Jorge Joestar

By Nubee and Valeria

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Introduction

You think you've seen Bizarre? Get ready because you ain't seen nothing yet.

Welcome to the world of Jorge Joestar. It might be very familiar to you if you've ever heard of another sort of Bizarre Adventure but this place has a number of differences from the main adventures of the Joestar family.

In this World, there are thirty-seven universes. Each of these universes has an infinite number of alternate timelines and dimensions. But out of all this time and space, only three places really matter. The first is the original universe, the one where Dio Brando the Vampire waged war on the Joestar family for generations. The second is the world of Jorge Joestar, the son of Johnathan Joestar who grew up in the Canary Islands rather than returning to England and the last is the world of Joji Joestar, the adopted scion on the path to becoming a Great Detective.

In this World, through the power of the supernatural over time, Dio Brando managed to survive his battle with Jotaro Kujo in the original universe. Hiding away in the past, he created a plan that would allow him to ascend to Heaven and become God. This plan would cover every universe and timeline in the World, a grand plot that would bring together the heroes and villains of the Bizarre Adventure in one great, confusing clash.

Jorge Joestar's world is very similar to that of the original universe. It is set in the early 20th century, as Jorge is growing up on the Canary Islands alongside his childhood friends. Tsukumojuku, a Japanese boy whose life is run by Detective tropes and clichés. Penelope, a young girl constantly encountering Locked Room Murder Mysteries. And Lisa, the eventual love of Jorge's life and a brilliant young Hamon master. Jorge as a child is something of a cowardly lion but as he grows up and finds himself forced to battle zombies, vampires, spider demons and even an invasion of the undead, he'll turn into a worthy Joestar man.

Joji Joestar's world on the other hand, is vastly different from what you may be familiar with. The entire geography of the world has been altered, with many countries ceasing to exist entirely. Characters have been removed or replaced with different people or even altered in large or small ways. Joji is a detective, solving fantastical crimes all across Japan and he is about to encounter Tsukumojuku, apparently sucked through space-time from Jorge's world into Joji's. This will set off a chain of events that leads to Joji and Jorge entering Dio Brando's plot and, eventually, tearing it all down to the ground.

It's a wild, bizarre world you're about to enter. If you're sure you are up for it, here's 1000 Choice Points (CP) to make your way with.

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Locations

You may pay 100cp to choose your location, otherwise roll a 1d8.

1- Canary Islands, Jorge's World

A series of islands found off the coast of north-western Africa, owned by Spain. It's the childhood home of Jorge Joestar and Lisa Lisa, both of whom grow up here before leaving once they near adulthood for England or the rest of the world. It may seem quiet and idyllic but an undead menace lurks behind the scenes. Be careful at night, won't you?

2- Joestar Mansion, Jorge's World

The ancestral home of the Joestar family, rebuilt after a great fire that occurred years ago. Currently in holding while the Joestar family is away in the Canary Islands, it'll eventually be the home of a high school aged Jorge Joestar and the rest of his family. It's here that he'll come to meet the Motorize family, pioneers in aeronautics and automobiles.

3- Mori-oh, Joji's World

The quaint, seaside town or Mori-oh in Japan. Filled with Stand Masters and other supernatural occurrences, there's never a truly calm day in this place, despite its outward appearance. A devious serial killer is hunting down pretty women and in a short time, the entire town will uproot itself and swim away from the coast on its own four legs. Yes, legs.

4- Naples, Joji's World

The walking island of Naples, split from the mainland and swimming across the ocean to Japan on insectoid feet. It was the base of the notorious Passione gang in this world but civil war has erupted between the members of that gang after the island split off on its own. Left unaltered, Naples will eventually crash into the walking Mori-oh Island as well!

5- Nishi Akatsuki, Joji's World

A ward found in Tokyo, it's the birthplace and residence of one Joji Joestar, future Great Detective. A modern city if there ever was one, it's soon to be dealing with a rather nasty zombie problem care of one Antonio Torres, a dimension travelling ghoul from Jorge's world. Joji himself leaves this place very soon for Mori-Oh but maybe you can save all these people in his place.

6- Desolation Row, Jorge's World

A ruined strip of London, looking like something out of an apocalypse movie. Oh dear, it seems you've landed a little bit in the future of Jorge's World. This is where Dio intends to carry out the penultimate steps of his plan. If you look up, you'll notice that you're actually within the stomach of a zombie so large it just swallowed all of Britain. Stick around long enough and you might be able to hitch a ride out of here if you're quick enough.

7- Mars, Joji's World

The red planet itself. Somehow, it's been terraformed to have breathable air. Here is where Cars, the Ultimate Being, has resided for countless eons as he watches the universe die and be reborn thirty six times over. Thirty six other Cars are also residing here, the Ultimate Being of each individual universe always eventually ending up on this one world. In a few days' time, the spaceship HG Wells will arrive in orbit and Cars will use it to carry himself and the other living beings, such as yourself, back to Earth at record speeds.

8- Free Choice

Lucky, lucky! It's a free choice of location for you. Any of the above seven locations can be freely chosen by you as the place and time you enter this world.

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Origins

Bystander
You've had no truck with the supernatural in your life so far. Indeed, if you wanted, you might not even have any history in this world before now at all. Otherwise, you lived a quiet life with a quiet family in a quiet neighbourhood. It's all but certain to change from here on though, so it'd be best to ready yourself for the ways you might be about to change history.

Detective
When you were a child, you read all of the Detective fiction you could get your hands on. Now that you've grown up, you realise just how limited it is compared to real life. You're living in the middle of a budding detectives dream, in a world with bizarre crimes all over the place. All you need is to just get out there and make a name for yourself, maybe one day you'll be worth of the title Great Detective.

Townie
Ordinarily, growing up in a small country town would be a pretty boring life, least if you were one to be excited by action and adventure. Your hometown is anything but boring, being filled with supernatural creatures and people of good and bad natures. Growing up here taught you quite a bit about the strange things in your world, even if it did remains small town stuff in the end. What'll you find once you set off for the big city?

Gangster
Life can be pretty hard in some places. Going from gutter rat to gangster is almost a natural progression in some places, like it was for you. It's a weird cross between a job and a family and you're constantly working with the strangest people you've ever met but damn if you'd ever live a life as something other than a gangster now. Your gang's a pretty middle class one, not too big and not too small. Maybe you can find some opportunities to expand soon.

True Evil
Isn't it great to have simple desires in life? A nice place to sleep at night, some good food, a nice victim to work over all night long. Oh yes, that's the stuff. Wherever you were born and whatever circumstances you were raised, you're undeniably a bad guy and loving it. How can you not, with such an abundant supply of victims to toy with and heroes to test yourself against. The world's nothing more than a stage, a play where the hero's no longer guaranteed to win.

Your age is 15+1d8 and your gender is whatever you were previously. You may change either of these to whatever you like by spending 100CP.

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Species

Pick One.

Human- Free
Homo sapiens. Human. You as you are now. You're only an ordinary level of bizarre. As a human, you're effectively the baseline average of the world. There's lots of you and you've spread all over every Earth and sometimes other worlds in each universe.

The Funny Dynasty- 100
It's not a species? Don't be silly. The Funny line is above and beyond humanity. In what ways? Well…in many ways. Some are mysterious ones. That signature curly blonde look can't be denied! Whatever the case, you've found yourself to be the latest scion of the Valentine family in your current world. Depending on where you start this may make you the son of the Funniest Valentine or even the father of Funny Valentine. You of course have the same fair skinned, blonde haired, gorgeous features as the other Valentine men and share their tendency for a Fun related name too. And also a tendency for political office. But that won't go anywhere, surely.

Vampire- 300
A young lord of the night, you're a fully matured Vampire of this world. Your undead form comes with many useful powers but also its share of disadvantages. You're physically superhuman, far above even the strongest, fastest and toughest of men. Your body has some quite impressive regeneration and survivability properties, as you can heal severed limbs or even survive as a decapitated head. You have an incredible level of control over your own body, to the point that you can fire lasers made of blood from your eyes or freeze other beings solid by lowering your body temperature. You don't age nor do you need to eat or drink or breathe, aside from a reliance on the blood of the living to keep your unholy functions going. You have a single severe weakness, particularly in this world, and that is to the infernal sun in the sky and its energies. Even brief exposure to the sun can incinerate your flesh and the power of Hamon, wielded by many undead hunters, will deal grievous wounds to you that are far more difficult to heal than normal.

Ultimate Lifeform- 1600CP

Cars, the Ultimate Lifeform, quietly runs on the red planet Mars. For countless years he has been quite satisfied in his waiting on that distant, lonely world. But then, all of a sudden, he had an urge. Something he'd never considered before but saw no reason to not carry out, for amusement if nothing else. Reproduction. A child in his image. An heir? Perhaps more of a brief piece of entertainment. Son or daughter, that child was you, the only Ultimate Lifeform to exist that is not an alternate version of your father Cars. It is no lie to say you're quite literally the Ultimate Lifeform either.

You have enough physical strength to flip islands and the toughness to survive similar blows. Enough speed to keep up with even the fastest Stands and certainly be invisible to the naked eye. Even if you were reduced to a single cell, you could regenerate in seconds to full health. You have total awareness, knowledge and control over your own biology, allowing you to do anything from changing your features to turning individual cells of your own into their own living, sapient beings such as birds or other animals. You can even extend this control to any other being you touch, reshaping them as you please, instantly aware of their biology. You possess little to none of the limitations a human may have, needing only the most limited and basic of physical sustenance and withstanding with ease the worst poisons or diseases the world can offer. You can even hold multiple Stands within yourself, unlike other beings that are limited to a single one.

