By Shadow of Blue Rose

JoJo's Bizarre Adventure

Part 3: Stardust Crusaders JumpChain

Welcome to my shop, my name is.. well that's not important, but I am a fortune teller by trade. The world you have entered is very bizarre and full of interesting people, abilities, and events. An evil man known as DIO is plotting the takeover of the world, and the death of the Joestar family. If you're here then you must at least have some experience with the craziness of this world, and if not, I hope you can adjust to it. Your intervention may be the difference between success and failure, life and death. So tell me about yourself, and allow me to help you find your place in this world.

+1,000 Choice Points

Gender: Are you a man? A woman? Something in between? Whatever the case, it will have little importance in the events to come. Pick for free.

BACKGROUND

Any of these can be taken as a Drop In.

Student: Oh? You're a student, much like Jotaro or Kakyoin. The thrill of youth, that adventurous spirit, I can't say I don't miss it myself. You're in for a tough road, no matter your choices, but I hope we will have you as our ally. I can see good in your heart. Your age is 1d4 + 14

Villain: Like DIO, or any of his assassins, you use your Stand for evil, or to otherwise impose your will on others. You do as your master commands, or perhaps you are planning to overthrow DIO and rule the world yourself? Whatever the case, you're a bad bad person. Your apparent age is 1d12+20

Experienced: Like Avdol or Polnareff, you were born with or otherwise obtained your stand early on in life. As such you're very experienced with it due to the extended period of time you've had it. Chances are you're a good person, but there's no guarantee of this… Your age is 1d8+20

You may import yourself into any family you wish if you're not a Drop In.

If you choose to be a member of the Joestar family your "in jump" name must be able to be combined with Joestar (or Kujo) to make the nickname JoJo. In addition, you have a star shaped birthmark on the base of your neck.

If you choose to be a member of the Brando family you will have three dots on your left earlobe.

Perks

All perks are discounted for their background, and 100CP perks are free when discounted, though you may only take one at a discount for your background.

STUDENT

Cool Kid: 100 CP

You're cool. There's just something about your demeanor that makes it so your peers just think you're the greatest thing since sliced bread. People are naturally drawn to you, though this could get a tad annoying. Hope you don't have anger issues, because even your attempts to push people away will be seen as cool and garner you a bigger fanbase.

Smart Kid: 100 CP

You're a very intelligent student, and you soak up information like a sponge. This gives you a moderate advantage when it comes to strategy, making you as skilled as a chessmaster, and even extends to trying to understand your opponent in a fight.

Students Should Look Like Students: 200 CP

Travelling around the world in your school uniform would normally make you stick out like a sore thumb, and your companions might ask you why you're still wearing your uniform. The simple answer that "students should look like students" will convince them. With this perk, you can convince people that minor things such as the above example is how things are/should be, and usually with no more effort than just giving your reasoning. This won't let you convince them of anything major, however, but perhaps you could slowly persuade them into making big changes by changing their opinions of lots of smaller things. (So, yeah, in simpler words, this lets you give short explanations that even sort of make sense and people will accept it, even if it's otherwise a bit quirky.)

Artistic Mystery: 200 CP

How was it that Kakyoin was able to injure Jotaro by painting a wound on him? The truth is that… he didn't. With this perk, you can, through the use of something considered artistic, make it seem to onlookers and opponents that you have abilities that you don't, or that your abilities have rather bizarre prerequisites to use. Additionally you become very talented at one form of art, probably painting, to the point where you could easily make money off of it.

I Wager My Mother's Soul: 400 CP

You're good at bluffing, owing this in part to your ability to always keep a cool head no matter the situation you find yourself in. You could have the odds completely stacked against you, playing rigged poker, and make a statement so insane and with such an aura of confidence that it would make D'Arby choke up in fear. You can lie your way past pretty much anything as long as you act with enough confidence, which you have in spades.

Jumper The Gamer: 400 CP

You're… a bit of a nerd, but that's okay. You're supernaturally skilled at any game from darts to videogames. Whenever someone challenges you to a match in a game, your skill swells in response to the stakes. Get challenged to a racing game for your soul? Find yourself being one of the most skilled players at it, even if you've never touched a racing game in your life. A game of pool for the lives of all your friends? You just *might* sink every ball with the first shot.

You Pissed Me Off: 600 CP

There's only one reason a seemingly invincible opponent loses to you, and that's because they pissed you off. Just like Jotaro, the angrier you get, the more focused and aware you become. Where others would be overwhelmed with blinding rage, you will find yourself with what appears to be a total calm as you critically analyze every moment of the battle, though beneath the surface, your blood is boiling. This ability seems to enhance your perception, you'll find that time seemingly slows down more and more the angrier you get. Your body won't accelerate to keep up, but your mind is the only one working with this reference to time.

