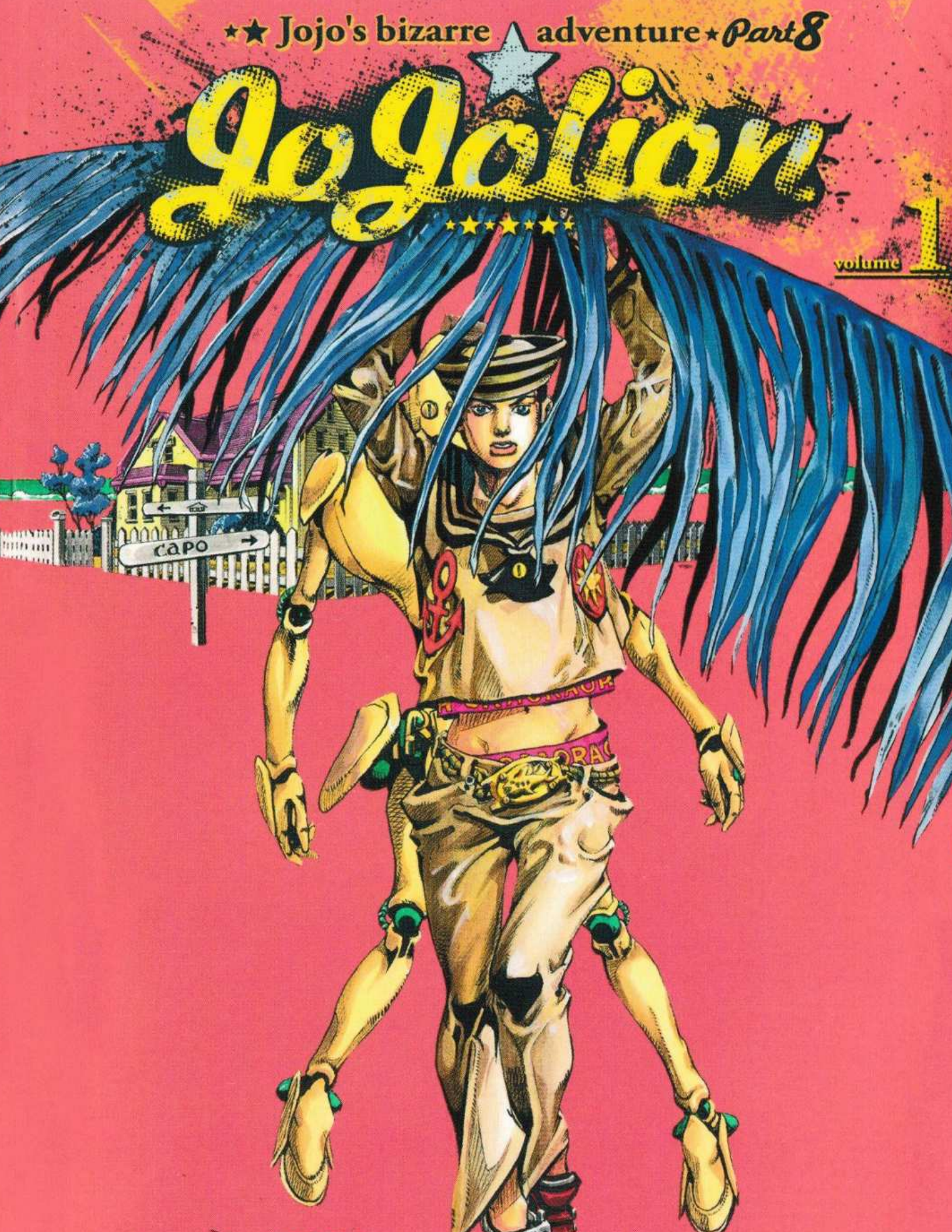
★★ Jojo's bizarre adventure ★ Part 8

JoJolion

volume 1



Introduction

The year is 2011 in Morioh, Japan. People are only just recovering from the Tohoku earthquake which devastated the eastern part of the country. This tragedy has affected Morioh in a particularly strange way, causing “wall eyes” to appear on the upturned Earth, strange holes which almost resemble faces. Buried beneath these wall eyes, next to the corpse of a man named Yoshikage Kira, is a mysterious young man with no memories of his past and a star-shaped birthmark on his shoulder. Yasuho Hirose, a young woman native to the town, will discover this man on this very day and help him to try and find his identity, giving him the name “Josuke”. As he has nowhere to go, Josuke will be invited to stay with the Higashikata family, wealthy fruit sellers who run a successful fruit parlor downtown.

The Higashikata family are happy, spoiled, but ultimately good people who seem to have it all. But things are not as happy as they seem. For countless generations they’ve suffered from a curse: one where the firstborn child will become ill with a disease that causes them to lose their memory and become like a rock, ultimately succumbing to this disease and dying. The current victim is Tsurugi, son of Jobin Higashikata. It is expected that, using the miraculous land their ancestral home sits on, this curse will be passed from son to father, causing the parent to die for the child. Yet the Higashikatas have hope - hope that somehow, this curse will be broken.

This is a story about breaking that curse. A story of how Josuke will bring about a miracle that goes beyond calamity. At least, that’s how it would go. Now you’re in the mix though, a miraculous existence in and of yourself. Who are you and who will you become by the end of your time here; what memories will you leave behind? I suppose you’ll just have to find out. In order to support you through your journey, take this gift.

+1000 Bubbles (B)

Species

Free - Carbon-Based

You are a human being, the dominant species on the planet. Due to cooperation and the capacity for not only making allies, but genuine friends and lovers, humans have remained on top as they continue to advance and build societies. What could possibly threaten their reign?

100B - Silicon-Based

At the same time carbon-based life evolved on the planet, silicon-based life evolved alongside it. Some theorize that Silicon-based life is a failsafe by nature itself to ensure that even if carbon-based life failed, life would still continue on. You are a silicon-based lifeform called a rock human. Rock humans are very similar to humans, though typically lacking in empathy and possessing several special traits. Rock humans age all at once rather than gradually over the course of their lives, meaning they go through set stages (baby, toddler, adolescent, adult, etc.) and can live far longer than humans, up to around 250 years. They can harden their skin into a rock-like state at will, and in fact must do this occasionally as rock humans sometimes need to enter hibernation periods that can last years. They're also generally hardier than regular humans. They've lost prominence due to the rise of humans, but that may soon change.

200B - Spirit-Based

Rather than any sort of biological organism, you're a spiritual one. You are a stand independent from any person or object, simply existing on your own through unknown means. As a spiritual being, you're capable of phasing through solid matter and non-stand-users will typically be unable to perceive you. It is still certainly possible for harm to befall you, though - especially if you have to battle enemy stand users.

The tier of Stand you purchase will determine your own abilities, and you may optionally choose an imported companion to act as their stand, though they must pay the same price you did for the Stand perk.

Origin

Pick one origin. Perks and items for your origin are discounted 50%, with two 100B perks and items instead being free for their matching origin. The remaining 100B perk is full-price.

Nobody

You're a nobody. This could be either in the sense that you're simply an ordinary person who's not particularly notable in the grand scheme of society, or in the sense that you've literally appeared in the world out of nowhere with no prior history or background. As if you crawled out of the ground one day.

