

JoJo's Bizarre Adventure: Stone Ocean

By PsychoAnon

Intro

What is it that directs the course of our lives? What has brought us to where we are? Is it mere coincidence, a cosmic confluence of nonsensical events? Perhaps it is our own free will, our efforts and determination which guides our course? Nay, my friend, it is the force that even the gods obeyed, that which even they feared and sought to appease as a God above gods: venomous Fate. This is a tale of Fate: of two bloodlines destined to clash until the end of the universe itself, one representing that which is good and righteous, the other all that is wicked and evil. This is the story of how that battle comes to an end…

The year is 2011 in Florida. Jolyne Cujoh, daughter of Jotaro Kujo, was with her boyfriend Romeo in his car. While driving down the road, Romeo became distracted and hit a hitchhiker in a gruesome accident. Romeo manipulated Jolyne into helping him hide the man's body, but unbeknownst to her the man was still alive. Romeo betrayed Jolyne and framed her as the one solely responsible for the accident. Jolyne has been sentenced to serve 15 years in Green Dolphin Street Prison (aka The Aquarium), a massive maximum security prison isolated on an island. What neither of them know, however, is that this was all orchestrated by one man: Father Enrico Pucci, a Catholic priest who once was friends with the Joestar bloodline's greatest enemy - DIO. Father Pucci seeks to fulfill DIO's will by completing the Heaven Plan, a scheme devised by DIO to reshape the universe in his image. Very soon Father Pucci will make his next step on the stairway to HEAVEN, using Jolyne to bait Jotaro to the prison and steal his memories and stand in the form of disks with his own stand, White Snake. If Father Pucci succeeds, this universe as it is will cease to exist. You will have your own role to play in this conflict, so take this gift to shape your fate.

+1000G

Origins

Pick an origin. Origins gain 50% off for perks and items matching their origin, except 100G perks and items which are free

Joestar

Here you are, a descendant of the legendary Joestar bloodline at a time where that bloodline is nearing its final battle, perhaps a sibling of Jolyne or some such. Gravity may well end up pulling you into this conflict but for now you are Stone Free to do as you please.

Ally of Justice

While not a Joestar yourself, you've recently found yourself allied with them and with the forces of good. Perhaps you're simply a good person or perhaps gravity is merely working in mysterious ways. In either case, you've found yourself on the "good" side of this conflict for now.

Ally of Evil

You are quite the opposite of the above origin, instead of finding yourself on the side of good, you've found yourself allied with Enrico Pucci. Why could this be? Perhaps you've some prior loyalty to DIO or perhaps he's made some successful appeal to your self interest, or even some other bizarre scenario. Whatever the case, you are an agent of Father Pucci at the moment.

DIO's Disciple

Long ago, you were touched by a certain man - DIO. Not in that way (I think)! What I mean is that you were once good friends, besides Father Pucci you were perhaps the only person he truly considered a friend. Your friendship and his death left an impact on your life and through your many conversations he had one consistent theme: HEAVEN. He would often speak of his obsession with attaining HEAVEN and what that truly meant, a world where everyone knows their own fate. Whether you will attempt to fulfill his will or not, those experiences remain with you even now.

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 something like Survivor or Burning Down The House, situationally useful but very weak and not generally suited for combat. For 100G your stand is on the level of Goo Goo Dolls or Marilyn Manson, more powerful and useful than the free tier but below the likes of Stone Free and far below Star Platinum. For 200G 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 Stone Free, Limp Bizkit and Diver Down. At 400G your stand is at the very peak, having incredible combat potential and a unique ability on par with the likes of Star Platinum. Stands in this tier include White Snake, Weather Report and The World.

Yet there exists a path to something so much greater than all these: a path to HEAVEN. Such a stand would surpass any of the ones listed here, but to reach such a thing will require many steps. This process will be detailed later on.

Perks

Joestar

100G - Birthmark
Throughout the generations your bloodline has shared one thing amongst all its members: this unique and identical birthmark. This birthmark, which is now present on everyone in your lineage, grants you a psychic link with other members of your family. You can feel when other members of your family are nearby and even the direction they're in, whether they're safe or in trouble and you'd easily be able to tell if they had died. The bond between you and your bloodline is truly inseparable.

