JoJo JumpChain Anon presents...

The JoJo's BIZARRE ADVENTURE CYOA

Yo! Welcome to Earth! Well... Not necessarily the Earth you know. Different towns, different cities, that sorta difference you know? But the real difference, what separates this Earth from your home and other variants, is the existance of many, very extraordinary people. Well okay, every world has extraordinary people, but these ones are particularly bizarre. And due to the... Whoever it was that sent you here, you've become one of these same people.

And these people wield powers that make normal folk look... Well, normal. The first ones you gotta worry about are the Vampires and the Hamon Channelers. Vampires are probably familiar to you, being undead, blood-sucking monsters. Thing is, they're made one of two different ways: a dead corpse has a vampire's blood pumped into it. Second option involves an artifact called a Stone Mask. The mask, when blood is smeared on it, slams large stone spikes into the wearer's head. Mask-based vampires are particularly powerful, having complete control over their body.

Then there's the Hamon Channelers. The best way I can explain this sect, is that it's a form of martial arts used to combat the undead. You channel solar rays into your body, and then infuse your fists, kicks, or weaponry with 'ripples' of it. It can completely disintegrate a vampire or zombie. Oh, and that bit about weaponry? Literally everything can be used as a weapon for them: scarves, wine droplets, glass fragments, you name it. They've existed since the time of the first humans, acting as guardians.

Now let's get to a power that it seems most people can wield readily, one way or another: The Stand. Your soul given a physical form and powerset based on your soul, personality, and skill level. They can be awakened one of two different ways: A) you or an ancestor is scratched by a relic called the "Bow & Arrow," or B) have a strong spirit from birth. In the first case, if your spirit isn't strong enough... well, the creation of the Stand will wind up being fatal. The thing about Stands is that they're very powerful extensions of yourself, gaining such strength that they can even develop their own personas. But they are you in every sense of the word: any damage they take, is inflicted on you.

Right then! I suppose that should do it. Next thing you're going to say is: "And what the hell am I supposed to do?!" Correct? Well first off, just take this:

+1,000 CP

And go have some fun! You've got ten years to explore. Maybe see if your alternate-universe self exists here? I dunno. I'm not an inter-dimensional traveler like you.

Identity

Age: 1d8 + 18, or 100 CP to choose between 19 and 26.

Gender: 100 CP to change, or stay the same.

Origin: From one of the origins below, make a choice:

Drop-In Free	You are deposited outside a place of fate and destiny, where the Bizarre Adventures of the Joestar Family will take place. You have a note detailing where your purchased goods are, and the nearest bus-stop. Oddly, you have a mark that wasn't there before: A key-shaped birthmark, right where your heart is located.
Jovial Joestar 100 CP	You are born with the five-pointed Joestar birthmark on your back, a member of the family in blood and name. You wake up in an apartment, having freshly moved out of your parent's home. Note: This identity comes with a name that when shortened with Joestar, becomes JoJo.
Bad-Blooded Brando 100 CP	Three dots on the left earlobe mark you as a descendant or relative of Dio Brando, the primary villain of the world. You wake up in a hotel room, finding yourself once again on the lam as the name Brando brings trouble.
Warrior 100 CP	You were born into conflict, and became either a member of the military of the country you were born in, or a street thug that could back up their talk. You wake up in a slightly run-down apartment complex in an inner city. You have a birthmark across your left eye, a slash-like mark.
Explorer 100 CP	The JoJo universe's answer to Indiana Jones, you've had passionate wanderlust in your heart since you were a child. You've since dedicated your life to discovering the secrets of the world. You wake up at a desk in an university office. You have a birthmark: a discolored 'x' below your navel.

You start out in your origin's locale, in a city / country you choose. On a nightstand or desk nearby you have a six-shot pistol and a small notebook, either detailing the last few days of your identity's life, or simply containing a possible objective. As well it will have a pickup location for your purchases. A calendar on the wall will detail the exact month and year.

Next you'll say:
"What do you mean, month and year?"

Starting Era

The bizarre adventures typically take place across different generations and time periods. Instead of choosing just one spot out of... Who hell knows how many on Earth, you get to choose that freely. In exchange though, you roll to decide which time periods, or "stories," you start out in the same year as. That includes all possible historical events and drama that will occur. Hope you know your history books and famous figures.

Note: Some of the events are quite short, leaving you the remainder of the time to explore a New Earth, or whatever plan it is you have.