Virtuous Pope: 600 CP

Your ability to plan both before and during battle is unmatched. You're the Leonardo Da Vinci of strategy and skill, I know he wasn't a strategist but I'm referring to how broad his skills were, for your strategic brilliance is just as all encompassing as Leonardo's artistic and mechanical brilliance. With just a few moments, you can come up with a brilliant strategy to get yourself out of nearly any situation, and your ability to set up and enact said strategy is amplified, allowing you to bring it about in a shorter span of time, or greatly increase the precision of any traps or effects born of your plans.

VILLAIN

Assassin Skills: 100 CP

You have training in both modern (for the 80s), and ancient assassination techniques. This includes training in shadowing, information gathering, impersonation, lock picking, weapon maintenance, poisons, and of course, actually killing people. You become a great marksman, and you can take someone down barehanded, with a rag, knife, or suppressed pistol without alerting those nearby.

Criminal Connections: 100 CP

You've got a knack for creating connections with the criminal underworld. WIth a small amount of effort you could have assassins, thieves, and other ne'er do wells from around the world flocking to complete any jobs you have for them. That is, of course, if you can pay them.

Captain Jumper: 200 CP

You're a born sailor, able to man any ship ever made at any position. You excel, however, as the captain. Any crew you whip together will find themselves much more capable under your supervision. Additionally, you can hold your breath for six minutes longer than you could otherwise, and can easily grow this limit with practice.

Flesh Buds: 200 CP

Normally this is a vampire ability that DIO discovered, however you've somehow managed to figure it out as well, whether you're a vampire or not. You

can create flesh buds to use as mind control or insurance of servitude. Unlike DIO's, yours won't disintegrate when in contact with the sun or Hamon since they're not derived from vampire physiology… unless they are? Are you a vampire?

Ante Up: 400 CP

Your skill at all forms of gambling is impressive to say the least, and with this comes great deceptive power. You could win any game of poker, blackjack, liar's dice even, seemingly without any effort. You can count cards better than anyone, and you seem to have an absurd amount of luck when it comes to gambling (and gambling only). However, for those times when you can't win legitimately, you're quite good at cheating. Your sleight of hand is so good that it has about a 50% chance of making it past someone with eyes as perceptive as Star Platinum.

Devil's Tongue: 400 CP

A particularly skilled persuader and trickster might be said to have a silver tongue, but you, you have the Devil's Tongue. Your voice is like wintery cream, soothing everyone and everything that hears it. You can easily turn even the most guarded individuals into putty in your hands with just a few minutes of conversation. The strong willed will likely try to escape before that happens, but if you can stop their escape, you can get through anyone's defenses. Incredibly enough, this isn't mind control, just pure charisma.

Tremor Sense: 600 CP

You have the ability to see with the ground. Yeah, you have anime blind guy powers now. If it's touching the ground, you can "feel" its location, size, general shape, etc. You can even differentiate people from eachother with this. The range of this power starts at 100 meters, but will steadily grow over time the more you use it. Eventually, you'll be able to feel a man four kilometers away standing on the nineteenth floor of a building and keep developing after that. This might not seem too powerful to some, but the utility of such a power is actually quite high. I trust you can figure those uses out yourself though. (Yes, you can sense even stands or other spiritual things if they're "touching" the ground or another object that is touching the ground.)

It's Been 11 Seconds, I Guess That's Your Limit Now: 600 CP

When it comes to breaking your limits during combat, you're quite a terrifying subject. When you're faced with high stress during a fight, you'll find your abilities improving as you are pushed further and further. When faced against opponents with the same or similar abilities to yourself, you'll find that any time limits on these abilities grow longer at, frankly, absurd rates. Go from a moment to five seconds, or from five seconds to eleven. You'll just keep growing, you monster.

EXPERIENCED

Polyglot: 100 CP

Pick any twelve languages that exist on earth, you now speak them with native fluency and can easily switch between them and serve as a translator. You also gain fluency with any and all dialects of the languages you choose.

Proud Knight: 100 CP

You are the embodiment of a chivalrous knight. Your charisma receives a moderate boost and this boost increases the more you follow the code and the better you treat women. In addition, you're skilled in the wear of armor and use of medieval weapons. If your stand uses such a weapon, it benefits from this skill. (Note that being a "nice" guy doesn't count as treating women well for the purposes of activating the scaling effect of this perk… or at all come to think of it.) You also speak French.

Real Fortune Telling: 200 CP

You are a real fortune teller, able to predict the future and read people to a scarily accurate degree. While your predictions won't always be perfect, you will feel subtle nods to perform actions that will make them more likely to come to pass. Your ability to read people is good enough to get bizarre and specific information from just their palms, such as where they were born or what their profession is.

My Blade Can Pierce Even Flames: 200 CP

You have the rather interesting ability to physically affect things that normally just don't work that way. You could skewer fire and make a shishkebab of small flames on the blade of a sword, or crush air with a hammer. You get the idea.

