

JoJo's Bizarre Adventure: Golden Wind

By PsychoAnon

Buongiorno!

The year is 2001 in Italy. What once was the center of the greatest empire mankind had known has fallen into disarray. Corruption runs rampant through all levels of society, with crime and drugs tearing the nation apart, ruining lives and families. A large contributor to this is the gang Passione, a mob of stand users that has taken over Italy from the shadows under command of the mysterious "boss". Nobody has ever met this boss, though, as he refuses to leave any trace of his existence.

There is one hope for Italy, however. Giorno Giovanna, 15 year old son of DIO, has a dream: to become a "Gang Star", defeat the boss, take over the criminal underworld and stop the drug trade! He will soon meet with Bruno Bucciarati, a gangster within Passione, and join his gang. They are all sleeping slaves, unaware of the fate that will soon befall them. But perhaps even fate can be changed, if one seeks the truth…

You will arrive in this world at the airport in Naples, at the same time as one Koichi Hirose, who was sent to Italy by Jotaro Kujo in order to learn about Giorno. In order to secure a better fate for yourself, take this gift.

+1000CP

Origin

You are in some way or another associated with the gang of Passione. Whether you're like Giorno, an infiltrator looking to take it over or take it down, a member of some rogue squad that's broken off like La Squadra, a simple soldier like the members of Bruno's crew or something else entirely you've found yourself wrapped up with this gang and its machinations. Instead of separate origins, then, you have this general category as your origin and gain two discounts for each perk/item price tier. Discounts are 50% off except for 100CP discounts, which are instead free.

Stand

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 Talking Head, situationally useful but very weak and not generally suited for combat. For 100CP your stand is on the level of Sex Pistols or Soft Machine , more powerful and useful than the free tier but below the likes of Gold Experience and far below King Crimson. For 200CP 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 Gold Experience, White Album and Purple Haze. At 400CP your stand is at the very peak, having incredible combat potential and a unique ability on par with King Crimson. Perhaps the only stand on par with yours in Italy is King Crimson itself.

There are rumors, however. Whispers of an evolution of stands beyond even King Crimson, brought about by a special arrow. This cannot be purchased here, but there is a way to harness this power. Be warned, however, that such power comes at a great cost. See the "Traitor's Requiem" scenario for more details.

Perks

100CP - I Have A Dream
So many people live their lives in misery. They think that life is hopeless, that they're doomed to the fate they've been born into. Not you. When you have a dream, something you want more than anything else, you have the force of will to make that dream into reality. Even if your dream is something that seems crazy or impossible, you'll still keep hope in your heart that you'll be able to achieve it. The path to the top will be difficult, but you'll never give up.

100CP - The Taste of a Liar
There comes a time when some young punk needs to be put in his place. When that happens, they send you. People may not be able to tell it just by looking at you but you're intimidating, as well as being an expert interrogator. You know all sorts of tricks to scare the crap out of someone and make them spill their secrets, like slipping an eyeball into their hand without them noticing or suddenly licking their face claiming that you can taste that they're lying. You're almost guaranteed to get your victim to crack and at the very least let slip the fact that they did do what you're accusing them of.

100CP - Sticky Fingers
If you wanna get by in this town, you've got to pick a pocket or two. You're very good at snatching things off of people without them noticing or even sneaking things through a security check. Naturally you're just as good at planting things onto someone or slipping something in their drink while going unnoticed.

100CP - Sexy Pistoleer
Y'know what usually tends to show up in the criminal underworld? Guns, lots of guns. Even stand users can benefit from staying strapped considering you never know just what type of foe you'll be up against. You're a crack shot with any sort of gun, but especially one handed weapons like pistols. You can accurately hit targets at your weapon's maximum effective range even under high stress situations and at closer ranges can even occasionally get in a trick shot. Don't underestimate the man with the gun.

100CP - Spicy Lady
Damn, did you come from the Louvre, because you are sculpted to perfection! You have a very beautiful or handsome appearance depending on your gender, meaning you'll get lots of attention and admiration from the opposite sex. This also makes it easier to boss around those of the opposite sex, seeing as how they're so taken with you.

