

JoJo's Bizarre Adventure: Stardust Crusaders

By PsychoAnon

Intro

The year is 1987 and while the world is relatively calm, things are not so for the Joestar family. 100 years ago Jonathan Joestar defeated the Joestar family's enemy Dio Brando, a cunning and powerful vampire who sought to rule the world, and it was thought that they both perished on the same burning ship. However Dio was crafty and managed to survive by attaching his head to Jonathan's body and hiding in a secret compartment in a coffin.

Four years ago this coffin was pulled out of the ocean by sailors and Dio finally managed to escape his prison, now going by the name DIO. Some time after, DIO was able to awaken a new power called a Stand - one powerful enough to allow him to take over the world.

Back in the present Jotaro Kujo, a Japanese high school student and grandson of Joseph Joestar, has also awakened this strange power and because he does not understand it, has locked himself in jail to avoid harming others. He will soon come to control this power thanks to his grandfather and a fellow stand user named Muhammad Avdol. Joseph will then recruit Jotaro on a journey that will change his life, the quest to travel to Egypt and defeat DIO once and for all.

You will begin your journey in this world just as Joseph arrives at the airport, meeting up with his daughter Holly. You will be given 1000CP, so use them wisely.

Species

Free - Human
The most amazing and beautiful species on Earth. Despite incredible adversity, humanity has managed to maintain control over the Earth and reshape the world in their own image. Humans in this world are sometimes even capable of feats most would consider "superhuman*.

300CP - Vampire
An artificial evolution of humanity brought about by the Stone Masks. Vampires are superior to humans in nearly every way: they have enough strength to snap thick metal bars in half with one hand and throw absurdly heavy vehicles like road rollers, complete mastery over their bodies which allows them to do absurd things like flash freezing their opponents or shooting blood jets out of their eyes like a laser beam, immortality against aging and incredible regeneration which allows them to survive and rapidly heal from anything short of cutting their head off and destroying their brain. You can drink blood to sustain yourself and accelerate your healing, but not just with your mouth; you can drink blood from virtually any part of your body, even your fingers and hair. A vampire could even graft their head onto someone else's neck to steal their body. There are even more abilities than this that a vampire could learn and master with enough practice.

Vampires do have one specific weakness however: the energy of the sun. This is not merely harnessed by the sun itself, but is present in all UV light. Most dangerously it is harnessed by Hamon users, warriors who harness the power of the ripple to enhance their body and destroy your kind.

+100CP - Animal
You can be any nonhuman animal, such as a dog, orangutan or falcon, although you still possess human level intelligence. While different animals have many advantages over humans, this will generally be troublesome as operating human devices and communicating with humans will be difficult. Don't worry if you wanna be an animal with a short lifespan, as your aging will still operate basically like a human being's would, with you naturally living around 80-90 years and only really starting to go downhill in your 40's.

Origins

Perks and items are discounted 50% for matching origin, with 100CP perks and items being free for the matching origin. Any origin may be taken as a drop-in.

Delinquent

You're a rough, troublemaking Japanese highschool student. You're the type of person that gets into fights, gets into trouble with law enforcement and folks don't wanna mess with. Although most don't trust or understand you, you don't seem to have trouble finding reliable friends when it counts. You are 17 and can be a Joestar if you wish, perhaps Jotaro's sibling.

Crusader

You are a grown adult fit for adventuring the world, who will soon likely end up wrapped up in the Joestars' quest to defeat DIO. What was your initial past? Were you a traveler brainwashed by DIO who was saved? A warrior seeking vengeance for a lost loved one? Only you know for sure. You are anywhere from 25 to 69 years old.

Servant

So you've been suckered in by him as well? You are one of many people who has been recruited by DIO in his mission to conquer the world, likely a stand user he'll send to fight the Crusaders. Unlike most of his minions, DIO seems to have a more distant and ambivalent relationship with you, at least at first. He doesn't really care even if you bail on him. Maybe he just doesn't like you. You are anywhere from 17 to 80 years old. DIO is apparently not a very discriminatory employer.

Devil

You are pure evil, plain and simple. The type of person who's willing to do anything to achieve their goals. Yet you are no mere grunt like a gang member or a psychotic murderer, but an ambitious and charismatic sort with the determination and ability to make the world itself bend to your whim. Your true age is quite simply unknown, although you have the appearance of a young adult. If you are a vampire you may well be over a hundred years old.

