By Shadow of Blue Rose



Part 2: Battle Tendency JumpChain

Welcome, Dear Jumper, or perhaps, welcome back. This is the world of JoJo's Bizarre Adventure, specifically at the point in time called Part 2: Battle Tendency. This part revolves around Jonathan Joestar's grandson, Joseph Joestar, who differs quite significantly from the honorable gentleman that his grandfather was. During this time, Joseph will fight an army of vampires, a quartet of ancient beings who eat vampires for breakfast, train under his mother, watch a Zeppeli die, and see the amazing Speedwagon. There are far more paths to choose from here than there was just two generations ago. Regardless of what you choose, you'll need these

+1,000 CP

Before we get to things like age and gender, if you went to Phantom Blood there's the whole, ya know, your previous self from last time being able to still be alive. You can decide if the changes you made last time stick or not. If they do,

you can choose to start this Jump back in your old body right after the Part 1 Jump ended, and you'll go until the end of this one. Or you can choose to be your own grandchild. If you choose to be the same as last time, your age becomes whatever it was and you'll be pretty old by the time this jump starts and your gender goes back to what it was then if it's presently different. OTHERWISE...

Age: Roll 1d8 + 18, or pay 50cp to choose any age between 15 - 55
Gender: That's your business, pick for free.

BACKGROUND

You can still choose one if importing your history, yes, you can still take Drop In, you'll just have a minimal backstory based on your previous changes to the world. Your background also determines your starting location.

Drop In: No new memories, no new name, no new family. You wake up in a hotel room in New York. You have a few changes of clothes, a semiautomatic pistol, whatever you bought in Jump, and a wallet with ID, and three hundred dollars in assorted bills.

Warrior: You have trained in the art of combat, honing your skills to do battle against your sworn enemies. You awaken in a small apartment in Italy, and you can speak Italian fluently if you couldn't before. You have very little in terms of worldly possessions, but that doesn't matter. You know how to fill your life with other things.

Soldier: You serve or used to serve in an army of some sort of military. You know discipline, tactics, and are skilled with all manner of firearms. You have some connections in the government and military that you serve or served in.

Researcher: You work for the Speedwagon Foundation, and are one of the world's leading experts in one or a few fields of science and greatly

knowledgeable on many subjects. You awaken on a flight back to New York after an archaeological excavation. All you have is what's in your suitcase.

For backgrounds that aren't Drop In, you'll obtain your items via a courier running up to you randomly on day four of your time here.

Perks

All perks are discounted for their background, and 100CP perks are free when discounted

Drop In

Warrior

Your Next Line Is: 100 CP You have a natural talent for picking up cues from body language, speech patterns, and other such things that allow you to predict what your chosen target will say next. Yes, even if it's as complex as "JoJo, don't you dare dishonor our battle here," or more.	**Honor: 100 CP** You are a proud and honorable warrior, and your opponents respect that. Even if your opponent wouldn't normally be repulsed by it, with this perk you can get anyone to agree to an honorable competition or duel. Whether they'll stick to the rules if they start losing is dependent on who they are as a person.
Why Isn't Your Breath Steaming When It's So Cold Out?: 200 CP Your perception is incredible. You can notice extremely small details about someone that go right over most people's heads. You're able to determine random ticks or quirks that anyone has with ease.	**To Love And To Live: 200 CP** Devotion to the arts of combat must be tempered, and what better way to temper it than to seek love. That's your philosophy. Some call you a womanizer, but you prefer to say your heart is open. You can seduce people far easier.
You May Have Outsmarted Me, But I Outsmarted Your Outsmarting: 400 CP You're really clever, like REALLY clever. You're a natural trickster, and even if someone outsmarts you, it's probably just part of your plan to fool them thirty seconds later.	**Prodigious Talent: 400 CP** Combat runs in your veins, and as such, you are naturally better in all forms of combat. Your potential for combat related arts is above that of the common rabble, and you advance much faster in proficiency, becoming a master in a fraction of the time it takes a normal person.

Was This A Part Of Your Plan As Well, JoJo?!: 600 CP Of course you didn't, but you'll let them think you did. You have such a degree of luck that it almost seems like- okay, no, it definitely seems like bullshit. You get your hand cut off in an erupting volcano? There's somehow a nonzero chance that it will find itself hitting and strangling someone just as they're about to execute you.	**This Is The Last: 600 CP** When hope is lost and you find yourself totally beaten, you can summon "the last" of your power. What this is, is the totality of all of your power, every last ounce of it. Your hidden reserves empty as well to create this. With the last of your power in your hands you can either unleash a final blow with all of your being infused into it, or you can send your power to an ally to grant them the strength they need to defeat the opponent that bested you. Either way, this is incredibly draining and could very well kill you. It's called the last of your power for a reason, after all.

