

JOJOTAKER

Jump Made By Lokilo85. Sauce here.

Do you thirst for bizarre women in fashionable outfits? Or maybe you actually wanted Demon girls in sharp outfits but you took a wrong turn. Either way, you are now in hell with familiar faces, in a scenario that sounds like a fever dream, or maybe even the results of an enemy stand. Here, take those **+1000 CP** and have fun, but to be careful, being turned into waifus didn't make the villains any less volatile or dangerous.

Location

Hell
As stated previously, you're in hell. Where else did you think this mismatched group of psychopathic women would gather up? It's got the fire and the brimstone you'd expect, but the most bizarre trait of this world's hell is how the villainesses ended up here, one of them should be busy being space debris, another should be a ghost, and another doesn't even belong to the same universe as the others.

Origin

JOJOTAKER
You're now the... Jojo taker! This is a very simple origin, and odds are that you are here for one thing and one thing only. This origin makes you Joestar and additionally gives you a fitting name/identity to be one of the Jojos, unless you don't want to be a joestar for some reason. You may select to be either an "extra" in the family (someone's sibling, son etc), or insert yourself as one of the canonical Joestars, but you would have to purchase the appropriate stand (and hamon or spin) later on this jump to do that. Normally there would be an option to be a drop-in as well, but given that none of the genderbend villains recognize Jotaro whatsoever, that would be pretty meaningless of a choice.

Perks

You gain TWO discounts per price range, 100 discounts are free as per usual

Stando Powa! (Variable)
This is a Jojo Jump, and it isn't about just the first two parts. Of course there would be an option to gain the series' trademark power system. For free, you may have a weak stand with a useful, if relatively mundane or with little to no combat usage, ability (such as Hermit Purple).
For a undiscounted 300, you may upgrade said stand to have physical capacities relative to Star Platinum (You can do stuff like trade away some of the raw power for more speed or vice versa, as long as it would be relative to Star Platinum)
For another undiscounted 300, you may upgrade said stand to have a powerful special ability relative to The World, but no more powerful than timestop. Getting something like Star Platinum: The World would cost 600 total. And that's the limit. You weren't really expecting to get a『**Heaven**』or『**Requiem**』stand in this jump out of all places, were you?

Overdrive! -300 (Non Discountable)
While Stands were what stuck to this series, that doesn't mean we should forget its roots. Especially since 2/8 of the Jojos you could insert yourself as have Hamon, so it wouldn't make sense to be them without it. This perk gives you Hamon skills comparable in potency and skill to Joseph and Jonathan in their respective primes. Not that this alone will be very effective against most of the waifus here, but it wouldn't hurt to have. You're going to need to buy this to insert yourself as Jonathan or Joseph, duh.

Spin2Win -400 (Non Discountable)
Since the "first" and "middle" sons were added, forgetting the youngest of the trio would just be rude. This perk provides you with equivalent skill in the usage of Spin and the golden rotation Johnny Joestar Had, you still gotta pay up 600 in the stand section + this perk if you want to use Tusk act 4 though. You're going to need to buy this to insert yourself as Johnny, duh.

Is This a Stand Attack? -100
Maybe… Things are strange and a tad too bizarre even to Jojo's standards. Let's check that, shall we? This perk provides you a complete, fiat-backed, mental check that tells you if you are in reality, under a strange fever dream, or even an illusion of sorts. Nothing can compromise this check. This isn't immunity though, but knowing is half the battle.

How Dashing -100
Have you ever noticed the way The Helltaker, both the original one and the Jotaro that would be his counterpart, moves? Neither of them actually walk. They just dash. And now so can you, you can just replace walking by dashing around. You're 25% faster than your casual walking speed, and you're 50% cooler this way. The second statistic increase is subjective and not an actual factual boost. Why should you bother needing to get your legs off the ground to walk?

Jojo + Helltaker = Drip -100
This setting is the fusion between the manga created by someone who's really into fashion, and the game created by someone who wanted to see more demon girls in sharp suits. Of course you would get a perk to be as stylish as both series are known to be. Not only can you wear the most eccentric of outfits proudly and not be judged as a weirdo, you can pull off them well, much like all the villains turned villainesses here.