Location

You may begin your journey in Japan, Egypt or any location in between such as Hong Kong, Singapore, Calcutta, Karachi or Abu Dhabi.

Perks

Free/100/200/400 - Stand
There is a power in this world which few know of or possess - the manifestation of one's soul into a fighting spirit called a stand, and it seems you've awakened yours. A stand is a spiritual being who's image and abilities are a reflection of your soul, essentially your soul manifested as a ghost which stands by your side, hence the name. As it is your soul, any damage done to your stand is transferred to you. Stands possess many unique and bizarre abilities, though most are geared for combat. Almost no two stands are alike: some may manifest as a humanoid ghost while others take the form of a vine, a book, a puppet or a sword. Since they are spirits, non-stand users cannot see or perceive stands. Each stand has unique abilities, some simple and others miraculous. They can range from simply punching or manipulating an element to controlling the weather, shapeshifting, healing, erasing things out of existence, or even manipulating space, time and parallel universes. There's seemingly no limit to what a stand may be capable of. Keep in mind that any rules which apply to stands will often have exceptions, as stands are just that varied and bizarre.

Your stand's level of strength will depend on the tier of this perk you took. If free, your stand is something like Thoth: it has utility and can certainly be helpful in day to day life, it may even make you rich or famous, but it will be of almost no use in a fight directly and would get obliterated by almost any other stand. For 100CP your stand has an alright amount of combat ability or utility but would still fall short of the stands the Crusaders possess, save Hermit Purple. This would include stands such as The Emperor or Ebony Devil. For 200CP, your stand has either great combat potential like Silver Chariot and Star Platinum or a powerful unique ability like the Hanged Man or Cream (keep in mind a stand's unique ability may give it great combat potential, but in a contest of raw power, speed and durability it won't hold a candle to something like Star Platinum). For 400CP your stand is at the very apex: it possesses both incredible combat potential and a unique ability which dwarfs all others save for The World itself. The only stands which surpass yours are typically created by special circumstances like being stabbed with a unique stand granting arrow or following a complex ritual, as such your stand cannot reach the likes of those stands, but excluding them your stand is at the top.

If you took a paid version of this perk you must take the "It's an Enemy Stand!" drawback, which ensures you'll be forced to participate in heated battles with other stand users for your entire stay in this jump. You may import similar spiritual powers into your stand.

Free - Strike a Pose
It's not enough just to "be" in this world, all your actions should have flair! You've now got a natural talent in making even mundane things you do be flashy, dramatic and cool. You can punctuate your statements or declarations with perfect poses like something you'd see out of a fashion magazine or menacingly roll a cherry around in your mouth. No matter what you're doing, you're doing it with style.

Free - Mix Tape
What's a road trip without some tunes? You've got your own soundtrack to accompany you, capable of emphasizing everything from dramatic action to goofy comedic situations. You can even add real songs to it such as "Walk Like an Egyptian" at your leisure. People besides you can't hear this music unless you let them. You also see an epic, dramatic intro sequence every time you enter a new jump which may potentially foretell the situations you'll end up participating in and the people you'll meet although gathering information from it is unreliable.

100 - The Universal Language
Boy, it sure is lucky everyone can understand what you're saying despite you traveling to several different countries! For whatever reason, people seem perfectly capable of understanding you and speaking your language no matter where in the world you go and vice versa. Heck, I'm sure space aliens would understand you if they were capable of verbal communication. This'll make traveling between Japan and Egypt… still pretty hard but at least you know what everyone's saying now.

100 - Egyptian God(dess)
Ah, the 80's… a magical time where women were women and men were built like semi-trucks. But seriously, many people in this day and age are quite beautiful, as if carved out of stone by a master sculptor. For 100CP you too can be incredibly beautiful, beautiful enough to practically attract people to you like a magnet.

