields. Those who fight in these secret battles are too often born into it, the legacy of a long family line that has fought against or for the dark forces in this world. The latest heir to a lineage of Hamon Warriors or the dark scion of a vampiric ancestor who still plots in the shadows. You are privy to secrets that few humans can even imagine are truths but that knowledge comes with danger. You're in the thick of it now and good or evil, there's no clear way out of the troubles coming your way.

Ancient

Throughout history, there has been endless conflict. And these conflicts leave behind a great many relics, many themselves living beings. Veterans of the last Great War, of smaller conflicts years before that, people left out of their natural time by strange incidents or even creatures that predate humanity. Even if you are relatively young in years, you are a veteran when it comes to the things you have experienced. More likely, you are older, wiser and have come to be used to this bizarre world. Maybe now that you've gotten adjusted, you can be the one who others must stop the schemes' of?

Species

Please choose a single option from the following three.

Human- Free

An ordinary human. But humans in this world can reach heights of skill and feats of strength far from what you might be used to as ordinary. For now, you're only a relatively athletic and healthy human adult.

Vampire- 400

A son of the stone mask. Originally a human, you have activated one of these ancient artefacts and had your inner potential awakened, transforming you into a vampiric creature of the night. Your body gains many incredible abilities that put it well beyond any normal human. Immortality against the ravages of time, great strength and speed that outmatch even the best the animal kingdom has to offer, incredible sensory abilities of the same scale, control over your physical body and organs that will quickly come to verge on shapeshifting. With time, you can achieve all sorts of esoteric abilities by altering your physical form, from turning your hair into razor wires to freezing anything you touch by lowering your body temperature. This body control also results in great powers of regeneration, making an experienced vampire almost impossible to kill without destroying the brain. You are also able to create other vampires, or lesser beings known as ghouls, by feeding on others with such intent.

However, this impressive unlocked potential comes with a price. The energy of the sun becomes lethal to you, solar rays scorching your durable body to ash in seconds where it makes contact. The ways of Hamon, the martial art that channels this energy, pose a potent threat to you. Beware the Warriors that hunt your kind.

Pillarman- 600

In the end, a vampire is still a human. One who has touched the potential residing within themselves but still limited by their humanity, even if they try to throw it away. A Pillarman is something far greater. An ancient species that once lived tens of thousands of years ago, they are the precursors who created and hunted vampires, as well as humans in their species' infancy. Most of the species has been exterminated by their own traitors by the time of the modern day, leaving only four hibernating individuals. And now a fifth one.

A Pillarman has all the abilities of a vampire but at a far greater level. Stronger, faster and with much greater control over their body. Pillarmen have such easy self control that they do not even feed by sucking blood as vampires do, instead they simply absorb flesh on contact by fusing and digesting it with a touch. Achieving supernatural feats such as vampires do with their body control comes far more easily, rather than requiring significant amounts of experimentation. Much of this is due to their natural intelligence, as Pillarmen have incomprehensibly advanced minds. Learning entire languages takes only minutes, despite having been asleep for thousands of years before English or Japanese were ever spoken. Learning how to disassemble a modern gun is the process of seconds, even if a trained soldier would take hours to learn it as well.

Pillarmen still possess the weakness of a vampire however, as the sun and Hamon are among the few things that can reasonably threaten them. Their natural power, even untrained in combat, means that most Warriors will falter but a lucky shot can still mean death. A Pillarman is also able to

make use of the Stone Mask, unlocking their potential as a human would to become a vampire. A normal Stone Mask will only partially activate a Pillarman, increasing their strength and giving access to a specialised but extremely strong affinity for a certain element (Such as wind, fire or light) when it comes to their body control. If the mask could be supercharged somehow, it could fully unlock your potential and turn you into the Ultimate Lifeform.