Yare Yare Daze -200
One major issue that the canon version of Jotaro would face for his entire life is his struggle to communicate his emotions and talk to people. Much to the detriment to his familiar relationships. Seems that this weird universe's variant of Jotaro got over that, which to be fair if he didn't, he would probably end up dead. So you too now have this amazing ability to actually communicate with others, to the point of knowing what to say that they would be interested in, and saying what they would like to hear. This isn't mind control, and if you don't follow through with actions don't expect any relationship to happen, or to disengage any serious fights with words alone with just this perk.

Manliest Man to Ever Man -200
You are now a prime specimen of masculinity to a fantastical extent, being able to stand next to manga Jonathan Joestar and Kenshiro without looking out of place. Just this is enough to get the attention of certain women, and even let you be a dick to shallow women without them stopping gushing over you, but don't expect to be rude to a girl with actual backbone and still have their attention. And as for your physical strength, in the hypothetical of you turning back into a young child, you could still beat the shit out of a grown ass buff, if cowardly, man.

I got a erec... -200
Sometimes, we can have odd fetishes. Normally you should keep an odd fetish to yourself towards people you just meet, but with this perk, they would be far more willing to humor you if the request seems harmless enough, even if you kinda sound creepy about it. A certain cat girl would sure love to have this perk.

ORA ORA! -400
Look, I get it. You're a busy guy, and while some people have to go through puzzles to get their waifus, you can now just brute force it. This perk provides the means that you can always just use sheer power in place of wits when it comes to puzzles and brain teasers of that nature. Mind you, this doesn't mean you ALWAYS have that sort of power available, bypassing the puzzle created and protected by a deity would require you to have similar levels of power as its creator if actively enforced, but it's technically doable.

From Shonen MC to Harem MC -400
It should go without mentioning how doomed Jotaro out of all people would be in this story's conclusion if it didn't turn out to be a fever dream. Having to manage a harem of six(seven?) ambitious, amoral, and strong women with clashing ideals and personalities. Thankfully, this perk has you covered, giving you the "skill" (plot armor) needed to hold such eccentric harem without them killing each other or you. Convincing people to join your harem is essentially as difficult as getting them to start dating you, the idea of a

harem seems less outlandish than it should be, and they won't murder one another the moment you stop looking at them. Hell, since I'm making you pay four hundred for something you would need to survive this jump's main goal, and this perk is rather generic, I'll throw in a little bonus more of those types of jumps oughta have to protect Jumper's from their own greed/lust: Extra time. Through the usage of complex time shenanigans, you effectively have "three extra hours" per day for every waifu. That time exists without messing with the flow of actual time, allowing you to spend dedicated time for your companions in any way you would be able to normally, and by accounts doesn't happen except emotionally. You have more "three hours" for every companion you decide to have this perk for, you may spend less time than three hours if you so desire.

Peer Pressure -400
Even the HIGH and mighty DIO fell for it! At least this version of DIO anyway. The power of peer pressure can not be underestimated in your hands, if you manage to successfully pitch an idea to a group, the others that wouldn't accept it will just shrug and claim something along the lines of "having no choice in the matter", reluctantly going along with the majority of the group.
For this perk to work, it has to be a group of people with around the same level of power, respect and authority. This perk won't suffice to convince a monarch to pass the crown to you peacefully by earning the peasant's favor, but it might work if you get most of the nobel houses to stand by this idea.
Even just getting all the other Five(Six?) villains on board was enough for Jotaro to convince Dio to join his harem, which is quite the feat considering how prideful the vampire usually is.

2...3...5...7... -600
Eh? Where did you get that from? One way or another, maybe by looting DIO's journal, you have read the contents of DIO's heaven plan. Look at that, you just might gain that Heavenly Stand from this jump after all (Granted, you would have to put in the work yourself, but details). You also seem to keep getting more and more similar knowledge in future jumps.
You see, not only will you have this knowledge, updating it for similarly divine information of your choosing in future jumps, but you will be able to quite easily use it to get in the good graces of those who would be interested in such things. Maybe next time you'll have the last deluxe scriptures that never released of the Abrahamic god From Highschool DXD, maybe you have some delicious gospel of Slaanesh in Warhammer 40k, etc. point is that you can constantly gain divine information that the most devoted followers of some god, or god like individual, would kill for. And they won't question it, you'll immediately get their good favor and be considered a precious ally. With this you may even transcend as a divine being yourself... Or you could also use it as a bargaining chip to seduce religious chicks, your call.