200 - Hamon Training
Now this a rare sight, hamon users are not so common in this day and age. Hamon is life energy and the energy of the sun itself, and one can train using special breathing techniques to harness that very energy. This energy can then be used for many things - enhancing one's body to vampiric levels of might, healing others, staving off aging, climbing sheer surfaces, balancing on the heads of pins as though it were natural, enhancing one's attacks with solar power and much more. As the energy of the sun, it is extremely deadly to vampires. How much one can do with hamon depends on their level of skill and training. You start off at the level of skill Joseph Joestar had when he was first starting his journey to battle the Pillarmen, though you know several training methods and should you apply them your skill will improve rapidly.

Delinquent

100 - Yare Yare Daze
Teens have a lot going on, what with the hormones and all, so it's understandable if you're a bit rude and standoffish, but people normally wouldn't see it that way. I say normally because for you they make an exception. Folks don't seem to mind no matter how rude or crass you are to them, accepting that that's just "your style" and ignoring it. It's not like it's impossible to get someone mad, nobody's gonna take getting socked in the face or having their mom insulted lying down, but if you aren't actively trying to make people upset any rude behavior or harsh language on your part will be excused.

200 - Private Eyes
You might as well be a brick wall, because nothing gets past you. You're very perceptive, noticing small details most others would miss and seeing right through people's attempts to deceive you. You've also got a sharp memory to help recall things like exactly what ways someone has wronged you or trivia about movies and music. Finally, you're a solid interrogator with a good sense for how to catch someone off guard and make them slip up to reveal information they really shouldn't have given you.

400 - Play it Cool
Most folks would feel scared finding themselves in constant danger, but not you. You can stay calm and keep a straight face through any danger, letting you think rationally about how to tackle your enemy rather than panicking and getting yourself killed. Even when filled with a murderous rage this only causes your mind to sharpen rather than have you lose control of yourself and attack wildly. This invincible poker face makes you a menace at, well, poker but also any sort of gambling. You could make the world's greatest poker player crumple like a house of cards with your talent at bluffing. This also makes you seem cool to others, giving you an aura that can inspire both awe and fear in friend and foe alike.

600 - Lucky Star
You may or may not be a Joestar, but you've definitely got some of that patented Joestar luck! When it comes to battles, fate just seems to favor you. Right when all seems hopeless you're almost bound to find the secret to defeating your enemy. Extending your stand's fingers to pierce your foe and kill them? Of course, you could always do that. Your enemy's unbeatable stand is the same type as yours and thus you can use the same abilities as them? Makes sense to me. Stuff like this always seems to happen to you, ensuring that in even the most dire of circumstances you'll come out on top in the end. They really shouldn't have pissed you off.

Crusader

100 - Walk Like an Egyptian
Traveling across the world can be difficult, as there's bound to be cultural differences and issues which make adapting to a new environment difficult. For you, though, getting used to a new place is like second nature. You'll pick up on all the habits and norms of whatever society you're in in a couple of days to the point you'd be hardly distinguishable from a native.

200 - Brotherly Bonds
Nothing makes friends faster than sharing life or death battles together! You're quite a likable person for one reason or another, and this causes you to develop strong friendships with people in a relatively short period of time. People who just a few weeks ago were perfect strangers would gladly lay down their lives to save yours. Not only that but you also find it easy to make new friends, even potentially out of former enemies once they're defeated.

400 - Battle Tendency
When you're regularly locked into heated battles with various enemies, each with their own unique abilities, how will you come out on top? With your superior wit and combat sense, of course! When it comes to thinking on your feet in a fight you're second to none. You can always think up clever schemes to get the better of your opponent on the fly, perhaps by using something in the environment they hadn't noticed or exploiting their own abilities against them. Fights for you will often be won with your enemies thinking total victory is assured, only for you to reveal that you'd been playing them from the start.

600 - Cheating Death
What's this?! Jumper was tragically killed by the enemy?! OH NOOOOOOOOOOOO - wait, nevermind they're over there. It seems someone up there must like you, because you just won't die. You're able to withstand what should be life threatening injuries and recover in record time and often narrowly avoid death by strokes of sheer luck, like dodging an enemy's attack because you knelt down to tie your shoelace. Often these scenarios will seem so close that even your allies will be sure you've perished, only for you to reveal that you're actually fine. Don't test this too much, though, you're far from invincible and your enemies will gladly prove that to you.