Roll 1d8

or

Pay 100 CP

Rise of Dio 1880 to 1889	Spanning the 1880's, the events of Phantom Blood are the beginning of the Joestar's adventures, and the rise of the villain Dio Brando.
The Pillar Men 1938 - 1939	Spanning the year between 1938 and 1939, the story Battle Tendency details the return of the Pillar Men: Creators of the Vampires and the Stone Masks.
Dio's Return 1987 - 1988	Spanning the year between 1987 to 1988, this is the story of Jotaro and DIO. One seeks the blood of a Joestar in order to create a perfect world for himself and his minions, the other seeks to bring an end to the plan once and for all.
Rising Stars 1999 - 2001	The years 1999 to 2001 detail two different events: Diamond is Unbreakable, of a conflict between Josuke Higashikata and Yoshikage Kira. Then along is Vento Aureo, in which a descendant of Dio, Giornno Giovanna, becomes a gold-hearted criminal.
The Reset 2011	The dead villain DIO and a servant, Enrico Pucci, seek to finish one final plot in Stone Ocean. Jolyne Kujoh stands in their way, and the climax of this will make the universe reel from what occurs.
Steel Ball Run Post-Reset 1890	The Reset retconned the universe of JoJo, and Dio Brando never became a villain. The Joestar family still had their bizarre adventures however, and the Steel Ball Run is just one example of many.
The Earthquake Post-Reset 2011	In the small town of Morioh, Japan, the Tohoku Earthquake of 2011 has lead to the creation of tall, stone structures called WallEyes, which shortly afterward created a strange man called Josuke. The event, JoJoLion, has not yet ended. Who knows what happens?
The Dice Roll	So you rolled a lucky eight, huh? Free choice of your time period, and have fun doing it. This is your adventure, after all.

Perks & Abilities

Discounts are 50% of full price.

Calisthenics: Free
An innate attribute of the JoJo-verse, you gain an impecable sense of balance, poise, and grace of movement. You can pose with the best of them, and all actions gain an air of... Fabulousness. Yet manliness at the same time.

Dynamic Entry: Free
Along with innate Calisthenics, you gain the ability to make every entry into a conflict or scenario a dramatic, flamboyant affair. Whether it's crashing through a skylight or dropkicking someone from the side, your introductions look good.

Joestar Secret Technique: Free
When a situation seems truly hopeless, you can activate the Joestar Secret Technique at will. You gain the ability to run in the opposite direction from danger at ridiculous speeds. Said quick escape has to be done in a comedic power for the technique to truly be revealed.

Dramatic Persona: Free
The essence of both fabulousness, manliness, and complete gutsiness has enveloped your being. Everybody accepts the posing, the spontaneous sparkles (which can be turned off), the everything. It's either because they just accept it at this point. or fear the consequences of insulting you.

Prediction: 100 CP
Free Drop-In
With unnerring and unnerving accuracy, you can tell exactly what a person will say exactly before they say it. An excellent distraction and intimidation tactic.

Dirty Combat: 100 CP
Free Warrior
You know the weak spots of the human body, and how they can be exploited to your advantage. Also comes with fewer compunctions about maintaining a fair fight.

Multi-Lingual: 100 CP
Free Explorer
You have learned a great variety of both dead and living languages, and can learn others quickly. As well, you know by instinct cultural slang, proper decorum, and all the gestures & signals within a language to communicate effectively.

Iron Lungs: 100 CP
Discount Warrior
Your lung capacity is double that of a mountain dweller's, and your respiratory system overall is strengthened: blows that would normally collapse your trachea merely bruise it.

Appraising Eyes: 100 CP
Discounted Explorer
When it comes to ancient artifacts, you can identify their average worth on both the black market and to a museum. As well, from observing a relic's environment, you can readily discern it's usage and possible symbolic value.

Fabulous Craftwork: 100 CP
Discounted Drop-In
Your tailoring and armor-crafting skills always make clothing and armor fit the style of the JoJo universe, accentuating every muscle and curve to emphasise any pose and action. The gear also becomes more resistant to general wear-and-tear.

Sense of Adventure: 300 CP
Discount Explorer
Whether through sheer luck, Sherlock-levels of deduction, or tracking skill, you can find anything or anyone that is at any point considered lost.

Commanding Presence: 300 CP
Discount Warrior
With sheer stature and presence, you can quell a large tavern into stunned silence. Those weak of mind can easily be cowed into following your orders.

Perks & Abilities

Summon Steamroller: 300 CP
Discount Drop-In
Like Dio, your unorthodox use of construction equipment has granted you the ability to summon a massive steamroller. The steamroller regenerates damage with each summon, and can be used both regularly, and as a melee weapon.

Born in the Saddle: 300 CP
Discount Explorer
Like a biker instinctively knows their ride, you know how to calm and ride any beast typically used for transportation, and some that aren't.

Bartender: 300 CP
Discount Drop-In
You mix drinks like a professional, a dramatic flair with every drink. As a king-of-the-counter, your sleight-of-hand is given a significant boost, capable of seemingly whipping things out of nowhere.

Stoicism: 300 CP
Discount Warrior
When you need to, your emotions can be locked down to maintain an ice-cold, even-faced temperament. Your reaction to pain is reduced to mere acknowledgement, and your voice carries a steady, even volume with threatening undertones.