Your sex is the same as it was before, though you may change to male for free. Your age is that of an adult of your species, likely to be in your twenties or thirties for a human and many thousands of years old for a Pillarman but if you can explain it, you can begin younger.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Jojoian Dialogue- Free

There is a time for dramatic speeches and there is a time for…well, everything that has to wait until your speech is finished. Time begins to flow in strange ways when you or an enemy start a monologue or intense discussion, slowing down events around the two of you. Even if you and your arch-enemy were falling down a short cliff, which would only take you two a few seconds to crash into the ground, you'd have the time to have a multiple minute long dialogue without anyone noticing that you're not falling at the right speed. Unfortunately for the craft ones out there, it only seems to work with a conversation or speech, using it for things more useful like magical chants won't see time begin to halt.

Hamon Training- 200/400

It is both the energy of life itself, as well as the martial art and way of life that makes use of that energy. Hamon begins as breathing methods, which take in the solar energy in the world around you and begin to supercharge your body. Training in this art will grant superhuman strength, vitality that can ward off aging for decades and most famously- the ability to channel the solar energy as a weapon. By breathing in and converting the energy, your fists and feet can be charged with it to become lethal weapons to vampires and others vulnerable to the sun. Hamon can be used for a variety of purposes once one unlocks the energy, such as telekinetically manipulating objects by channeling the energy through them, walking on water, even glancing ahead into the future through pools of water.

There are two levels to this perk. The first, which costs 200CP, grants you a level of training in Hamon equal to Joseph Joestar or Caesar Zeppeli during the early portions of the series. The training has been unlocked and you are capable of using it to enhance your physical form, weapons or in direct attacks. However, you have very limited skill when it comes to specialist moves, super attacks such as the Overdrives or stranger functions. For 400CP, you can attain mastery on par with the main characters by the end of the series or Lisa-Lisa, enough to be called a Hamon master. You are more than capable of keeping up with even powerful vampires in physical ability when channeling and have mastered numerous unique methods of using Hamon. Perhaps you've learned a scarf-based fighting style, channeling Hamon into the article of clothing to turn it into a razor whip at will. Or you might simply focus on direct channeling of the energy, even short range blasts of light becoming possible.

Buying this perk as a Vampire or Pillarman will not kill you. You'll have the knowledge and ability to use Hamon as normal for the tier you bought. However, unless you can find some way to counteract the weakness, actually channeling the energy will be an extremely bad idea, as you remain vulnerable to sunlight.

Rogue

Joestar Family Secret Technique- 100
What's that behind you? Up there!? Oh my god!

The fool! He'll never notice the great escape now! The Joestar's secret family technique winning the day once again! Now don't go calling it running away, that's definitely and most absolutely not what it does. It's a cunning tactic to assess the situation, check your surroundings for anything you could use to your advantage and come up with a proper plan. Try it out and you'll see all those things become much easier once you're running away. Assessing the situation. Plus, if you know how to do this, you've gotta be pretty good at actually fleeing too. Almost anyone can be made to look away for at least a brief moment and if you know them well, or you're as dashingly charming as a certain rogue, you might be able to throw them off even longer. If you're a lucky blighter, you might even be part of the family for real, with some proper Joestar blood in you.

Your Next Words Will Be- 200
What an incredibly well written and exciting document this is! Aha! Didn't I tell you that I'd guess it? Taunting and bewildering people is as easy as running your always witty mouth at them, bowling them over with that flurry of verbal fists. Even those arrogant snobs that think they're above it all aren't impossible to get a rise out of by you, if you have enough time to needle them. While you do this, you'll also know how to draw their attention to your face and words in particular, letting you hide whatever your hands are doing and draw attention away from any mates. And since we all love it, you can do that special thing too. Whatever they're gonna say next? You'll know and quote it back to them to get the same shock I bet was on your face when you read this.