Reaching The Truth -600
One of the girls here is in quite the pickle, Diavolo and Doppio are both fated to "never reach the truth" of their death, which causes reality to bend over backwards causing them to die an "infinite" amount of times across time and space. The way Jotaro would go and convince them to join his harem is by claiming to be able to help with their situation, how so? God knows how.

But you can now break such curses of even that reality bending level, by the power of love, or lust if you don't feel like being romantic, that alone is enough to just cause such curses of any type to break down if you feel love (or lust) to their target. Talk about favoritism huh? This works on any other similar curses, even the "bending reality backwards" type of curse. Of course, the target would have to consider it a curse and not a blessing as well in the first place, before you think of getting any extra cheesy ideas. For a negative effect to be considered a curse by this perk, it has to have an Indefinite and continuous effect.

Jumper Got Confused -600
Call it generic, call it cliche, call it anti-climatic. And you would be right, but let's agree that such an ending is still preferable over a bad ending, or at least a chain-failure. This perk acts as a final, desperate 1-up, once you are utterly screwed to whatever standard you set out, you can use this perk's charge to retcon the current jump as a "just a dream". Awaking in your bed on the last day of your previous jump. This clear get out of jail free card does come with certain costs as to not be too cheap: Firstly, you do lose EVERYTHING from the ret-conned jump, as it didn't happen. Trying to cheese with other perks doesn't work here. Secondly, that jump will be sealed off from your reach. Thirdly, this perk has a cooldown of ten jumps. There is only so much bailout any benefactor would be willing to give.

Items

You have ONE discount for items per price range, discounted 100s are free as per usual

Jotaro Hat -100
The iconic hat Jotaro uses, it's a normal, if "anime durable" like accessory. The unique trait of this hat is its ability to seamlessly "merge" with your hair, it's actually pretty hard to tell where the hat starts and where it ends when you put it on.

Fashion -100
This is a set of clothes that look like they were designed by Araki himself, or rather, the Araki from the universe where he was a perv. You obtain one pair of this more... Fetishetized style for every companion you would consider your "waifu/husbando". You saw the character designs here, you know what to expect.

CHEW -200
Your waifus may have certain... Unique tastes to say the least, from a diet of human blood, to a hand fetish. Luckily, to make sure you aren't a target of them, this bag that looks otherwise just like a sandwich bag, will generate either a good "snack" or something to entertain them, like a hand. This item's "quality" is effectively as if they just took that "part" flesh of your own body, minus the painful part of having that part be taken, duh.

House -200
Because you're going to need a place to store all your waifus if you don't already have one. This is... This is just a copy of the vanilla Helltaker's house, nothing really special. Let's add some fiat to it so it produces enough rooms for your waifus at least, this is spatial shenanigans rather than the place actually becoming bigger though. Oh, your bed also comes with dolphin blankets, they are pretty comfy. You can attach this house to similar items.

Waifu Arrow -400
...What? What in god's green earth did you just find, Jumper? Oh, that cursed thing. So, have you ever heard of that Super Crown powerup from Mario and all that fuss that it caused on the web? Yeah, imagine that combined with a stand arrow. This bastardized stand arrow doesn't give stands, no, it turns stands (and other similarish guardian spirits) into waifus. If you use this on your own stand, you can treat your stand as a companion too, one that is bound to you like a power, but is otherwise a companion when convenient, or just a "power" when that option is more convenient too. The arrow is reusable but it requires one year to recharge.

Greatest High -400
The Chains ~~of Sin~~ The greatest high are chains you can now spam around against your enemies. Where the hell did DIO find those? I don't know. They also come with a bonus road roller you can summon to do THAT special move.

Extra -400
In this world, Doppio and Diavolo possess different bodies. Which makes sense since they're in hell so this implies they got separated by the soul. This item provides a similar situation for yourself, as you gain additional bodies where you can insert your alternative souls/personalities/alteregos into them. You have as many bodies as you have distinct versions of yourself inside your head.