200G - Learning the Ropes
Prison life ain't easy and if you wanna survive on the inside you're gonna have to learn real quick. Luckily, you have a knack to adapting to new environments and changing your mindset to fit the place you're at. With some observation and trial and error of figuring things out you'll go from some spoiled whiny brat to the baddest bitch in the cell block who everybody owes money to. You can adapt similarly well to pretty much whatever place you're dropped into, as well as adapting to rapidly changing factors in battle to outwit and get the edge over your enemies.

400G - Prison Pals
A truly resourceful (or lucky) person can find friends even in the most unlikely of places and, well… you're definitely one of those two things! You seem to have a natural likability to you that draws others in and makes them want to become your friend. Not only that, but these friendships will grow incredibly quickly, to the point that just by sharing one brief life or death mission with someone you could become best buddies. As mentioned before, these friendships often spring up even in the last place you'd expect them. Perhaps if your bonds are strong enough, they'll even last into another universe.

600G - Distant Dreamer
Determination is the force that allows humans to transcend their own limitations and weaknesses. One could say that this is humanity's most admirable trait, to push forward in the face of adversity. Your own willpower is immense, able to endure the greatest pain and most torturous conditions for the sake of your goals. You wouldn't have your will broken from being thrown in solitary confinement and could even eat the disgusting bug covered food they give you in order to conserve energy. If you have to light yourself on fire in order to defeat your enemy you'll gladly do it. Your will cannot be broken. Your willpower will even grow greater the more adversity you face, to the point where others may wonder if you're truly the same person they once knew after witnessing your newfound mental fortitude.

Ally of Justice

100G - Smuggler
Wherever there are people, there will naturally rise an economy. You've got exceptional skills when it comes to sneaking things in and out of places they shouldn't be, like sneaking money or illegal goods into a prison. You're also good at thinking up clever or novel places even seasoned prison guards wouldn't think to check. Not like THERE though, that's pretty much the first place they check.

200G - Dude Looks Like A Lady
Hello there sir… I mean ma'am or… what's going on with you, exactly? For some reason you seem to be able to manipulate your appearance to take on the appearance of the opposite gender. Like flipping a switch you can choose to look masculine or feminine in an almost seamless transition, although your actual "parts" aren't changed. Could be useful in some situations, just try not to give folks the wrong impression or you could get in some trouble.

400G - Foo Fighters (requires Stand)
You are a very special type of being, an entirely new species altogether. Rather than a human you are a colony of many tiny stand beings sharing one mind, such as plankton. This will give you many abilities and potentially also weaknesses based on the type of being you are, for instance F. F. could inhabit and rapidly take over human bodies, fire individual plankton as bullets, heal wounds and split off into multiple versions of herself but needed water constantly, only being able to survive outside a human host body on dry land for a minute or two at most. No doubt various types of tiny beings would yield different results.

600G - True Fate
Fate is often cruel and uncaring, bringing suffering to the innocent and joy to the ruthless. Yet in spite of this, the true nature of fate itself is justice. So long as you align yourself with justice and do good, fate will smile upon you and grant you victory even when all seems hopeless. This effect becomes amplified by sacrifice: you sacrificing your own personal happiness to do the right thing would cause things to go your way more often, your allies sacrificing their lives to aid you could grant you victory against a seemingly unbeatable foe and if you were ever to permanently sacrifice your life in the name of justice a true miracle that could even reshape the universe itself may occur. Evil will never prevail, for walking the path of justice is true fate!

Ally of Evil

100G - Nice Helpful Guy
Ah, what a wonderful day to be a perfectly helpful and not at all nefarious person! You're very good at acting like you're just a weak helpless assistant who means someone no Ill will, not that you need to act since that's totally what you are. Yep. No nefarious intentions whatsoever of devising subtle ways to undermine people without them realizing, although I get the feeling if you were to do that you'd probably be pretty good at it. Of course, that's all hypothetical.