Family

Some people have all the luck. You've been born into the wealthy Higashikata family, fruit sellers that have been operating in Morioh for well over a century by now. This family is filled with both quirky characters and dark secrets, though those will be up to you to uncover. Even if you are a firstborn child of the family, the Higashikata curse mysteriously passed over you and went to your next sibling. Like I said, you're very lucky.

Miscreant

You're a nefarious character that's currently under the radar in Morioh. You may just be a common criminal, but you could also have found yourself involved with the rock humans, whether you're working with the Damokan group that secretly sells the rokakaka fruit like illegal drugs or the TG University Hospital group above them who are planning to turn the rokakaka into mainstream medicine and use it to gain enough wealth and influence to wrest control of the world away from humans. This certainly comes with benefits, but failure or betrayal would come with extreme consequences.

Stands

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

Your stand's level of strength will depend on what tier of this perk you take. If free, your stand is like Love Love Deluxe. It’s perhaps mildly useful in daily life, though almost useless in a fight against another stand user. For 100B your stand is on the level of California King Bed or King Nothing, more powerful and useful than the free tier, but perhaps more situational or otherwise weaker than something like Nut King Call Or Killer Queen. For 200B your stand is very solid, having good combat potential and/or a useful though not extremely overpowered unique ability. Stands in this tier would include Blue Hawaii, Doctor Wu and Awaking III Leaves. At 400B your stand is at the very peak, having incredible combat potential and/or a unique ability of absurd potency. Stands in this tier would include Soft & Wet and Vitamin C.

Perks

General

Free- Vogue
Don’t you want to be cool? To have that effortless sense of style and drama all too common in this world? Then your wish has been granted! You have a natural flair for the dramatic, able to do things in an over the top and cool manner. You also know how to emphasize your actions with poses, masterfully pulling these poses off and giving you a grandiose aura while doing so.

Free - Outstanding
With how specific and esoteric stand abilities are these days, it would be pretty unfortunate if you had a stand power and didn’t know how to use it. This is to prevent that issue. If you have a stand power, you know exactly how it works and you won't need to experiment to figure it out. This knowledge is as intuitive as breathing, so even if you were suffering from total memory loss you would still know how your stand’s abilities work.

100B - I Lost on Jeopardy
Wow, the enemy’s stand ability reminds you a lot of that article you read about quantum entanglement a couple weeks ago! You have a broad range of trivia knowledge including things like history, science, poetry and art. This trivia information comes in handy surprisingly often, regularly being pertinent in helping you solve a predicament or figure out the nature of an enemy’s stand ability. In future worlds you’ll gain trivia knowledge about things in that world as well, though it would only encompass things widely accessible to the general public.

200B - Mountain Greenery
Yours is a truly rare talent - an absolute mastery of agriculture. You know how to farm to create absurdly delicious fruits and vegetables even with far from ideal land and conditions and have an expertise in botanical knowledge unmatched by nearly anyone. You could tell a grafted branch on a tree apart from all the other branches in the entire orchard with a glance even if the branch was virtually identical, so great is your wisdom when it comes to plants. You also know how to graft plants together and, very rarely, this will create special mutated plants vastly superior to the original product.

500B (Requires 200B+ Stand) - One Step Beyond

When calamities strike in our lives it can be easy to give into despair. This is just the way things are meant to be and nothing can change it. But maybe that's not true - maybe there's a reason to hold onto hope even through the most dire of tragedies. You have attained a true miracle. A way to move past calamity - a way to **Go Beyond!** Your stand has attained the ability to generate attacks that do not exist in heaven and Earth and are therefore exempt from the laws of reality themselves. These attacks are invisible, are capable of bypassing any barrier as though it wasn't even there and cannot be stopped by anything that exists, only stopping once they hit their target and ignoring anything else, and when they hit their target they will permanently erase the part of it that's hit from existence, though the amount erased is roughly proportional to the size of the attack.

Not only are these attacks entirely unstoppable, invisible and devastating, but anything destroyed by them will remain permanently erased from existence. Even something that should endlessly come back after death like a manifestation of calamity energy will entirely cease to be once it has been killed by your Beyond attack. You must take the **What a Wonderful World** drawback for no points. If you take this option, you are unable to take **Wonder of YoU**.

500B/800B (Requires 200B+ Stand) - Wonder of YoU

Nothing in this world is random. All things exist in a balance, a natural "flow" of positive and negative energy that determines both fortune and calamity. This flow is the source of logic and controls reality itself. Somehow, a manifestation of negative "calamity" energy has latched onto you and merged with your stand. Your stand is now absurdly powerful due to its ability to manipulate the flow and calamity energy itself. For instance, anyone who pursues you may automatically be beset upon by calamities - seeming coincidences that cause them inordinate amounts of harm and will ultimately kill them if they refuse to stop pursuing, with "pursuing" meaning even the slightest intent to chase after or harm you. Meanwhile, any harm directed towards you would be prevented or redirected automatically, even from point blank range. The only way to circumvent this defense is to make you come "to" the attack and walk directly into a source of harm, or alternatively hit you with something that "doesn't exist" and therefore isn't subject to the flow of calamity or logic.

This is just one example of how calamity manipulation could manifest, though no matter how you choose to manifest it, it cannot be stronger than the power just mentioned. If you are a stand, this means you ARE the manifestation of calamity energy and must pay 800B for this option. This is because, as a manifestation of calamity energy itself, you cannot truly die, and even if "killed" by anything less than a force that does not exist in heaven and earth, you will simply return a moment later as if nothing had happened. Only something that does not exist, or at least does not follow the rules of logic, can permanently kill you. Regardless of which version you take, you must also take the **Beyond Belief** drawback for no points. If you take this option, you are unable to also take **One Step Beyond.**

Carbon-Based

100B - When a Man Loves a Woman

The similarities between humans and rock humans are only skin-deep. Psychologically, they lack humanity's greatest strength; the ability to value one another's existence. Collaboration with other humans comes naturally to you. Even if you despise someone, you can objectively acknowledge when you need to work together to achieve your goals. Likewise, even if you behave like an intolerable ass, others tend to immediately realize when cooperation with you is in their own best interest. Of course, this will become increasingly less effective on those you make a habit of betraying.

200B - Rocket Man

Are you… entirely sure that you're human? Most humans don't tend to fare well after being immolated, or having their liver removed, or pulling shards of rock out of their organs. Your body can take way more damage than is reasonable, and even extreme injuries tend to heal both quickly and invisibly. A gunshot wound would close in a few days, rather than a few weeks. You also have absurd pain tolerance and almost nonexistent squeamishness in high-stakes situations, in case stabbing a syringe into your own eyeball becomes vital to your survival somehow.

400B - Man on the Moon

When facing particularly surreal or confusing threats, as if by oracle, you are blessed with understanding that you really have no business having. A gas tank imploded? You now know the exact mechanics of the enemy stand. Your body torn to shreds by bubbles? They must actually be spinning lines! The greater danger your life is in, the greater logical leaps you can make, and the more easily you can convey your revelations to others. At death's door, you could give an ally a few sentences about how their attacks "don't exist" and have them immediately master an ability they had no reason to believe they possessed.

Silicon-Based

100B - Rock Around the Clock

Rock humans will often hibernate, sleeping for months at a time while stuck as a rock in the same place. As you can imagine, this is an incredibly vulnerable state to be in. Thankfully, you have a sixth sense for what places are safe and good to sleep in. Your instincts naturally tell you whether you'll be safe sleeping somewhere or not. You won't have to worry about sleeping in a cave only for it to collapse on your head unexpectedly or hibernating in a public park only to be suffocated to death by bird poop (yes, that is a legitimate threat for rock humans).