Hell -600
Your own slice of hell you can access through a portal in your warehouse, nobody leaves without you allowing them to. It's quite the generic hell by itself compared to other hells you may find available in your chain, but there is ONE special quality to it: Every jump you visit will add up more "familiar faces". Genderbend versions of your defeated foes and villains will show up, or maybe they aren't genderbended if you don't want them to be. They will NOT recognize you though, defaulting to having a neutral stance and opinion over you, unless somehow there was an attraction/affection they held for you, in which cause that positive feeling will linger even if they don't know why exactly they feel like that. They'll otherwise share the same powers, abilities and story (minus your involvement) that their original counterparts would have, except their aggressiveness would be proportionally lesser. You can recruit them, under the condition that you pay the same/equivalent price as you would recruiting them in the original jump where you found them. With the exception of characters that their native jump flat out doesn't let you companion, in which case you must pay 300 points in the next jump you wish to companion them. Once you pay the price in points, they'll simply accompany you outside of hell. Some of the features here are optional though, you COULD let them remember your involvement in their downfall, and you could let them be as aggressive as they should be originally, not sure what would be the use of that but it's your call to make. If you somehow fuck up and die inside your hell, you'll just be bolted outside of it, not counting as a actual "death". So you have an excuse to be reckless if that's your thing.
It's quite easier to recruit them, since they are y'know, in hell. And while by default they aren't tortured or anything, it's a pretty boring place to spend all eternity in, so they'll be all quite eager to leave. There is ONE limitation to the available choices: Only villainous characters that you played a significant part in their defeat, or evil alignment characters who are weaker than you, will show up.

Heaven -600
Not the Heaven DIO was aiming for, this is just the heroic counterpart to the item above. This is ALSO another generic realm you can access through a portal in your warehouse. As its name suggests, instead of potentially waifulized villains, you get genderbends of the good guys. From this Jump, your Heaven starts with female Jojos protagonists and the Jobros, who are free to be companions if you get them willing to accompany you. Besides that, it's also pretty much the same as the Hell item above, except Heaven is actually pleasant, if also a tad bit boring. Like its sibling item, Heaven here will let you choose if they remember you or not, and you'll be restricted to any good aligned characters who you surpass in power or who you have allied as equals (as in they recognize you as valuable/important). Additionally, Heaven can function as an actual heaven for your allies, letting the people you've met enter here should they be killed. Though some of them might not appreciate the genderbend, so you might want to turn that feature off if you don't want to piss off anyone, or keep it and laugh at them about it.

Companions

Jobro -50/-200
This is the import section, imported companions gain 600 CP to spend here and their own discounts as well. Maybe they can be your wingman or something. -50 for a single companion, 200 for eight of them.

The Reason You Are Here (Free)/-50
For the waifus, probably anyway. If you can convince them to go along with you, you may freely take them as per normal. If you are willing to spend 50, you may select one waifu in particular who you'll have a good time with, and you'll have fiat to have them NOT try to kill you, at worst they'll give you the cold shoulder and reject you in a rude way. This option is pretty USELESS due to a scenario below, but not everybody wants to catch them all I suppose.

Jotaro-chan (Free)
The would-be stand-in for the Helltaker. This is a female version of Jotaro in her eighteen's, maybe she'll have memories of you in case you went as a stardust crusader in a previous jump, or something of that nature. She has Star Platinum: The World at its peak capacity both for stopping time and for its physical attributes, and it seems you are one of the few people she can actually communicate without being a bitch about it. She comes with the perks: **Jojo + Helltaker = Drip, Yare Yare Daze (only towards you and other companions), Manliest Man to Ever Man and ORA ORA!** and the item: **Jotaro Hat**. Her version of Star Platinum may come "waifued" as per the **Waifu Arrow** item, if you would prefer it that way.

Scenarios

JOJOTAKER

This is a straightforward one; you gotta successfully seduce all of the Six (Seven?) villains here to agree to be in your harem. Optionally, you may pick the additional challenge of doing this with only the local purchases and receive the extra rewards.

Rewards:
The villain waifus (Duh). They all will share the same companion slot and by it obtain their own CP share in future jumps to spend individually.
Optionally, you may choose if their stands are waifulized like the Item **Waifu Arrow** transform stands.
(Extra): **+ 600 CP** and the perk **Jumper's Bizarre Harem:** This perk gets added to your bodymod. Basically, you can stick in crazy and survive. The more… "eccentric" qualities your companions have will now be far less prone to lashing out at you, and to a lesser extent to others (depending on your own morality). It is possible to argue with them and set boundaries to a reasonable extent without it devolving to violence. Yes, you can argue even with waifus like DIO in a foul mood and be heard.