200G - Crack Shot
Certain people just take to certain things. Like a bird to the air or a fish to the sea, so are you when it comes to shooting. You were trained by the military as a sniper and that, combined with your natural aptitude for it, has made you an absolute menace once you've got a rifle in your hands. You're also extremely skilled when it comes to taking apart or putting together a gun extremely quickly. To top all this off, you may or may not have an oddly large… rear end.

400G - Feng Shui Assassin
What an interesting skill you've picked up! Feng shui assassination is a combat style centered around the ancient Chinese pseudoscience of Feng shui (wind-water), which essentially posits that there are natural energies that control fortune and calamity and by aligning yourself to those flows correctly you will live a blessed life. It's all very complicated but the basic gist is that if you stand in certain "lucky spots" you are effectively immune from harm and if you strike your opponent in their unlucky spots on their body it will spell doom for them by triggering a calamitous series of events. You're an absolute expert when it comes to understanding Feng shui as well as having mastered various martial arts like Kung Fu and Tai chi, plus you know some tricks like striking an opponent from inside their mouth to make them drown on a small amount of liquid. While Feng shui assassination would seem an almost invincible ability, it's quite hard to utilize on the fly without some sort of stand or ability to quickly determine unlucky and lucky spots.

600G - Child of DIO
You have a special connection to DIO that even Pucci cannot boast: you are his very own progeny. This wouldn't normally mean much on its own, but in your case it seems to have had a pronounced effect on your stand ability. For some reason your stand has an absolutely insane ability in terms of its scope. Something that should probably only affect one building or a small town seems to affect the entire world simultaneously. Your stand could potentially single-handedly end the world as we know it due to the sheer ludicrous raw potential it possesses. Hopefully you won't use such power irresponsibly.

DIO's Disciple

100G - Secret Emperor
You are no fool. You know the value of keeping your identity a secret, not revealing yourself to your enemies until you've already won. You are excellent at hiding in the shadows in both the literal sense of avoiding detection through stealth and in feigning innocence even right in your enemy's face. It would take someone quite sharp to see through your ruse.

200G - Prince of Plots
To achieve your goals requires a lot more than just a powerful stand, it requires considerable scheming as well. You are very good at coming up with schemes and plans in order to get what you desire. You could easily, through a series of steps, create a scenario where your incredibly powerful opponent is entirely at your mercy all without them even being the wiser to it. Furthermore you're also good at allocating your resources in the sense of knowing what people under your command would suit which situation best. With your mental prowess you may just attain your goals.

400G - Law of Gravity
Do you believe in Gravity? Certain people are simply destined to meet, pulled to each other by a force beyond their comprehension. In your case, this seems to draw to you an endless procession of useful goons and minions to do your bidding. Whatever the reason, these people drawn to you are always happy to serve you and do what you ask, although they often will expect some sort of compensation. You'll encounter these people often at the strangest times but also times when it would be most convenient.

600G - Made In Heaven
HEAVEN. To achieve such a thing may seem impossible. Perhaps with men, but with God all things are possible! Fate itself will conspire to make your grand schemes and plans go perfectly, even if the next step isn't obvious. If you need to steal the memories of an incredibly powerful stand user, you'll snatch them without a hitch. If you need your dead friend to be alive, someone will come along with the ability to resurrect (at least a part of) him. If you need to fuse with a baby, your enemies will practically deliver it right into your hands. Virtually every step in your grand scheme will go flawlessly. The longer and complex the plan, the more powerful and sure this effect is. It was all meant to be.

Items

Joestar

100G - Handcuffs
Kind of a curious item to just be carrying around. This is just an ordinary pair of handcuffs, albeit particularly sturdy. The one special attribute they have is that if you link one cuff to yourself and another to someone else they'll feel a decently strong desire to battle you one on one in order to regain their freedom from you.If you've ended up locked up by some nefarious character, it'd only be fair for you to return the favor.

200G - Carrier Pigeon
Prisons aren't easy to get in or out of, let alone maximum security ones. That being the case, how could somebody get something in or out of a prison easily? Well in your case, you've got this special carrier pigeon courtesy of the Speedwagon Foundation. It doesn't really work how other carrier pigeons do, because you can just order it to go somewhere and it will somehow make its way there and then back to you, at least assuming such a feat is physically possible.