100CP - Sweet Soul
Oh jumper, sweet, sweet, innocent jumper. You certainly don't fit in with the rest of the thugs in Passione - you've got such a hapless, dopey, cowardly and childish demeanor that people would never believe you're part of some sort of criminal syndicate, even other members of that organization. Or perhaps it's all an act that you're very good at keeping up, but who's to say?

200CP - Fast Friends
Once upon a time there was a man so charismatic that even the mere sight of him was awe-inspiring, gaining a small army of loyal stand users to serve his cause. You aren't quite on his level, but it's almost as if his blood flows through your veins. You have a natural ability to quickly get people to like and respect you, as well as join your cause. Even those who aren't big fans at first can be convinced you're someone special and worth listening to.

200CP - Beloved Leader
In Passione good bosses are difficult to come by, but you're a regular diamond in the rough. You're a natural leader, capable of fully utilizing the talents of your team, managing interpersonal relations to keep things friendly and making the tough calls nobody else wants to. You also have a knack for encountering lost souls who would be useful to your team and recruiting them. If you proved yourself as a good leader time and time again, your comrades would be willing to follow you even into almost certain death.

200CP - Tag Team
Why go it alone when two heads are better than one? You work exceptionally well with others and can usually figure out the best way to utilize your skills and abilities synergistically, like teaming up a stand that keeps your enemies weakened with one that fishes them out and finishes them off. You're also good at managing the interpersonal relationship with your teammate, whether that be a formal partnership, a brotherly bond or even that of two lovers you won't find tensions between you cropping up and ruining your teamwork.

200CP - Real G
There's one thing that separates a real gangster from a fresh faced punk and that's killing intent. When you say in your mind "That guy is dead" there's no need to say it out loud, because once you've thought it it's as good as done. You're mentally hardened enough to not even flinch when surrounded by violence and death, keeping a cool head and your mind on the objective even in chaos. Of course, you've also got no issues doing the dirty deed yourself either.

200CP - Seeing White
If there's one thing people don't want, it's to come across you when you're pissed. When you get pissed it serves as a great motivator to beat the shit out of anybody in your way, the adrenaline boosting your endurance, pain tolerance and causing you to be able to run at an alarming rate. Sure, you may not exactly become as much of a menace as some Japanese teenagers, but unlike them your anger doesn't seem to hinder your judgment. You can also get mad over the stupidest shit when you want, like the fact that it's VENEZIA, NOT FUCKING VENICE!

200CP - Shadowy Figure
You take identity security to a whole other level. It's almost scary how easy it is for you to erase any physical traces of your existence and hide yourself such that no new ones will come to light. Something like a police record is no trouble to scrub clean and you'll always have a feeling that tells you if there's any evidence left. Most bizarrely, when in any sort of darkness or shadow you can take on a veil of shadow around yourself that makes it impossible to parse your features.

400CP - Just a Scratch
Gangsters are notoriously tough, but the likes of Passione are scarily tough. Lose a finger? Get over it. Have your own bullets reflected back into your body? Walk it off, ya big baby. Have all the iron in your body turned into razorblades you just vomited out? Go snack on a frog, you'll get it right back. Pretty much anything short of a big hole in the chest or getting your head cut off won't take you out of the fight and depending on the severity of the wounds you could keep fighting for minutes with wounds that should've killed pretty much any normal person in seconds, then heal shockingly quickly after some medical attention.

400CP - Brilliant Battler
It is not the smartest or the strongest or the fastest creature that survives, but the one most able to adapt. The same applies to stand battles. You have a quick wit and can adapt to any situation to quickly figure out your enemies' abilities, discover their weaknesses and ultimately come up with a clever solution to overcome them. You're also adept at using your environment to your advantage for just this purpose, like using the nearby cars as makeshift bombs or impaling your enemies on a spike you made out of a lamppost.