CALAMITYTAKER

We all know by now that there is a certain hidden lady in the original Helltaker, and coincidentally there is also a Jojo villain here who's missing… Problem is, that is a waifu which was built to NOT BE FOUND. You can clearly see the problem with that. Is she even worth the hassle? Well, that's not for me to decide. If you are dead set on searching for Tooru, I'll at least give you a hint that she's hidden in another dimension much like Beelzebub was in the original helltaker. Due to that, Wonder of U is out of control, dead set on making sure it's former user stays lost in that dimension, acting in a similar manner to a rogue stand caused by Silver Chariot's Requiem ability.

Rewards:
Tooru as a companion, she joins the same companion slot as the waifus above, and regains control over Wonder of U. You may decide if Wonder of U ALSO becomes waifunalized.
Perk: Wonderful U: You don't want to deal with more of this type of fate shenanigans? Can't say I blame you. Now causality manipulation, such as calamity, no longer works on you. Your fate will be at best neutral, with the odds you encounter realistic as they should be (outside of positive luck perks). No outside luck manipulator, fate writer, or anything of that should be able to control your causality so easily.
(Bonus): If you SOMEHOW manage this feat using only the local purchases, I am not sure how you did it myself actually. The above perk now gets added to your bodymod and now it can also allow you to resist drawbacks that make you be "doomed" or have any sort of bad luck/fate. Seriously, how did you pull that off without out of context perks?

Drawbacks

One and Done +0
This jump is based on a 4 minute video. And besides getting the waifus, there's not much else to do. You can just leave after 24 hours instead of a whole decade.

Genderbendbended +0
Actually, some people might prefer the originals. And that's alright. So now you can counter genderbend the villains back to square one. Additionally you can decide if they have their original outfits or the ones shown here.

Wasn't This a Puzzle Game? +100
Oh right, that was a thing. Not much of a puzzle if you can just barge in and break stuff with just your local purchases alone. Now it's a puzzle game again, and while not particularly difficult, it will take some time and be an annoying obstacle. The puzzles won't be the same as Helltaker by the way, and fiat says you'll have to do them as intended before meeting the girls, so no glitching the system for you.

This Is Also Supposed To Be Bizarre +100
True, true. The other half of this Jump, the Jojo half, is well known for its moments that earn the franchise's "Bizarre" part of the title. So you know those skeleton dudes you see in normal helltaker? Well, now they are going to be around doing some odd activities, some of them are going to be Jojo references, some of them are going to be a brand new flavour of strange, but you are guaranteed to be, weirded out, distracted and confused by their antics at least a couple of times.

SHUT UP WOMAN! +200
Jumper! That's not how you talk to a lady! Didn't your mother teach you some manners? Not for this jump it seems. You are very lacking in tact and manners when it comes to women, being very prone to yelling at them. And it goes without saying that disrespecting most of these women is a death sentence unless you are quite powerful yourself. So good luck, Jumper, you're going to need it.

Jumper Stopped Thinking +200
We all know what happened to Kars, and it looks like even recovering herself in hell she was still affected in this universe. She's EXTREMELY bored even now, which made the smartest and most advanced of the girls here to also be the easiest to convince to tag along. You also share this trait of being extremely suggestible and easy going. You would give a "sure" response to most ideas anyone proposes, as if you were extremely bored, your sense of survival will be drastically lowered but not erased to the point of being downright suicidal.

Another One Bites The Dust +400
You know those ladies, maybe personally or just via meta knowledge, you know what they are capable of, you know what they have done. But now you gotta act like this is the first time you're meeting them, because if any of them notices that you know something about them that a stranger shouldn't, you'll bite the dust. And by that I mean you're going to explode to be more precise.

Flow of Calamity +400
By default Wonder of U would be a very passive existence guarding his former user, you would never see him if you didn't attempt to locate either the stand or Tooru. That is no longer the case. Wonder of U is just going to around wandering randomly, and while he isn't actively going to be after you, you'll have the unfortunate fate of meeting the stand here or there and triggering his ability, that changes if you plan on doing the **CALAMITYTAKER** scenario in which case he is going to be more active with this drawback.