200B - Rockin' All Over the World

Unlike humans, who have become materialistic and detached from nature, rock humans hold great reverence for the Earth and her blessings. Perhaps because of this connection to nature, you are drawn to places in nature that hold supernatural significance such as the Devil's Palm or the Wall Eyes. These places are very welcoming to you, and the risks they may pose to humans or other creatures are either lessened or removed altogether in regard to yourself. You can also sense supernatural powers in living beings, though whether they'll be inviting is up to them (or at least your ability to manipulate them).

400B - For Those About To Rock

Silicon based life is bizarre and almost alien compared to carbon-based life. The functions of your own body are a wonder that only you really understand, and you exploit that understanding to pull off strange yet vaguely plausible feats. You can pull silicon out of your eyes in a sheet type form thick enough to strangle someone with or even seemingly fuse with and travel through rocks just because you're a rock human. These are just two examples of what you could accomplish, and this same principle applies even for species other than rock humans (remember when stands could shrink?).

Spirit-Based

No discounts. These perks are exclusive to the “Spirit Based” species

Free - I Stand in Wonder

There’s a misconception that all stands are invisible to non-stand users. This is easily proven wrong by your existence, since you can not only visibly manifest to normal people, but even disguise yourself as a normal human to blend into society. This human appearance is a set one and will bear at least some level of resemblance to your stand form - enough that if someone saw both forms they’d probably be able to put two and two together about your true identity very quickly.

100B - Can’t Stand Losing You

There are many rules that apply to stands, most of them seemingly more suggestions than anything, but one which has always been consistent is that a stand needs a user, and their existence is tied to that user. Well, it was consistent until you showed up. You are not only independent and in no need of a stand user like most stands, but even if you were to be bonded to a user, their death would not impact you. Well, okay, it would impact you BUT you would at least survive. No matter what horrible fate is inflicted on your user, you can escape it and live to fight another day. This holds true for similar sorts of relationships as well, meaning you’ll never have to die just become someone utilizing your power was incompetent.

200B - Stand by Me

A stand is a phenomenon which is supposed to be linked to a user, and while that doesn’t hold true for you, that doesn’t mean you couldn’t still benefit from such a relationship. You have the ability to become someone’s stand, metaphysically linking yourself to them. They will then be able to summon you to themselves and utilize your powers as their own (to a limited extent. They may still need you to directly utilize the powers depending on your nature). Alternatively, you can bond to people in the form of a “curse” that is passed down. You’ll be bonded to the user and capable of tormenting them utilizing your powers, with their only way to get rid of you being to pass on the curse to someone else somehow. You can decide the exact mechanics of the passing on of the curse.

Nobody

100B - Love and Mathematics

If nothing else is certain about you, the one thing you can be certain of is that you have an intuitive grasp of distance. You can tell exactly how far away someone or something is from you, how tall/long that someone or something is, how fast they're moving and more entirely on instinct. You can tell how wide a butterfly's wingspan is just by looking at it. This inherent sense means most math problems are a breeze to you, at least until you go past the highschool level. More advanced college level mathematics would still likely require studying and active effort with your brain power, though you'd still be very good at it.

100B - Kung Fu Fighting

When you're constantly coming into contact with enemy stand users, it's important to know how to defend yourself. You've got a decent level of skill in hand-to-hand combat and you're very good at utilizing special powers like stands for fighting even when their use wouldn't be immediately obvious. If you had the ability to unravel your body into gauze, you'd quickly figure out you can make a crossbow out of your own body to launch a knife straight into your enemy's eye.

100B - Remember the Name

It's sad to see how few people actually think things through these days, instead making decisions based purely on emotion. You exist on the other side of this spectrum, constantly calmly analyzing any situation you find yourself in to find the best solution to your current problem. You can even spit out probabilities about how likely any given event is to occur. The accuracy of these probabilities is somewhat dubious, but what isn't is that you're good at figuring out the most pragmatic solution for whatever problem you're going up against.

200B - Happy Together

Things may look bleak when you're isolated, as if the whole world is ambivalent about whether you live or die. But even if you're alone right now, it doesn't have to stay that way. People almost always seem to like you when you first meet. Even if you emerged from the ground completely naked and reached out for someone to help you, they would think you looked like you really needed help rather than thinking you're just a crazy pervert. People's natural instinct is to like you, at least so long as you don't give them a reason otherwise; a good number of people will even find you attractive on a first meeting and desire a romantic relationship. Even those who initially meant you harm are likely to lighten up and build a genuine bond, so long as their malice towards you isn't exceptionally deep.

200B - I’m Still Standing

There are mysteries in this town and you’re going to solve them, come hell or high water! You are incredibly determined, especially when it comes to solving mysteries. Even when under assault from countless enemy stand users and facing impossible odds, you won’t give up until you’ve reached the truth. This endeavor won’t be in vain either, as you have the detective skills needed to solve even the most baffling mystery. You could uncover a well-hidden criminal conspiracy in just a few weeks, and even figuring out your lost identity starting with almost no information wouldn’t be beyond your ability.

200B - I’m Your Puppet

We don’t always realize just how powerful our words can be to others. Even a seemingly innocuous comment could end up pulling someone from the brink of despair or driving them to madness. Whether you realize it or not, your words to others are very powerful. Your statements are often wise and thought provoking. They could help a lost or suicidal person find their purpose in life just as easily as they could drive a man to madness through repeated bullying and forcing him to question his true nature. Oddly enough, even those you intentionally harm with this ability are likely to have a certain fondness for you, even if you convince them to bite their own fingers off.

400B - Thank You for Being a Friend

You may be alone in this world, but things don’t have to stay that way. You have a natural likability that makes it so even people who would formerly consider you their enemy would want to be your friend, and if you spend enough time with them these people may become like family or even lovers. People also tend to conveniently enter your life to help you with whatever predicament you currently have. You don’t have any memories and you’re lost? A nice girl shows up who can guide you around and help solve the mystery with you. Do you need a place to stay? This rich family just so happens to be willing to take you in. You may not have a family, but you can build one through the bonds you form with others.

400B - Tyrannosaurus Debt

One act of kindness to someone at the right time can make all the difference in the world. When you do nice things for other people, they will feel very grateful and indebted to you and will go to crazy lengths to try to return the favor. If you lent someone some money when they were desperate, they might come back one day and single-handedly bail you out of debt. If you saved someone’s life, they could end up risking their lives multiple times over to save you from a terrible fate like severe mental deterioration or death. This won’t be nearly as effective on people who lack empathy, such as most rock humans.

400B - Walking on Sunshine

Getting in battles in the middle of a populated town poses more threats than just the enemy and their abilities. There should be legal consequences for the types of things you'd have to do in pursuit of your safety. Note the "should" there, because this tends to not be the case for you. When fighting to protect your own life or the lives of those close to you, even if it's defending in a more esoteric sense, the consequences for strange and illegal actions just don't seem to arrive. You could break into someone's house and terrify their child or even hijack a bus and knock out the driver while running away from a stand ability and they'd just forget it happened. You could even kill a guy in front of a crowd if he was the stand user attacking you and people basically wouldn't care. This is less effective if what you're doing isn't actually necessary to survive or if it's too over the edge in morality. Groping that girl's ass probably wasn't needed to beat the stand ability, and people aren't going to overlook you sacrificing the life of an innocent child just to save your own skin.