Armed & Dangerous: 600 CP
Discount Warrior
Anything that can be used as a weapon, you are fully capable of in an exotic and deadly fashion. Bedsheets, pop bottles, frozen fish, even another person are used by you to trash an opponent's day.

Deception Detection: 600 CP
Discount Drop-In
More like a general sense of danger than any particular skill, you instinctively know when deception, lies, and danger are closing in on you. Your time to react can vary between a few seconds to days at a time. Use that time well.

Encyclopedic Brain: 600 CP
Discount Explorer
Increased memory capacity and detail recollection, to the point that you can rival a library in sheer amount of knowledge.
On a downside, trying to sort through it is a complete bitch at even the best of times.

Breaking the Silence: 600 CP
Discount Warrior
Normally, it takes an event of such catastrophy to inspire a crowd to riot. Then there's you, working the crowd as your voice turns them into a wild mob. Your voice brings their inner most fears to light, and whips that fear into violent rage.

Bond of the Soul: 600 CP
Discount Drop-In
You made a friend in the JoJo-verse, and the bond shared between the two of you transcends universes. Though you may leave the friend behind, you will find a variation of them in each world you come across (unless taken via Stasis Pod).

The Jack: 600 CP
Discount Explorer
A variety of skills you've collected over the years for one bit of insanity or another, you've mastered none but know the basics of many. Might be able to apply the knowledge of one skill to fill in for what you lack in another, but might not end too well.

The Stand: 500 CP
Your soul given physical form, either through spiritual training or being sought out by one of the Arrowhead relics (discussed later). A complete and spiritual extension of yourself with powerful abilities and still-hidden potential, a Stand is unique between individuals.
Three ways to approach this option:
A) Use the Stand Supplement to create your own from scratch.
B) Accept one related to the Origin chosen.
C) Wait until you are in the world, and be scratched by an Arrowhead.
The last option can end in either success or failure, as if you are not strong of spirit the Stand WILL kill you.
Default Stand options on next page.
Statistic explanations on Clarifications Page, and on Stand Supplement.

Plum Juggler Origin: Drop-In

Statistics:
Destructive Power: B
Speed: A
Range: C
Durability: D
Precision: C
Developmental Potential: A

Basic Ability:
Divide:
Creates two copies of Juggler, for a total of three. These copies are linked by both mind and senses.

Awakened Ability:
Fun House:
Warps an area of 20 meters into a maze of mirrors and traps. The Stand and Stand-User can use the mirrors to spy on opponents and move freely about the maze.

Requiem Ability:
Plum Juggler's Divide is empowered to create a maximum of three copies of any object or person. These copies last a few hours, and are commanded by the Stand-User freely.

Judas Priest Origin: Bad-Blooded Brando

Statistics:
Destructive Power: B
Speed: C
Range: C
Durability: A
Precision: A
Developmental Potential: A

Basic Ability:
British Steel:
An area of 20 meters radius is warped into an arena of metal and fire, with industrial traps and obstacles littering the field of battle.

Awakened Ability:
Highway:
At will, Judas Priest can summon and drive a massive, fiery motorcycle. The bike is capable of being used in combat, and for transport as it can carry up to three passengers.

Requiem Ability:
British Steel now summons a group of three metal soldiers, each with the strength of three men. Each soldier wields a weaponized instrument.

Blue Oyster Cult Origin: Jovial Joestar

Statistics:
Destructive Power: A
Speed: B
Range: B
Durability: D
Precision: E
Developmental Potential: A

Basic Ability:
Perfect Water:
Blue Oyster Cult manipulates and weaponizes water in both solid, liquid, and gaseous forms. Can be used both for combat and utility.

Awakened Ability:
Pearl Jam:
The Cult creates small pearls with effects ranging from utility (healing if swallowed) to offensive (exploding when thrown). No limit to the types of pearls created.

Requiem Ability:
Perfect Water can now manipulate water to such a degree that it can separate water into it's base atoms of Oxygen and Hydrogen. It can only control atoms made from the initial split, but can combine them again.

Anhur Origin: Warrior

Statistics:
Destructive Power: A
Speed: C
Range: A
Durability: D
Precision: B
Developmental Potential: A

Basic Ability:
Conflict Aura:
When Anhur is called, the aura increases the chances of conflict. Reducing patience & compassion, increasing aggression, etc.

Awakened Ability:
Phalanx:
A wall of Egyptian soldiers marches forward at Anhur's call for a length of twenty meters.

Requiem Ability:
Conflict Aura now influences probability, increasing the chances of mistakes occuring and mechanical failures to create more conflict & beneficial, environmental hazards.

Khanso Origin: Explorer

Statistics:
Destructive Power: E
Speed: C
Range: A
Durability: D
Precision: A
Developmental Potential: A

Basic Ability:
Black Mist:
Khanso's mist leaks in to a target's memories, finding a subject they bear significant feeling towards. The mist then manifests the subject within the cloud.