Servant

100 - Perfectly Normal
My my, jumper, you're a master of deception! ...sort of. Your enemies just can't seem to figure out you have malicious intent if you're making even a token effort to hide it. That creepy old lady in the town full of dead people? Nothing suspicious about her. How come Jotaro isn't acting at all like himself and is wearing completely different clothes? I guess he's just having an off day. Unless you start attacking your enemies and shouting about how you're there on behalf of their archnemesis to destroy them, they just can't seem to put together why you feel so off.

200 - The Power of Number Two
Everybody's obsessed with being number one, but you know that's a load of nonsense - second place is where it's really at! You've got a perfect understanding of your own weaknesses and limitations and as such, plan accordingly. You have a very easy time finding people to partner with who compliment your own abilities and when you two work together you'll achieve much more than the sum of your parts. And hey, if things are looking south, you could always just ditch 'em and live to fight another day! After all, shame's for people who don't know their place.

400 - Smooth Criminal
Anyone up for a little game? You're a master gambler and con artist, probably the best in the world. Not only are you great at practically any game of chance, but you're even better at cheating and so subtle that even experts and other con artists wouldn't be able to catch you. Sure you might not be the best in a fight, but when it comes to gambling you won't lose to anyone.

600 - Stand Proud (requires Stand)
Oh… what a unique case you are! While nearly every stand has a user, it seems you are the stand! Being a stand without a user has several advantages: you can pass through physical objects and people at will as you are a spirit, which can allow you to do things like strike through a wall or an enemy's armor to hit their vital organs directly. You can also only be damaged by other stands or similar spiritual energies and powers. You most likely won't need nourishment since you aren't a living being. You can communicate telepathically rather than verbally. Finally, people cannot normally perceive you unless they are stand users, however you can allow yourself to be perceived by normal people. If you chose this option as a vampire you are a stand with vampiric abilities and will still possess a weakness to sunlight, while if you chose this as an animal you will still have difficulty communicating with people and a generally animalistic demeanor.

Devil

100 - MENACING
There are many reactions one can have to fear: they may run in terror, or be frozen, or perhaps accept their fate. You will no doubt see all these reactions and more, for you are truly terrifying. You practically radiate an aura of darkness which frightens and awes those who behold you. Everyone from little children to brave warriors will have no choice but to stand paralyzed in fear once they've noticed your presence. People can overcome this fear and run away, but there are very few with a strong enough will to not stop like a deer in headlights, even if for just a moment. As for the weak willed, they will be completely at your mercy.

200 - Hungry for Heaven
You may wonder how someone could be stuck at the bottom of the ocean for 100 years and not go totally insane: the answer is to keep your mind busy. Rather than go mad from solitude, it merely inspires you to think deeply on the nature of reality and life, both how it functions and how it should be. With enough time you're sure to come up interesting answers, and perhaps even concoct a plan to change the world on a fundamental level, should such a thing be possible. Who knows, one day you may just reach heaven.

400 - Charisma
What will compel a man to serve another? Not merely to battle for him, but to lay down his life for him at a moment's notice? It is not money or women or fame but charisma. You have enough charm to put the devil to shame: just to gaze upon you and hear your voice is to be entranced; some will fall in love with you while others will dedicate their whole lives to your cause and all this is before even attempting to persuade them. Even those not instantly loyal begin to like you once you speak and someone would have to already hate you or what you are to resist the pull of your field. With very little effort you could quickly amass a cult of loyal and dedicated followers to serve your every wish without question, for their whole life is to serve you.

600 - Rising
For some, to be on the pinnacle is enough. They are satisfied with being an olympic athlete, or a powerful CEO, or even a world leader. This is not the mindset of one who will rule the world. You can't be satisfied until you've tested and truly mastered your powers. You discover and master the full potential of your abilities very quickly, experimenting and pushing your abilities to their limits and often breaking them, reaching heights others never thought possible. Even abilities that would normally plateau and degrade will instead grow for you, potentially without limit. This is the power needed to rule the world itself.

Items

Free - Stylish Outfit
Don't tell me you were planning on wearing something boring. If you're gonna fit in around here you're gonna need something flashy! You've got an extremely stylish outfit that looks like something you'd see in a fashion magazine. This outfit is not only fashionable but oddly functional, as no matter how impractical it looks it helps you cope with things like harsh weather and hot or cold temperatures very well, probably much better than it has any right to. Should your outfit get damaged or lost, you'll get a replacement very soon after.