600B - I'll Be Your Miracle

This world is one of cold, hard logic. Everyone will experience good and bad alike in their lives, and some fates may be unavoidable. Yet perhaps that isn't the case. There are things that don't exist under heaven and Earth that go beyond this logic - those things are called miracles, and you can make them happen. You have the ability to manifest miracles into the world - solutions to problems where once none existed. Your actions could set off a chain of events that permanently cured a bloodline of an incurable curse, or even find a way to beat an enemy who is by all logic truly invincible. These miracles can only be brought about through incredible amounts of effort and danger to yourself and those close to you. Curing that incurable curse may require the help of your whole family, and several of them may just die in the process. Defeating that invincible enemy would require facing them down yourself despite the overwhelming odds and there would be no guarantee the solution would actually present itself. But so long as we hold hope in our hearts, perhaps nothing is truly beyond our reach.

600B - Parklife

Stand abilities in Morioh are often specialized and hyper-specific, with descriptions like "Can control someone by standing above them if they have a cut on all four of their limbs" being all too common. For you, though, things are exactly the opposite. When it comes to esoteric abilities like stand powers, you really stretch the limits of what they're capable of. A stand that initially seems like it just directs someone to a location soon reveals itself to be able to do basically anything with technology, even things that don't make any sense like using a computer to hack into an x-ray machine to use the x-ray on yourself through the computer, and on top of that it has an ability to bring items to you. Your powers can do basically anything if it's even vaguely plausible based on the on-paper description of the ability, with these extra uses often revealing themselves when it would be most convenient, like in the middle of a heated battle with your back against the wall.

Family

100B - Draw me a Map

For every object or place we observe, it could be said to exist in two forms. The one that we physically interact with, and the other that is built in our mind. You have an uncanny ability to form mental maps of any location you spend an extended period at. Even should you lose your eyesight, your mental map will tell you every piece of furniture, every object, every crooked floorboard, and every source of light. Based on your other senses you can even deduce how objects are moved around you. This isn't infallible but can be quite scary to any foe who expects the weak, blind child to be easy prey.

100B - Follow the Money

When you get down to it, someone who understands money is someone who understands people, at least on a macro scale. You have a prodigal business sense, able to know a good investment when you see one and keeping up with even the most needlessly complex contracts. More than that, you know how to leverage your grasp of consumer psychology. Like how a dessert shop would be most successful surrounded by clothing stores, or the way grocery stores are perfectly structured to guide customers to make purchases they don't really need. You're a one-man market research team, and a damn good one.

100B - The Most Beautiful Girl in the World

People like you are proof that some people just aren't born equal. You have the natural good looks of a model, in your preferred flavor of cute or sexy. In addition to the natural social benefits that come with this, those around you, particularly with familial ties, will more often than not coddle you. You'll get spoiled rotten and get more leeway for misbehaving than your other family members. This is especially effective if you happen to be disabled in some fashion. Should you wish, this can also be used to convince others to severely underestimate your intelligence by playing into the helpless lost puppy angle.

200B - Mother-In-Law

It's only human nature for one to treasure their progeny, but even then your family takes this to a new extreme. Those you hold a familial or family-esque bond with will often go to truly insane extremes for your sake. Should your sister's boyfriend be revealed as a dangerous criminal, she wouldn't hesitate for long to kill her own former lover to protect you. Your parents would gladly take the fall for the murder you committed. Should such a thing be possible, they may even trade their own lives to save yours. Naturally, it's not impossible to find a true sociopath in your immediate family, but it's much rarer.

200B - The Webs We Weave

Anyone who sees their employees as mere gears of a larger machine is a fool. You are a master of networking, particularly with those possessing immense talent. That boy you comforted at their father's funeral will grow to be a genius plant appraiser, while that strange sailor boy you found in the dirt will turn out to be the key to curing your family's curse. The latter is an extreme example, but in general you have astounding luck with forming amicable relationships with those best suited to furthering your ambitions. Now, whether you can maintain this relationship after the fact depends on you.

200B - Forgive Me Father

Everybody makes mistakes, but few are as capable of receiving forgiveness for those mistakes as you. Nearly sexually assault your childhood friend? Well, at least you didn't succeed. Attempt to trap a girl in a basement to play with you forever? Well you apologized afterward, so I guess it's fine. Purposefully lure someone into an enemy trap with the intention of them dying? As long as you can later prove you had an understandable reason for doing so, the odds of you being forgiven anyway are quite high. This naturally doesn't apply if the other person is the aggressor or lacks any semblance of compassion.

400B - Father Figure

Being a family isn't always easy, but it's when things are difficult that the bonds between you hold strong. You serve as the kind of glue that can hold groups together through tragedy and hardship. Those who look to you for guidance will truly love and admire you and can easily be led down the path you deem fit. Whether that be teaching your child to be just and prioritize doing things properly over profitably, or sculpting them into the type of sociopath who would be fully onboard for any dubiously ethical schemes you wish to involve them in. The closer their connection to you, the greater degree of influence you hold over them. Those you guide can even mold those who look to them in the same fashion you did to them.

400B - Strange But True

It's easy to forget that the world can be a genuinely strange place even when people aren't there to observe it. Well, most people anyway. You have an odd tendency to find yourself at the right time or place to observe these anomalies. Cursed, duplicating money? What a weekend. Leaves that make people slide around before returning? You should really find a better route to school. In this and future worlds, you will encounter strange and interesting people, places, objects, or phenomena with uncanny frequency. Whether they become a cautionary tale, or an unexpected windfall depends on you. This will never place you in mortal danger before the mechanics of the anomaly can be discovered by or revealed to you.

400B - I Will Survive

Everyone likes a happy ending, even if they aren't exactly plausible outcomes. Barring deaths, once an enemy is defeated, the consequences of their attack have a way of sorting themselves out. An enemy poured you down the drain? Good thing the stand's effects are reversed once the user is defeated. A calamity-based stand accelerated the progression of your family's curse? They just happened to die in a way that takes the curse with them. This is less effective without the presence of supernatural phenomena that could justify such a miracle and said miracles can only resolve problems that the enemy directly caused. So if you lose your arm due to the actions of yourself or someone else, you're stuck like that.

600B - When I Grow Up

Being the only family member with supernatural powers can be exhausting. It's a good thing you don't have to worry about that. Members of your family are unnaturally compatible with supernatural abilities. Of course, this alone won't allow you to pass down specific abilities, but if "awakening events / phenomena" exist in a given world that can bestow such abilities, it's pretty much a guarantee that your family members will experience them sooner or later. Similarly, you won't have to worry about your family being found incompatible with these abilities. These abilities tend to manifest in quite varied ways, all further accentuating their individual charm. As a final benefit, your family members tend to adapt to the presence of such abilities, whether from friend or foe, with unnatural ease. Feel free to toggle whether this excludes abilities that inherently require a hefty price to be paid by the user to wield.