Awakened Ability:
Open the Path:
Khanso causes an explosion of Black Mist, while an illusionary road opens up before the Stand-User. Following it always leads to immediate safety.

Requiem Ability:
Black Mist now recreates entire locations from key memories of a target. These recreations are fully capable of harming the target, e.g. a burning building being capable of burning and collapsing onto a victim.

Vampire

You smeared blood onto one of the ancient Stone Masks whilst wearing it, and as a result became a monster neither living nor dead, a predatory mockery of both. You prey on the living, feeding on fresh blood to maintain your existence and turning humans into monstrous slaves. Incompatible with Hamon.

Blood Vessel Needle: Free

You reject the food of the living, instead growing tentacle-like extensions of your circulatory system which can stab into flesh. This is a paralyzing attack, allowing you to feed on prey with ease.

Predatory Senses: 100 CP

Discounted Bad-Blooded Brando

Your senses of smell, hearing, touch, and taste are amplified ten-fold. As well, you gain tremorsense (both underwater and on-land forms), and your range of vision expands to a wider cone - much like that of an owl.

Charm: 200 CP

Discounted Bad-Blooded Brando

Your eyes have a hypnotic quality to them, allowing you to hypnotize and control prey who are caught in your gaze.

Shadow Walking: 300 CP

Discounted Bad-Blooded Brando

You can use the shadows cast by objects to teleport rapidly between them, descending out of and rising up from them as if they were pools of water. As well, you can carry objects with you and leave them within a shadow, varying from simple coins, to stockpiles of weaponry, to even hiding a corpse within the shadows' depths.

Create Zombie: 400 CP

Discounted Bad-Blooded Brando

You can infuse a corpse with a small ounce of your blood, twisting them into a vampiric minion of yours called a Zombie. They have the Blood Vessel Needle ability, and any other abilities they used in life. A Zombie can be made from any sort of corpse, so long as the circulatory system is intact. Zombies retain all qualities they had in life, including intellect.

Spores: 500 CP

Discounted Bad-Blooded Brando

You can peel fragments of your flesh away, and plant them into the flesh of any sentient, living creature. If someone tries to remove the "spore," the resulting agitation will make the fragment sprout razor-sharp tentacles. The spore will then attempt to kill both the target and the one planted with the spore.

Bodily Mastery: 600 CP

Discounted Bad-Blooded Brando

You can control your body to completely ridiculous and even supernatural levels. These feats of body control include:

-Controlling your blood in a variety of ways, including such things as pressurizing it as a bullet or steady stream capable of cutting through stone.
-Regenerating heavy wounds quickly, and regrowing amputated body parts.
-Controlling amputated body parts from afar.
-Reducing your body temperature to such a degree that anything you touch freezes.
-Using your nervous system to infiltrate and control an enemy's nerves like tentacles.
-Manipulating hair and blood vessels like tentacles, with a strength similar to an octopi's muscles.
-Accelerating and shaping bone and keratin growth to create natural weaponry and armour.
-And so much more. Take this and just start experimenting: See what comes of it.

Hamon

You have dedicated yourself to combating Vampires and their terrible servants, using the light of the sun to empower your body and cancel out the dark energies manifest within the undead. Your powers make you an eternal guardian to Mankind, and a brutal enemy of the darkness. Incompatible with Vampire.

Steady Breathing: Free

In training your ability to manipulate the Ripple, your breathing patterns are maintained at a steady, rhythmic pace. Strenuous activity and quick movement do not inhibit this breathing practice & it even seems to empower your physical ability, as well enhancing other martial arts.

Solar Meditation: 100 CP

Discounted Jovial Joestar

Though you are not like a plant, and cannot use solar energy to create your own internal food, you are capable of meditating in the sun and using their rays to not only channel Ripple, but also to replenish the energies for your other powers, although at a much slower rate.

Zoom Punch: 200 CP

Discounted Jovial Joestar

Your breathing technique and Ripple enable you to stretch your joints to a freakish length, allowing your blows to reach an extra five feet beyond your typical range.

Awaken: 300 CP

Discounted Jovial Joestar

With quick blows and bursts of Ripple into a person, you can unlock their Hamon potential with relative ease. They'll need training in it's use of course, as figuring it out on their own will take a long, long while. Whether you'll be that teacher or not is entirely up to you and your own skill in it.

Infusion: 400 CP

Discounted Jovial Joestar

Besides infusing your body with Ripple, you can now direct the flow of energy at will. This will lead to a variety of effects, such as using Ripple to mend an ally's wounds. As well, you can infuse Ripple into objects. This improves existing qualities and makes them deadly to the undead and living alike.