Your mental capabilities are just as ultimate. Your intelligence leaves any human light years behind, allowing you to learn years' worth of learning and information in mere moments. Perfect memory with seemingly no limit to what it can store or remember. Senses that outmatch even the keenest of the animal kingdom and certainly more sensory organs than what a human has.

Your most powerful, fearsome and deserving of the title 'Ultimate' ability however is your Understanding. With mere observation of an ability, you can copy it and perfect it, granting yourself the powers of others at a greater strength. The more complex and powerful an ability, the longer it takes for you to Understand what you are seeing but with a mind like your own, this is of little consequence. Cars himself was able to create Ultimate Stands of those he copied, Stands with their abilities enhanced to incredible levels compared to the originals. The one limitation on this ability is that you must possess the capability for it, if you simply don't have the capacity to perform the ability (Such an ability that relies on an energy source you do not have and cannot change your body to possess) then you cannot copy something, and that it only works on specific abilities or powers. If someone performs something through raw power or talent, this Understanding will not give you that.

It should be noted that as Cars' child, Dio Brando will have already tasted your line's blood and thus predicted your future, effectively the same as the Joestar/Brando drawback without making you a member of either family. This obviously prevents you from taking that drawback as you already suffer its effects without gaining any points.

Stand- 300

Some Stands can be fully aware, fully independent beings. It'd be stranger to not get the chance to become one, even with the limits involved. You might not quite be Independent but you are most certainly an intelligent Stand. You should make yourself into a Stand as if you were making yourself your own Stand with the Stand perk found later in this document, as described with the 300 point option there. You essentially have freedom to create yourself as a Stand however you wish, even becoming a Wound if you really wish, though you still cannot become a Beyond. The Stand Guide at the end of the jump is a great help for those uninitiated into what Stands are. You, as a Stand, are connected to a Stand Master. This can be for free an existing companion or it can be a free created companion as described under the Import option in the companion section. Post Jump you will become an Independent Stand though you can remain connected to your original Stand Master if you want.

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Species Perklines

Human

The Turning Points- 100

You've got a knack for being in the right place at the right time to be part of history. You're drawn to places where great moments of history will take place and fated to meet some quite famous people in your life, both current and future fames. While there is no guarantee that you will be able to make a difference or even truly know how important what you are witnessing is, you'll always be able to tell others that you were there on the day so and so did so and so.

The Weak Shall Inherit the Earth- 300

Just because you were born with more power or some freaky ability, you think you're better than a human? Keep think that and a human will show you what happened to all the others like you. Just because you are human or some other visually inferior species, other species seem to constantly underestimate you. As long as they believe you are a member of a species that is weaker than their own, they will greatly underestimate your power and often take time to 'play with their food' instead of going in for the kill straight away, even when they would normally be the type to do so. Even showing that you possess powers beyond that of a human only lessens this effect a little, as they will continue to doubt the possibility that a mere human could ever beat them.

I Need More, I Want More, I Will Have More- 600

For most humans, they are limited to a single Stand. This is a hard rule. There may be strange circumventions or methods of curbing this but in the end, a single stand to a single person remains your limit. But humans have never been all that good about staying nice and quiet and obedient to things like limitations. You're just the best example. Things like only having a single Stand per person? No longer such a big deal. When you would normally be limited to a single instance of an ability or substance, even at the cost of your life, you are no longer so. As long as you had the means, you could gain multiple Stands or consume special potions that only work once to gain the benefits multiple times and so on.

Funny Dynasty

Funny Tongue- 100
You might as well have been coated in snake oil after being dipped in Teflon, that's how slick you are. Even with a long history and reputation for backstabbing and betrayal, people just can't seem to make it stick to you. Your reputation only takes a hit when someone presents the clearest and most rock hard evidence, people finding it almost impossible to lose trust in you unless directly affected themselves by your betrayals. You can even trick those sorts a bit with the right words, getting back into their good graces with a smile and a how do you do. You're gonna be great in politics kid.

Funnier Family- 300
Like they say, blood is thicker than water. For you and yours, even truer. You and your family stick together, having their support at your back is something you've never needed to doubt. Long as they're no more than two steps away from you in terms of relations, such as a grandparent or grandchild or niece, they'll be assured of sticking by you and being on your side. They'll ultimately side with you on almost anything, even when it might put their own lives at risk. They'll probably expect you to return the favour, being family to them as they are to you, but as long as you're not actively trying to hurt them for no reason, they're not going to leave your side.

Funniest Fantasy- 600
Welcome back Mister President. Who do I mean? You of course! The President of the United States. You are, after all, the latest in the Funny line. Now and in future worlds, you will remain the proud leader of the United States of America. It's a good thing too, given how your presence alone is enough to bless any faction with great luck. War goes well, the economy is bountiful, the citizens are happy. One might even come close to thinking you needn't do anything about actually running the nation aside from sitting in the seat. Makes you awfully popular on re-election campaigns too. Though the Valentine good looks don't hurt either.

Vampire

Trace the Blood- 100
Even centuries after you birthed their ancestors, you can still recognise your blood when you see it. Your descendants, direct or distant, are plain to the eye when you look for them, recognising them the moment you see even an image of them. And in person? They seem unnaturally submissive to you, at least for whatever type of person they are normally, and you'll find it much easier to impress your will upon your descendants. Those of strong wills, the worthy ones, may be able to resist you but the weak willed runts will be like frozen deers in headlights when you appear before them.

Conqueror of the Sun- 300
Muhahaha! At last! You have done it! The blasted, holy star that floats above the Earth can no longer dominate your life. You have surpassed this and any other weakness once forced upon you by your birth. The petty things called racial weaknesses? You'll no longer have anything to do with them. The things are just removed from you, now and forever. Burn in the sun? It's no worse for you than it is for any human. Silver retards your regeneration? Now you'll just need to make sure you clean the pieces of the idiot who thought to use such a thing out of your fur. These are only specific weaknesses to the race, you'll still need to eat and breathe for example.

The Nearly Ultimate Thing- 600
Vampires are by nature, greedy things. They survive by sucking the life from other beings and jealously regard the freedom so called lesser beings like humans have to move about in the day. Is it really too much to imagine a Vampire's greed may grow as great as to empower its hunger even more? True or not, it seems to be the case with your thirst for power becoming a literal one. By drinking the blood, at least a mouthful, of another being, you can take on their traits and abilities at a lesser level. You do not gain their greatest powers and what you do gain is lessened, strength that might have once flipped a large island will instead 'merely' destroy a town in a single blow. While your greed may lack in the quality of what you eat, a single bite will be enough to greatly close the gap between you and another being.

Ultimate Lifeform

How Many Years?- 100

What use is an Ultimate being that goes mad from time? You're going to live forever, perfect and undefeated, even by time itself. Your body is already unaging and perfect, given what you are, but now your mind is a match in survivability. No matter how much time passes and how little you have to do, you will never be bored. A trillion years spent running in place, totally alone save for your own thoughts, and wouldn't leave a mark. You can remain entirely focused for however long you need and completely stave off the negative effects of long periods of waiting on your psyche.

36 Jumpers on Mars- 300

Living through the rebirth of a universe and sitting at the feet of your father Cars has taught you a great deal about space-time. Your innate nature was already that of one who travels between worlds but now you have an instinct and awareness for it too. You are innately aware of the dimension and time that you are in, knowing your exact position in the multiverse, the number of universes, their nature, special features and so on. You always have the exact time in your head, both your personal time and the time of the world around you, and can instantly detect any anomalies such as knowing when you have met an alternate self of yours or being aware of time travel that has occurred. Your knowledge also protects you from a few of the hazards of time-space, such as making you immune to the effects of paradox.

Stand Down- 600

Shouldn't a man who spent a quadrillion years alone on another planet lack social skills? The way that man just talked a Stand into attacking its owner tells of otherwise. You might not have the best people skills but the sheer presence you have around you means there is little real difference. Even getting a brave man to kill himself is little issue for you, provided you have a few minutes to brow beat him into the act. You can dominate anything with even the slightest bit of intelligence or autonomy. Even a Stand, one that exists as nothing more than an extension of its wielder, could be convinced to follow your orders instead, even while it remains bonded to its original master. That said, the stronger a thing is, the harder it will be for you to force your will upon it.

Stand

Standing Behind You- 100
Stands cannot be perceived by normal people. Only those with Stands themselves or who have been granted the ability to see Stands by other specific Stands can see them. You, in your many experiments with your own body, discovered a way to remain invisible even to other Stand masters. You can turn invisible and undetectable at will, even to those who are normally able to see spirits or ghosts just fine. Certain sensory abilities may be able to detect you and those that do not rely on sight to see may find you as well but visually, you're as much a ghost to a Stand master as you are to a normal person.

Standing Alone- 300
You no longer rely on a master to exist as a Stand. You have become an Independent Stand, a being entirely free of outside influence, and this power has carried far beyond just whether or not you need a human master. You can no longer be controlled or bound against your will, whether physically or spiritually or on even stranger levels. People cannot control your mind nor bind you in service to another being. You are Independent of all others, the only one to control your body, mind and actions will be your own self, though if you will it you can willingly accept another's control or bondage over your personage.

Standing Tall- 600
Previously, as a Stand, you possessed a Development Potential rating. This governed how far your abilities as a Stand could grow. A sign of your growth and power and potential, it lowered in time until you had reached your peak. From that peak, the only way to proceed is go down. Now, the only way is up. Your Development Potential rating has been locked to the A rank and now, any power you have counts as one of your Stand powers for the purposes of your Potential. From simple super strength or speed to the most esoteric of abilities, you can now improve and grow over time any statistic or ability that you have. Unlike your actual Stand abilities, you will not be able to develop entirely new traits or power, limited 'only' to the improvement or expanding of existing abilities. The more something has been improved over time and use through this method, the longer further improvements will take but you will never hit an absolute cap on your Development Potential.