600B - A Blessing and a Curse

If a curse can be passed down the bloodline to punish the descendants for their ancestor's sins, then why can't the same be done for a blessing? Should you fear for your descendants, you are able to send an attack or ability of your choice down your bloodline to resurface when your descendants need it most. For instance, if you wielded the infinite rotation, you could send the attack into the future to protect them from a curse. It will likely manifest in unexpected ways, like a stranger suddenly gaining the power of the spin in their stand and using that power to defeat an invincible enemy which indirectly leads to the death of your family's curse. This can produce seemingly miraculous effects that both defy and guide fate in order to protect your family. However, you can only unleash a single "attack" of this nature per jump, which will immediately strike you with a calamity proportional to the power you expended on this attack.

Miscreant

100B - Trap House

What's the best way to slay one's enemies? To shoot them? Cut them? No, the best method is to trick an enemy into sealing their own fate. You are a master of setting up elaborate hidden traps. A snake in the fridge, needles in the towels, a guillotine in the walls, etc. Your grasp of human psychology helps you predict how your victim is likely to react. What bait will best lure them in, what objects they're likely to touch without looking, and so on. These traps rapidly drop in effectiveness once you've lost the element of surprise, and even more so if your target has allies or abilities you weren't aware of.

100B - Dr. Feelgood

The study of the Rokakaka wouldn't be nearly as far along without the funds and resources of TG University Hospital. Like many rock humans, you possess extensive medical training, and the skills to become a well-respected (and well-paid) figure in your field. You may specialize in a particular field like neurobiology or infertility treatment, of which you can be considered an expert. Perhaps it's due to your reputation that your patients tend to give you a pass for eccentric behavior or odd traits, like loudly crunching on dried seaweed before an operation, or generally looking absolutely hideous.

100B - Little Lies

There's a lot more to the criminal lifestyle than busting heads. Most of the time a more delicate touch is needed. Call it stealth or call it social engineering, you have a knack for invading a society and assuming new identities. All-in-all, when performing acts of dubious or nonexistent legality, you know how to avoid suspicion and keep a low profile. The breadcrumbs you leave may not actually be that hard to track for those who have a personal grudge against you, or just those who are abnormally determined to find the truth, but it's surreal how disinterested most authorities are in following your trail.

200B - I Shot the Sheriff

There really isn't much more to the criminal lifestyle than busting heads. For you, that is. Taking a "shoot first, ask questions never" approach rarely seems to backfire in any criminal activity. Removing somebody's internal organs is a perfectly effective interrogation method, and killing the expert you were asked to bring in alive is at worst an inconvenience. There are situations where excessive lethal force is simply not an option, and this doesn't make murder any less of a crime, but you'll be free to enjoy the look of shock on your target's face once they realize they're far more expendable than they once thought.

200B - King of Pain

The heartless scumbag and the doting boyfriend. The cruel interrogator, and spineless deadbeat. You have a terrifying talent for manipulating people to project the exact image you want others to see, even if that image doesn't exactly fit your physical appearance. As a short, fat, and balding janitor, you could have a beautiful model head over heels for you in a few weeks, while projecting the image of a completely harmless wimp to their family, until the time is right and you flip the script, leaving every one of them scared shitless at the thought of what you could do to them and their loved ones.

200B - Watching the Detectives

Prosperity is born when ability and opportunity cross paths. You have an uncanny talent, or just plain luck, to discover and execute on legally dubious opportunities for financial gain. Whether it's a volcanic rock that attracts wealth or a plant that exchanges body parts, you're far more likely to find it, and certain to know how to make the most money off of it. Should you find evidence of unknown parties interfering with your schemes, you can quickly track down a nine-gram weight discrepancy in your product to the actions of a pair of complete strangers 10 months ago who left behind zero digital evidence.

400B - Strange Magic

For as much as the rock humans know about the Rokakaka, its exact mechanics can be dangerously unpredictable. In order to avoid the worst-case scenario of the fruit exchanging part of the consumer's brain, Wu Tomoki learned to use his own stand to guide the energy of the Rokakaka through the patient's body. Similarly, you have the ability to apply your own abilities in order to "steer" the effects of phenomena beyond your control or understanding. Whether you try to corral the effects of a curse away from parts of the body or regulate the body temperature of someone being possessed by a flame elemental or something of the sort. This naturally is only possible if you possess an ability that could plausibly interact with the phenomena or affected bodily functions.

400B - Empire Ants

Rock humans are inherently independent creatures, while this means that an operation like this requires some degree of coercion to run smoothly, for the most part there isn't much need to micromanage. Silicon or otherwise, those who work under you now require far less oversight than before. They'll display far more competence and initiative in performing their duties, as well as discovering and dealing with any issues that arise. Unless they get killed, recovering from these interruptions rarely impede their productivity for long. Should you worry about this freedom getting to their heads, you know how to carry yourself to leave your underlings terrified of you. You won't let them forget that they are not your equal. Push this far enough, and death might be seen as a preferable alternative to backstabbing you.

400B - The Birds and the Bees

The truly amazing thing about rock animals and insects is not their variety of stand-like natural abilities, but the fact that nobody other than the rock humans have realized these species exist. Even in future worlds, you'll have hardly any trouble finding more rock organisms in nature, even as the scientific community stays oblivious. You know how to train these creatures into loyal living weapons. If those are provided by nature, you have the knowledge of rock animal husbandry that allows you to selectively breed rock organisms in order to create even more extreme biological adaptations.

600B - Flirting With Disaster

The world is operating on a "flow", a chain of logic that blesses and curses all people mostly equally. You're an exception to that rule, as the "flow" seems to like you quite a bit. Your life is unusually blessed, as if you attracted good flow and pushed away bad. In reality, this is because the cosmic forces that control reality have blessed you. The cosmic forces and divine entities that rule the world will often bend over backwards to make things go your way. This may even, on very rare occasions, mean a cosmic or divine force will manifest itself as a being and grant you the ability to use that being like a "stand", though this isn't to be counted on unless your goals and that being's goals overlap greatly.

600B - Born Under a Bad Sign

A disaster is, by its very nature, terrifying. It strikes from nowhere and rains misery down on the righteous and the wicked alike, leaving countless suffering in its wake and reminding those who remain that they are but fragile mortals subject to the laws of reality. However, for every bad there must be an equal amount of good, and that good flows towards you. One way or another you always end up benefiting when calamity strikes nearby. Maybe a guy crashes his car and flies through the windshield, and in all the hubbub you notice his wallet is lying on the ground and quietly swipe the money from it while everyone's distracted, or a beautiful woman's husband dies only for her to turn to you for comfort. That's just an example of a small calamity benefitting you, though. If something as disastrous as the Tohoku earthquake were to occur it could end up creating the opportunity to make your life's ambitions come true due to somehow bringing about a massive breakthrough in your plans. The benefits only grow larger the more disastrous and all-encompassing the calamity. If something of global scale were to happen, you may just be able to take over the world itself rather quickly.

Companions

Free, Optional - Friend is a Four Letter Word

I do hope you realize what you're getting into with this. The taker of this option is free to choose one other companion for free, in order to become united with them in being. Just like the fusion of Yoshikage Kira and Josefumi Kujo, your minds, personalities, bodies, and even abilities will become fused permanently. If you ever want to exist as separate beings again, you'll have to figure out a method beyond those known to this world. Whether you could be considered one person added to another, the equal fusion of two beings, or a wholly new being born from the sacrifice of your component beings, are questions that you alone will need to contend with.