New Yorker- 400
Growing up on the streets of the Big Apple, you learn a few things. Enough actual fitness to take out a few mugs with just brute force sure but it's the agility and creativity that makes you an effective street fighter. Dodging high speed attacks and accurately throwing small objects are vital when all you have against a bloodthirsty vampire is a few shot glasses, some tablecloths and a bit of liquid courage. You'll be fantastic at on the fly solutions with this and making the best of any random shit you find around yourself, turning just about anything into a dangerous weapon. Use those shot glasses to reflect the vampire's laser eyes back at him? Personal trademark. If you happen to find yourself picking up some more unique abilities, turning them to creative ends and to counter your dastardly foes' powers specifically will be just as easy.

Ol'Joseph Did It Again- 600
How does a charming but regrettably merely human rogue win against the ultimate lifeform, against all odds, and get the girl? Luck. Don't be afraid to take advantage, all the good heroes use it. You're as lucky a bastard as they come, at least when it comes to during a fight. The more daring you are, the more bullshit you try to pull, the more your luck will start coming through for you. If you can pull off a ridiculous stunt at the start of a battle, don't be surprised to find some almost miraculous strokes of fortune in the later stages. The better you are, the more you'll benefit, so think fast and creative to see the best rewards. Pulling off multiple great tricks and capers against one foe and you could even luck into them destroying themselves, despite no one thinking that was possible at all! Outside of a brawl? No more fortunate than any other jammy bastard, so try to impress the girl while you're still throwing hands.

Soldier

Ready For Gun- 100
What army with any pride would let a man ride out into battle without being a worthy warrior? Not yours! Your great nation ensured that you would be the pride of any armed forces of the 30s, with a fit body and excellent skill in everything an infantryman would be expected to do. You excelled more than most and nailed a position as a fighter pilot too, making it clear that you were a capable pilot as much as a capable rifleman. You might even have a position in the army above the normal rank and file, if you're still employed with them, a low ranked officer of some kind. Your talent for scaring the pants off of most people means you sort out your men nice enough.

It's a Nazi Party- 200
The enemy of my enemy is my friend and lets' never ask any questions past that about their past crimes, current beliefs or who they might consider *untermenschen*. People just find it easier that way, even if it's really, really obvious that you're a bad guy. As long as you're helping someone out in a significant way, and you haven't already made yourselves personal enemies, they'll tend to just overlook your crimes and other things that might normally pit themselves against you. Even a zealous Nazi party member could become good friends with a British-American adventurer, only stopped from continuing their correspondence by an actual World War. As foolish as they can be to consider you a friend, it'll only last as long as you continue to have helped them and haven't turned into an enemy. Especially if you're a Nazi.

Cyborg- 400
How could any other nation hope to match the splendour of Germany when it produces marvels such as you? Most of your body has been replaced by the bleeding edge of modern science, turning you into a mighty cyborg. Your body has enough strength to tear through stone walls or even rip apart vile vampires with ease. Machine gun fire is of little threat to your metal parts, though most of your head and some of your chest remains vulnerable flesh for the most vital organs. Each hand can be fired as a detachable limb to attack from afar, similar to the stomach mounted machine gun you can reveal at a moments notice! Lastly, your eyes can project a concentrated beam of UV light to blind enemies or cause nasty wounds to vampiric creatures. Your body parts appear quite easy to replace and maintain, doable with most common metal and petroleum for fuel.

Wonders of German Science- 600
Why be a cybernetic warrior when you could create your own? Metal men who even a Pillarman cannot ignore are just one example of what Germany's military technology can achieve. You're a premier scientist of this great nation or someone who has reached similar proficiency. Your talents lie in military technology of a wide variety, not just cybernetic replacements for wounded soldiers. Advanced weaponry to take on new kinds of threats, like ultraviolet light projectors or laser weapons, is as possible as metal limbs that punch through tank armor. Your talents will continue to apply to military technology you encounter later, making it far easier to learn new weapons, defences and devices to make conquest all he easier.