400CP - Anomalous Body
There's something very odd about you, jumper. A mystical, almost demonic aura and a strange inhuman body. This is because you're some sort of bizarre shapeshifter who can take various shapes and sizes, like morphing between a human being and a bed at a moment's notice. You're almost like an alien or something.

400CP - Bow Out
You've gotta know when to hold 'em and when to fold 'em, and when your leader has suddenly decided to betray the virtually invincible mob boss in his territory with no plan that may just be folding time. Luckily for you, you can simply voice your request to leave whenever you want and nobody seems to mind. This applies generally with any group or organization, if you leave and don't seek out further trouble, further trouble won't seek you out.

400CP - Fortune Telling
Many people think fortune telling is hackery, but you're living proof that isn't the case. You can tell a lot about someone's past and what they're doing simply by looking at them. Of course, with the proper divination techniques like palm or tarot card reading there's almost no limit to what you could learn about someone's past and future. Of course, some may not want to be read…

400CP - 21st Century Schizoid Man
I'm sorry to say, but you've completely lost it, jumper. You've developed an extreme case of multiple personality disorder, a new personality is now a part of you and… did you somehow turn this into a positive? This personality exists to protect and serve you, with you able to switch back and forth between the two in seconds which causes legitimate physiological changes to the point where you're completely unrecognizable from your original self. Not only that, but this 2nd you has their own separate soul and as such gains their own additional spiritual abilities on top of the ones you have such as stands, acting as a sort of sub-stand for those abilities.

600CP - Golden Heart
Fate is set in stone. Nobody can change the destiny they were born into, sleeping slaves to fate marching grimly towards their end. Yet, is that truly so? It seems you have the ability to change your fate. So long as you walk the path of justice fate will smile on you; you'll overcome impossible odds, survive countless battles, the opportunity to defeat your seemingly invincible foe will come from nowhere and so on. It may take sacrifice and struggle through the toughest of circumstances, but those sacrifices will carry you like a golden wind to a better future.

600CP - Lingering Will
Death is something truly inevitable, the final fate of all life. Yet somehow, you can manage to cheat it. It's very hard for your enemies to finish the job against you, as if you had a sort of plot armor which kept you from dying. Even when it seems like your survival would be completely impossible, you find a way to survive. Of course even this fortune has its limits. What's more amazing is that, once per jump, odd circumstances will allow you to return from true death and rejoin the land of the living. I suppose your business here hasn't concluded just yet.

600CP - Crimson King
Everyone is just a slave to fate, a victim of the destiny laid out for them. Everyone, perhaps, except you. Not only are you extremely lucky, such as with finding artifacts that grant you great power or conquering a mafia organization, but it seems you have been blessed with the ability to cheat fate. Your supernatural abilities such as stands will allow you to, like King Crimson, manipulate fate and bend it to your will. In King Crimson's case it could skip all the bad parts of life leaving only good results, but it may manifest in a different way for you. Whatever the case, this means you are not bound to fate in the same way as the rest of these sleeping slaves. You alone are the emperor of your own destiny.

Items

Free - Picture of DIO
I… uh… wha…? Y'know what, I'm not even gonna ask, suit yourself. This is a picture of DIO himself shirtless and doing an iconic pose. It's small enough to fit conveniently in your wallet if you're so insistent about carrying a picture of DIO with you everywhere you go. Congratulations, good for you, champ.

100CP - Funky Fashion
Italy is a place of culture, especially fashion. You wouldn't wanna be left out, would you? You have an iconic and stylish outfit which may well have been made here in Italy by one of the big name fashion brands like Gucci. This outfit lets you easily fit in with the Gang Stars of Passione and it will repair itself quickly of any damage, because let's be real there's probably gonna be a lot of damage.

100CP - Six Shooter
You can't beat the classics and nothing screams classic like a revolver. You've got a Smith & Wessen Model 10 revolver that you can use to turn your enemies holier than the pope. You'll also never run out of rounds as you can at any time pull some out of your pocket or some similar space such as a hat. Hey, Passione may be a gang of Stand users, but anyone who disrespects the good old fashioned firearm is signing up for an early grave.