Delinquent

100 - Commemorative Photos
I'm sure you'll make many memories on the journey ahead, so why not immortalize them? During certain events pictures will be taken of you, though you won't be able to tell. It could be at anything from a party, to a wedding, to just standing with your friends out in the desert, though it's usually at relatively pivotal moments in your life for better or worse. These photos then go into a photo album which you can open up to see the pictures and reminisce. There's nothing more precious than memories, wouldn't you agree?

200 - Random Stuff
Don't panic, but I believe you may be being haunted! Yes, terrible, but the worst part is that this spirit… wants to give you free stuff! Okay so it's not that bad. For whatever reason some force is following you about and regularly "acquiring" things and bringing them to you. This could be anything from a bike, to a drink, to a game system or a magazine, though usually nothing bigger than a person. It operates based on your subconscious wants and needs, so if you're thirsty it'll get you something to drink. It's limited by what's around you in a couple mile radius, so it won't be able to get you a coca cola in the middle of the desert, but other than that it could get you just about anything you want.

400 - Japanese Home
There's no place like home. This japanese-style house is both beautiful and spacious, especially for Japan, with it having several buildings, a pond and a big gate. It's also got a nice home-y atmosphere that makes you feel relaxed and welcome. This place is practically a mansion by Japanese standards so you're sure to be the envy of your neighbors. Make sure to come back after your globetrotting adventures.

600 - Big Happy Family
No matter how tough someone acts, no man is an island, and we all need someone to rely on when things get tough. Thankfully, you were blessed to have a generally loving and wealthy family willing to help you through whatever troubles life throws at you. You've got your loving, doting mother, your rich grandpa who's oddly skilled and knowledgeable in just about everything you're interested in, your uncle who's younger than you are and many more strange yet helpful characters. Bare in mind this is less a solid family (although you can bring them with you if you wish) but more something to ensure you're born into such a family each jump. Your family being filthy rich does help a lot in terms of their ability to support you but the emotional support of a loving family is in many ways much more valuable. They're willing to stick with you through thick and thin and hopefully you'll do the same for them. That's what family's for.

Crusader

100 - Tarot Cards
Would you like to know your fate? This deck of tarot cards is particularly useful compared to the average deck when it comes to fortune telling. Sure, it's not the most descriptive form of fortune telling out there, especially with certain stands, but learning about your true nature and what your future holds probably can't be a bad thing.

200 - Little Island
Traveling around is fun and all, but don't you need somewhere to relax for a bit? This little island is nothing special: there's a house and some chickens to eat but it's otherwise just a tiny island. One advantage it does have is that it's so small your enemies usually can't find it unless they tailed you, making it an excellent hideout.

400 - Transport
You won't seriously gonna use the airport to get around, were you? You've got nearly every means of transport available here: several cars, a motorboat, a Cessna plane, a big yellow submarine, heck there's even camels if you need to trek across the desert. This should make your trip much easier, at least assuming they don't all get totaled, but what are the odds of that?

600 - Jumpwagon Foundation Redux
Wow, who knew you were such a big shot? You're effectively the head of a powerful organization with a presence in most nations around the globe. How they gain their wealth and influence is mostly irrelevant, but the end result is they can get you whatever you need: transport, top of the line medical care, backup in combat, legal assistance that amounts to a get out of jail free card and an absurd amount of money are just a few examples. They also have labs dedicated to researching and possibly countering paranormal phenomena such as vampirism and stands. Believe me when I say these guys will quickly become the real unsung heroes of your adventures.

Servant

100 - Games
It's alright if you're feeling stressed; life can't be all high octane battles of life or death, y'know? Instead, I'd recommend relaxing with this collection of various games for you to play. It's got everything from traditional games like Chess and playing cards to video games such as F-Mega and "Oh! That's a Baseball!". Heck, there's even some arcade cabinets here for you to use. Surely you won't use these for combat, right? Right?