Warrior

Living Life- 100
A body charged with life is naturally going to look fine. The essence of what it means to be alive infuses every inch of your body, leaving you looking gorgeous and in the prime of your life. Even when you reach into your senior years, you'll barely notice the age. Hair, skin, teeth, it'll all remain alluring and fresh regardless of the tussles and tumbles you get into. Just being around you makes people feel like they're charge up with vitality too, encouraging them to be more active and confident, fitting given how much more confident you find it easy to let yourself be when you look this good. Perhaps as a side effect of being so vital, you find it noticeably easier to channel Hamon to any part of your body, even through your hair.

From Rome with Love- 200
To charm a lady takes more than a single witty pick up line, as certain silly Americans may believe. It takes grace and flair, a handsome touch to set the heart of a maiden aflutter. A romantic is what you are at your core, a natural charmer of all fine men and women. Even a few minutes along with most ladies and gentlemen is enough for you to cause bright blushes and heated collars. Rare is the cold heart that can turn you away. But your grace is present on more than just an emotional level. It is in the way you move that people find themselves quite entranced. Gentle control infuses every motion you make, allowing for both very fine motions and the appearance of being quite effortlessly cool. You won't even look like you're trying.

Some Light Training- 400
Everyone has their own way that they learn best. Some learn well with visual cues, some from direct instruction, others from written academia. But usually, you have no time for what your students learn best at. Sink or swim gets the fastest results, that you know for certain now. While you'd be quite a capable teacher in the ordinary school education methods, you're able to imprint your lessons on any student far better if you make the training process lethal and rather sadistic. The higher the chance of serious injury or death, as well as the greater stress and pain involved, the faster and more comprehensively will your students learn. It'll even reveal their hidden talents if they can stick through the training, inspiring them to find methods of success that they can rely on in the future. A natural trickster will be guided towards tricking his way to victory, as long as he doesn't give up and die.

Natural Born Warrior- 600
Certain lineages pass down more than just history, grudges and good genes. The power of the sun, Hamon, comes to live in their blood between generations. Like the Zeppeli, or possibly the Joestars with generous interpretations, your family has for generations now practiced and mastered the Hamon arts. You hold not just an immense talent for learning the discipline yourself, making years of progress in startlingly short times even when limited to self tutelage, but also a naturally powerful body. With little exercise beyond a normal level, you could propel yourself high into the air from a seated position with a twitch of your legs or swing around enormous metal weapons that few humans could lift at all. Your endurance for strain and pain is incredible, capable of pushing through hours of tortuously hard work. Actual relations to one of the two above families are possible, especially since it's likely you share their broad and massive bodily frames. Going forward, your talent for quick learning and self teaching with Hamon will easily translate to other natural abilities passed down to you by your ancestors.

Ancient

Old Warrior- 100
Methods of war passed down long ago, considered useless in the current year where guns and bombs reign supreme. But skill with the sword, bow and fist is not to be underestimated. You're an experienced warrior in these archaic means and even more so when it comes to surviving in the wild without the benefits of any modern technology. It has been a brutal life so far but it's left you the knowledge to survive nature and the elements. As well as how best to use it against modern people, who cannot approach problems from the simple and natural methods that you can.

Aztec King- 200
The kings of olden times rarely acted on their own. They had warriors and serfs and slaves for everything they could need. It is just another expression of your power that you find it so easy to manage and bind minions to yourself, commanding them in battle or trickery against foes to great effect. Raising others to be unwaveringly loyal to you is not a difficult task, especially when combined with gifts of greater power like vampirism. While it depends on the individual's moral fiber, most come to see little as an unacceptable action if you command it to be done.

For Ten Thousand Years- 400
The life of a human is just the blink of an eye to ancient beings that existed before the Homo Sapiens. As one of their number or a human with sight beyond your years, you've taken on a similar viewpoint. The patience to wait a thousand years if it is needed for a plan but the readiness to move with a seconds' notice when critical. Your mind is released from the petty restrictions of morality and fear, unless you choose to let them weight you down. All of this is aimed towards increasing your new capability to lay out plans to achieve your goals. Separate from raw intelligence, scheming and plotting to get what you want is easy, both long term plans made to be carried out over centuries of time and immediate adjustments made on the spot.