100B - Tell Your Friends

You'd do well to gather trustworthy, or at the very least tolerable, allies around yourself. One purchase of this allows you to create or import two companions into this world with 600B to spend along with the ability to take a species, origin, and all the discounts that come with them. You can alternatively import one companion at that price who receives 1000B and all the same benefits mentioned above.

100B / One Free Per Tapeworm Stapled - Staple Tapeworms on my Penis

Gene: Psycho came up with this name, but I specifically asked him to come up with something random to continue the trend from his other jumps, so I can't say my hands are completely clean. For every 100B, you receive a slot that may be used to take a native with you as a companion, with their consent. If you staple a tapeworm to your penis first, you can do it without their consent.

100B / 200B - All my Best Friends are Metalheads

The rock humans have managed to tame many peculiar silicon-based organisms to assist them in their goals. For 100B, this is something relatively tame, like a dog or cat who are relatively powerless, save the basic abilities of all rock organisms, like traveling through stone-based surfaces. For 200B, this is something far more useful and dangerous. Perhaps a tank-like creature that can carry you through the earth at immense speeds, or a strange crane-like assembly that can poison targets to cause asbestos to spawn from their pores, or a guardrail that can eat an entire human in a split second. Feel free to devise anything as bizarre or deadly as the rock organisms we see in canon. They are loyal to you and have a knack for interpreting what you want them to do before you vocalize your order.

200B tier purchases can be discounted 50% off to those of the Silicon-Based species.

Items

General

Free - Thrift Shop
No need to feel left behind by the… eccentric fashion tastes of this world. You are in possession of an iconic outfit that would fit right into any fashion magazine. From a classy black coat and bowler cap, a customized sailor suit, to whatever Urban Guerilla is wearing. This outfit will clean and repair itself between battles and has an odd property of not drawing unwanted attention, no matter how objectively ridiculous you look with that sweater on your head. Of course, if you want all eyes on you then that's another story entirely. Optionally included a bottle of magic hair gel that can instantly style your hair into one particular style that by all logic should require three hours in front of the mirror to maintain.

100B - Keep The Family Close
The bonds of blood form a complex web indeed. You receive a thick family record documenting your entire family's history. These records are improbably detailed, containing just about anything you'd want to know about your bloodline. It won't include any particularly personal secrets that are meant to stay within the family, but the information here will often serve as an excellent first step to uncovering these secrets yourself. You receive a new book each jump, and if you aren't cared for by your biological family, if they even exist, the book will instead document your foster family. You can optionally receive records for your family in past jumps as well, but I hope you have the shelf space for all these, they're quite thick.

100B/Free with Miracle Man - 13 Steps To Nowhere
It could be said that curses are of a similar nature to Stands. Both are reflections of the heart in some capacity. This cursed money belonged to an arms dealer who lost millions in a lawsuit before going mad and killing their whole family. Those who receive any of these bills will be placed under the Milagroman's curse until they can pass the money off to someone else. This is easier said than done, as any attempt to spend this money will have it returned to you with interest. Should you attempt to destroy the money, it will simply begin to physically multiply. This will continue infinitely until you manage to convince someone else to take the money through non-reciprocal means, or the victim is physically crushed to death by money. Every one of these bills bears a serial number ending in 13, and any business owners or law enforcement who sees these bills will intuitively know they are cursed.

For unclear reasons, the curse in these bills will remain dormant until they are given to or stolen by someone else. If you really want to literally drown in money, I suppose you can just steal it from whoever you gave the money to. Don't go saying you weren't warned.

Nobody

100B - Raspberry Beret
This is more than a hat, this is you. This hat bears a design of your choosing and shares all the benefits of Thrift Shop. As long as you live (in one way or another), this hat will find its way back to you. If you die, it will forever be remembered as a symbol of everything you represent. In the event you happen to lose your memories, this hat will find its way onto your head, and analyzing it will always set you on the path to uncovering your true identity. This may not be a simple path, but it's a path all the same.

100B - Knife Party
The perfect tool for any self-respecting plant appraiser, or murderer, whichever comes first. This simple knife never dulls, whether cutting cheese or bone, though it's not supernaturally sharp. Your ability to manipulate this knife is beyond just skill. You could swing this knife around from the end of a rope and manipulate it as if you were holding the knife normally. This also extends to your accuracy when throwing the knife or launching it out of some kind of slingshot.

200B - Doctor Worm
Seems you have some good friends in the fruit industry. This small vivarium allows you to breed a particular species of moth larvae. These insects possess a seemingly miraculous property, by burrowing into the vascular bundles of a plant, they somehow cause the plant to bear fruit in exactly 2 days, this includes fruits with potentially paranormal properties like the Rokakaka. You receive 2 larvae each jump but can breed more if you happen to be knowledgeable in entomology.

200B - Another One Rides the Bus
Don't you hate it whenever you have to get somewhere, but there's not a means to get there? Probably not, because you don't have that problem. Whenever you need one, a bus will show up and you can hop right on, beat up the driver and hijack it. Okay, maybe you shouldn't just hijack the bus for no reason since it was already going where you needed it to go, but you won't get in trouble if you do. Nobody has any respect for public transport in Morioh.

400B - In the Tower

I'm amazed there's one person who chooses to live like this, let alone two. You decided one day that you wanted to live in a ski lift. You possess a remote to stop and start the life at your own convenience, and your modifications have provided you with all the comforts of a real home, barring, y'know, shelter. From a kitchen to a bathroom with shower to a space for laserdiscs, all compacted within these poles. Of course, you're free to clear out space to install even more amenities into these poles.

400B - Mr. Telephone Man

Technology from 2011 is better than I remembered. After all, your phone's GPS seems to be able to tell you how to get anywhere even if it's something that's not on a map. In fact, it also seems to be able to help you avoid danger by telling you where it's going to come from and where to go to escape it. Oh wait, that's not a feature of the phone, you just have a strange one-off instance of Paisley Park living inside it. Either way, pretty sweet deal.

600B - Desert Rose

Now, how did you possibly get your hands on this? You have a potted plant with a cactus that's been cut open. Grafted to that cactus is a branch bearing two ripe "New Rokakakas", special versions of the rokakaka capable of making miracles happen with equivalent exchange. While their main claim to fame is being able to exchange equivalently between two people, like someone shifting all their wounds or missing limbs with someone else to heal using the other person's body, it seems to have even stranger esoteric properties to perform "miracles". It created a whole new person out of Yoshikage Kira and Joesfumi Kujo, and that person then went on to gain an ability that could transcend calamity. It is capable of permanently removing the curse from the Higashikata family with an equivalent exchange instead of just curing one particular member. Only two fruits can be produced each jump/every ten years and the fruits themselves cannot be replicated, but each usage of one will produce strange and wondrous results.

Family

100B - The Beatles

Never underestimate the Japanese and their love of beetles. You are quite the collector yourself. In addition to all the tools needed for a beetle battle, you have a large room solely devoted to housing your large collection of massive stag beetles. Many of these are freakishly massive, or rare enough to sell for thousands to the right collector, but who in their right mind would sell such wonderful little warriors? This room can be attached to your warehouse, or a property of your choosing.

100B - Strawberry Fields Forever

These aren't your standard supermarket melons, this is grade-A flesh. You seem to have struck a deal with one of the best fruit farmers out there. On a monthly basis, you will be shipped a large assortment of gourmet fruits of different kinds, many of which can be valued for hundreds of dollars. The cost isn't just for show, even those with an unrefined palette can tell that the flavor of these fruits is head and shoulders above any others like it on the market.