200 - Thoth
What's that you're reading there, jumper, a comic book? It says I'm gonna get hit in the face? What a load of-OW! Alright, so apparently you've acquired a comic book similar to the one possessed by Boingo which has the ability to perfectly predict the future, although you have no control over what exactly it predicts. The art style can be whatever you like rather than just the one his had. Its predictions are always favorable to you if you follow them correctly, but it can be cryptic so be careful as there's multiple ways a prediction could come true. I'd try cheating at the lottery, personally.

400 - Big Daddy
Yes, that's its actual name. This is a massive freighter ship that doubles as a stand with you essentially being the user. Being the user means you have incredible control over it, not needing a crew to pilot or maintain it and being able to freely travel through walls and floors like they were water. You can also telekinetically manipulate objects in the ship to weaponize everything from the walls to ceiling fans against intruders. It's otherwise just a pretty nice ship that'll get you across the seas in decent time.

600 - Anubis
A blade fit for a god. This is a non-sapient version of the Stand Anubis, and as such it has many abilities that put it head and shoulders above any other blade. As a stand it can phase through physical objects and even living creatures to attack through walls or strike past an opponent's armor to hit their body or even organs directly, although it is sharp enough to easily slice a large stone pillar in half regardless. Each time you fight an enemy the blade rapidly memorizes their fighting style and techniques, passing the knowledge onto you and making it absurdly simple to counter those moves the next time they're used. Finally, Anubis's swings will become faster and stronger over the course of a fight, meaning that if you hang in long enough you'll be able to overwhelm even a superior enemy. Anubis will not allow those you do not approve of to wield it, preventing itself from becoming unsheathed and potentially cutting the hands of those who try. This sword is loyal as a hound. You can import other blades or similar weapons onto this sword.

Devil

100 - Throwing Knives
Getting up close and personal in a fight is always fun, but what about if you wanna keep your distance? Well, there's guns but guns are overrated anyways. Instead, you've got an unlimited supply of deadly throwing knives which can be accessed as easily as reaching into a pocket, a sack or whatever other storage you've got on your person where they'll spontaneously materialize, ready to skewer your unlucky enemies.

200 - Road Roller
Now, I know what you're thinking: what on Earth am I gonna do with a steamroller? Quite simple, really - you'll crush your enemies to death with it! There always seems to be a steamroller positioned conveniently close by for just that purpose, no matter where you are. This will likely destroy the steamroller in the process, but fret not for a new one will take its place in short order. If you'd like it could be an oil tanker instead, which will likely produce more explosive results on use.

400 - Egyptian Manor
You can't be evil without an evil lair, right? This classy Egyptian mansion has many rooms, such as the library and the study, and also comes with some unique perks. For one there's a big stone coffin/sarcophagus for whatever reason, and there's also a servant who works in the mansion capable of casting illusions to change its appearance to whatever you desire, at least internally. There's not much more to it, but most people spend their lives wishing they had a mansion so I'd say you're doing well for yourself.

600 - Fanatical Cult
Someone of your stature shouldn't be expected to do everything yourself, no, rather you should have a mass of people happy to do your bidding, which is exactly what this provides! You have an absurdly loyal cult dedicated to serving your every whim. These are not merely random people, but stand users of varying levels of power. Well, except for the harem, I'm pretty sure they're just normal people. As for the stand users, they can serve many purposes: killing people for you, gathering information, providing counsel or even spreading word of your greatness to others, causing them to join. This cult will naturally attract high quality, powerful people to serve you with similar abilities to your own. Even in a world without stands, if you were, say, a mage and magic existed in that world then strong wizards from across the globe would come to serve your cause. This effect is only amplified the more powerful you are. Your cult will start relatively small, with only 25 stand users, but will quickly grow if you make any efforts towards spreading the word of your greatness. Your enemies will have to get through an army to even prove themselves worthy to face you.

Companions

100 - Adventuring Allies

Ah, I see you've brought some friends with you on your trip. For each 100CP payment made here you can import or create up to two companions (or import one and create one). They gain a species, origin and all discounts and freebies you received upon entering the jump as well as 600CP to spend as they please. Additionally they receive a discount on the vampire species, gain the extra +100CP the animal species gives if they choose it and have a special discount for stands. 100CP stands are free for companions, while 200CP stands are discounted. They must still pay full price for 400CP stands, however. They also do not suffer the consequences of the "It's an Enemy Stand!" drawback.