Mysteries of the Meat- 600
Much of the evil in this world is sourced from one man's experiments. What Kars learned and made possible with his study of biology is incredible and terrifying in equal measures. But with this, he might have an equal to counter his work. You have the same level of knowledge in the biological sciences that allowed Kars to create the Stone Masks, seemingly primitive acupuncture devices that unlocked the potential within human brains to create vampires. Your knowledge is broad and deep when it comes to humans and those similar to them, though you are far from a slouch with animals or plants. Your talents in the field, particularly when it comes to hidden potential and abilities in the body, will see you learn swiftly if you wish to expand your knowledge and the process of gaining it conferred a natural bond with animals, meaning that even wild predators feel comfortable and at peace around you.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Rogue

Gun- 100

As trusty as any young man could hope for, this simple revolver of the current decade is sure to serve you well. A handgun of your choice, it'll not jam or rust no matter where you take it or what abuses you put it through. A side pocket that comes with the belt holster the gun is in will continually refill with ammunition each day.

Pocket of Trash- 200

From shot glasses to children's clackers, Joseph Joestar's ingenuity knows few bounds. But it always relies on having some strange but seemingly harmless knick-knack within reach. You've got a few sturdy pouches, easy to attach to a belt or pants, that always seem to contain something useful to your current situation if you can get creative enough. From common household objects to strange but weirdly applicable construction tools and children's toys, you'll almost always be able to find a cheap and ordinary object that can help out in most problems or fights. Depending on the fight, it might just give you a few seconds distraction rather than a big advantage.

Aeroplane- 400

A Blohm and Voss BV 222, an adept seaplane in your name. It's got a decent carrying capacity but isn't anything special by modern day terms. What it is, is extraordinarily fortunate to anyone within the plan if it happens to crash. No matter how gruesome the disaster, those inside are guaranteed to survive it, making for some dramatic entrances. It's also very easy to repair, even with just scrap materials if all you need is a short hop into the air.

Jumpwagon Foundation- 600

A less solid form of power. Under your leadership or just linked closely with your family is a large organisation with presence in many nations across the world. This foundation primarily gathers funds and resources through energy production and other broad fields but it's true purpose is to be your ally. Large amounts of resources, mercenary support, influence with various nations or underworld groups. There's little the Foundation can't provide, at least on a smaller scale. It even has a few vested interests in the supernatural, maintaining laboratories, prisons and weapons research around the world focused on providing effective means to counter and study the various unnatural creatures and abilities one might find.

Soldier

German Exports- 100
As sharply dressed as any military man could hope to be. A few different military outfits are in your closet now, all apparently designed by the ones behind the German military's fashion. To add to it, you've got the standard weapons and gear that an elite German soldier could expect to have, with regular replenishment when it comes to ammunition or grenades.

Anti Vampire Weaponry- 200
A range of UV technology, designed specifically to counter the vampire threat. Hand held firearms that work as powerful UV torches, as well as shoulder mounted spotlights to fire on vampires across wide areas. You've got enough to equip a small company of men with them, as well as all the batteries to keep them working for good. In future jumps, this'll can be changed to work on another species instead, substituting in at best fairly uncommon materials and technology to be better suited against them.

Company Commander- 400
A promotion is in order for such a decorated soldier. Having proven yourself in peace and war times, you've earned the higher rank of Colonel in your nations' military and garnered a loyal batallion of several hundred men, along with the equipment and vehicles they'd need to operate as a ground force. Interestingly, the men seem much more loyal to you and the ideals that you espouse than to that of their mother nation, being willing to split entirely and become a mercenary force with you if desired. They're brave men, acting as followers in future jumps, and won't back down even if asked to battle ancient warrior gods or vampires.