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Perks

All perks are discounted to their connected origins and 100CP perks are free to their connected origins.

Strike A Pose- Free and Mandatory
Hands up! Hips to the side! Legs out! That's the Jojo way! You've got it in you, the flavour and style that makes this world so very special. Everything you do just has that special flair to it, the fabulous finish that makes it obvious just how much of a character you are. From the way you speak, the way you dress, the way you act and even the way you punch, you've got a signature Jojo style that's reminiscent of not just this world but of you specifically. There's no one who'll forget you. It'll even be passed down to any children you have, giving them a similar yet distinctly different Jojoian styling of their own.

Stand- 200/300
You've ignited a fire within your being, granting you the power of a Stand Master! Your fighting spirit and soul formed into a being or ability called a Stand to aid you in battle. A Stand is a mighty ability to have and no two Stands are alike. Indeed, even categorising the things is a difficult task. What your Stand manifests as is entirely up to you, though activating one does come with a cost in points. To gain a Wound stand will only cost you 200CP given the inherent disadvantages to it. Any other type of Stand will cost you 300CP to take, with the exception of Beyond stands, which are limited to a certain perk later on and may not be bought through this option. To guide you and inform you on what Stands are, what they can do and the many ways they can manifest, please refer to the Stand Guide at the end of this document which will helpfully explain everything you could want to know about Stands.

Born to Be Bizarre- 100
You were born into this world a true son of the Bizarre. Seeing strangely coloured large men wearing weird clothes and with incongruous hairstyles doing bizarre poses…just another day for you. You're okay with this sort of weird shit. You might get surprised or shocked now and then but you're able to adjust soon enough to most of the bizarre things you'll encounter here or in other worlds. You're pretty fearless too. Demanding a bunch of gangsters robbing your house behave or you'll not let them leave is something you can say and genuinely mean it. Are we sure you're not just as bizarre as the others here?

Bystander

Childhood Bully- 100
Every now and then, the little guy needs to be reminded of his place. Give a little smack down and tell him what he's really worth, it's for the best that he internalises the truth early in life right? You're doing the guy a favour. You're great at this kind of thing, tearing down peoples' self-esteem and willpower. Your insults usually actually hurt and you know best how to humiliate other people and really get them to remember your lessons.

Watson- 200
The smart work might not be for you but that's no reason you're not able to lend a hand on all this detective business. You're not getting any extra intelligence from this purchase, instead you're becoming an enhancer for the genius of those around you. Talking things out with another smartie lets you propel their minds to far greater heights then they would normally work at, making deductions and predictions at lightning speed with amazing accuracy. You make the perfect companion for a burgeoning Great Detective and even if you're a bit dim yourself, you'll find yourself favoured by the more intelligent sorts who quickly learn to appreciate your advice.

Hamon Master- 400
Hamon is a powerful, ancient art involving the manipulation of sunlight, particularly through special methods of breathing. The perfect counter to the vampiric menace, you're an equal to the very masters of the art and as such have mastered a wide array of techniques and abilities. You age incredibly slowly, keeping your youth and beauty even when you are closer to a century old. You can focus and control the energy of the sun into many forms for attack, defence and mobility, walking on water or levitating via different means. You can use this energy to paralyse others, even from short distances away, or deal terrific wounds to the undead. While you are certainly a master, there is no reason you cannot take the Hamon arts even further in coming years.

Butterfly Revolution- 600
How often do those who change history really know how far reaching their actions will really be? Do they even know that they will be so important? You at least, are quite confident in the effects you'll have on history. After all, every action you make is reflected onto the world around you. Again and again, when you wish them to, your actions will butterfly to cause benefits on a far greater scale than they normally would. Creating a single copy of a new invention and you'll be able to see it quickly spread around the world to improve people's lives. Not only does it benefit them however. This butterfly you created will return to you, bringing many rewards for the good you did. That invention you spread earlier? Other men of science have examined it and improved on it, sometimes in ways you may never even have considered, and back into your lap will fall an improved, greater version of what you released into the world. The good you do will expand far more and always eventually return some good back to you.

Detective

As Manly as a Kitten- 100
Sure, you're meant to be a man and all brave and such and so but…it seems like people just can't resist treating you as the cute little wounded animal you look like. No matter how big, strong and scary you look, as long as you choose to, you'll give off the same feeling as a hurt little kitten, provoking others to care for you when they might otherwise ignore you, even the ones that are ordinarily quite heartless. You're not going to get some villain cooing over you but the local cold princess deciding to care for your wounds and give you a place to stay? Shouldn't be a problem.

Mind Library- 200
How are you going to be a detective if you don't know about all the little trivia and technical details of the stuff you encounter? The first cunning criminal to use folklore in his murders will have you completely stumped. Thankfully you'll never need spend long hours researching this stuff in a library, given you have one packed away in your head. History, culture, technology, geography, trivia and so on. You've got the equivalent of a whole bunch of encyclopaedias on each subject for wherever you are right now or wherever a case you are working on pertains to. You're not getting in depth scientific textbooks on every subject mind you. Summarised information, encyclopaedia entries and so on. You know a lot but you've got breadth, updating breadth, not depth to draw on.

Times Flies- 400
Ever heard the phrase, time flies when you're having fun? It's a pretty common one. Seems like just common sense don't it? It's just that you're paying less attention, it couldn't be that time really is speeding up…could it? The bizarre is everywhere, long as you're paying attention. Your internal time really can influence external time now. The harder you think and more focused your thoughts, the more you slow down time outside of your mind. The more relaxed and simple your thoughts, the more you speed it up. At your peak you could make it so that several minutes pass inside your mind for every second of real time or the opposite, making minutes of time fly by as only seconds pass within your head. In time this limit may grow, though of course, the time this refers to is disconnected from the time you yourself speed or slow.

Singularity- 600
In the 37 universes that exist, all things appear in all of them, in some form or another. People have alternate selves, objects appear in different forms and so on. Nothing is truly, truly unique. Except for three things. The corpse of The Holy Man, Joji Joestar and now, you. You are a Singularity in time and space, a being that exists in no other form in no other place. You cannot be copied in anyway, whether by alternate selves or simply others trying to mimic what you can do, and neither can you be predicted. Any form of pre or post cognition is rendered useless on you and the path of fate has no bound on you. Your actions are yours to decide and yours to use to muck with the plans of those too used to planning things out.

Townie

I Just Want a Quiet Life- 100
Wouldn't it be nice? Sure would. Having all these heroes and villains and plots and stories just get right the hell out of your life. As long as you yourself genuinely aim for the quiet life, you'll find that they actually will bugger off and let you settle down. While obviously if you go looking for any trouble or even work on interesting or bizarre things on your private time, you'll open yourself up, as long as you genuinely pursue a normal, mundane, happy life, you'll find it. Of course, it won't protect you from large scale things that'd affect countless others without directly targeting you. Some things you can't avoid.

You Are Still of Some Use- 200
You're just another part of the townsfolk, albeit one with some useful skills. There's no reason to kill or hurt you, especially when you're so obviously useful. Useful for what? Well, villains and other nasty folk have a habit of finding reasons to keep you around to use your special skills. Even if they don't have any immediate concerns you'd help with, more often than not they'll let you live so that you could help them out. Whether this means they'll take you with them or just leave with you as the only survivor depends on the situation. If you're really lucky, they might even just find you entertaining enough to not want to kill you. Of course, if you're directly opposing them, it might be a different story.

Stand By Me- 400
Once they're with you, they stick to you. Friends, allies, semi-aware expressions of your fighting spirit. No one can really bring themselves to betray you once you've gained their genuine loyalty. Whether you earned it or were born with it, those who are truly on your side will remain such no matter what opposition they are faced with, even supernatural control being unable to turn them against you. This does not mean they'll serve or help you without argument or that you might not disagree, nor that you can permanently claim the loyalty of someone you have threatened or forced into serving you but as long as you genuinely earned it, it'll stay yours.

Kira Killer- 600
Stands are pretty bullshit. You're well aware of this, having lived here in Mori-Oh for so long. You're probably a damn good brawler if you've grown up here but no matter how good your right hook is, those cheating Stand Masters just kill you without even a glance. How's that fair? It ain't, so how about an equalizer? Something to make the fight something more even? Now, the supernatural powers of Stands and other beings will only work on you when they are being directly used against you. Any active effect that is not targeted at you specifically, even if others are also included in it, will simply act as if you weren't there at all. Killer Queen, the serial killer Kira Yoshikage's Stand, would still be able to blow you up if it touched you but you will not be in danger just by saying Kira's name, as others are. Area of effect attacks or auras or even passive effects that are wielded by someone who is not actively targeting or fighting you will just fail to work. The moment they do notice you, all bets are off though, and you'll have to count on your luck to get in close enough to slam their teeth back down their throats. If you're strong enough anyway, this little trick of yours won't let you bypass the defences someone has on their body. It's just for effects used on you.

Gangster

I SMELL A LIAR- 100
What's that ghastly smell? It's like shit stuck to the inside of your nose. What is it? It's a lie. A Lie. A LIE. A filthy, rotten, stinky lie spoken by a filthy, rotten, stinky liar. You can smell them and taste them on the air. Whenever someone lies, that nasty stench wafts over to you from them and you can even taste the feeling of their lie if you give them a lick. They can't hide from you, not when you can tell every time they bullshit you. While the liars might smell quite nasty, this has also given you an incredibly advanced sense of smell and taste, sure to make the fine food of Italy more enjoyable. Not like food can be a lie.