100CP - Laptop
It's the 21st century and that means you have to keep up with the times and get technological. This laptop is quite advanced for 2001, capable of doing all your movie magic tech stuff like putting up instructional rotating 3d models or receiving encrypted messages from your boss. It never runs out of battery and can get reception virtually anywhere, including the insides of a turtle.

100CP - Mp3 Player
Vocal percussion on a whole 'nother level! You've got yourself an MP3 player and a pair of headphones for storing and listening to all your favorite songs. You can have it preloaded with whatever songs you want that existed by the year 2001. Also comes with a complimentary boombox, though you should keep it away from Mista.

200CP - Yacht
It looks like things have taken a sudden turn for the awesome, because you've got yourself a yacht! These luxury sailing vessels are associated with wealth and opulence, but despite that this is very effective and functional as well, getting you where you need to go in a reasonable timeframe. It also doesn't run out of fuel. It also happens to be perfect for some impromptu dancing.

200CP - Drugs
Psst. Hey, kid. You want some of this? Drugs are quite prevalent in Italy, what with Passione selling them like hotcakes to every man, woman and child with a pulse and a bit of cash in their pockets. Well now you've got your own steady supply of pretty much every recreational drug imaginable. There's also some weird drug that turns into salt after a week. Certainly not as much as Passione itself, but enough for you and a small gang of partners to sell the stuff and make a lot of money doing so. That comes with ethical issues, but hey, you're a mobster so what do you care?

200CP - Maserati Convertible
A real gangster can't be seen driving around town in some cheap vehicle that a 9 to 5 schmuck would use. That's why you've got yourself a fancy new sports car courtesy of Maserati that'll earn you the respect and admiration of your fellow mafioso. It's also got the whole "not needing fuel" deal going on, so that's a bonus.

200CP - Hotel Room
Welcome to your room, jumper. What room? Where? Which hotel? Well, as it turns out you have a room reserved for yourself in every hotel and inn-like establishment that's bought out under a false identity and not even marked as an official room so that nobody can trace the room to being yours. The rooms themselves will vary from place to place in terms of quality due to the obvious difference between establishments, but it's a good option to be able to have a place to live virtually anywhere.

400CP - Gangster's Treasure
Maybe you earned this fair and square or perhaps you swiped it off a high ranking gang member, but somehow you've gotten your hands on a supply of precious jewels worth about $10,000,000 (in 2001 money). There's many opportunities one could pursue with such a fortune, especially in the criminal underworld. You get a new stock of gems every jump or every ten years, whichever is sooner.

400CP - Prison
Congratulations, jumper, you're going to prison! This may seem a tad counterintuitive - wouldn't a criminal want to get AWAY from prison? Well, this prison is in reality under your command and acts as your own personal security. You've got your own luxury cell with all the amenities you could want and the prison is equipped with heavily armed and militarized guards to prevent anyone you don't want from getting in. Of course, you can leave any time you want despite the front the guards put up.

400CP - Private Jet
Need to head somewhere fast? Then maybe you should get there in your own private jet. I know, I know, another vehicle? But please bear in mind it's a freaking PRIVATE JET! It has plenty of first class amenities like a mini fridge that never runs out of food and your own personal highly skilled pilot who basically exists solely to fly this jet. This is some real rich boy shit right here.

400CP - Roman Coliseum
Some people have dreams. Dreams that they never reach, dreams that they never even pursue. Other people say "fuck it" and gain ownership of the Roman coliseum. You now have ownership of a priceless historical monument which has stood for thousands of years. Of course, it's kinda seen better days but it's really the historical value that would make someone want this. I don't know why you want the Roman coliseum, but I've never been one to get my kicks by stomping on a dream.

600CP - Coco Jumbo
You've got your very own pet turtle! Okay, so obviously there's more to it than that. In reality, this turtle is a stand user who's stand is activated by inserting a key into its back. When activated in this manner, the turtle reveals a pocket dimension inside it that people can enter which contains a small room equipped with furniture, a mini fridge, lighting and somehow electricity. This room is a very safe hiding space as most people aren't going to look in the turtle when wondering where their enemy is. As for the turtle himself he's just a normal turtle.