Soldier

Researcher

Order and Discipline: 100 CP Trained to fight and kill in warfare, you're a crack shot with any firearm, even able to precisely snipe someone with a machine gun if you wanted to. You have extreme discipline, capable of keeping your cool in all but the most dire of situations, but even then, you can find the resolve to act instead of being paralyzed with fear.	**Forefront Of Science: 100 CP** The Speedwagon Foundation is known for their advanced research into science and medicine, and as a leading member of the organization you are gifted with an incredible intellect. Your skills in all science and medical fields is in the top 10% of the world and you can easily carve a path of innovation for less advanced civilizations.
Authority: 200 CP You must be a pretty highly ranked individual, as you exude an air of authority. Lesser men rally behind you as you take charge in dire circumstances. You can inspire courage into any man or women who is paralyzed in fear so long as you yourself possess the will and fortitude to stand and shout. Toggleable. Also comes with a rank equivalent to a Colonel in all future Jumps.	**Knowledge Is Power: 200 CP** And the best (only?) way to acquire knowledge is to research the subject yourself. Whenever you research a subject, you will reach breakthroughs in information or advancement far more commonly than normal. This effect is boosted the more close to the source you are researching. Digging up the remains of an ancient civilization will yield better results than cross referencing some books after all.
Don't You Dare Feel Sorry For Me: 400 CP It no longer matters to you what form your body may take, and you refuse to let others feel pity for you because of something like a prosthetic. Why should they? For you have transcended humanity! All prosthetics and tech attached to you, whether they are simple or advanced, sleek or loaded with weapons, all of them are more effective. This is due to your acceptance and pride in yourself. Flesh and blood is weak, machines are strong.	**Advancement and Amplification: 400 CP** With some time spent experimenting, you can find ways to increase the potency of technology, miniaturize it, make it bigger, etc. Analyze a small UV pen and learn to make a UV laser cannon capable of blowing a hole in a brick wall. Feats on this level of ridiculousness are within your grasp.

Jumper Science Is The Best In The World: 600 CP You're not just some trigger puller, you have a brain for mechanical and biological engineering. You become capable of analyzing entities and coming up with functioning augmentations to apply to humans or yourself that allow you to compete with them, perhaps surpass them even. But is your physical humanity something you can so readily give up?	**Life Saving Medical Skill: 600 CP** You possess the Know-how and skill to create technology capable of bringing the recently deceased back to life, as well as the skill to successfully perform operations that other doctors would have less than a 1% chance of success. With some experimenting, you may be able to extend the time limit on how long someone can be dead before your tech can revive them.

Hamon

Vampire/Pillar Man

Discounted if you have the Senkō perk from the Part 1 Jump

Mastery: 400 CP With practice comes mastery over time. You are a master of Hamon usage, and your development with Hamon and similar abilities is doubled in speed and your skill with Hamon is flatly doubled with this perk, being twice as capable as you were before, or being comparable to Lisa Lisa if you didn't have Hamon before this.	**Dio's Failure Was In Playing With His Powers: 400 Cp** You're a master of vampirism, already surpassing Dio Brando in Part 1 but having no idea what the true extent of your abilities are. Not that it matters, you learn them when your foes lie dead at your feet. For this Jump you will be unable to turn off your vampire powers and weaknesses.
Rebuff Overdrive: 600 CP Why does this cost so much you may be wondering? Well it's because this is actually way better than Joseph's version. With this, if you time it exactly right, you can counter any physical attack with a double elbow packed with Hamon. You'll take no damage, reflect the attack back on your opponent, and burn them with the might of your Hamon if you do it the exact moment the strike would land on you. Think a perfect parry in a video game, but requiring even better timing. Otherwise, you just take about half as much damage and fill your opponent with Hamon.	**Pillar Man: 800 CP** You are a Pillar Man, your strength, speed, durability, all far surpass that of vampires. You gain the ability to consume living beings by simply walking through them. Your intelligence is boosted by a significant degree, and you know how to make stone masks. Your age becomes 1d12 x 1000. You can choose to either be working with Kars or to have somehow survived the genocide of the Pillar People. You could even work on Joseph's side if you wanted, but I imagine earning his trust would be difficult. For this Jump you will be unable to change out of your Pillar Man form.