400G - Connections
The Joestar family is very well off. Not only do they own massive companies but they also seem to have the assistance of the Speedwagon Foundation in every endeavor. Basically, while you're not super rich or some big shot CEO or anything you can always call up some rich family member to help you out of financial trouble or the Speedwagon foundation to get you out of basically any other kind of trouble, be that a battle or being locked up in prison. Both your family and the Speedwagon Foundation are powerful enough that they can supply military aid (sometimes supernatural in nature) and even governments generally let them do their own thing for the most part. This assistance will follow you into other worlds as you continue on your journey. If you do get locked up, I'm sure you won't be in there for long.

600G - Lucky Charm
What a nice gift your father gave you! This pendant has a picture of your family inside, although what's really important is the sharp piece of rock inside. In reality this shard is a fragment of one of the stand arrows, arrows capable of granting stands to whoever they pierce. Just one little nick will infect anyone with the virus that either kills its host or grants them a stand ability. Similar to other stand arrows, it seems to pull towards people who would be viable candidates for stands. This fragment has a small advantage over the usual arrows in that it's easier to conceal in places where things like weapons are prohibited.

Ally Of Justice

100G - Big Gulp Cup
Thirsty, thirsty, thirsty! You just can't seem to ever be hydrated enough! Thankfully, you've got this Big Gulp cup that never runs out of cool, refreshing, life sustaining water! Keep a close eye on it, though, cuz you never know when some asshole is gonna try to steal your drink!

200G - Smuggling Pouch
Desperate times call for desperate measures. You've got a "hidden compartment" in your body that's nigh undetectable if someone isn't looking for it specifically. It's relatively spacious in terms of being able to carry stuff, it's honestly pretty creepy. This is exactly what you'd need to smuggle stuff in and out of a prison. Where exactly is this pouch on your body? You figure it out, it's your pouch, weirdo.

400G - Chopper
Woah, hold up, do you have a license for this? You've got yourself a civilian helicopter which you can use to fly around quickly if you need to avoid being on the ground or just want to travel in a fancy manner. Somehow you don't seem to run into legal trouble for flying it around wherever you want and not having any actual right to be using this thing. Do you even know how to fly one of these?

600G - Ghost Room
Everybody needs a place to stay, even if that place is actually undead. You have access to a special "ghost room", basically the memory of a place that used to exist but was completely destroyed in a fire. It remains in a pristinely preserved state as if it never actually burned down and is filled with various "ghost objects" which behave somewhat bizarrely due to their nature as ghosts of destroyed objects, for instance ghost orange juice that just phases through your mouth when you try to drink it. It's a pretty cozy place to stay and you could easily live out of it comfortably. One of the strange aspects of the room is how you access it. Cracks and crevices in walls can be used as a portal to enter this room, but whichever crack you use will also be able to be used as an entryway for anyone, assuming they'd think to try that, so you may want to keep your secret room a secret.

Ally Of Evil

100G - Concealed Weapon
Anybody on the inside would know that you need to keep yourself protected, but this may be going a bit too far. This is a seemingly ordinary walking stick that can be disassembled and then reassembled as a fully functional sniper rifle at a moment's notice. Not only that, but the rifle is so suppressed that you could fire it off right in the prison and unless they saw you do it nobody would be any the wiser. You're bringing concealed carry to a whole other level.

200G - The Rods
This is a unique item particularly pertinent to scientific curiosity. These are "rods", tiny creatures that move absurdly quickly, fly and absorb heat from other living beings to sustain themselves. They're so fast their existence was thought to be a myth as they were only visible in camera photos. You have some that will actually sit still in this pet cage that pacifies them with a special chemical. These small, wormlike creatures aren't exactly useful but would be extremely fascinating to study due to their bizarre nature.