Power of Names: 400 CP

You're good at naming things, and you recognize the power that exists within names. Anything you name will find itself notably increased in capability, and begin to take on traits of what you named it after. Name an ability after a Tarot card and watch it take on aspects of the challenges or qualities of that crd. Name a martial arts move after a phoenix and watch it develop a wreath of flames around you in the shape of the legendary bird.

You Wouldn't Happen To Have Two Right Hands?: 400 CP

Your perceptive ability is something to be admired. As an example, you can identify distinguishing marks from as obvious as two right hands, to a small scar hidden from most angles. Your eyesight is also improved to be slightly superhuman in how far they see. This perk gives you great skill at investigation, tracking, and general detective work. Go ahead and give Batman a run for his money, you can do it without all that fancy tech now.

YES! I AM!: 600 CP

You can, once per Jump, sacrifice yourself by tanking an otherwise fatal blow directed at an ally of yours. The closer your friendship, the more powerful the attack can be that you tank. As a baseline, being "just friends" with someone would allow you to tank something that would kill you twice over. Afterward you will be out of commission for a while and need to recover. When you return to the fray, you can do it in an extravagant way that has your friends receiving a resolve boost and temporary boost in all stats.

Silver Twist: 600 CP

Misery and loss is all you've known. The sorrow you've felt is evident in your eyes and soul. People tend to take it easier on you, so you find it much easier to make friends and connections, spurred on by that desire to honor the memory of those you've lost. However, should these new connections be forcefully severed by another,

such as through killing, you'll find yourself filled with willpower and resolve second to none. Your drive and focus, if measured as meters in a game, would be filled completely and simply would not empty so long as the person who caused this remains in your presence. Overuse of this might have some negative drawbacks, so it would be best to take them out as soon as possible, though you were already going to do that weren't you?

General Perks

STANDO POWA: Free/ Variable

You have a stand, go to the Stand Builder and build your stand. You can also convert CP to Stand Points on a 1:1 ratio
https://docs.google.com/document/d/1eGttDxuBmuIYRngAwTgCpCztePQjjNeBNZqdL_2lBUU/edit?usp=sharing

Poise and Pose: Free

JoJo is a series involving incredible amounts of flamboyant speech, actions, and posing. Now you can pose with the best of them. You have a great sense of balance and a flamboyant air around you that is seen as somehow a perfect mixture of extreme masculinity and extreme femininity. You'll fit right in here. Also you can redesign your appearance to be more in line with this part's artstyle.

7th Crusader: 100 CP

You're an unknown factor, and that's good for you, very good. You can put yourself on any team as long as you make it seen that your interests align. You could join the Crusaders just by telling them you want to help and that you have a grudge against DIO, or you could join DIO on a similar basis. This extends to all future encounters. So long as you express the desire to join a group or faction, and you haven't done anything to slight them, you should have no trouble getting them to accept you as a member.

Mysterious Shadow: 100 CP

You can obscure a large portion of your visage behind a veil of shadows.

This makes it impossible to discern your features, though people who know who you are will still know who you are. It also gives you some allure, as there's something sexy about how mysterious you can be.

Calisthenics and Breathing: 300 CP

You're a veritable Hamon Master. If a Hamon technique exists, you probably know it. You're about as powerful as Straizo if you don't have any other Hamon training. Also your lungs are way stronger than they should be, if you breathe in and flex your muscles you could easily stop your ribcage from being shattered.

Drinking and Screaming: 300 CP

You're a fully fledged vampire. When it comes specifically to vampire powers, you're the top of the food chain. Any ability possessed by a vampire in the JJBA series is now yours. You'll also die in the sunlight for the duration of this jump. You can take both this and "Calisthenics and Breathing" but if you use Hamon while you're a vampire, you will explode.

Items:

Hat: Free

Yes, it's back, the free hat. This one probably looks like Joseph's neat explorer hat or Jotaro's cap, but really it can be any hat you want. Feel free to take as many as you like.

Clothing: Free

About a week's worth of clothing. Consists of casual clothes fitting the 80s, but also comes with school uniforms and copies of all of the outfits seen in Stardust Crusaders in addition to the week's worth of clothes.

Knives, Lots of Knives: 100 CP

You have an unlimited supply of knives. They just sort of appear in your clothes or in your hands, usually in large numbers, any time you want to throw a shit load of them at someone who's pissed you off.

Road Roller: 200 CP

This several ton steamroller can be summoned at will. Whether you use it for construction or for smashing the hell out of your opponents, only you can decide. It's also pretty much unbreakable and any damage it DOES sustain will be gone the next time you summon it.

Speedwagon Foundation Sub: 200 CP

You're now the proud owner of a Speedwagon Foundation Submarine. It has lots of nice amenities inside, enough that it works as a nice small mobile home/base.