Now I See Ya- 200
Growing up on the streets made you into a real quick thinker, a talent that's going to go a heckuva lot further then you're thinking it might. Long as you're aware enough to see things clearly, you can adapt to any situation in an instant. Whether it be trying to start up a new crime branch a few cities over and needing to adapt to the local customs or finding yourself teleported onto a spaceship over Mars in the future, you're not thrown off for even an instant by anything that comes your way. You'll always be on balanced, focused and ready to act, even when the utterly impossible is happening right before your eyes. With a quick trigger finger and a quicker mind, you'll be able to survive even once these weirdoes start pulling out their Stands.

Spiritual Separation- 400
The soul is a part of your body, just one that's a little harder to see. Look at it from the right angle and it'll be there, shining within you. Once you see it, it's only a step further to hold it. You know how to look into the soul and manipulate it physically, though it does mean you need to reach into your body, something that can get a little messy. This ability allows you to freely mould and separate your soul, like it was made of jelly or thick water and even to place pieces of it into other beings. Stored in items, it can make those items self-aware with that piece of your own soul. Stored in other people, it can create an alternate personality of you in that body, one that changes them to look like you when your body takes over, and if you put enough of your soul in or your soul is strong enough, can even completely overwrite the old mind and soul with your own.

Manhunt- 600
Once the hit is put out, there's not a single man in this world or any other that can hide from you. Not forever. More than any bloodhound or bounty hunter, you've got a supernatural power to always find whoever you are currently hunting or looking for, even across time and space. No matter how far they go, how hard they obscure their tracks, what obstacles they place in your way, you'll find that reality itself is on your side. While you may still be in danger and even die in the process of hunting them, such as against particularly powerful guards they left behind them, luck will clear many of these obstacles away before you even see them, countless piles of evidence and clues will be left behind for you to find and even if they do escape to some place you cannot physically reach, be it another time or another dimension, you'll manage to find a pathway that leads you to your target anyway. No one can hide forever, certainly not from you.

True Evil

Do You Believe in God, My Son?- 100
You have Faith. Belief. Conviction. Total dedication to one single ideal. What that ideal may be is up to you. It could be yourself, another person, a faction, a dream, a belief system or almost anything imaginable. What's important is that that faith drives you through life. Hard work is no such thing, as you can effortlessly make yourself interpret any unpleasant or difficult task as being just another service to what you believe in, allowing you to enjoy any amount of pain or discomfort or stress. You won't be able to last forever doing nothing, it's almost antithetical to your faith to do so without something else, but no matter what it is you are doing, you'll be able to push through with your belief.

Secret Brando Family Technique- 200
Much as you may like it to be otherwise, villains have a habit of losing at the end of the day. The heroes time and again rise up and ruin your schemes. It may not be fair but it is how it is. Luckily the heroes also have a habit of letting you slink away freely after they win. Not that they stop hating you or forgive you for your crimes but it just seems to drift out of their minds that they should be stopping you and not relaxing after saving the day. It won't work if you keep on attacking them or try to restart the failed plot but as long as you actively try to escape once a plot has gone sour, you'll almost always manage to do so.

Across All of Time and Space- 400
As an evil mastermind, you're not usually one for the battlefield. It's not something you need to be on, with how far reaching your plans are. Why fight when you can set things into motion years ahead of time so that the fight never even needs to happen? When it comes to plans, we're not kidding to say you're one of the best in all of time and space. Schemes that cover centuries, dozens of different universes and even moving back and forward in time and between dimensions all to accomplish a single thing are within your grasp. Such a grand plan may take a while to come together but you'll find that just spending time on your plans will slowly make them better and better. You're brilliant with strategy even at a base level but by continuing to work on a plan, you are guaranteed to improve it in ways you may not have ordinarily thought of, adjusting and streamlining. Not everything is possible but if you have enough time, most things will be one day.

BEYOND- 600
Do you believe in it? That thing standing behind you. No, not physically behind you. Behind your story. The force that directs and guides you. The living narrative in which you are the hero. That's Beyond. A Stand unlike any other. It warps the world around you to fit the genre you've chosen. A Beyond focused on Detective stories would grant its' user constant hints towards the truth and encourage their deductive skills to grow with constant challenges and constantly introduce absurd, bizarre and amazing crimes for them to discover and crack, even in an otherwise utterly normal world. It isn't an absolute power. Without effort, luck and dedication on your behalf, it is still perfectly possible to fail or die. Beyond provides the tools and the story, it is your job to carry out the role of the Hero. What your Beyond focuses on is up to you, though it will manifest as a particular type of story and no matter what you choose, it will only provide you with the means and the scenario and it will in no way guarantee your victory. You may even face extreme personal danger. But what a story you'll have to tell at the end of it all.

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Items

100CP items are free for their origin with all other items being discounted to their origins.

Motorize Glider- 50
One of the very first flying machines ever made by mankind. Made from sturdy wind and canvas and other such things, this glider can support the weight of a full grown man and soar high across the skies. It's pretty dangerous, so try not to sail off any cliffs, and it does rely entirely on external wind power. Still, it's a piece of history.

Airtight Case- 50
This suitcase is a tough, hardy thing. Reliable and comfortable to the touch, it's a handy travel bag for sure. It's got a neat little bonus feature though, being completely air-tight. Nothing gets in or out of this bag without breaking it completely, making it a handy place to store all those grisly souvenirs you get form crime scenes.

Bystander

Old Timey Car- 100
A brand new automobile from the early 20th century. Despite it's obviously older make, it's no slower than some of the best modern day production cars and it's certainly as luxurious as the top range of today. Surprisingly great with corners and tight spaces, despite its' large size, and the police never seem to chase it as hard as they really should when you're caught speeding in this car.

Flying Machine- 200
A World War One Biplane, made for combat and one of the best of its kind. Masterfully crafted and personally fitted to you, it'll fly like a breeze and cut down your foes like a hurricane. Amazingly survivable in a crash too, even slamming straight into the ground at top speed leaves it unlikely for you to come out with more than some nasty bruises. The plane will update itself in the future, at least on a technological level if not a visual one, so it will always remain an effective airborne fighter, even if it may not always be the best or strongest thing in the world.

Historic Industry- 400
Your mother or father or an even further back family member started a small, little company way back when. That was decades ago. Now? Now it's a pretty big force in your homeland. It's been responsible for some changes and inventions that are likely to earn your family a spot in the history books and it brings in some pretty hefty sums of money too, easily enough to put you back among the ranks of the old money. You've inherited the company from your parents and if they're alive, they'll stick around to teach you how to handle it. In the future, you'll gain a similar family business with some historic contributions to your home country and similar wealth.

Stone of Aja- 600
The legendary red stone, a holy artefact to Hamon users and a bane to the Pillar Men. Originally it was thought that only a single jewel this perfect existed in all the world but, through the magic of multiple universes, you have come into the possession of a similar one. Channelling your Hamon or similar light based powers or attacks through this gem will multiply their power thousands or even millions of times over. You could erupt a volcano with a single well aimed blast or kill a zombie big enough to swallow a country in a few minutes of concentrated fire. If you were really in a pickle, the jewel is also worth many millions of dollars and it makes for a rather lovely nest egg.

Detective

Detective Toolbag- 100
It's the classic set bag, the tools every detective worth his salt will have on hand at all times. You got your basic bread and butters, like magnifying glasses, gloves and other crime scenes tools but also some rather unique tools, things that seem to change from case to case to best suit the crime you are currently investigating. Looking into an underwater murder? This little bag holds a scuba kit ready to go. Murderer likes to use only specific paint when he leaves his calling cards? Paint swatches, in the left pocket. Nothing will let you solve the case on its own but it will let you generally have the tools to examine things properly.

Case Phonebook- 200
You're a long way from the only great detective wandering around. This little phonebook is proof enough of that. In it, the numbers of dozens of other fantastic detectives from around the world can be found, from the mundane to the fantastical, all with their own special quirks and styles. They're generally on good terms with you and as long as you'd be willing to return the favour eventually, have no problems coming over to help out on a case. The notebook also lists a bunch of other hand numbers, such as lines to various law enforcement officials or to notable if neutral criminals or information brokers. The book will update in future worlds to retain the same effect.

Old Money- 400
You come from an old family, minor nobles in fact, and while your line is no longer the shining stars they used to be, you've still got the land and inheritance that shows your blue blood. You own a large plot of land, a fair few dozen acres at least, and a large and quite opulent Victorian-era mansion that resides at the centre of it, though it has been modernised. The mansion and land are well maintained by a number of servants. Your inheritance is also quite large, though it's not going to be breaking any banks. Over ten million dollars, a nice fortune to make your way in the world with. Or just live your life out in indolence.

Jumper's Bizarre Adventure- 600
A novel that never seems to end, quite literally given it's a novel of your own journey. With a limitless amount of page space and yet always opening to where you want, this novel is an up to date story of your entire life. And when we say up to date, we mean up to the very second. It's not just detailing your perspective either. With it, you can see chapters focusing on what your enemies did or are doing, what your allies are doing or even foreshadowing for the future. Reading it grants you some pretty incredible knowledge you might not be able to get otherwise, while also being a great read. Sadly, the book never writes in advance of your actual life, so you'll need to make your own choices there. Also comes with a manga-based alternative book for those who prefer a more visual medium.