Cave of Secrets- 600
A secret place of enormous potential, it's location and method of entry known only to you. Within are relics of the ancient past, mostly items of historical and cultural significance from hundreds or thousands of years prior. The gemstone of this collection is the mummified trio of lifeforms at the very heart of the cave, still living remnants of a time from ages past. You're aware of how to wake them up as well as how to keep them asleep and while they may or may not be hostile, proper precautions will allow you to benefit despite their attitudes. Whatever the actual origin, these beings will always possess some form of superhuman or outright supernatural ability that makes studying even their hibernating bodies priceless, much less potentially gaining their alliance.

Warrior

Headband of Courage- 100
Little more than a simple ornament, a headband or a wristwatch, but it means something important to you. Having it wrapped tight against your body gives you courage when you need it most, inspiring you to keep lifting yourself up from the ground when you get beaten down. Like the hand of a fallen friend that pushes you onward, having this memento on your body gives you a little extra push when you need it most.

Snake Muffler- 200
A very valuable piece of clothing, made from the silk of the Satiporoja Beetles, which is capable of conducting 100% of any hamon channeled outside of your body. Those trained in the arts can manipulate this cloth freely, turning it hard as steel or using it with the agility of a third arm that can stretch and warp to cover longer distances. By default, it is a finely made scarf but any cloth-based article of clothing may be substituted into this.

Warrior's Home- 400
A small stone fortress that floats on the water, a little distance out from the harbour of a nearby city. An abandoned base that Hamon warriors once made use of, with several small towers and arenas that act as both comfortable living quarters and a range of training facilities for Hamon users. These training rooms greatly accelerate the rate at which Hamon is learned and progressed, at the cost of being quite dangerous and risky ways to train. Pits of spikes to balance on while fighting, deadly water climbing pillars, that sort of thing. In the future, the base may alter or even grow to gain new deadly training rooms based on some supernatural power in future worlds.

Red Stone of Aja- 600
An artefact of mighty power and priceless significance to humanity. A perfect ruby, able to magnify any light that passes through it by a million-fold, making even ordinary light into a burning laser. Hamon users that focus their energy into the item can melt humans entirely and the stone is said to be a vital aspect of the Stone Masks, enhancing it if used with the right artefact. The Aja Stone can supercharge both light and things that use light as energy, enormously increasing the end effect. The stone appears effectively invulnerable to harm and, as if it desired to be used, will always make it's way back to your hands if lost.

Ancient

Hibernating Wall- 100
A most comfortable wall, fit even for the likes of demigods from ages past. Even for those who do not have the stone-like flesh of a Pillarman, this wall allows for comfortable hibernation across many years. Placing your body against the alcoves in this wall will quickly convert it into a extremely tough and seemingly stony substance. If danger ever approaches, you'll be sure to wake up in time, but otherwise the wall will release you from a pleasant slumber when enough time has passed to reach whatever point you desired to wake up in. Be it an afternoon nap or fifty thousand years, you'll be sure to rest well and comfortably.

Wedding Rings of Death- 200
A set of special rings made by the ancient pillar men. Each one contains a potent poison, easily capable of killing even a vitality-infused Hamon Warrior when released. The Rings fuse to biomatter that they are placed within, allowing beings like Pillarmen who can merge with the flesh of others to place them inside of enemy bodies. They are designed to dissolve in one month after being placed but this can be adjusted with some work. The only antidote to the poison rests in a set of earrings, one corresponding to each ring you have. Each pair of ring and earring, of which you have three, will replenish a day after lost or dissolved.

Undead Legion- 400
Vampires are not difficult to make for an experienced Pillarman, especially with the abundance of ordinary Stone Masks in hidden areas. But vampires of any actual use are much rarer. Proper warriors, those with an instinct for battle and true loyalty to their superior masters, are what you have here. A legion of forty vampires strong, each experienced with their powers and well trained in the arts of war. They and their many vampiric horses, have an iron-clad loyalty to you. In their eyes, you are closer to a god than a mere commander. Their weapons may appear old and rusty, the implements of the medieval age and older, but they all stay strong and sturdy even with vampiric strength. The vampires may act as either followers or companions, imports divided evenly if treated as a single slot.