600CP - Stone Mask
Now here's something I didn't suspect would make a reappearance. Did you find this an old Nazi bunker or something? A stone mask is an Aztec artifact which, when placed on the face of a human and covered in blood, will pierce the wearer's skull and transform them into a vampire. Vampires are an evolution of humanity which are vastly faster, stronger, more durable, extremely regenerative and have full control of their bodies, allowing them to do things like flash freeze their limbs to freeze victims or fire vampiric essence from their eyes in the form of powerful lasers. Even a stand user can have quite a bit of trouble taking out a vampire, as they heal from wounds extremely quickly and their only weakness is hamon, the energy of the sun itself present in UV light. A gang of vampires could certainly shake things up in Italy.

600CP - Stand Arrow
Here it is: the very same type of artifact that gave Diavolo his stand and brought Passione to the top of the criminal world in Italy. They were originally forged into arrows from a meteorite in Cape York, Greenland which carried a special stand granting virus, then discovered by Diavolo during an expedition to Egypt. Where it came from isn't relevant, however. What is relevant is that once this arrow pierces a living creature it will either die or survive and gain a stand. It also possesses a slight will of its own, directing the wielder to nearby people or creatures that would make for potential stand users. It is not the "beetle" arrow and as such does not possess the ability to evolve a stand into a Requiem stand, but it is extremely powerful regardless.

600CP - The Crew
The most important thing in life is your friends, the people you can rely on when the whole world is against you. You have a team of 7 stand users of various powers and personalities who are completely loyal to you. These people are simultaneously your best friends, most reliable business partners and even a family to you. Your crew not only have powerful stands and other skills besides, but they tend to work well and synergize together to take down anyone that stands in their way. Fight for your homies and your homies will fight for you.

Companions

100CP - Companion Creation/Import
Want a little gang of your own? Well for each 100CP you pay here you can import or create two companions gaining an origin and 600CP each OR one companion who gains an origin and 1000CP.

100CP - Canon Companion
If you've grown attached to any characters here and wish to take them with you, you can do so by paying 100CP. But actually, what is a CP? Is it even real? Does anyone know? Is it a physical object or is it, like, abstract? I'm the one handing this stuff out and I don't know, so yeah. Something to think about right there.

Free - Duplio
Well, well, it seems you've gotten yourself a loyal subordinate, though he hardly looks cut out for the mob. Duplio is a fairly slim and fit young man of about 19 with a freckled, youthful face and pink hair which is tied into a ponytail. In terms of his personality he's friendly, honest, good natured and a bit dopey and clumsy. He's the sort who would go out of his way to save someone from getting hit by a car or feel awful if he crushed a bug. He's not that good with confrontation, honestly quite cowardly in most cases where he'd be provoked or attacked. All this being said, he's fiercely loyal to you and will fight if ordered, quickly becoming hardened and determined to take down his opponent. He has a stand ability which allows him to use anything he can fit in his hand as a phone to contact anyone he likes (usually you) and borrow the stand of whoever he calls if they give permission. Despite his cowardly and friendly demeanor, even Duplio can get pushed too far and snap on anyone, even you. He's the perfect underling for a mafioso such as yourself.

Scenario: Traitor's Requiem

Here and now in Italy, a very important set of events are about to take place. Giorno Giovanna will meet Bruno Bucciarati, join Passione and alongside Bruno's gang will ultimately betray the boss, gaining an ultimate power that allows him to defeat Diavolo and take over Passione. It seems, though, that fate has placed you in Giormo's role with the same mission. Changing your fate requires great sacrifices, however. Those sacrifices being that for the duration of this scenario you and any imported companions (the only kind who can follow you here) lose all powers, abilities and items not purchased in this jump, as well as losing some information. The information lost is twofold: all information relating to Diavolo's identity and all information relating to the Requiem arrow beyond the vague possibility of it existing are forgotten up until the point you learn it naturally through the course of events.