400G - Mob
Organized crime runs rampant in the modern day, preying upon all the vices that mankind is subject to. Well now you're a high ranking member of one such powerful criminal organization, not quite at the top of the food chain but important enough that even the law can't touch you without some really hard evidence. So long as this mob has power in your local area you can get away with almost anything and you also pull in a big amount of cash regularly, even if you aren't actually contributing anything to the mob. Becoming the leader wouldn't be out of the question, but it would take a lot of political maneuvering. This organization will follow you into future worlds, being equally as powerful in terms of influence as it is in Florida.

600G - Max Security Prison
Congratulations, you are now the proud owner of a maximum security prison. This place has top notch facilities capable of keeping even the greatest of escape artists locked up for life, with an ideal location for preventing any escape attempts. This is no ordinary prison, however: this prison is a magnet for Stand users, all of whom you can manipulate to do whatever you need through the promise of either better treatment and privileges or flat out freedom from the prison. These stand users vary in power but some will be especially strong. Some of the guards are also Stand users and so they'll do what you need them to as well, with the head guard having an ability on par with Jailhouse Lock in its ability to prevent any attempts to escape your prison. In future worlds it will still continue to pull in stand users but also other powerful types of individuals, adapting it's security to be able to hold such types.

DIO's Disciple

100G - Pistol
Not just stand users, but even stands themselves may need to stay strapped should the situation call for it. This is a pistol that is absurdly easy to concealed carry, to the point where you could sneak it into a maximum security prison and nobody would even notice. There's not too much notable about it otherwise, pretty much just a gun. Still, a gun's a gun.

200G - Friend's Bone
Your dearly beloved friend (who may not actually be DIO, as stupid as that sounds) left you with one final gift: a bone from their own body. Much like the one DIO gave to Pucci, this may not seem like much but it's actually imbued with their will to achieve a certain goal, which you can determine. What that means is that through a certain ritual this bone can eventually mutate into a living being imbued with that will and should that creature that emerges from the bone be absorbed by another they will eventually develop a stand specifically made to achieve that goal, such as Made In Heaven. Of course, this is assuming an extremely specific set of circumstances come to pass. This is an essential item in order to take part in the Stairway to Heaven scenario.

400G - Church
Your very own house of God, intricately designed and ornately decorated, ready for religious service. However, this church has a unique aspect to it that makes it special. It seems that Gravity draws very special people here and by proxy draws them to you. These special people are types akin to Julius Caesar and Alexander the Great, men who reshaped history with their grand ambitions, though unlike them these people also tend to be extremely powerful stand users. These people will become close personal friends and change your life for (arguably) the better, setting into motion a chain of events to morph the history of the world and possibly the universe. You're unlikely to meet one of these types more than once a decade, though.

600G - Stand Disks
What a strange set of items you've acquired here! These are stands which have been turned into disks, stolen from their owners presumably by Whitesnake. Anyone who inserts one of these disks in their forehead will be able to use the Stand for themselves as if it was their own. These stands range in power from "near useless" to fairly, with one single stand disk being as strong as Star Platinum. A new stand disk will appear once a year with a random ability, though it won't be as strong as Star Platinum. Try to keep in mind the rules of stands: nobody can have more than one, so attempting to give someone who already has a stand a disk will see that disk ejected automatically mere minutes after. You can reclaim these disks from those you give them to even if you lack Whitesnake's ability, though you'll have to manually reach into their head to do it.

Companions

100G - Companion Import
You can pay 100G to import or create two companions who gain 600G each and their own origin or alternatively just one companion who gains an origin and 1000G.

100G - Canon Companion
Do you want to bring someone from this jump along with you? Then just do it.

Scenario: Stairway to Heaven

(requires: DIO's Disciple origin and Friend's Bone item)

You once, long ago, decided on a course of action you were set on by your friend (who may not actually be DIO, as stupid as that sounds). Long ago you decided to turn this world into Heaven. Now, the time is finally right. All the dominos falling into place in order for this dream to finally become a reality. The goal is thus: to birth a powerful stand within yourself that can manipulate a fundamental force of reality and use that to change reality on a fundamental level. This will create your paradise, heaven on Earth. But to reach this goal will require many steps. Not only that, but this undertaking will put you on the "wrong side" of Fate and thus has consequences. You will be hounded by the Joestars in your quest to achieve Heaven, making them your greatest enemy and obstacle as you seek to achieve your utopia. If you wish to achieve the same goal. Not only that but if your goal conflicts with Pucci's, he'll come after you as well.