Townie

Manga Artists' Workbench- 100
A sturdy oak desk designed to be the perfect worktable for any budding artists. It's tough enough that even a meteor falling on it would leave a scratch, comfortable to work at for long hours and, miraculously, those working at it find their artistic skill improved by leaps and bounds beyond what they are normally capable of, to the point that this improvement even leaves some permanent growth when not using the table. Draw or paint while seated here for long enough and you may be able to come away a master.

Secret Secret Identity- 200
There comes a time when, instead of fighting, you just need to get the hell out of wherever you are. Drop everything and run as far as you can. You planned ahead for these exact situations and set up a flawless backup identity that you can easily assume at any time. Every bit of identification you could need in a country far, far away from where you're fleeing. It even has a family that somehow believes you are just a working overseas relative and will vouch for you as if you grew up with them. Now all you need is a face change and you'd be left totally unrecognisable.

Arrow Quiver- 400
The Bow and Arrows are a set of ancient artefacts able to grant the ability to use a Stand to those who have great wills and are pierced by the arrows. Those who are not sufficient, die instead. The set was lost for many years until being uncovered in Egypt but would be lost again soon enough, the arrows split up over the world. This however, was merely the story in one universe. In the others, bows and arrows abound. A set for every world, some believe. You do not have a Bow but you do have a quiver of four golden Arrows, each able to achieve the same function when stabbed into someone. They are also able to Awaken Stands by stabbing the Master with the Arrow again or Requiem Stands by placing an Arrow into the body of the Stand, a powered up state lasting as long as the arrow is within the stand.

Arrow Cross House- 600
An Independent Stand that has decided you'd make a fantastic friend and ally, it takes the form of a very large house with windows and entrances on every side. A particularly strange layout is inside but otherwise, at first, the house seems to be nothing more than a nice home with a resident spirit. In actuality, it has three main abilities. The first, is that the Stand is able to control the house as it wills, shuffling around rooms or even make the house roll around at high speeds to move it. Second, the Stand can place other people underneath the house, where they will count as being frozen in time and outside of space until retrieved, though this can be resisted by the unwilling. Finally and most impressively, a latch exists in the central room of the home which leads into a confusing inner house formed of countless space warping rooms.

While this dimensional house tesseract is interesting, the most powerful use of it is that when one drops down the latch, they will fall down another latch beneath them and continue to fall. Speed will gather more and more until, impossibly, the falling person begins moving so fast that they travel through time. Unlike the original, this Arrow Cross House has gained enough control to send you to any time that you wish, though it will not follow along with you immediately. If you wait around a few days, the house will trundle up to you, even in another time entirely. Despite the awareness of the Stand, who you may decide the appearance and personality of, they do not count as a companion unless you desire to import them, upon which they will permanently count as one.

Gangster

Rock Phone- 100
It's a small rock with a phone pad and speaker on it. What a strange thing. Guess Stands come in all shapes and sizes. Yes, this is another Independent Stand, albeit one that seems incapable of its own thought and only to be used by whoever can see it. The rock is a mobile phone that works across time and space, able to call any number from any time or place as long as you actually know the number. The connection will be perfectly clear no matter where you or the other person is. There are only two limitations to this phone. It cannot contact those entirely out of sync with your timeline, so those in a time displaced area will be blocked from you, and your phone cannot make calls to the future, even if you know the right number.

J-Gang- 200
It may not be the equal of Passione but this little posse of mafiosos is still a force to be reckoned with, at least on the local level. A few dozen guys, all normal crooks, but they've made genuine oaths of loyalty and family to you and each other. They'll follow your orders and generally try to set up some criminal operations to get the money flowing in, which they're quite good at, at least when they're not busting heads under your orders. For an extra 200CP, discounted to Gangsters, you can add a few supernatural members to your gang. They'll have some fairly good supernatural abilities but they won't be shaking up the world anytime soon. In this world, this might manifest as some low-mid power Stands or some Hamon users or even a Vampire! You'll find a similar gang of crooks under your leadership in future worlds.

Mistagun- 400
A fancy revolver that just so happens to be its very own Stand, a quite strange one too. See, when you fire bullets from this gun, little transvestite demons will appear on the bullets and are able to guide the bullets mid-air to do some pretty crazy stunts. Did say it was strange. The group of creatures seems to find you a great person to be around and declared their undying loyalty to you. It doesn't count as a companion and you'll find each bullet possesses some pretty shocking firepower alongside their guided aim abilities. Never runs out of ammunition either, though you'll need a few seconds for the Stand to restock in between shots.

Rhinoceros Beetle- 600
What in god's name is that!? Is that a town walking on bug legs? A whole town?! Better believe your eyes because that really is an entire town of several thousand people and a lot of space that just sprouted 6 legs and walked over here. It's yours now too, whatever consciousness drives the moving town seems to follow your orders, as do the people still in the town. It's a gigantic being and a nigh unbreakable force field surrounds the town on top, it'd take a falling meteor to break through it. The town is also able to move at supersonic speeds with its bug legs, yet doesn't seem to transfer the effects of that speed to its surroundings or the people on its back, allowing for a smooth and destruction free ride. You're able to freely open the force field to any degree you wish, so this 'Rhinoceros Beetle' island makes for a fantastic mobile base once you've done some renovations.

If you're willing to shell out quite a bit more, 400CP more to be exact, you're able to go a lot bigger. Instead of just a large town, you'll get a Rhinoceros Beetle island the size of the United Kingdom, complete with a similar level of population, civilisation and technology. With a moving, supersonic country at your fingertips, there's not really any mundane person that could stop you in these worlds.

The Rhinoceros Beetle will appear in future worlds, pretending to be an ordinary island until you call for it to move and while its original residents will carry over, none of them may become companions and you cannot use it to transport non-natives from one jump to another. It can however hold your inactive companions for you.

True Evil

Holiday Coffin- 100
Every dastardly vampire needs his own coffin. It may be cliché but damn if the things aren't perfectly suited for you. Your particular coffin is just perfect for your needs. As big as it needs to be to suit your size, extravagantly designed and decorated, extremely comfortable bedding on the inside and with a secret second compartment underneath the top bed for hiding in. It's totally blacked out from all light, sealed against air and water and even able to be locked or opened from the inside alone. It's damn heavy and large but all too worth it with the safety and comfort it brings.

14 Words- 200
At the beginning of every jump, a prophetic event will happen before your eyes. Some sort of special object will make its way to you, crashing down from the heavens or being mailed to you or even appearing out of nowhere in your pocket. Whatever this object will be, it holds a prophecy for your future time spent in that jump. This may be as little as 14 words or as long as several pages of writing but whatever form it takes, it will be obscure and confusing at first. By lengthy consideration of its contents, you will be able to realise its meanings one by one, giving you knowledge of the future and of things or events that will be important to you in this current jump. Great battles that placed you at risk will be revealed, opportunities to gain power and so on. You will not be totally aware of all that happens in the future but the prophecy will reveal to you several important points of your future, allowing you to properly take advantage.

HG Wells- 400
The H G Wells is a highly advanced spacecraft created in one of the universes, the home universe of Joji Joestar in fact. It was capable of travelling to Mars in a short time and supporting a crew of half a dozen people for the whole trip. It's incredibly durable inside and out as well, being able to handle multiple supernatural fighters battling and causing explosions on the inside and the outside, including a battle with an alien moon, without much damage being taken. The ship seems to have an endless supply of food and water and air, making even protracted space journeys possible and even if the ship does crash, it's actually possible to simply rebuild a viable vessel once more from the wreckage, though another crash might see it gone for good. At least until it reappears a week later for you. It's also entirely possible to fly the ship solo and you've received training on how to do so.

Torres Torrent- 600
Antonio Torres was a small child in the Canary Islands known for bullying the other children. He had a hard life, given his mother repeatedly tried to skin him alive every year. Is it any wonder he eventually gained a Wound Stand and became able to moult his skin into a zombie copy of himself, which could then moult itself as well? Maybe it is a wonder. Torres was able to do this each year, as were his zombies, and eventually there were so many Antonios that they formed into a collected zombie giant big enough to swallow Britain. He remained a cowardly bully, easily led and intimidated and now seems to consider you his master, being utterly terrified of you beyond all reasoning. Millions of small zombie children are now at your command and while they cannot clone themselves beyond this limit, still being able to replenish to it if some die, they will follow your orders without question, even if they do a bit of squealing as they do. They count as a single companion in future worlds, with imports split evenly amongst the millions of Torres, though you can focus it on single ones if you want.

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Companions

Import- 50 per

Everyone has friends. I bet you have some true companions too. If not, it shouldn't be too hard to find some new ones for you. Using this Import option will let you bring one of your current companions into this world or create a new companion in this world. They'll gain a free origin and all the freebies and discounts that come with it, the Human race and the Strike a Pose perk. They also gain 600CP to spend on perks or buying a different Race option. If you're making someone, you can control their appearance, personality and existing relationship with you.

Canon- 100

How can one resist the fantastic and strange cast of this world? If you're buying this, you're sure can't resist. Taking this option gives you the chance to take along any one character that has appeared in Jorge Joestar the Novel. You'll have to convince them of coming with you but they'll be predisposed to liking you and you're guaranteed to meet at least a few times in good circumstances, provided they don't die before then.

Jumper Dynasty- 200

Seems like Funny's not the only to have a personal line anymore. Whether it be your parent and grandparent, child and grandchild or a mix of the two, you've gained some new family members. They look exactly like you aside from their ages, act very similar to you and even have almost exactly the same names, with just slightly altered first names to tell you apart. Biologically your relatives, whatever that means, they perfectly act out whatever familial roles you chose to place them in, becoming the perfect parent or child as decided by you. They may not have any of your powers, at least not those that they wouldn't have by being biologically related to you, but they do each have a Stand of their own, though what exactly its abilities are is a mystery. Perhaps even their Stands are related to yours, if you have one?