The Big Boat: 300 CP

You get a fully manned copy of the boat that Captain Tenille was giving the Stardust Crusaders a ride on. The crewmembers are all happy and high spirited, but they don't really have much in the way of personality.

Anubis: 400 CP

You gain a copy of the stand Anubis. Unlike the original, yours can't possess you, but it does have 500 years of combat experience that it can draw on to aid you in battle or teach you. Anubis enhances the speed of anyone that wields it, including stands. It was able to accelerate Silver Chariot, a stand capable of striking an opponent traveling through a beam of light, to the point that its original speed was slow in comparison. It's also indestructible now

Real Estate Empire: 300 CP

You're now the proud owner of a Real Estate Empire comparable to the one owned by Joseph Joestar. Enjoy a lavish life in the lap of luxury

DIO's Mansion: 400 CP

You now own a copy of DIO's enormous Cairo based mansion. It's large enough to easily get lost in, but you won't have any such issues. Yours is fully staffed by servants and guards who will keep intruders out to the best of their abilities. This mansion will either exist in your warehouse, personal dimension, or will just appear in an ideal location of your choice per jump. You can also customize the general appearance, but not layout, of the mansion once per jump.

An Arrow: 500 CP

This arrow contains the ability to give others stands by cutting, stabbing, or shooting them with it. During this jump it will lack the ability to evolve stands, but will gain this ability after the end of this jump. You can choose whether the arrow kills the weak willed, or if they'll grow a powerful spirit so that they may wield a stand properly.

Companions:

Companion Import: 100/200 CP

Import or create up to eight companions with 400 CP each, or 600 CP each if you choose the 200 CP option.

New Companions: 100/200 CP

You can get someone from this world to come with. Everyone is 100 CP each, except Jotaro and DIO, who are 200 CP each.

Drawbacks

Drawback limits? What? This world is too bizarre for that kind of thing.
Take as many as you like.

SUTANDO POWA Only: 300 CP

Sorry, Jumper, but all of your out of Jump powers, except your body mod and minor intelligence and charisma perks are locked for the duration of this Jump. Use your new bizarre powers to make your way through these 10 years.

Curse of Polnareff: 200 CP

You're never gonna catch a break. Every time you try to take a shit you have an 85% chance of being attacked by a random stand user, a wild animal, a powerless crook, etc. I'm sorry.

The Jotaro and Polnareff Show: 100 CP

Unfortunately, you're not Jotaro (The stated main character of this Part), or Polnareff (The actual main character of this Part). You're never going to win major battles, only fights against lower tier opponents and mid tier ones if you work together with another Crusader. You can and should help against the stronger opponents, but they'll slap you to the curb on your own.

DIO's Ire: 200 CP

DIO outright hates you more than anyone else, and if you've previously

met him in another jump, such as the Phantom Blood or “generic” JoJo jump, he’ll remember you and any powers that were used against him or in his presence. When the time comes to actually fight him, he’s going to focus on taking you down so that he can kill or torture you. Good luck.

DIO’s Journal: 500 CP

You have an additional quest for your time here, you have to find and destroy DIO’s journal. Otherwise, DIO will “achieve Heaven” and the Crusaders will all surely die. Even if you kill DIO before he can do this, if you don’t destroy the journal, a DIO from another dimension will achieve Heaven and come to your dimension to kill the Crusaders. If any of the Stardust Crusaders that don’t die in canon die, you fail this jump.

Everybody Lives: 600 CP

This Drawback can only be taken in addition to “SUTANDO POWA Only.” You must save all of the Stardust Crusaders. Not a single one can die. If any of them die, you fail the jump.

Shitpost Crusaders: 0 CP

Welcome to the Memes. This is a toggle drawback that transforms the bizarre world of JoJo’s into the meme world of Shitpost Crusaders. Find the Jotaro bridge in multiple locations across the world, from California to India. DIO recruits anyone and everyone by asking them a single question “Ability?” “Am monke” “Hired.” Kakyoin is a MILF Hunter, Polnareff’s hair always extends beyond the maximum distance you can see, and Star Platinum is the same type of stand as every stand Jotaro encounters. Kakyoin will also pause time to explain literally everything to you from basic math, to the abilities of certain stands. This world just got a whole lot more Bizarre.

Now what?

As usual, you have three options.

Stay Here, Go Home, or Continue Jumping.

What? Did you expect me to give a little description of each one of those? You know the drill by now.

Really? Fine. Ya know, one of these days I’m not gonna give you a free soundtrack perk for completing a JoJo jump. Probably.

Bizarre Music Soundtrack Part 3: Toggleable. You get the soundtrack to Part 3 and can play it from your body or just the surrounding area at will. You also get a nifty theme in the Part 3 style.