Foresight: 500 CP

Discounted Jovial Joestar

Though not quite mastering Hamon yet, you have learned a technique that only the great, old masters of the Ripple have mastered. Using the Ripple in a small bowl of water allows you to see the 'fates' of those who are close to you. With this knowledge, you can do specific actions to assist the person whose fate you saw, and the future will change ever so slightly to reflect it.

Ripple Mastery: 600 CP

Discounted Jovial Joestar

You unlock the ability Overdrive, a powerful technique where your Ripple energy is used to create a literal explosion of solar power, incinerating both undead and living opponents. As well, you gain the following perks:

-Walking on water. Through this, the Ripple can be seen radiating outward from you in glowing rings.
-Your very presence is enough to revive once-dead plant life.
-Liquids are very effective at channeling Ripple, your mastery of it especially so.
-While not hypnotism, your mastery of Ripple can make you briefly compel bystanders to action and spontaniety.
-Solar energy brings heat as well as light, and your control of the Ripple leads to you being capable of creating flames, guided by your will.
-Your ability to control the Ripple becomes absolute, allowing you to manipulate it in new, unique ways. Experiment with it, see what you can do.

The Spin

The Spin is a physical phenomenon in which the Golden Spiral's perfect curve, as a basic property of nature, is used in conjunction with movement. A technique involving calculation, trajectory, exploitation of the Magnus Effect (whereby in flight an object, by deflecting air flow, curves from it's principle path), and a good throwing arm that can follow the initial curve of the Spiral. One doesn't need necessarily need a good throwing arm to use the Spin, however. So long as you can hold the spinning object in the palm of your hand, you can exploit the Golden Spiral's natural properties for a variety of other base effects.

Spin Doctor: 300 CP
Your manipulation of the Golden Spiral allows you to mend the wounds of allies, the flesh & tissue knitting itself back together when exposed to the Spin. A quirk of this healing ability is that the wounds are healed in an odd, spiral-like pattern that leaves a similar mark on the surface of the skin.

The Golden Rectangle: 300 CP
Analyzing the environment around you allows you instinctively see just the perfect rectangle in a given area, and as such the golden spiral within that. This analyzation allows you to perfectly calculate the trajectory of any thrown object, especially when directed along that spiral path. In general, your ability to calculate trajectory and projectile speed is greatly increased.

Twisting Palms: 400 CP
Your ability to use the Spin is no longer restricted to solid objects. With the right twist of the hand, you can enact the Spin to create anything from a vortex of wind, to a spinning orb of water. With the right skill and enough training, the Spin can even be used on ethereal and spiritual substances,

Super Spin: 500 CP
The most faithful emulation of the Golden Spiral, requiring a good steed to truly grasp it's potential. By maintaining a specific speed and running in a spiral pattern, your steed's speed combined with your throwing speed allows for a strike like a thunderclap. What makes this so special is that with it, your Stand is capable of ripping through or completely bypassing barriers and shields.

Artifacts:
Didn't think I'd leave you entirely without gear, did you? Sure that might be an interesting twist on this adventure, but there's just too many goodies to pass up. Plus, I kind've want to see what you'll do with them given their properties.

Red Stone of Aja: 400 CP
Discounted Jovial Joestar
The perfect gemstone, a flawless exterior with a million inner facets that reflect light to a perfect degree. The Red Stone of Aja's million interior facets are capable of three things: A) the light absorbed is reflected and condensed a million times, into a powerful beam of solar energy, B) the concentrated sunlight gives Hamon a powerful boost in strength, the resulting energy capable of events - such as instigating a volcanic eruption, and C) used with a SPECIFIC Stone Mask (not the purchasable one) can uplift a Pillar-Man into an ultimate lifeform - an apex predator of unseen power and majesty. No, you are not a Pillar-Man. But that doesn't mean the Red Stone doesn't have other uses...

Anubis: 600 CP
Counts as a Companion
From one misadventure to another, it seems the sword that the Stand of Anubis is bound to has found it's way into your possession. On already existing notes, it appears that Anubis' ability to possess his wielders fizzles when he attempts the same with you. You can wield the Stand without fear of being turned into a mindless machine. While distrustful and wary, Anubis has agreed to let you access his powers when wielding him. The first is Recognition: Any attack used against you is recorded, and a counter-measure immediately developed. The second is his greatest one - The Dimensional Bypass. With it, Anubis - and by proxy, you - can choose what the sword's edge cuts. It can phase through objects that are 'ignored,' and slice through whatever is on the other side. Anubis is a volatile personality, and will use it's possession to find other wielders to try and free himself from your ownership. Do be wary yourself, unless you can calm this savage Stand and cooperate with him.