In order to achieve Heaven, you first need to "resurrect" your friend's bone. The only one capable of that as far as anyone's aware is Sports Maxx, an inmate at Green Dolphin Street Prison. After you've convinced him to help you and he does it, the bone will flee to the maximum security ward to consume the souls of 36 sinners. You'll have to do the legwork to get the sinners killed, but once you do, trees will begin to sprout from their bodies connecting to a central point. Soon after, a green baby will sprout from this central point with a near invincible defensive stand. By reciting fourteen phrases engraved onto your friend's soul,you will make the baby come to you and you will merge together. <u>This will permanently destroy your stand by replacing it with a new one.</u>

Now that you've fused, you feel very sick. This is because your stand is slowly morphing into the desired form. The last step is to go to a specific location related to the force you're supposed to be manipulating and wait for a specific event, such as waiting for the New Moon at Cape Canaveral in order to manipulate gravity. After several days and reaching your specific destination, your HEAVEN stand will be born and you will be able to morph reality into your HEAVEN. Before that, though, you'll face one final climactic showdown with the Joestars and their allies. Die and all your work will have been in vain. Win and HEAVEN will finally arrive.

Reward and explanation: Having achieved HEAVEN, you gained an extremely powerful HEAVEN stand. This stand can manipulate a fundamental force of reality such as Gravity or Death on a universal scale. Made In Heaven used Gravity to accelerate time so fast the universe was reset with all the people in it reborn into their original lives with all their memories. Your stand could potentially do something like make a world where people can't die or make a world where everyone has an equal level of fortune. Whatever the case, the universe has been altered on a fundamental level and you possess a stand superior to all others in this universe save for perhaps Gold Experience Requiem. You can use your stand's ability to similar effect in future worlds so that you don't have to leave your HEAVEN behind.

Drawbacks

+0G - Becoming Florida man
So, I take it you've been to this world before, then? In that case, this ensures that your prior actions and their consequences will remain, likely causing many things to be quite different by the time you arrive. Unfortunately this is where this road ends so you can't carry your events any further in the future past what you do here. That being said, you should make it count.

+100G - Framed
You were set up and framed for a crime you didn't commit and now you're forced to serve a decade long sentence in Green Dolphin Street Prison. Breaking out of this place is no easy feat even for a stand user, in part because of the head guard's stand, Jailhouse Lock. Even if you do break out you'll still be pursued by the police if you stay in America. Get ready to do hard time.

+100G - Masturbation
Why does this kind of shit always happen to you?! You often find yourself in extremely embarrassing situations like someone walking in on you masturbating or having to piss yourself in the middle of a fight. These situations will never get any less upsetting or psychologically painful to deal with.

+100G - Obsessed Fan
It seems you've made quite the impression on someone, because now they're madly in love with you. This person would do anything to be with you and they're more or less a psychopath with very little moral compass. They wouldn't go so far as to force themselves on you but they'll never leave you alone, always maneuvering to get you to be with them. Should you agree to be with them and betray them, however, they'll definitely attempt to kill you.

+100G - Spoiled Brat
You're not ready to do hard time. You're a naive and spoiled brat who's basically never known real hardship, living a frivolous life off the back of your parents. When put under any real pressure, it seems like you'd collapse like a house of cards. Fortunately, however, this can be changed. Through facing continual hardships over and over again, you can eventually rise above your own weakness and become someone capable of facing many challenges. This will take a lot of blood, sweat and tears first though.

+200G - No Memories
Who are you, jumper? You have absolutely no clue about your past or much of anything for that matter. Other than the most basic of information one would pick up by the age of 8 you know practically nothing, not even your own name. You'll have to relearn how to live from scratch, still wondering all the while who you are and how you ended up like this. It certainly won't be easy to adjust, but just maybe you'll survive.