200B - Space Truckin

A small gift from the estranged Kaato Higashikata. Her Stand Space Trucking allows this deck of cards to act as a kind of dimensional storage. You can quickly and easily store anything as small as car keys or as large as a chair between any of these cards and eject them as soon as the cards are flipped. You can even safely store living beings between these cards. They aren't exactly strong or fast, but with the right application, they're an invaluable ace in the hole, pun intended.

200B - Earthquake & Hurricane

The Higashikata were lucky to escape the 2011 earthquake, and so will you be if such a catastrophe repeats itself. You are the sole owner of a rather large plot of land. This land is naturally resistant to natural disasters like earthquakes or tsunamis. It's just an empty plot for now, but should you plop a property down here or have one built from scratch, it'll be similarly resistant to disasters, making it through such natural phenomena with just a few cracks and fissures to show for it.

400B - It's Only a Paper Moon

The Higashikatas' youngest really took a liking to you. You possess an assortment of origami under the effect of his Stand Paper Moon King. These origamis all move and act independently as the item they're based on. When someone makes contact with one of these origami, they will fall under an illusion that interferes with their ability to differentiate faces or symbols, up to and including disguising a speeding truck as a specific individual or fallen money as a pile of leaves.

400B - Back in Business

There's no denying that the Higashikata are blessed, paranormal curses aside. You are the head of a similarly successful company in an industry of your choosing. You have several shops in ideal locations to maximize your target demographic. You already have more than enough capital to live in luxury or travel the world with abandon. If you're the unscrupulous type, you'll find it easy to connect with other unsavory sorts who will pay out the nose for your assistance with smuggling or money laundering.

600B - Pretty Brown Eyes

It's not just dumb luck that has allowed the Higashikata family to survive this long under such a cruel curse. You may choose a single property or location in each future jump to manifest Morioh's iconic Wall Eyes. Their appearance is the least notable trait of this holy ground. Thanks to the lingering influence of the holy corpse, any two objects or beings buried underneath this ground will undergo an equivalent exchange similar to the new Rokakaka. Various aspects of the two objects will be merged or switched. It is through this power that the parents of those born with the Higashikata curse will take the curse onto themselves in order to allow their child to live. If that weren't enough. Those with the potential to develop Stands who wander too close to this land will find human-shaped bite marks manifesting on their body. It's currently unknown what leaves this mark or why, but the end result is the awakening of a Stand.

Miscreant

100B - Safe Place to Hide
Welcome to your own little paradise! It's no blue lagoon, but this shrine is a nice, peaceful sanctuary where you're unlikely to be disturbed. It's a somewhat sacred area surrounded by nature, and whenever you're here it manages to calm your weary heart. If you're the type not to want much, you could probably live out all your days here. It's also a good place to hide if anyone happens to be looking for you.

100B - The Pretender
Maybe you need to hide from the law or maybe you just didn't have an official identity to begin with, but whatever the case you've managed to get a fabricated identity by "appropriating" one from someone else. You've inserted yourself into all their official documentation so now it appears as though you're a legal citizen of Japan with a background and occupation of your choice. In future jumps this will do the same thing, granting you a stolen identity that can fool even the most rigorous of government bureaucrats and law enforcement agents.

200B - '92 Weird Diseases
Just what everyone needs in their life - a collection of infectious diseases! You've got petri dishes and vials of all the worst diseases you can think of. Hopefully this is for medical research purposes, and not because you like collecting bugs more than Jobin Higashikata. They could also hypothetically be weaponized or used to poison someone else, but who would do something that terrible?

200B - Autumn Leaves
Right here in Morioh there's a street folks call "shakedown road" where anybody who goes down it gets extorted for cash. That's because this road is covered in leaves which possess a stand ability. The ability drags whoever touches the leaves down the path the leaves form and then puts them back so fast they usually don't even perceive what happened. People started exploiting this by making people who step on the leaves break their stuff and then guilt/intimidate them into paying them off. You have your own version of the road complete with the leaf stand. Those who use this road to shake people down have to pay you a cut since it's your road and they know better than to mess with you, so you can navigate it freely without issue.

400B - Smooth Criminal

Smuggling isn't easy. It's not as simple as just shoving stuff down your pants and hopping on a boat, you've gotta have a system. You now already have that infrastructure in place. All the right people are paid off, you've got your own boats and even planes reserved. You even have goons to sneak stuff into the country for you. This is a well-oiled and autonomous crime machine. Now if only you actually had a product to smuggle…

400B -Insect Hospital

Whether for good reasons or for bad (probably for bad) you are the sole owner of one of the most prestigious and wealthy medical institutions in all of Japan. You have some of the best doctors in the country conducting revolutionary medical research, much of it relating to a new drug being developed called "Rokakaka 6251". Your hospital is highly regarded in both Japanese society and the international community, so much so that if you make a big announcement about revolutionary breakthroughs in medical science you'll have the whole scientific world's eyes on you. The hospital is so wealthy it's even expanded to have its own mall developed.

600B - Monarchy of Roses

Located on the island of Papua, New Guinea, is a very special spiky fruit. These spiked fruits are called Rokakakas and they possess the power of equivalent exchange. When someone consumes one of these fruits, any injuries or ailments they have will be healed, but it will be exchanged for something of equal value somewhere else in their body. Someone could gain their legs back only to lose their eyes, or have their shoulder fixed and have their jaw fall off. The parts exchanged are turned to stone and usually disintegrate or fall off. The fruit is more compatible with the biology of silicon-based lifeforms. The true value of these fruits is economic. One rokakaka is usually sold for 200 million yen, and you possess many of them as well as the means to grow more. With advanced medical research, it could be possible to guide the equivalent exchange process to take less important parts of the body. This would make the rokakakas even more valuable than they already are.

Scenario: Beetle Tendency

At the top of a night-club, smoke fills the room… as **blue** and **red** beetles skip across the bloody table.

Somehow or another, you've met an eccentric gentleman with a passion for stag beetles and more money than they know what to do with. In return for a rather imposing beetle from their collection, you've agreed to become their new playmate.

The beetles will fight on an arena made of cork hardened with resin. The arena is 27.5CM across, and the border of the arena is made of the soft rush plant. Each round lasts 45 seconds. If your beetle runs or is pushed out of the arena, you lose. If there's a deadlock with one beetle raised into the air, the suspended beetle loses after a count of 10. Using a paint brush to touch the beetles directly is against the rules, but if you just use the brush to excite them, it's fine.

The most important rule of all: it's only cheating if you get caught.

The old man will insist on a bet for every round. Should you lose, you will have to uphold your side of the bet, but you'll be able to play again to win it all back. Should you win, you can either walk away with everything they've bet until now, or you can keep playing and let the bet keep rising. The bets will start simple, like the loser shaving an eyebrow, or some similarly demeaning dare. However, every additional bet is at least double the value of the last. Before long there will be sports cars costing hundreds of thousands of dollars, or even the players' own organs.

It seems as if their own funds are functionally infinite, but should the bet surpass your own means, then your own soul and chain will be the bet. From this point the gambler is revealed to be a stand user. Their bets will continue to rise exponentially while yours remains unchanged. It doesn't matter, for at this point you only need to lose once to lose everything. Some element of their stand seems to prevent interference from any forces or abilities from outside this world.