The Arrowhead: 600 CP
The Arrowhead is one of several arrows, their metal taken and forged from an ancient meteorite that crashed into Greenland in 50,000 BC. The Arrowhead is noteable because of a property of the ore it was forged from: The metal is a catalyst for the creation of Stands. As a result, The Arrowhead is capable of awakening the Stand of any living creature it cuts. The artifact itself seeks out those strong of spirit, guided almost magnetically.
Along with creating an initial Stand, the Arrowhead has an added effect based on who is scratched a second time:
If the Stand-User is scratched a 2nd Time: The User is Awakened, taking on a new appearance. Their Stand gains access to a new ability, usually one far more powerful than they had at their start.
If the Stand is scratched: The Stand is completely morphed into a different form, becoming a Requiem Stand. The Requiem's existing abilities are empowered ten-fold to what they were before.
The Arrowhead will grant a Stand to anything with a soul, be it humanoid or animalistic.

WARNING: Any scratched by the Arrow MUST be strong of spirit, otherwise the Stand manifested WILL kill them one method or another!

Zombie Horse: 400 CP
Not any known source of power is applicable when describing this relic. A stone mural from the kingdom of Naples, featuring a stylized horse rearing up against a sunset. The true form is revealed when the right conditions (requires a lot of research & dedication to find what these are) are met: A long, silver strand of thread. When sewn through an object, the immediate area exposed to the string is healed. Thus, the Zombie Horse is a method of healing - short of decapitation, complete annihilation, and complete absence of limbs, the string can regenerate. If a lost limb is met back with where it was de-tached, Zombie Horse can repair the connection.

Stone Mask: 400 CP
Discounted Bad-Blooded Brando
Stone artifacts made from the dawn of man, crafted by the hands of the Pillar-Men who sought ways to protect their people from the sun's rays. Instead, the Stone Masks were what created the creatures now known as Vampires. The Stone Mask works as follows: while worn, the wearer of the Mask has to stab a victim to obtain warm blood. From there, the blood has to be smeared across the mask's surface. Tendrils of stone extend from the mask's edge at that point, and stab through the skull of the wearer to pierce the brain. From there, the mask's dark magick twists the body of the wearer into a cruel mockery of both life and death, a twisted predator in human flesh. Mask Vampires are atypical from vampires of other worlds, but are powerful nontheless. What you will do with this twisted instrument even I cannot fathom: Be wary.

Beneficial Gear

I know, I know. You thought the Artifacts were pretty much all the gear, huh? Welp, enjoy some of these cheaper options. No powerful weapons or space-age gadgets, simply quality-of-life and utility items.

Reinforced Clothing: 50 CP

In the same style of the world you find yourself in, you have access to exactly one week's worth of clothing. The make and brand are unknown, as the clothes are without any distinguishing tags or marks. However, what is known is that the clothes are built to take the general damage of every day use, as well as deflecting / softening the blows of side-arm's bullets and melee weaponry.

Global Passport: 100 CP

Your new identity comes complete with a fresh-off-the-printer passport, allowing access to any global transportation and the ability to pass through any border checkpoint. The passport changes to a universal 'equivalent' if you find yourself in other worlds, if such an item is applicable. Drop-Ins have an empty Passport that requires filling out, but after the relevant information is submitted it will serve the same purpose.

Contact Book: 100 CP

A book filled with the names, locations, and methods of contacting all of your (or your current identity's) friends, family, and other allies. The book actively changes based on your identity and position within different worlds, maintaining an internal list of your different lives. Drop-Ins have the same contact info across their journeys: An insane old man who shares similarities across worlds. He speaks in riddle & rhyme, can be found chatting with an imaginary figure, and will answer all questions you have on top of being able to get you anything you need. His methodology varies each iteration, as well as what he can access based on the world he is found in.

Alternate Identitification: 100 CP

You have a fool-proof, sealed deal, solidly-built, ready-to-use alternate identity to use at a moment's notice. All the paperwork detailing an entirely new person who just so happens to share your face. Name, date and location of birth, list of relatives (who don't actually exist), certifications, place of residence, licenses, everything that can help make a new facade ready to use is in place. You get a new folder, with a new identity, each world you find yourself in. If paperwork is not used, it's instead a dataslate / folder of pictures to help seal the deception.

Polaroid Camera: 50 CP

It's a small Polaroid camera with a good zoom-lens. It never runs out of room for taking pictures in whatever storage space it has, repairs itself from any damage it takes, and never seems to need any sort of electrical input to recharge.

Conducting Oil: 50 CP

A flask of oil that refills itself twice a day. The oil conducts Ripple (plus other energy forms) very well when the oil is applied to any object. The oil coating lasts two weeks per vial, evaporating over time. Cannot be washed off.

Explosive Oil: 50 CP

A bandolier of ten flasks. The oil is of similar quality and manufacture to the Conducting Oil, only as soon as it is exposed to air it explodes violently. The bandolier generates one flask every two hours. Includes a sling for better throwing of the vials.