Free - Friends Along the Way

Perhaps you've made some new friends during your travels in this world? If so this option will allow you to take any of these characters with you into future jumps so that you won'have to part ways.

100 - Ancient Queen

The moment you saw this woman you knew there was something odd about her. She's a tall dark skinned lady almost too beautiful for words, and the arrogance and pride with which she carries herself is like that of royalty. The truth is more bizarre than you could have imagined - she is an Egyptian pharaoh from over 4500 years in the past. She is not a vampire, pillar woman or anything of the sort, she's about today due to fate’s machinations. She is a stand user and her stand, Isis, is a crystal mummy which can wrap anything in crystal bandage-like strips. When that thing is fully wrapped up it is perfectly preserved, frozen in time and unable to change or be harmed. As her palace was being raided, she had wrapped herself up and instructed her followers to place her in her tomb and then unwrap her once the battle had ended so she would not be killed or captured. Her followers moved her to the tomb but were then killed, leaving her sealed for thousands of years before she was uncovered by DIO. He taught her English and hoped to have her fight the Joestars, but given her pride and belief in her divine lineage she would never agree to be anyone's servant and left in an outrage.

This woman is indeed as arrogant as she is beautiful, but she's also competent and intelligent enough to back up that arrogance. She expects only the best of everything and for others to bow to her whims. She saw you and decided you will now take care of her.

Drawbacks

+0 - It's an Enemy Stand!
If you took a paid version of the Stand option, you'll have to deal with one of the side effects of being a stand user, namely attracting other stand users to you. Stand users naturally attract other stand users, and you encounter them regularly. While some of these encounters are friendly, you'll end up getting into a fight where your enemy intends to kill you at least once a month. Most of these stand users aren't very powerful, but a few of them will be quite formidable so be prepared to fight for your life.

+0 - Fan Favorite
Hey, I remember you! If you've been to this world previously the effects of your previous actions in this world will be felt, with the things you've changed remaining changed and the history of this world likely shaping out differently as a result. I'm sure your old pals/enemies will be surprised to see you pop up again. You can also extend your stay in this world up until the start of Diamond Is Unbreakable, although that's only a few years longer than usual. Drawbacks will only last ten years in that case instead of your full stay.

+100 - Oblivious
Maybe you're just really trusting, but it's very easy for people to deceive you about their true intentions. You'll never suspect that your best friend who's suddenly started eating bugs off a tree could possibly be an imposter or that the incredibly weird baby might be an enemy. I hope all your friends aren't as easy to trick as you are.

+100 - Monologuing
You fools! You'll never be able to defeat me! My stand is unbeatable and I'm going to explain exactly why! You just can't seem to stop yourself from rambling to your enemies about how powerful you are in great detail, sometimes for minutes on end. While that oddly doesn't leave you vulnerable to attack while you're ranting away, it does give your enemies plenty of information to work with to figure out how they can beat you. You can still sneak attack enemies but once the jig is up you're immediately gonna start yapping.

+100 - OH MY GOD!
You are not the type to keep your cool. Whenever you encounter a frightening or shocking situation, you can't help yourself from loudly screaming in terror and at least temporarily panicking. While the shock will soon subside you'll often end up tipping your hand to your opponent, causing your allies to also panic and leaving yourself vulnerable for a bit while you try to calm down and assess the situation. Lord help you if you try your hand at gambling.

+200 - Transport Troubles
Japan to Egypt? No problem, we'll just hop on the plane ...and it's already crashing. You have some of the worst luck imaginable when it comes to vehicles. Any time you get in a vehicle it's bound to break down soon after, often in violent fashion. It's not impossible to use vehicles for transport, mind you, but it's a lot more dangerous and it's gonna take a lot longer to get where you're going.

+200 - House of Holy
Wait, where are the heck are you? It seems you've been trapped in a hotel by an enemy stand user named Dija Maker. Dija's stand House of Holy has turned the once normal hotel into a labyrinth that looks like some sort of MC Esher painting come to life. The walls are completely indestructible and any abilities you have that would normally allow you to escape such as phasing through walls or teleportation have been deactivated.
This still may not seem so bad, however Dija has one more trick up his sleeve: if you can't manage to escape the hotel in one hour, you will completely disappear without a trace, killing you. If you want to survive you'll have to navigate the labyrinth, solving puzzles and eventually finding the exit. On the bright side Dija himself isn't very tough so once you get to him it'll be a piece of cake to whoop his ass.