The gambler is smart, and not opposed to cheating, but they have a strong sense of sportsmanship. These battles will end only in one of two ways: you lose, or you choose to stop and walk away with all your earnings up to that point, which you are permitted to do at any time. The only thing forcing you to continue these battles is your own greed.

Drawbacks

+0B - Balls to the Wall
By taking this, you will be entering into a world subject to any changes that may have occurred due to your actions within the Steel Ball Run jump. You can optionally use this to arrive earlier in the timeline, namely 1941, the time where Lucy Steel Crosses paths with Joseph Joestar and a particularly violent rock organism called Radio Gaga.

+0B - Don't Forget to Forget Me
You say Araki forgot? Well get ready to see what it looks like when Araki remembers. Every unexplained foreshadowing, every red herring, every dropped or neglected plot thread, every character that disappeared off the face of the Earth soon after they were introduced. You will be experiencing an alternate version of Jojolion where Araki committed to every single thread he set out.

+100B - My Favorite Enemy
You'd do well not to confuse this town with a far friendlier town from another universe. The people of Morioh and this world as a whole are more often than not just unpleasant to be around. Almost everyone is some flavor of rude, selfish, or outright sociopathic. Those who buck this trend are rare and those who buck this trend without being constantly exploited by the cruel world around them are much rarer.

+100B - Wolves
Almost every person of the opposite gender that you meet will treat you as a sex object, rather than a human being with feelings and opinions, and they will often grow violent at any perceived rejection. You'll have to keep your guard up in public so you don't accidentally trip into a human traffickers' car, and even children will look for excuses to rub against your body inappropriately. This is never enjoyable.

+100B - Penis Song
Seriously, what is your actual deal? You're plagued by a seemingly pathological obsession with genitals, assholes, and similar vulgar body parts. You can't help but insert them into serious discussion or use them as analogies when making any point. Even once you finally realize how uncomfortable this makes everyone you talk to, you just can't seem to kick this habit.

+200B - Bitter Fingers

Did you lose a bet, or just get a raw deal from a Rokakaka? You've lost a part or parts of your body that severely impedes your ability to comfortably live your life. This could be all 10 fingers, your lower jaw, both ears, etc. You can still use simple modern prosthesis, but nothing more advanced. Any attempts to perform equivalent exchange will result in an equal or greater loss of body function.

+200B - Everybody Loves a Nut

You are, simply put, the worst. Think of every negative trait a person could have, and you aren't missing much from that list. You are loud-mouthed, entitled, impulsive, selfish, spiteful, and whether by nature or nurture have a talent for being as disrespectful as possible to every person you interact with. Those with close familial ties may be able to see past this, but you certainly don't make it easy.

+200B - Miracle Man

In a moment of blind greed, you stole a stranger's money. Unbeknownst to you, this money was cursed with the resentment of a dead arms dealer. You will find yourself unable to permanently be rid of these bills, only multiplying with every attempt to spend or destroy it, until you literally drown in money. Even if you manage to pass the curse on to someone else, it'll always find its way back to you within the year.

+200B - Rock Lobster

Very little is known about rock organisms. We know they're able to change into and fuse with rock, we know they display stand-like natural abilities like controlling asbestos or illusions, and now we know they really don't like you. You'll be attacked by increasingly strange and dangerous rock organisms on nearly a monthly basis. Something about you draws them out of the woodworks and drives them batty.

+200B - I'd Rather Go Blind

If that's really what you want, then I guess you got your wish. Like the Higashikatas' youngest daughter, your eyesight is rapidly declining. You're nearly blind already, and it'll only get worse as the jump progresses. This cripples any enhanced senses you may possess to the level that a normal human could plausibly possess. You'll have to rely on your other senses in addition to your memory to get around.

+200B - Nowhere Man

Chain? Benefactor? What are those? You awaken in this jump under strange circumstances, without any memory of who or what you once were. You'll have to follow what few clues you have in order to uncover your former identity. Any companions who could help in this endeavor will be oddly absent and unable or unwilling to find you, only crossing paths if you happen to bump into them by random chance.

+300B - Up on Cripple Creek

Whether due to birth defects or an extreme equivalent exchange, you're about as disabled as a person can be, short of brain death. You're a quadruple amputee, forcing you to walk around on stumps. If that weren't bad enough, your teeth are crooked, your skin bears an unnatural color and texture, and you're all-around ugly as sin. I hope you have companions to feed you, or just don't mind the taste of live frogs.

+300B - Brain Drain

You share the same neurological issues as Holy Joestar-Kira, due to massive portions of your brain being entirely missing. With the exception of extremely rare and short-lived bouts of lucidity, you are unable to differentiate between people and objects. You could mistake a stranger for your own son, or your nurse for a pair of shoes. It's basically impossible for you to care for yourself without constant supervision.

+300B - The Curse of an Aching Heart

Ignore age choices above. You are a 10-year-old child and are months away from succumbing to a curse that will turn your skin to stone and kill you, ending your chain. Perhaps due to your otherworldly nature, this curse is slightly more intense than that plaguing the Higashikata bloodline. The only way to escape your fate is to use the new Rokakaka to exchange your curse with somebody else.

+400B - Beyond Belief

One man's miracle is another man's calamity. An odd twist of fate has made you an enemy of either a fully developed Josuke Higashikata, or a new stand user who has unlocked the power of Go Beyond. Their nonexistent attacks can bypass absolutely any defenses, immunities, or resurrection abilities you possess. You won't know when, but at some point you'll be forced into a life-and-death showdown with this user. If both of you somehow survive they'll keep coming after you until one of you finally falls.

+400B - What a Wonderful World

One man's calamity is another man's miracle. There's somebody in this world who can't be allowed to survive. This might be Tooru himself or a new stand user who wields the power of calamity in a fashion that's equally difficult to oppose. You are already under the stand's spell and will automatically face calamity in response to any attempts or intention to harm or pursue them in any way. If you fail to kill this stand user before the end of the jump, you will face the ultimate calamity, concluding your chain.

Who Are You?

After all the mystery and intrigue, have you finally found your answer?
Do you know now what the future holds in store for you?

I am Yoshikage Kira - Go Home

You were the one who started everything, who left everything behind, who pursued the path leading towards greater power, for good or ill. You've been gone long enough. It's time to regain your old life.

I am Josefumi Kujo - Stay Here

You were the one who was saved, who formed connections, and treasured those bonds above all else. You may not have planned to end your journey here, but it's the only way to repay your debt.

I am Josuke Higashikata - Move On

You were the one who was found in this soil. You are more than the "you" of this world or any other. You don't fear any more additions either, so you will continue your journey, for you are so much more than the sum of your parts. You are the Jumper. You are you.

Notes

Jump by Josefumi Ku**gene** and **Psycho**kage K**anon**

As per usual, feel free to import items as appropriate for no cost.

Trap House is based on Ojiro, but for ideas of more extreme applications, check out the oneshot Under Execution Under Jailbreak.

If Araki wanted to pay homage to his hometown, then why is everyone in part 8 Morioh so unpleasant?

Gene: I regret that the music naming scheme prevented me from naming anything in the jump “Battle of the Rock Lords”. It would have been so easy, but I just couldn’t bear to disrupt the pattern.

PsychoAnon: Gene is cool.

Gene: How dare you.