You will follow the same general course of events Giorno followed, but although key bullet points may remain the same things may pan out quite differently depending on your actions. For instance, you must join Passione and attempt to betray the boss, but perhaps instead of joining Bruno's gang you managed to join the already traitorous La Squadra. The "vanilla" course of events, however, will be laid out below

You'll first get into an altercation with Leaky Eye Luca, a low level member of Passione, over some money he believes you owe him. This will most likely end in his death, which then causes Bruno Bucciarat, another gang member and leader of his own team, to investigate you. After a battle with Bruno you'll have to sway him into aiding you on your mission. He'll recommend you to Polpo, a capo who resides in a prison cell, who will issue you with a test based around keeping a lighter lit. If it goes out, the lighter will summon Black Sabbath, Polpo's stand which grants others stands through a stand arrow it has for a tongue and you'll most likely have to battle it. After passing the test and being assigned to Bruno's crew, you'll have to kill Polpo and make it look like an accident or suicide.

You'll meet up with Bruno's crew and attempt to ingratiate yourself with the members, embarking together on a mission to find Polpo's hidden treasure. You and the squad will be attacked by two stand users in the attempt to gain the treasure which you'll have to overcome. Upon reaching the bathroom where Bruno hid the treasure, you'll be approached by a disguised capo who assigns Bruno's crew with their most important mission yet: delivering the boss's daughter to him. La Squadra Esecuzioni, the hitman division of Passione, have turned traitor against the boss and wish to take Trish in order to track him down. You and the crew will have to travel all the way to the San Giorgio Maggiore island and church, battling La Squadra members all along the way. Upon arriving at the church, the boss will expect Bucciarati to bring Trish into the church alone. It's at this point Bruno will betray the boss as he realizes he simply wanted to eliminate his daughter himself. A fight will break out in which Bruno may or may not die, but whatever the case the boss lives to fight another day. It's at this point everyone except Fugo will join Bucciarati in the betrayal, now headed to Sardinia in an attempt to find a hint towards the boss's true identity.

At this point the boss will send his elite guards at you and the crew and you'll have a few battles on your way to Sardinia. Once there, however, Abacchio uses his Moody Blues to find out the boss's identity, most likely taken out by the boss's split personality - Doppio. However he leaves a stone impression of the boss's face in the stone before dying. You and the team use this impression to search for the boss, only to be contacted by a mysterious stranger claiming to want to help defeat the boss, who's true name is Diavolo. The stranger will tell you to meet him in the Roman coliseum where he'll give you an item that will allow you to defeat Diavolo.

Having no choice but to follow this lead you'll travel to the coliseum, but one final obstacle stands in your way in the form of two stand users - Cioccolata and Secco. After defeating these two final opponents you'll get to the coliseum to claim your reward, a unique stand arrow capable of evolving stands pierced by it into a further form called Requiem. The stranger, now revealed to be Jean Pierre Polnareff, is backed into a corner by Diavolo, who had arrived before you. To prevent Diavolo from gaining the arrow Polnareff stabs his stand with it, unleashing Silver Chariot Requiem, whose ability puts everyone in the Coliseum asleep.

Upon waking up you realize that you've all had your souls displaced into the body of the nearest person to you. Polnareff explains that this is the power of Requiem and that its ability will have further effects if left alone. Diavolo is hiding in the body of someone else, sharing a body with another soul. He will attempt to use the confusion to kill one of you while remaining hidden. Silver Chariot Requiem has taken the stand arrow and is walking slowly down the street blindly. Any attempts by a stand user to take the arrow from it result in their own stand attacking them. You'll have to figure out the secret weakness of the stand to stop it, as it is slowly transforming all life at least in the area of the coliseum into different forms and you still need the arrow to beat Diavolo. You, your allies and Diavolo will all race to beat Requiem and nab the arrow first, a race you'll have to win.