+200G - Fanatic
You are obsessed with your goal. You have a mission and an ideology you believe in above everything else and you'll do anything and everything to achieve it. Any and all sense of morality and self preservation within you have disappeared as you endanger not only your life but the lives of others constantly, quite possibly ruining or ending the lives of countless people just to see your dream become real. You'll gladly give even your own life if need be, for that is how solely dedicated you are to this one belief.

+200G - Haunted By The Past
Everyone has things they feel they should have done differently in the past, nobody is perfect. Yet in your case, your past actions are always coming back to haunt you, especially when it comes to your enemies. Foes that should have been long since dead will resurface to have their revenge, your twin brother who you thought you dealt with will come back to kill you using his stand that's just as powerful as yours, the daughter of your defeated nemesis will prove just as much of a threat as he was. No matter where you go, the ghosts of the past always seem to resurface.

+200G - A True Tragedy
Life is both a comedy and a tragedy simultaneously. One can't help but laugh at the absurdity of the sequence of events that leads them to their own misery. In your case, fate dealt you a particularly cruel hand. Some event happened due to no particular fault of any one individual and it ruined your life. You may have fallen in love, only to have your lover die before your eyes as you were left for dead or perhaps you merely tried to do the right thing but instead were indirectly responsible for the death of a loved one, traumatizing and haunting you forever. Whatever did happen, it has permanently scarred you. You're bitter and hateful, a cruel and angry person who can barely sleep due to the trauma you've suffered. It's hard to genuinely care about or form bonds with others due to the anger you have inside, an anger that often comes out explosively against those who deserve it the least. Your life may never be the same, in fact, you may just wish you were dead.

+300G - Heavy Weather (Requires Stand)

The subconscious mind is a very powerful thing. It influences us and our actions in ways we hardly understand or think about despite its great importance. In your case, however, your subconscious has breweed something truly wicked. Your stand activated an ability subconsciously which spreads nothing but chaos and destruction. This ability is extremely powerful but is also entirely outside of your control. It will quickly begin to spread the longer it is active, destroying more and more until the entire world is destroyed. You are immune to this ability but that may be more of a curse than a blessing, because the only way to stop this ability is to destroy the stand and the easiest way to destroy the stand is for you to die. If you don't want the world to be destroyed, you'll have to somehow find a solution, even if the solution is merely self-sacrifice.

+300G - Lost Cause (requires Stand)

You are in a truly sorry state. You've had both your stand and memory disks stolen by Pucci, rendering you a helpless vegetable. Without any intervention your body will give up on life and you will die. The only hope you have is for someone to steal back your memory disk from Pucci and return it to you. Until they do you'll be entirely powerless to do anything, except perhaps desperately cry out for their help in a strange way.

+300G - Mind Lock

First thing's first, start writing this down. It seems you've been inflicted with an absurdly severe form of memory loss. Old information is remembered perfectly fine but you can only retain three pieces of new information at a time, the oldest piece of information being written over the fourth new piece. Not only does this apply to facts but even objects; if someone fired four bullets at you, you'd only be able to keep track of three of them at once. You'll exist in a perpetual state of confusion as you desperately try to keep track of what you do and don't know. Most of the time you'll end up in places with no idea why. Even the fact that you're under this effect isn't something you'll remember without writing it down.

+300G - Roadblock to Heaven

This isn't right. You weren't supposed to end up here. Somehow father Pucci has already completed the Heaven plan and defeated the Joestar and their allies. The only one who doesn't belong here is you, the only one who's in the way of him making HEAVEN a reality. He will come after you immediately, knowing already everything that will happen in the world around you due to his control of fate in this world. Your one saving grace is that since you don't belong here, he can't actually predict or control what you'll do. That's a small comfort, however, considering the sheer power of Made In Heaven. If you want to escape his wrath, you'll have to find some way to beat Pucci, however impossible that may seem. May fate be on your side, because if it isn't then you may well be doomed.

The End

Your time in this world, as well as this world's story, has come to an end. What will you do now?

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Notes

- **Thanks to the thread for help with the jump, thanks for your patience and thank (You) for using my jump!**

- **You can now play as Luigi!**