Hermit Purple: 800 CP You possess Hermit Purple, the Stand of Hamon. It's barely active now, merely boosting your predictive abilities and Hamon strength, but by the end of this Jump you will fully manifest HP and gain the power to see Stands. In the Stardust Crusaders Jump, you will still be able to build your own Stand, you will just also have Hermit Purple. Sort of, but not exactly, like how DIO possesses both The World and Jonathan's Hermit Purple.	**BATTLE MODE: 400 CP, requires Pillar Man** You, like Kars, Wamuu, and Esidisi, have awakened the true power of your Pillar Man body. You gain a Battle Mode, like Esidisi's Burning Blood Mode, Wamuu's Wind Mode, and Kars's Light Mode. You can copy one of their Modes, or create your own.

General Perks

You Think So?: 100 CP I don't think you'll be taking my life now. You gain the ability to pull a fully loaded tommy gun out of nowhere and unleash the entire drum into your unsuspecting opponent, who will be so confused as to where you got it from that they'll be rendered shook still.	**Joestar Secret Technique: Free** Ah, the Joestar Family Secret Technique. You now possess this most secret and sacred of abilities. By heel face turning and dramatically running away, you are guaranteed to escape anyone who doesn't have a significant speed advantage over you or the ability to fly. You will, however, be able to maintain distance from them and lead them on a very long chase.
I Feel Better Now: 100 CP Whenever you're about to lose it, whether it's anger, insanity, whatever, you can stop what you're doing and bawl for a minute and you'll be all good to go. With this, crying stabilizes your mental state to a perfect degree.	**Lungs Are Vital For Hamon Users: Free** And also literally everyone else. This perk comes with two features. The first is that it makes your lungs and ribcage extra strong, able to handle blows with ease that would normally crush them. The second is toggleable and makes the bizarre style of dialogue of JoJo appear in future Jumps.
A Cross Shaped Stone: 200 CP When your opponent is totally beaten, lying on the ground, clinging onto what little hope they have and struggling to keep breathing, you may summon this. A large cross shaped stone weighing many tons falling from above. It will crush their body, practically guaranteeing their	**It Seems My Hamon Is Hundreds of Times More Potent Than Yours: 800 CP** Unlike other Hamon perks, this one isn't discounted if you have the Sendo perk from Phantom Blood. There's no discounts for this at

death. Be careful, as this may give their allies a boost in resolve and power.	all. Why? Because of the sheer power that this perk holds in this setting, and even in the future. You gain Hamon on the level of Ultimate Kars, capable of melting humans. As well as infinite potential and growth of your Hamon abilities. Your Hamon sounds more menacing, like crystal and glass sliding across ice in addition to the soft hum of normal Hamon. Your Hamon glows brilliantly, shimmering white and blue with a rainbow like aura, and crackles with red electricity.

Items:

Period Clothing: Free You receive 10 sets of clothing befitting the time period, their quality depends on your level of wealth during the Jump. In future Jumps, these will morph into clothing that matches the style of the setting. When destroyed, these clothes will reform in your warehouse after five hours.	**Hat: Free** You get a stylish hat like Zeppeli's. Yes this was available last time, yes it's available this time as well. Collect your fancy hats. You can have it in a different style or color scheme as long as it's stylish. Also comes with a nifty scarf this time around.
Red Stone of Aja: 400 CP A perfect gemstone, said to refract and magnify light by a million times over, and turn it into a laser. Works with Hamon as well, you could turn your Hamon into a super lethal ranged weapon with this. Just don't let the Pillar Men get it from you.	**Stone Mask: 400 CP** One of many stone masks, placing this mask upon the face of any human and smearing blood on it will transform them into a JoJo's style vampire. This is not the socket mask, but it will change shape to fit the face of any creature, and will unlock the Battle Mode perk for Pillar Men.
Satiporoja Beetle Scarf: 200 CP A scarf woven from the dried stomachs of 30,000 satiporoja beetles. This scarf perfectly conducts Hamon, able to be used as a weapon, or if you're a vampire or pillerman, to be used like a ground and absorb the lethal energy with no damage to yourself. Discounted with Mastery.	**Wedding Rings of Death: 200 CP** You receive a box of these, each pair of wedding rings has a unique poison that will kill a human after 33 days and an antidote. However, if you place one inside of an opponent, you are forced to wear the ring containing the antidote as an accessory on your face. Try not to poison too many people at once. Discounted with Pillar Man.