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Drawbacks

You may take up to 1050CP of the following drawbacks.

Tick Tock- 0
Time can be pretty weird here. Some places take decades to cover the story needed to be told whilst others will only last for a few hours. Time travel abounds. Ten years alone might not be enough to see this story out to the fullest. By taking this, you will extend your stay to either 40 years or whenever Dio Brando's plan to reach Heaven is successfully defeated, whichever comes first.

Gross Adult Shit- 50
People can be very…descriptive here. In speech and in action. You're a lot more likely to get covered in all sorts of nasty things by taking this. Even an ordinary fight now ends with puke, blood and piss, can you even imagine what some of the slaughters this world has in store for you will be like? Try not to wear any white clothing.

Joestar/Brando- 100
You're a member of either the Brando or the Joestar families, even if that makes no sense you'll somehow find yourself to be blood related to one of the two. As a Joestar, you'll have a special star birthmark somewhere on your body, whereas a Brando will have three moles on your left ear. Being related to either family may not even affect you that much…were it not for the machinations of one Dio Brando, a man who can see the future of any being related to him via a special Stand he holds and who counts himself as part of both families. If you plan to go against him, he now knows your ever move, though that does not necessarily mean he is able to counter every move you make against him.

Spineless- 100
You've got no guts at all. Zombies, vampires, ghosts with superpowers, all of it makes you just want to curl up into a ball and cry. You can force yourself through it when your life is in danger and maybe, with years of exposure to the supernatural, overcome your fears. But until then, you'll barely be able to stop running for the hills when confronted with dark and gruesome beasts that haunt the night. Which there are quite a lot of.

Whatever That Means- 100
Can't anyone just say things clearly? Why does the world have to be so Bizarre all the time? You can barely keep up with the weird world around you and you'll find yourself constantly having trouble following what other people mean as they get weirder and weirder. Common sense just seems to break down around you, sometimes for the worse and sometimes just for the sake of breaking down. You're not even shocked, really, you're just lost. Totally lost.

Beyond Pasta- 200
The world was weird before but now it's just…creepy. And not in a good way. It's like there's some kinda force in this world now making all kinds of urban legends and creepy rumours become true. Mothmen, pale faceless men in suits, mutated alligators in the sewers. From the mundanely weird to the nightmarishly dangerous, the world got a lot fuller just now. Luckily, the force Beyond this world that is manipulating these events does not treat you as a main victim in these creepy stories. You'll constantly find yourself involved in them but often as a bystander or temporary participant, only a few times will you be directly hunted or attacked by a creature or event without provocation. But those few times will pit you against some terrifying opponents even for this world.

So Many Serial Killers- 200
Every corner you turn, there's another dead body. Okay, maybe a little exaggeration. It's not like every town now has at least one supernaturally empowered serial killer. It does? Oh, that's not good at all. Those are definitely not the sort of people you want to run into in a dark alley. Or anywhere. But you will. Repeatedly. All these new super serial killers? You're the one who is going to run into lots and lots of them. Sometimes it'll be just passing them by, sometimes it'll be walking in on them committing a crime and sometimes you'll find yourself hunted by a dozen or more super powered serial killers at once.

Ant Man- 200
A tormentor from your childhood, it's a bully that never seems to just stay down. They're always after you, trying to ruin your life and tear down what you love. Normally it'd be easy to put this idiot in the ground but somehow, he seems to survive absolutely anything you do to him. Even death only keeps him away for a few weeks at most and he has the peculiar ability to perfectly disguise himself as someone else on a physical level. Using these disguises he'll do his best to cause chaos and disruption for you, even to kill you if he can manage it, but also to hurt those you care about if you yourself are too strong.

Unwanted Tenant- 300
An unfortunate accident happened to one of the villains in this World, leading to them being forced to place their soul into your body. At least one of the many universes is free of a monster now but for you, the struggle is only just beginning. Whether it be Dio or Diavolo or Kira or Funny or even a younger version of Cars, one of the villains of Jojo has placed their powerful soul into you and that soul now seeks to overtake your own and take your body for itself. It's a strong soul that will try to take control from you for most of the day, every day, needing to spend no energy on anything else. It does need to rest, brief periods where you too can get some rest and sustenance, but only for a few hours at most before it resumes its attempts to control you. This act of invasion from within is extremely distracting and requires much of your focus. While you cannot remove this piece of them, you can harm it to weaken it for a time, though such a thing would potentially open you up to more direct attacks while you are on the offense. If you survive till the end of your time here, the soul will be obliterated, free of charge.

37+Infinity- 300
Dio Brando's plan to become God is still on track but, having foreseen your entrance to this world, reached across to countless other worlds to draw in more villains to support his plans. Drinking their blood, his powers ensure that they cannot turn against him without only furthering his plans. Instead he will use these foes from your past and future to ensure his plans success, particularly focusing on destroying you, the one possible foe left to oppose him. After all, with all these new evils assisting him, how could the heroes of the ordinary story hope to win without your aid? The one consideration you have is that none of the foes summoned against you will absolutely guarantee your defeat.

Everything Was Going So Well- 300
And now it's all gone to shit. From the littlest of chores to the most important battles of your life here, things are going to get worse twice over before they'll ever get better. No matter your skills, luck or situation, any task you try your hand at will become two steps worse before you manage to succeed. Even something as simple as breakfast will see your food turn out to be rotten and require you to walk to a faraway store just to eat. Something as difficult as a fight for your life against a powerful villain? Even if you manage to kill them, they'll come back even stronger. And then do so again one more time, even more powerful, before finally staying dead.

ORA!ORA!ORA!ORA!ORA!ORA!MUDA!MUDA!
MUDA!MUDA!MUDA!MUDA!MUDA!MUDA!MUDA!MUDA!MUDA!MUDA!
MUDA!MUDA!MUDA!MUDA!MUDA!MUDA!

Ending

Ten years or more, it's time to say adieu and make your choice.

Do you wanna *Go Home* to wherever the heck you came from? Go on then.

Wanna *Stay Here* and keep on styling all over the place? You're welcome to.

Or is it time to *Continue On* to your future adventures in your future worlds in your future? See ya Jumper.

MUDA!MUDA!MUDA!MUDA!MUDA!
MUDA!MUDA!MUDA!MUDA!MUDA!MUDA!MUDA!MUDA!MUDA!
MUDA!MUDA!MUDA!MUDA!MUDA!MUDAAAA!!!!

Notes

-1: Best Team, Best Ship.

-2: Note for the Human Capstone- once you stab yourself with an arrow, it'll only awaken a stand you already have. They don't keep on giving new stands.

-3: I Need More, I Want More- Two things. One, the arrows you can buy here won't give you more Stands. All stabbing yourself will do is Awaken what you have already. Two, this limit applies only to in jump things. If a Jump document says you can only buy one of a certain type of ability, this perk ain't going to help you.

-4: Comprehensive Guide to "Stands"

-Intro: Stands are a form of supernatural power existing within the world of JoJo's Bizarre Adventure. On average, a Stand appears as a humanoid entity, either organic or robotic, that's invisible to non-Stand Users and acts as the focus for the Stand User's power.

They're typically a spiritual manifestation of a person's passion or fighting spirit, but in some cases even inanimate objects may develop a Stand of some kind. Back to the original point however, the powers they wield will often reflect this passion.

A Stand belonging to someone with a kind heart may have an ability that focuses on mending, rather than breaking. This being said however, almost all Stands have rather bizarre and unique abilities, and such comparisons may be vague or impossible in some many cases.

It's notable to mention that a Stand is "not" the Stand User's soul. Evidence of this is found in the fact that even ghosts, beings that consist solely of a soul, may have Stands, and these Stands remain separate entities.

While this may be the case, it should be said that Stands and their users are still bound. In most cases, an injury taken by the Stand User's Stand will transfer to them. An example would be a Stand's arm being cut off, which is followed by the Stand User's arm being cut off in the same spot.

Stands may be naturally developed by those of incredible skill and passion, but such events are beyond rare. In most cases, Stands are developed by the bizarre ancient artifact known as the "arrowhead" after it has pierced their bodies.

Below we'll be going over the different Stand "Types", Parameters of Stands and how to conceptualize and develop their bizarre powers. Hopefully this comprehensive guide will leave you easily informed enough to personally develop Stands from here on.

(Disclaimer: At the bottom of this Guide will also be a short discussion on "Wounds". It's advisable you read the guide before visiting this section however.)

-Basic Abilities/Traits: Before moving on, let's cover the basic rules of Stands. Stands protect their owners, and get their names due to often being seen "standing by" their user. They will sometimes use their powers without direct orders in order to protect their owners and, by extension, themselves.

A person may only have one Stand, even if that Stand has multiple bodies. Stands can be inherited, and descendants may have similar Stands to their ancestors. Stands traditionally share damage with their Stand User as stated in the intro above.

If a Stand does not have a humanoid body type, they may reflect damage relative to the part of them damaged, or are a form of exception. Stands may only be seen by Stand Users, unless the Stand is bound to a physical object.

A Stand may only be damaged directly by another Stand. A Stand's energy or power is inversely proportional to their operating range. The further a Stand is from its user, the weaker it becomes. Stands that specialize in range are often simpler as a trade off.

Stands are usually bound to their Stand User, but may also be bound to a physical object such as a car or even sand. When a Stand User dies, their Stand usually dies with them, but some Stands me continue to live or activate only after the Stand User's death.

When a Stand is defeated, the user may be rendered dead or unconscious depending on the severity of the damage inflicted to a Stand. All of these rules should not be taken as absolutes, as exceptions exist that prove the rules in each case.