Stand-Sight Glasses: 50 CP

Stands are normally invisible to the human eye, being seen by either other Stand-Users or those fluent in spiritual energies. These glasses bypass that issue, allowing you to not only see Stands, but other spiritual beings normally invisible. As well, with sight, these glasses allow for the wearer to physically touch - and thus fight back against - a Stand. These glasses are of high-quality and resemble a stereotypical professor's spectacles. In addition, they can take a surprising amount of damage before shattering, including being able to survive mile-high drops, direct blows, and other forms of combat.

A Full Wallet: 50 CP

You have a wallet. Plain cow leather, yellowed with age. It has exactly 500$ in it, alongside a driver's license. An extra 50 CP gets you a decent credit card, while an extra 10 CP will get you 100 extra dollars. The currency changes and refills based on the world you're in, while the license and credit card stay the same.

The Map: 100 CP

A map of the currently existing world (or any others you may find yourself upon). Every major city is marked, along with every location that features heavily within the world's greater history. The map actively updates with: your exact location, the locations of allies and companions, and events within the world (e.g. if a city is annihilated, your map will update with it's destruction).

Weapon Stockpiles: 100 CP

A small sheet of paper filled with coordinates, landmarks, and information: Stockpiles of either modern ordnance or ancient weaponry can be found at the coordinates noted down. As well, each set of coordinates comes with instructions on how to access it.
Note: Each world you find yourself in will grant you a different note, if applicable.

Skeleton Key: 100 CP

You have a small, undulating orb of silver crested with a Mayan sigil. The orb will mesh to the form of any key, card, or access item needed. It cannot be used on combination locks such as those on safes, or those based on finger-inputs.

The Radio: 50 CP

You have access to a small two-way radio, no cord and no batteries visible. The radio has a small microphone that you can speak into, and a dial. The dial can be used to connect to any sort of communications system, including those far beyond the level of technology one could reasonably access.

Treasure Hunter's Tools: 50 CP

A swiss army knife, a set of lockpicks, a grappling hook on a length of strong para-cord, a compass, and a rock-climber's pickaxe. You can navigate any ancient ruin or modern fortress with ease.

Obscuring Scarf: 50 CP

It's a several-meter long scarf of shimmering fabric, changing color in the sunlight's varied rays. When wrapped around your face and head, however, the scarf's hue shifts to a mottled green-and-grey pattern. While in this pattern, any attempts to go unnoticed or unseen in any sort of gathering or crowd have a higher chance of success. Any actions commited while shrouded by the scarf have a higher degree of success as well, unless the action is meant as a distraction, or is something that cannot be ignored, such as assault.

Nice Hat: 50 CP

A Stetson, Ushanka, bowler cap, any sort of hat you prefer wearing is what this hat is. It is imbued with the innate fabulousness of the JoJo-verse, and can bestow it upon anyone who wears it. As a bonus, this hat's brim (if applicable) contains a hidden razor's edge. Hats without a brim have a hidden switch to allow a small, wieldable razor blade to be ejected out of the hat's edge.

The Odd Car: 100 CP

You are not quite sure what's keeping this small car running anymore. It's a small, two-seater buggy with a small trunk, and the entire thing looks as if it is held together by old chewing gum, duct tape, and barbed wire while reinforced with prayer. The vehicle's gas mileage is amazing however, at 32 miles to the gallon. As well, the internal AC and central heating work perfectly, despite looking decrepite. The seats are comfortable, despite their own ragged appearance. All in all, a good car that looks like complete piss.

Drawbacks

Not enough points for you to get what you want? Well, you can get more. But it's going to be diffucult for you. REALLY difficult.
Complications can be taken to a maximum of 600 extra points.

Easily Lost	You have no earthly sense of direction, and get lost as easily as you breath. If Pathfinder is taken with this complication, you get lost easily and wind up finding extraordinary things.	+100 CP
Paraplegic	An accident, at some point either during your introduction into the world, or at some point in your past, has left your legs utterly worthless.	+200 CP
Destined Enemy	You gain a group of enemies who reflect your chosen powerset (if bought). Their tactics are a dark mirror to yours, and they always seem to - if not hounding your footsteps - always bee in an inopportune location.	+300 CP
Not-So-Fabulous	You have absolutely no sense of poise or balance, and the JoJo-verse's innate sense of beauty and fabulousness seems to have passed you by. You will gain it at the end of ten years, but until then...	+400 CP
Enemy Stand-User	A Stand-User who seeks to prove themself to the greater world has challenged you, and hunts you at every turn. Their Stand, the enigmatic Barbie Girl, is a deadly foe. Prepare yourself, this will be no easy task.	+500 CP
They Take Notice	The main villain of whatever time you find yourself in has a goal for the world. You? Have no place in it. You will be hunted by Dio, Diavolo, Kars, any of the end-game villains. When the main heroes do not fight them, they are your problem to deal with.	+600 CP
The 77 Rings	The 77 Rings challenge was given to the people of Windknights' Lot: Defeat 77 knights, collect and wear the 77 Rings (a collective weight of over 100kg), and reach the top of the mountain while doing so. Only five people have ever completed it. The challenge has long since fallen into disrepair. Guess what though? The one that sent you here has replaced the 77 warriors of Windknights' Lot with more powerful, bloodthirsty challengers. Your ten years in this world no longer count: The only way you're leaving this world is to defeat the 77 Rings Challenge.	+600 CP