THIS IS THE FINAL ROUND! +600
So, remember how even if they knew you before, the waifu versions of the villains won't recognize you? Yeah... That is no longer a luxury you have. Now it's quite the opposite, even if you haven't met them, the girls will think you were the cause of their downfall and go instantly for the kill. Whether you want to or not, you'll have to face all of the Six(Seven?) girls, with most of them being at their peak. The exceptions of being in their peak are Pucci and Valentine; Pucci only has Whitesnake, and Valentine doesn't come with Love Train. This does not include Tooru. While not impossible, this will make convincing them to join your harem vastly more difficult.

Lali-Ho~ +600
There have been some mentions and references to this being a fever dream throughout this jump, and also maybe a stand attack. What if it's both? Yeah, it's both with this drawback. This jump now becomes part of Death 13's ability, becoming something in the middle of a dream and reality. Oh, the waifus are still real and this place is a facet of hell, but otherwise it works like a dream created by Mannish Boy.
Mannish Boy has it out for you, blaming you for him eating shit even if you had nothing to do with it, though it's not like he can take it out on Kakyoin, so you are the best next thing in his eyes. If you didn't purchase your stand in this jump, you won't have any stand even if previously you did. To import your stand with this drawback you gotta pay -300 in the **Stando Powa!** perk.
You can't escape the dream for at least 24 hours (inside the dream, no time dilation shenanigans). After that, you wake up remembering what happened alongside your waifus, and you can decide the fate of the little shit before heading out to the next Jump.

Ending

Congratulations Jumper, you survived some crazy bitches. Or maybe you just decided to run for their hills, or something else. So what now?

Last Train Home
Were you traumatized that much by the ladies here? I suppose things could go wrong very quickly with them, so fair enough. Either way, you can go back home along with everything you earned in your journey.

Highway to Hell
What? You want to stay? You do know that this is literally hell, right? Look, I'll give you the option to retire into any point of the Jojo timeline instead. Unless you're dead set on staying in hell out of all places. That would be a first I suppose.

To Be Continued
Yeah, I imagine you would choose to continue. May your efforts to have a bigger and bizarreer harem go well!

Notes

Genderbend Kira mentions that she(?) gets an erection when Jotaro touches her cheek. Does that mean that she's a trap?
Depends on your personal taste.

Is This a Stand Attack?
No, the events of this jump are real. Unless you took **Lali-Ho~**, but that should be obvious. And even if you did, it would be a weird grey area for the sake of obtaining waifus.

Waifu Arrow
Stands turned waifus enter a convenient grey zone between companion and power (at least your own personal stand or stands). You would need to both lose access to your perks/powers AND lose access to companions for your stand to vanish. But drawbacks that take away your powers and that of your companions would also depower your stand before you think of being too cheesy about it.

Waifunalized stands are sentient creatures who are bound to their user and are loyal to the maximum, since they are basically a fragment of the user themselfs. This probably would count as selfcest.

Using this arrow on someone else's stand won't make it switch loyalties, unless you have that level of "charisma" to make a literal piece of someone's soul pick you as their master rather than the rightful user and counterpart. Though at that level of "charisma", that's actually just brainwashing at that point.

On Heaven and Hell
Potential companions coming from those items will be "waifunalized" versions of their normal selves, which mostly means they'll be cute girls instead of whatever they were before, unless you don't want them to change, or you want to make them femboys or whatever else. Both Items will cater to your desires without making the potential waifu any more useful/powerful. This includes making characters with feline motifs into cat-girls and other things of that nature.

While you can use this to postpone having to pay points to companion a target, you still have to make the payment, and go by the rules and price of the original jump of that character. So if you want to recruit Gojo from ShineOnDio's OLD Jujutsu jump, you are going to have to pay 200 in a later jump (or equivalent if that Jump uses a different point system). Trying to revive characters by third party means is doable, but they'll just become followers instead unless you have some other means to companion them up.

Characters with multiple personalities/personas effectively come with the **Extra** item for each personality as a neat bonus. So in theory, while no sane Jumper would ever consider it, you could form an entire harem of just Junko Enoshima from Danganronpa.