If you grab the arrow and stab your stand with it, though, your stand will evolve into a Requiem stand. Diavolo will challenge you to one final fight, which you should easily win with your new power, and with Diavolo defeated and your new power in hand you can finally take your rightful place as the new leader of Passione. FIN

Reward: Your rewards are great - first, you've gained a Requiem stand. Requiem stands possess unrivaled and absolute power, even surpassing a stand of universal scope. Gold Experience Requiem, for example, could reduce anything to zero, not only making it virtually invincible to any attack by reducing it to nothing but also capable of even negating an enemy's death to trap them in an endless loop of death. It's likely that there is no stand in this universe that can defeat your Requiem stand, nor will there be one. You also retain the arrowhead used to create your Requiem, which could be used to make more stand users and possibly even more Requiem stands, though almost any stand user that tried would inevitably lose control of their stand and have it go berserk.

Second is that you now command Passione, the biggest gang in Italy which is composed largely of stand users. You can bring this organized crime group with you into future worlds, spreading your criminal empire across the multiverse.

Drawbacks

+0CP - Plane to Italy
Have you perhaps been to the world of JoJo before? If so, this option will ensure your actions in the past and their consequences will remain, meaning many things may be different from how they normally played out once you arrive. You can choose whether certain extracanonical materials such as Purple Haze Feedback will be canon during your time here You'll also be able to smoothly transfer from this jump to the Stone Ocean jump in 2011, when Jolyne Cujoh, daughter of Jotaro Kujo, has been sentenced to 15 years in Green Dolphin Street Prison in Florida after having been framed for vehicular manslaughter through the machinations of Enrico Pucci, a priest who seeks to fulfill the will of the long deceased DIO and attain Heaven.

+100CP - Weak Will
I'll be honest, you hardly seem cut out for this gang star stuff. You're a generally weak person mentally, unsure of yourself and often relying on others for direction rather than trusting your gut. Luckily, this behavior can be grown out of but it'll take struggle and plenty of time putting yourself in danger before you finally man up. Until that time, I'm sure your peers will have fun mocking you over your personality.

+100CP - Tragic Past
One thing all the members of Bruno's gang have in common is a dark past - it seems you're no different. It could be that you were framed for a crime you didn't commit, abused and neglected as a child, failed in your duties and now beat yourself up over it or some other tragedy bit whatever the case your dark past has colored your worldview and behavior, often manifesting in negative consequences like uncontrolled aggression or an inability to trust others. Don't expect your enemies to feel sorry for you.

+100CP - Ferocious Fear For Four
You have a certain superstition you firmly believe in, which is that you believe the number four brings incredible misfortune. You'll go to great lengths to avoid the number four. Four bullets left? You're dropping the fourth one. Getting in a car? You're not getting in fourth. The Legend of Zelda Four Sword Adventures, released in 2004? Possibly the worst game ever in your opinion. Needless to say, this aversion to an extremely common number will cause complications in daily life.

+100CP - I Talk to The Wind
For how many people in the world want to be famous, you are the absolute opposite. You cannot stand the idea of people knowing your true identity and will go to great lengths to protect it, such as never making appearances in public and deleting all official documents with your identification. Your fear of being identified is pretty bad now, but if left unchecked may eventually devolve to the point where you'll kill anyone who knows your identity, including your own flesh and blood.

+200CP - Self Harm
Tell me, why are we so blind to see that the ones we hurt are you and me?! For whatever reason, you tend to beat yourself up a lot. I don't mean verbally, you literally beat yourself up. Your attacks in fights often get reflected back on you, your own bullets that you fired at the enemy somehow ricocheting to hit you or your stand somehow catching you in collateral damage. Not only is this quite detrimental in a fight, but it's honestly pretty embarrassing too.

+200CP - Bloody Battles
Oof, that's a nasty scar you've got there. I suppose that's just par for the course for you, though, because it seems any fights you get in tend to be extremely painful for you. In any given fight you can expect to get some sort of terrible injury, depending on just how badly the fight went. In a fight you easily won you could get away with just a broken bone or a bullet wound, but in an even fight you'll probably get multiple bullet wounds or a severed finger. In a fight you lost, though, you may lose something very major like your legs or eyes.