-Name: Although Stands may be named pretty much anything at the designer's discretion, three themes in particular stand out. Stands may be named after the combination of a Tarot card and color, examples being "Star Platinum", "Hermit Purple" or simply "The World."

Stands may also be named after Egyptian Gods, such as "Anubis", "Thoth" and "Bastet", though following this line of thought, gods of other mythologies may be seen as keeping somewhat in line with things.

The final and far more prolific of the three is to name a Stand after a song, band, album or artist. Numerous examples exist in this category with "Tusk", "Aerosmith", "Rolling Stone" and much, much more.

It should be noted that the "Name" of a Stand rarely has anything to do with the design or powers of the Stand, so feel free to name it whatever you like within one of the above three themes.

-Appearance: Stands have an incredibly wide range of appearances. Below I'll explain the most common types. Stands may appear as something else besides the below four types, but these are the most common, especially the first two.

--Natural Humanoids: Stands in this category have physical characteristics similar to human beings, most often their users. Obvious identifiable features include arms and legs, but this category distinctly specifies appendages that are reminiscent of the human muscular system as well as having working eyes and mouth.

--Artificial Humanoids: While also having humanoid-like bodies, Stands in this category will often feature artificial or mechanical nuances that separate them from natural humanoids. This includes having completely non-humanoid facial features and mechanical joints. Appearances that resemble robots, cyborgs or androids are applicable here.

--Natural Non-Humanoid: This group consists of Stands that resemble some form of life or natural concept other than humans. This includes Stands that resemble everything from animals and plants to more unorthodox forms like fog or a flowing wave.

--Artificial Non-Humanoids: This category consists of Stands that appear as, or resemble, various man made objects. This can include instruments, vehicles, weapons, machines and more.

-Stand Parameters: Stands are a highly complex supernatural power. When Araki first introduced the concept of Stands, he was initially met with backlash due to them replacing the formerly popular "Ripple" power in the series.

To help his readers better understand the powers and ease the transition, he created a graph and letter rankings to explain the powers and abilities of Stands. We'll be covering those Parameters here, as well as the letter rankings assigned to them.

Each of a Stand's six parameters are graded either "E" for "Very Weak", "D" for "Weak", "C" for "Average", "B" for "Good" or "A" for "Excellent. What this means exactly varies depending on which stat it's applied too.

Despite there only being five letter rankings, each one governs a large range, especially "E" and "A" because Stands don't truly have a standard lower or upper end. A-Rank Speed as an example could be anywhere from supersonic to light speed.

--Destructive Power: Destructive Power measures the Stand's strength and ability to cause destruction (physical injury or collateral environmental damage) in a given period of time. This is the sum of both physical strength and destructive potential of abilities.

This means a Stand with high Destructive Power may be physically weak with a destructive ability, or vice versa, or gifted in both regards as examples. This being said, it's notable to say that no Stand is truly gifted at widespread destruction.

If the ability is the source of high Destructive Power, it's usually due to what it could break instead of how much. Stands with an E-Rank in this stat are as weak as (or weaker) than small children, while those with an A-Rank can go from ripping people apart with ease to shattering diamonds.

--Speed: Speed measures the Stand's agility and reflexes as well as performance speed. As this is measured by the highest of these abilities, a Stand with great Speed might have poor agility but amazing reflexes or vice versa.

It could also be gifted in all Speed related abilities, being all around well suited to the ranking given to it. The physical speeds at which Stands have the potential to move at are absolutely mind boggling.

While a Stand with E-Rank Speed might move at a snail's pace, A-Rank Speed can range anywhere from catching bullets to "exceeding the speed of light." It should be noted that a Stand with such Speed is often still limited by their "Range."

--Range: Range measures a compromise of the Stand's range of manifestation, range of ability influence, and spatial mobility. In other words, how far away it can move from you, how far its abilities can reach and where it can move.

Although seemingly minor, Range is actually one of the most important stats for a Stand, due to a property of Stands known as "Firing Range." Stands in principle can only be used within a predetermined range centering around the Stand's owner.

As such, for the sake of convenience, the range that a Stand can perform abilities is referred to as "Firing Range." A Stand's range and accuracy are inversely proportional; the further the Stand moves away from its firing range, the less power it has.

This principle is applied to almost all Stands. Furthermore, this can be construed more specifically as "effective" firing range, as a Stand will only gradually lose power the further it deviates from its firing range, rather than just relinquish immediately.

The Stand "Range" stat is effectively just the range where it can effectively perform. Before getting too far away from the point, we'll go over some examples of different Ranges.

A Stand with E-Rank Range may only be able to move a few meters away from the Stand User. Conversely, a Stand with A-Rank Range may be able to move upwards of a kilometer away from the Stand User or more.

--Durability/Staying: Durability measures the Stand's endurance and level of susceptibility to damage and attacks. This category may also gauge the effectiveness of their power's ability of binding toward physical objects in the case of being a "Bound" type Stand.

It's not too fancy, a Stand with E-Rank Durability could be threatened even by normal people stomping on them. A Stand with A-Rank Durability could withstand punches dealt out by a Stand with A-Rank Destructive Power, or more, for a time at least.

--Precision: Precision measures many things, such as the Stand's accuracy, sensory quality and range of influence/effect of their abilities to specified targets. As mentioned above, Precision and Range normally have inverse values from one another.

Precision is important for more than just being accurate with punches, throws or abilities however. Due to Stand Users being able to share their senses with their Stand, Stand User's Stands having higher precision means the they'll have an easier time controlling them.

That being said, a Stand with high Precision might not necessarily have great eyesight, and a Stand with low Precision might have average hearing, with similar examples in that line of thought.

Stands with E-Rank Precision would be lumbering, clumsy by human Standards, while Stands with A-Rank Precision are potentially capable of performing high complexity brain surgery with their bare hands in quick fashion.

--Developmental Potential/Learning: Developmental Potential measures the Stand's possible functions, utilization of its abilities and powers, and capacity to improve or change its overall capabilities.

Many Stands start with relatively high Developmental Potential to reflect the Stand User's relative inexperience with handling them, as well as the Stand itself still being young and subject to change over time.

With time, a Stand may develop entirely new abilities that weren't present initially, improve or evolve abilities they already had or improve stats in areas where they were low, or drop in stats they were underutilized.

The higher a Stand's Developmental Potential, the more it can be changed and mastered compared to its current state. The ranking in this stat will fall over time as a Stand grows, eventually falling to E where little to no additional growth becomes possible.

-Stand Types: While Stands theoretically have limitless variety as far as appearance, abilities and parameters go, various themes and designs are common enough that they've been given a name. As such, we'll be going through various "Stand Types" below.

Technically speaking, there are only three canon types of Stands, "Close-Range Stands", "Long Distance Stands" and "Automatic Stands." Fans spotting connections between other Stands have coined numerous other names however, and these shall be detailed as well.

As long as there's no direct conflict between between two or more types, a Stand may apply to more than one, such as "Universe Range" or "Stands With Additional Abilities" mixed with a more focused Stand Type.

Some Stands may conform to groups not mentioned below, or to no groups at all. That is simply the erratic nature of Stands. That being said, it's far more likely than not for them to conform to one of the below types, one of the top three more often than not.

--Close-Range Stand: Close-Range Stands are known for being able to inflict powerful and/or swift attacks or deal close-range effects, with Destructive Power and Speed normally ranking between A-C.

However, they are only able to move small distances from their users and/or have short-range attacks or effect radius, putting their Range around the E-D range. These Stands will generally obey their users' will, being more like extensions of them than separate entities.

Prominent examples of Close Range Stands include "Crazy Diamond" and "Gold Experience"

--Long-Distance Stand: Also known as "Long Distance Manipulate Type", these Stands follow their users' will and are capable of long-range movement. These Stands normally have ranged attacks and/or attack from distances as far as being measured in kilometers.

Because of this, most Stands of this type are typically ranked A in Range. On the other hand, they generally sport lower Destructive Power and simpler abilities compared to Close-Range Stands.

Prominent examples of Long-Distance Stands include "Hierophant Green" and "Harvest."

--Automatic Stand: Also known as "Far Distance Autopilot Type", these are Stands that act on their own. They follow a simple objective without being directly ordered by their Users, though they can be preset to follow orders before they are activated.

Said users do not have to be present for the Stands to do anything, as these Stands have a range that is close to infinite, with no diminish in power relative to the distance from their user.

The user will not receive any damage if the Stand takes any damage (in most cases). As an offset, since they are remotely controlled, automated Stands often lack precision and complex cognitive ability, and are clumsy compared to normal Stands.

As such, the Range of these Stands is almost always set to A, while Precision sits on the lower end, E or D, typically. Examples include "Highway Star" and "The Lock."

--Bound Stand: Substance Assimilation Type, or bound Stands, are bound to material objects, such as vehicles or dolls. Said Stands, if bound to fluid objects, may even be intangible. These Stands can be seen by ordinary humans.

Although most of them vary in terms of statistics, they commonly have medium-to-no Development Potential (E-C) due to these Stands only being able to manipulate the object they are bound to.

They typically rank A in Durability, because they often do not take damage themselves, sometimes even having self regenerating ability; or because their ability is always active, being bound to objects.

Examples of Bound Stands include "Love Deluxe" and "Wheel of Fortune."

--Tool Stand: Tool Stands are Stands that take the form of an object, used as a weapon, though it is up to the User to directly wield/hold them. They may look like Bound Stands but it is the User that calls them, and they aren’t visible to non-Stand Users.