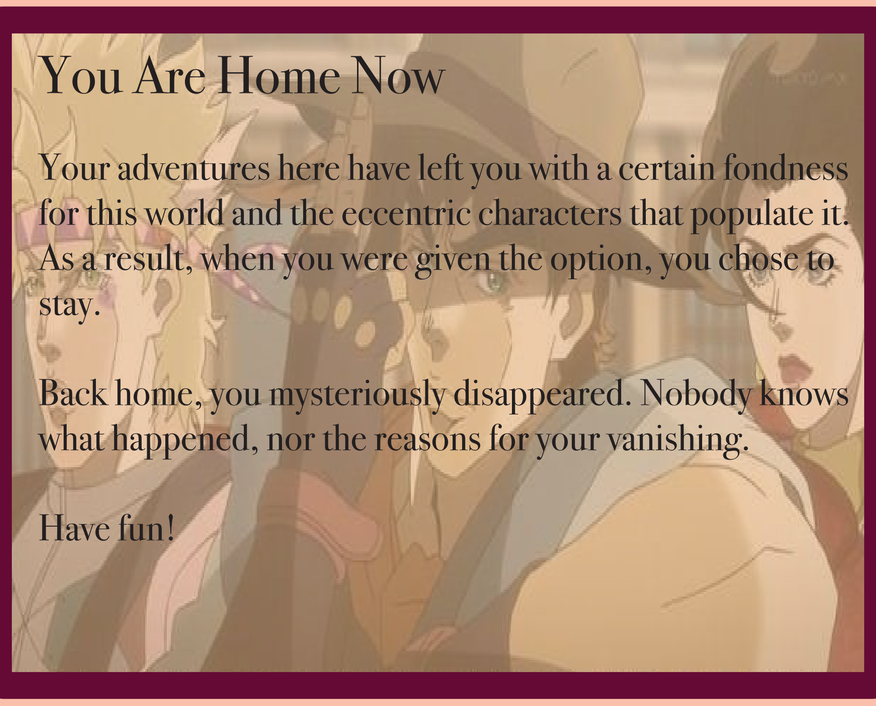
You've done it. You've completed your challenges here, survived ten years, and the only way you could have gone is forward. There is only one choice left:

The Welcome Home

You loved your stay here, but home calls for you. You decide to end the deal that resulted in your challenges, and wake up back in your own bed. You are the age you were when you left. As well, you keep everything you bought and purchased up to this point.

Congratulations!

You Are Home Now



Your adventures here have left you with a certain fondness for this world and the eccentric characters that populate it. As a result, when you were given the option, you chose to stay.

Back home, you mysteriously disappeared. Nobody knows what happened, nor the reasons for your vanishing.

Have fun!

Journey Ever Onward

You have decided to carry on on your journey, and the one who dropped you here? Well, you can get another deal: Another ten years in another world, another time. You keep everything you bought and earned in this world.

Time at your home is still stopped.

Before you choose though, the world wants to give you a gift.
You know the birthmarks associated with the origins at the start? Well, the world's giving you an option of either keeping it or getting rid of it.
If you get rid of it? No problem, it's erased and there's no issue.
If you choose to keep it? It becomes deeply wound into your genetic code: Any alternate forms you may take will always have that birthmark standing out, and any children you may have will inherit the birthmark as well. A final gift from the world.
But the choice is yours; Keep it? Or do not?

Explanations & Clarifications

Stand Statistics - A is Excellent, E is Very Weak.

Rankings of Infinite and None are also possible.

Destructive Power: Strength, and ability to cause destruction in a given amount of time.

Speed: Agility and Speed

Range: Range of Manifestation, Range of Ability Influence, and Spatial Mobility

Range rankings are as follows: (Infinite and None are also possible)

A-Rank: 100 meters.

B-Rank: 50 meters.

C-Rank: 20 meters.

D-Rank: 10 meters.

E-Rank: 2 meters

Durability: Endurance, level of susceptibility to attacks and abilities, effectiveness of binding to physical objects.

Precision: Stand's accuracy, and ability's range of influence to specific targets.

Developmental Potential: Consider all Stands to automatically start with A-Rank in this. This Statistic is basically a gauge on how much you can train your Stand in any given way. The lower this stat goes, the more you've mastered your Stand, and the stronger it'll be.

Other clarifications to come as questions are asked, due to me losing the original Clarifications page.