Stone Mask- 600
The Stone Mask, designed by Kars himself. These masks appear quite ordinary at first, until a drop of blood is placed onto the device. Long spikes immediately spring from the inside of the mask, intended to apply advanced acupuncture to the brains of humans that wear them, releasing their true potential. For most living beings, this mask gives them the abilities of a vampire or enhances similar abilities that are already present. This particular mask appears able to change shape to fit even non-human wearers. The masks are unable to pierce bone of inhuman creatures with greater than human durability, normally rendering this process partial or ineffective. But on the brow of this mask is a slot for a special jewel, such as the Aja Ruby, which would empower the spikes if great amounts of energy were placed into it.

You have one of these special masks, along with a dozen normal masks that lack the place for the jewel.

Companions

New Ally- 50

Each purchase of this option allows for the creation of a original companion or importing an existing companion into the jump. They gain a free origin, connected freebies or discounts, as well as 600CP to spend on options in the jump. They may buy non-human races with their points. Original companions can be freely but reasonably designed by you, such as choosing their appearance or backstory as well as any connections they have to you.

Making Friends- 50

Every time you buy this option, you gain a single slot for use within this jump. If you can convince a character that exists within this setting to come with you on the rest of your chain, you can make them into a companion at the end of your time here. This fills the slot but more than one can be bought.

Squirrel- Free/50

The most aggressive of natures' beasts that can be found, a particular species of squirrel that would normally not be created for a little while yet. This cute, fluffy little creature nuzzles against your hand and loves to curl around your neck or hide away in any pouches you have. Loyal little thing. Also if you throw it at someone, it'll eat through their flesh faster than if you took a chainsaw to their body. It's got teeth like a diamond tipped woodchipper and attacks on command, acting like nothing more than a cute pet when you prefer. Every 50CP you spend will get you another squirrel, who all get along famously with each other.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Continuity +0
If you've been present in this world before, naturally or through the whims of strange times, this drawback allows you to transfer over from that past jump smoothly and retaining changes. While drawbacks will function as normal regardless of changes, the world will be as you remember it. At least after however many years it's been since you left.

Bizarre Adventure +100
There is much more to see in this world than just vampires and those that fight them. A bizarre land with many stories yet to tell, ones you're guaranteed to encounter. Not only are you assured to repeatedly come into conflict with the main storyline and characters of this portion of the Bizarre Adventure, the rest of your time here will be stuffed with strange encounters too. Entities that might be revealed later in this world, like Stands and ghosts, or entirely new discoveries for you to battle against or seek to use for your own purposes. There'll be no hiding away, as these things become regular for you.

Stroheim's Friend +100
The second coming of the Great War is just around the corner, hidden atrocities already being committed at the hands of Nazi Germany. While there are many heroes who will gladly opposed such monsters, you're not one of them. You're a true believer in the cause, potentially even considered a valued sort of person by the Nazi party, and you're not subtle about your beliefs either. Right now, your beliefs just offend people who might not have much power themselves but in a few years, you'll be considered every bit a dirty Nazi as the ones fighting in Europe, wherever you are. Strangely, the main characters of this story won't seem to mind even after the war starts.

Smoked Out +100
Pretty rare for the time and there was something of a reason for it too, unfortunate as it is. As opposed to the widely European/American cast, you're looking to take on the appearance of often discriminated against in this decade. An African-American or Chinese immigrant, as examples. While there are certainly many individuals who won't mind and much of the main cast will not treat you lesser for it, you're guaranteed to often encounter bigotry that will make your life filled with annoyances at least, sometimes even danger that mundane humans can present.