+200CP - It's an Enemy Stand!
Stand users are naturally drawn to other stand users, a fact quite apparent to anyone that has one. What's also apparent is that they seem to love fighting each other and it seems you wind up the victim of this behavior quite often. You can expect to encounter a stand user that wants to pick a fight with you at least once a month, and sometimes these enemies will even be after your head instead of just a scrap. Most of them won't have particularly powerful stands, but a few will and it's those few who will test your skills and wit as well as your stand's power. Be prepared.

+200CP - My Big Fat 2000lb Italian Life
Wow, jumper, you've really been putting on the pounds, huh? You're so damn fat you look more like a hippo than a person and I honestly doubt you can get around very efficiently. Your rotund physique is certain to cause lots of problems for you during your time here and although there may be some ways to work around having a body like the world's biggest rubber band ball it's not gonna be easy or pleasant. Was all that pizza really worth it?

+300CP - Jumper In A Wheelchair

There's no easy way to say this, jumper, but you're crippled. It seems after a nasty encounter with Diavolo, he severed your legs from your torso and now you're completely unable to walk, with nothing able to heal you or replace your limbs in order to restore your ability to walk. Not only that, but Diavolo thinks you're dead and if he finds out you're not then he, along with the rest of Passione, will hunt you down and try to kill you. It may be best to stay in hiding until you can find a good opportunity to strike.

+300CP - Dead Man Walking

How can this be? You seem to exist in a state between life and death. Your body is a corpse but your soul still possesses it. You cannot feel pain and you barely bleed when cut and with any usual test to detect life in a body you absolutely fail. This may seem like a positive in some ways, but it isn't. Your body is slowly degrading each passing day. Soon you'll lose your hearing and eventually your ability to see anything besides spirits. Your soul will feel the desire more and more to give up your decaying body and head to the afterlife, which you'll actively have to resist to remain "alive". The only way to undo this would be through something miraculous like an opportunity to gain a new body or through the power of Requiem. Otherwise, you're just waiting for the hammer to fall.

+300CP - Moshi Moshi

Mental problems are quite the severe issue. When they develop and are left unchecked it can lead to disastrous results. What I'm trying to say here is that you've got a separate personality and this time it's not a benefit. That would be because this other personality, in many ways an antithesis to your own, is the one in control and at the helm with you at their beck and call. You consider your other self your "boss" and are fiercely loyal to them, unaware that you're actually the same person. You also attempt to contact them through phones, however you wrongly perceive tons of things such as frogs as phones. This other personality will get you in plenty of trouble and have you unwittingly do many things you aren't happy about. If you took the "21st Century Schizoid Man" perk, this is putting that other servile personality of yours in charge for the duration of the jump.

+300CP - Rolling Stone

Does fate change? Can anyone escape the fate they're born into? This stand would answer "no". Rolling Stone is an automatic stand that takes the shape of someone soon to die a horrible death and travels to that person in an attempt to touch them, triggering a merciful death. It seems it's taken your shape and your time to die is approaching. Rolling Stone will relentlessly pursue you in an attempt to put you out of your misery and give you a peaceful death. Perhaps even more worrying, though, is what the stand depicts: a death fated to happen no matter what you do. Perhaps, though, this stand can be stopped. If someone were to shatter the stone it may change your fate, although there's no guarantee that it would undo your destiny of death. Fate is a sleeping slave, but perhaps somehow you can set it free.

Part 5 - Fin

And so your part in this story has come to a close. Now all that's left is what to do next.

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Notes

- **The Stone Mask item is based on Purple Haze Feedback, where one makes an appearance**

- **Your Requiem stand can have pretty much any ability you want and could even potentially be on par with something like Wonder of U**

- **You don't exactly have to follow the plot of part 5 for the scenario, just the same basic framework. It could end up very different in many ways but should still end with you beating Diavolo with Requiem**

- **Thanks for using the jump!**