Wealth: 50CP/100CP/200CP
You gain a large amount of wealth, and will continue to receive a sizable income depending on which version of this item you bought.

For 50CP, you will receive an amount of money that allows you to live comparably to a six figure income in the modern (2020 CE) Earth.

For 100CP, as the 50CP version but instead enough to allow you to live in a style comparable to the top 10%.

For 200CP, as the 100CP version but the top 1% instead.

Luxury Penthouse: 200 CP
You must be quite wealthy, as you now own a luxury penthouse in New York, or wherever you'd like in future jumps. It has 11,000 square feet, five bedrooms, a couple entertainment rooms, lavish dining and living rooms, etc etc. You can change it however you want. You also own the building it's on top of and get revenue from said building.

Air Supplena Island: 400 CP
You are now the proud owner of Air Supplena Island and everything on it, or rather, you own a copy of it that will exist in all future Jumps should you so desire. Otherwise you can access it from your warehouse.

Companions:

Old Friends: 50 CP each
You may import or create new companions at a rate of 1 per 50 CP, with a max of 8 at 400 CP. They will each receive 600 CP

The Friends We Made Along the Way: 100 CP/ 200 CP
Did somebody here catch your eye? Why not take them along with you, if you can convince them to join you. For 100 CP each you can take anyone besides the Piller Men. For 200 CP you can take Wamuu along with you, or even Esidisi and Kars if you can somehow convince them and they don't die. Everyone has the perks that make the most sense for them.

Drawbacks

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

From The End: 0 You begin the Jump from the day the Phantom Blood Jump ended. That is all.	**Bizarre Powers 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.
Lack Of Trust: 100 CP You have one of those faces, one that screams "I'm a bastard." As such, nobody trusts you and it will be an extremely difficult uphill battle to gain the trust of anyone. Good luck.	**The Speedwagon Treatment: 100 CP** Though he is beloved by the fanbase, Speedwagon was shoved to the side after his initial appearance. This will now happen to you too. No matter what you do, you can't defeat anyone who isn't a jobber. Leave everything to Joseph, Caesar, and Lisa Lisa.
Married to Death: 200 CP When Joseph gets his Wedding Rings of Death, you will too. You will be unable to locate Esidisi and Wamuu until Joseph fights them, but after that they are fair game. The rings, in addition to poisoning you, will lower your effective power level by two thirds with both, and one third with just one.	**Not Fabulous: 300 CP** You... kinda suck. You have no sense of balance or poise, and often fall over whenever you attempt to do something cool, important, or otherwise helpful. Everyone picks up on this, and finds you to be pathetic at worst and pity you at best. This is going to be a miserable 10 years.
Hunted By Kars: 500 CP Kars has decided that he hates you more than Joseph or anyone else. He will mercilessly hunt you down any time he isn't engaged with the main plot of the Part. No matter what you do, you will be unable to kill or permanently defeat him before it is time for Joseph to launch him into space.	**The Ultimate Lifeform: 600 CP** Kars begins the Jump as the Ultimate Lifeform. Run and hide, for there is no hope against the perfect being. You must pool all of your skills if you desire to even attempt to aid Joseph and company against Kars.

Scenario

Birth Of The Ultimate Lifeform

This scenario can only be taken if you are a Pillar Man. You are required to take the Bizarre Powers Only drawback for 0 CP. You awaken at the same time as Kars, Esidisi, and Wamuu, but far away, in the middle of Poland. You must fight, sneak, or whatever it is you do across the world in a race against time. Your goal? To take the Red Stone of Aja, steal Kars's socket mask, and unite them, turning yourself into the Ultimate Lifeform and leaving Kars with a shattered spirit. You will then be locked into battle against Kars, Joseph, Lisa Lisa, Stroheim, the Nazis, and the Speedwagon Foundation. After killing all of them you'll have to establish yourself as the sole ruler of the entire Earth.

For accomplishing this task, you will permanently gain the powers of the Ultimate Lifeform, including access to all of the canon Pillar Men Battle Modes.

Note that completion of this scenario will not import into the Stardust Crusaders Jump, and will instead have a roughly unchanged history between here and there.

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.

Seriously? Fine… Have this: **Bizarre Music Soundtrack Part 2:** Toggleable. You get the actual JoJo's music soundtrack (For Parts 1 and 2) and can have it play in your local area or in your head whenever you want.