THE GLORY THAT IS JUMPER'S TECHNOLOGICAL ACHIEVEMENTS +200
Nothing in the world could possibly approach the brilliance of Jumper's science! The whole world should know of it's glory! This very reason is why you can't stop telling everyone about the wonders of your technology and abilities, expounding at length even during deadly battles so that your enemies will have the honour of knowing exactly who killed them and how it was so magnificently accomplished. It's just so unfortunate that your enemies are now much more capable of taking advantage of the information you constantly give them in your boasts, granting them creativity and adaptability to perform much more effectively than normal after you've given a speech.

Terror of Time +200
It's the frailty of a human life, what some consider to make us so special compared to the monsters that abandon their humanity. You've had the time to come to terms with that frailty, as your body

has aged into your senior years. Even as a Vampire or Pillarman, your body takes an old and weakened appearance. While your mind has not rotted yet, your body is left much less sturdy and capable of only a fraction of the power you had in your youth. Aches and pains have built up from time and old wounds. This age stays with you as well, preventing you taking the easy path out as a human and forcing inhumans to be unable to just alter their bodies.

Around the World in Four Thousand Days +200
The approach of the modern era has brought great advances in technology, the greatest of which can often be found in the devices that transport humanity across land and sea and air. Except for you. Whatever vehicle it is, it'll buck at fate itself to see you either thrown from it's confines or crash the entire vehicle. Any transport or vehicle you enter is very likely to crash soon after starting up, becoming practically certain for anything that travels in the air. A car might be usable at times but never reliable, leaving you the painful prospect of walking in this globe trotting adventure.

Actual Nazi Vampires +300
Germany has been much more proactive and much more successful in it's quest for the power of unlife. Unlocking the secrets of Vampirism and the Stone Masks, the Nazis have created armies of the undead monsters and kickstarted their war far earlier than before, somehow building up their military power to their proper levels even before the menace of their new vampiric troops is added on. To make things even more dire, the leadership of the Reich believe that you hold the key to them unlocking a new stage in the vampiric transformation, what they only know as a 'Pillar Man', and seek to capture you. It shouldn't need to be said but the Germans are not especially kind in their experiments.

Pillar Hunters +300
Kars and his trio were not the only survivors of the ancient genocide of the Pillar Men, which Kars himself carried out. A second wall of slumber was found some time ago and accidentally broken open, releasing a trio of new Pillar Men into the world. These three are powerful, experienced warriors that each possess their own talents and flaws. Much like the originals. Only these three believe that your death is the answer to whatever goal they seek, whether that is ascension in the same way as Kars seeks or believing you a direr threat to the world than their own traitorous brethren. They've had time to adjust to the modern world, becoming very capable trackers, quickly gaining leads wherever you might hide here. They won't balk at building up allies of their own either, if they think it necessary.

Get Ready For Gains +300
It's the villains that start with the amazing powers and you must be a hero, right? Of course, with all that potential you have, it's hard to doubt. If only that potential was anything new. All the things that you might have from outside of this jump, as well as any abilities or skills you buy here, are restricted from your access now but not for good. Instead, you will be able to unlock what you have lost at a incredible pace…as long as you're willing to go through the sort of harsh training that Joseph and Caesar did to increase their Hamon skill. Horrendously lethal training will have to be completed to regain anything as useful as Hamon or Vampirism here, with anything more powerful you have from out of jump requiring comparatively more difficult training. At least the really minor stuff won't force you to engage in such dangerous practices, quality of life improvements and items would only need a few days of incredibly stressful but non-lethal training.

Ending

The ending choice of your jump after you finish your time here, however long it lasts.

You can choose to Go Home to your original world.
You can choose to Stay Here in the world of Jojo.
You can choose to Continue On to a new world.

Notes

Special thanks to my NuBee, who I couldn't live without.

Becoming an Ultimate Lifeform as a Pillarman is based on the canon version in Battle Tendency, not any that may appear in an alternate universe such as Jorge Joestar.