Damaging them will not wound the User. They have high Durability (B-A) and low Development Potential (E-C) for the same reasons as Bound Stands. They're also less common than Bound Stands. Examples include "Hermit Purple" and "Beach Boy."

--Ability Stand: Also known as Integrated Stands, these are Stands which give the User additional abilities. As the name suggest, they are actually integrated to their User’s body. The Stand User uses the ability without the Stand itself appearing corporeally.

As such the Stand itself is never seen. They have high Durability (A) since the Stand can't actually receive damage directly, and lack a Range stat due to being one and the same with their Stand User.

Examples of Ability Stands include "Achtung Baby" and "Stray Cat."

--Wearable Stand: Wearable Type Stands cover their user like armor, defending them along with the use of their abilities. Because they are bound to their user, their Range is often short, but depending on the Stand they may be able to use projectiles, among other long-ranged attacks. Examples of Wearable Stands include "Jumpin' Jack Flash" and "Catch the Rainbow."

--Universal Range Stand: In general terms, a Stand has a limited range of action, depending on its user's position. Universal Stands however are unique cases where the stand is able to affect their surroundings over a vast area, potentially the entire universe.

It should be noted however, that other than their ability to affect extremely huge areas, they otherwise behave like one of the Stand Types, including having a Range stat that limits the distance they can move from their Stand User (unless an Automatic Stand or other).

The most prominent examples of Universal Stands are "Star Platinum" and "The World", which in most way behave like Close-Range Stands, but have the power to temporarily stop time.

--Stand With Additional Powers: This type of Stand often behaves like one of the more focused Stand Types such as Close Range or Long Range Stands outside of one feature. Stands of this type grant their Stand User an additional ability.

Examples of such Stands include "Highway Star" which gave its Stand User an enhanced sense of smell, or "Limp Bizkit" which allowed the Stand User to reincarnate themselves, in addition to primary abilities of these Stands.

--Uncontrollable Stand: Some Stands cannot be controlled by their Users and are instead controlled by other sources instead or have a personality completely independent of its user. As an obvious result, these Stands do not follow their masters' orders.

Examples of Uncontrollable Stands include "Anubis" which behaves like a kind of parasite and takes control of the one who wields it, or "Cheap Trick" which has a mind of its own and obeys no one.

--Stand Colony: Stand Colonies are Stands that have multiple bodies, and like Automatic Stands, harming one has little effect on the Stand User. Stand Colonies traditionally have numerous, small, weak bodies that work together to devastating effect and are hard to hit.

Stand Colonies usually have one will, or operate under a hive mind effect that makes it easier for the Stand User to order them into position. Examples of Stand Colonies include "Bad Company" and "Pearl Jam."

-Stand Powers: Stand Powers are an incredibly diverse and versatile group that can be hard to explain, design or conceptualize. While Stands may offer seemingly infinite possibilities, there are actually many common themes and limitations that help this design phase.

As we covered in the intro, a Stand is the manifestation of a Stand User's life force, passion, fighting spirit. That means even if it's not easily visible, the Stand User always influences what abilities a Stand has.

Firing Range and Range's relation with Precision are also extremely important when conceptualizing a Stand's power. Basically speaking, the lower a Stand's effective range, the more complex and powerful their ability can be.

The higher a Stand's effective range, the less complex and powerful a Stand's ability can be. As such, Close Range Types will often have incredibly strong and/or versatile powers, while Long Range and Automatic Stands are less powerful and more simplistic.

Even Stands with an ability that qualifies them for the title of "Universal Range Type" are imprecise in what they can affect with it even if otherwise having high Precision and low Range. The World stops time throughout the entire universe or not at all as an example.

This brings me to my next point, almost all Stands work at a personal level, with the ones that don't usually being indiscriminate with what they effect. Even Stands that can affect many things may not be able control themselves very well.

Outside of the above themes and limitations, Stands may seemingly have any ability you can really think of, following or setting bizarre rules, enacting abstract concepts, playing with prexisting ones, manifesting in ways befitting the name of the series.

While there's still a wide world of possibilities, Stands are incapable of capturing them all at once though. Stands are limited to a very small powerset emphasizing one specific power or theme, and having no more than two or three even then.

Some Stands may have secondary powers mostly unrelated to the primary theme. These secondary powers are almost always far weaker and only see use in enabling the primary power or powers that reflect the Stand's core theme

The most dangerous Stand Users do not simply have Stands with powerful abilities, they're excessively resourceful and creative with the hand they're dealt. With a good head on your shoulders, nearly any Stand can be made into a terrifying force or made use of.

-Stand Tutorial Part 1: Before we end this comprehensive guide, let's go through a tutorial using what we learned above to make a Stand from scratch. That way, anyone who may still have some confusion above the process may hopefully see how the different steps work.

We'll begin with a Stand Template, which you may take for personal use in designing your own Stands in the future.

-Stand User:

-Stand Name:

-Stand Type(s):

-Stand Stats
--Destructive Power:
--Speed:
--Range:
--Durability:
--Precision:
--Developmental Potential:

-Appearance:

-Stand Powers

--Power 1:

--Power 2:

-Stand Tutorial Part 2: Fairly straight forward, isn't it? Now let's fill it out.

-Stand User: Jumper
(Why: It's just you or whoever the Stand belongs too, in this case it's you, the Jumper)

-Stand Name: Weezer
(Why: I like Weezer songs like Buddy Holly and Say It Ain't So, so this Stand is named Weezer. That's the only reason you need to pick a name for your Stand.)

-Stand Type(s): Close Range Stand
(Why: There are many types of Stands we could try and design, but Close Range Stands are among the most common and versatile, so we'll go with it this time.)

-Stand Stats
--Destructive Power: B
--Speed: A
--Range: E
--Durability: C
--Precision: A
--Developmental Potential: B
(Why: Close Range Stands often have fairly high base stats to compensate for their low Range. As such, everything else besides Range is C-Rank and above. To reflect this being a newly manifested Stand, we'll give it high Developmental Potential as well.)

-Appearance: Weezer appears as a humanoid Stand about the same height as Jumper with excellent muscle definition. It has red skin with green lines spiraling around its body, as well as armor pieces covering the chest, shoulders, waist, hands and feet.

These armor pieces have an inverted color palette and pattern compared to the body, and the red spirals form notable ridges along the armor. Weezer possesses large, round eyes with a black and white spiral pattern, both constantly spinning in a clockwise direction.

Spiraling antennae sprout from the sides of Weezer's head where its ears should be.
(Why: Stands often have strange appearances. Sometimes it reflects on what they can do, sometimes it doesn't. We've gone with a humanoid Stand this time with hints of what its power might be to vigilant observers.)

-Stand Powers

--Power 1: Weezer is able to rotate any object 360 degrees along the X, Y or Z axis on contact. The rotation is decided before contact is made and happens the instant Weezer lays hands on whatever it's attempting to touch.

This power allows Weezer to redirect speeding objects like bullets, cars, animals or even enemy Stands in a new direction, while causing them to keep any momentum they may have already been carrying.

It also allows the instant rotation of stationary objects in such a way detrimental to their stability or well-being. Weezer may also designate only a certain area around the point of contact to rotate.

This would allow feats such rotating a structure's column sideways, causing the building to lose support while the column falls to the ground, or breaking someone's arm by twisting it in an unnatural way.

(Why: Because Weezer is a Close Range Stand, it has been given a powerful and versatile ability requiring contact with surrounding objects to utilize. Limited by Range, Weezer is extremely dangerous to anything unlucky enough to get close.

As for fluff based reasons, let's say that Jumper doesn't commit well and is indecisive. Weezer reflects that by twisting, turning and changing the direction of things around him as much as Jumper flip flops about on the inside.)

--Power 2: N/A

(Why: Most Stands focus on a single theme or ability, but may have secondary powers related to them. In this case, Weezer has nothing else but its primary ability. With its high Developmental Potential stat however, there's a moderate chance of developing one later.

While this Stand does not have a second power, that does not mean yours cannot. There's also no reason your Stand may not have a third or fourth ability either as long as you stay thematic to the way Stands work.)

-Stand Guide/Tutorial Outro: And that's the end of that, I have nothing else to go over or show prospective Stand Designers that hasn't been gone over in the above materials. If you wish to learn more, independent research is required, and I wish you good luck either way. Below we'll go over one final subject before the guide is finished though.

-Wounds and You: "Wounds" are a type of supernatural manifestation of power similar to "Stands" that only appear in the story of Jorge Joestar. Instead of being born from one's competence or fighting spirit however, Wounds are a power born from some form of trauma.

Functionally, Wounds behave much like Stands with a diverse array of potential abilities. Due to their source being different, there are a few variables that cause Wounds to differ from Stands though.

While Stands act as an extension of their user's will, Wounds, born from trauma, can be likened more to a kind of defense mechanism to help their user cope or protect themselves. This commonly manifests in Wounds having more automatic types than Stands.

While Stands are most commonly seen in some kind of humanoid form, Wounds are usually closer to "Ability Stands" being a power inherent to the user. Wounds may also manifest in a spiritual humanoid form like Stands, but this is less common.

The last basic difference between Stands and Wounds is that Wounds, being born from Trauma, are commonly painful either physically or mentally for the Wound user. They may remind the user of their worst fears, or induce incredible physical pain when activated.

Just like trauma however, it's possible for the user to cope over time and overcome their fear, or find some way of artificially reducing the pain they feel. Aside from these differences both fluff based and mechanical, Stands and Wounds are incredibly similar.

Because of those similarities, you can use the above guide for designing Wounds just as it can be used for Stands, as long as you keep the differences in mind during the design phases.

“. . . .Nani!?”

ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!

ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!

ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!ORA!

ORAAAAAA!!!!!