+200 - Cocky
You have quite the high opinion of yourself, jumper. You truly believe in your superiority over others, to such an extent that you'll hold back against and toy with your opponents, sure that you can finish them off whenever you like. You prevent your allies from interfering with your fights whenever possible as you also believe they'd just get in the way of your fun. I sure hope you've got what it takes to back up your confidence, otherwise you're in for a rude awakening.

+200 - DIO-SAMA!
Oh, get off the ground you bootlicker. There is someone in this world who you are absolutely dedicated to serving and you worship them like a deity. You hang on their every word and obey them blindly, never questioning an order no matter how extreme. You love them so much that if you even had to destroy an image of them you would hate yourself. Even if this person is incredibly kind and righteous you'll feel compelled to take extreme, unnecessary and life threatening actions often just to impress them, no matter how much they insist that you stop as you feel guilty if you aren't doing enough for them. You're probably gonna be really embarrassed when this drawback wears off, so brace yourself for that.

+300 - Lil' Jumper
Aww… what a cute little thing you are! ...sorry. Rather than an adult or even a teenager you've been reduced to a child of 8 years old and all your abilities have followed suit. Every ability you have has been reduced to a much weaker child version of itself: where once your stand may have been able to throw a car it would barely be able to pick up and throw a person. As if that wasn't bad enough, you also tend to think like a child: not necessarily less intelligent, but less mature and rational, which means you'll likely make many foolish choices. On the bright side your powers will mature back to full strength slowly as you age, and once you reach the age of 18 you'll be back to peak strength.
For an additional +100CP you're now a baby instead. While this is obviously worse, your powers won't mature any more slowly and your abilities won't be any weaker than they would be if you were 8. Hopefully you've got someone to take care of you, you poor little thing!

+300 - Blind
Well, I bet you didn't see this coming! Aw, c'mon, that wasn't that bad! You've become completely blind, which is just about as terrible as you'd expect. Forget heated battles, it's gonna be a heated battle getting to the bathroom in your own house! You're pretty much as helpless as a baby unless you somehow hone your other senses and even then no amount of honing is a proper replacement for the ability to see. Don't get down, though, in situations like this you just have to look on the bright side...! Whatever, you're no fun.

+300 - Best Buddies
Oh, that's just gross. It seems DIO has implanted a disgusting flesh bud into your brain and is controlling you with it like a puppet. I'm certain he'll throw you at the Stardust Crusaders just like every one of his minions. You might be thinking to yourself "That's not so bad, I was going to work for him anyways." and that may be true, however the problem is that he fully intends to kill you once you've accomplished your mission, which he can easily do by remotely making the bud go berserk in your brain. If you win you're screwed and if you lose you're screwed. There is one hope, though: unlike others with the bud implanted, you'll have rare precious moments of lucidity where you can resist DIO's influence and control yourself. You'll somehow have to get someone to extract the bud in one of those brief moments. However that is far easier said than done. Removing the bud safely requires a level of precision and speed beyond any surgeon and if it isn't removed fast enough it will go berserk and kill you automatically. You'd better come up with a plan quick, or you'll be just another casualty of DIO's evil schemes.

The End

So, your adventure has come to an end. Guess there's only one thing left to do.

Last Train Home - Go Home

Jumper's Bizarre Adventure - Stay Here

Shine On - Go to the Next Jump

Notes

- When picking what tier your stand is, try to consider a number of factors: how strong is it in a fight, how many situations can it help me out in, what's the stand's max potential, etc.
- You can import any item you own into any similar item, clothes to clothes, swords to swords etc.
- The weaknesses of vampirism will be removed at the end of the jump
- The members of the Fanatical cult do not age and will follow you, and anyone who joins will also follow you and not age. The cult attracts people who are considered at least moderately powerful relative to the world you're currently in, although you must have the same general types of abilities to attract them: wizards attract wizards, vampires attract vampires, etc.
- Thanks to everyone who helped with ideas in the thread, especially with the Jotaro items
- Thank you for using my jump! God bless you!