

JoJo's Bizarre Adventure: Steel Ball Run

By PsychoAnon

Intro

The year is 1890, a time where the pioneering spirit of America is fading, yet has still not fizzled out entirely. Nearing the turn of the century, it seems technology is soon destined to replace the old ways of horseback riding into uncharted lands. As if in a glorious send off to this era, Steven Steel is promoting the first trans-North American horseback race, one which begins in San Diego and ends all the way in New York, called the "Steel Ball Run". With a prize of $50,000,000 for the winner, the whole world is excited for this historic event, with racers coming from all over the planet to compete. Amongst all these racers, two stand out - Johnny Joestar, a former racing genius who was left paralyzed from the waist down due to a bullet through the spine; and Gyro Zeppeli, a mysterious yet silly man who carries odd steel balls for weapons. When Johnny touches one of Gyro's balls and finds himself able to stand again for just a moment, he will decide to participate in the race in order to uncover the secrets of Gyro's steel balls.

This race is more than it seems, however. Behind the scenes, the current President of the United States, Funny Valentine, has orchestrated the event as an elaborate plan to gather together all the pieces of the corpse of a certain Saint, with which he plans to change the destiny of America forever. Johnny and Gyro will also come into contact with the corpse, and with it their lives and fates will be forever altered. This is the story of how Johnny learns to walk again.

The race will begin on September 25th, at 10:00 A.M. You will arrive in San Diego several days beforehand, on the beach where thousands of racers have gathered. Good luck.

+1000SP

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 Hey Ya, questionable in whether it truly serves much of a purpose at all.. For 100SP your stand is on the level of Oh Lonesome Me or Catch the Rainbow, more powerful and useful than the free tier, but perhaps more situational or otherwise weaker than something like Mandom or Scary Monsters. For 200SP 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 Mandom, Scary Monsters and 20th Century Boy. At 400SP your stand is at the very peak, having incredible combat potential and a unique ability of absurd potency. Stands in this tier include Tusk Act 4, D4C (without Love Train) and The World.

Perks

Two perks and items of each price tier are discounted 50%. 100SP perks and Items are instead free when discounted.

100SP - Genius Jockey

Horses are majestic and powerful creatures, but they can be difficult to tame and ride. That's never been an issue for you, though, as you're an absolute master when it comes to riding horses. Not only are you great at controlling a horse precisely, but you can befriend a horse easily, read its emotions and know its abilities and limitations just by instinct and a shared bond. You could become a world famous jockey with your incredible talents!

100SP - Rootin' Tootin' Dio Shootin'

Even though times are becoming more civilized, these lands are still dangerous, especially if one enters the Steel Ball Run. Thankfully, you have a talent for aiming and landing shots from range, be that with a gun or just throwing a steel ball at somebody. You'll very rarely miss a clear shot, which is vital since the main form of combat in this era is gunfights.

100SP - Big Brother

You have a certain eccentric charm to you. Whether it's making some goofy joke, or just earnestly insulting your opponent, you're funny and have a certain "upbeat-ness" to you that helps to keep your own spirits and the spirits of your comrades high, even in the darkest of moments. If anyone is feeling down, they'd be glad to have you around and count you as one of their friends.

100SP - Lucy in the Sky

Aw, well aren't you just precious? You're both cute and beautiful in appearance, as well as having a certain aura of innocence about you. This combination of traits makes you quite attractive to most people, as well as slightly underestimated at times. All these things can be good or bad, depending on the situation, but there aren't too many people who feel upset about being adored and beautiful.

100SP - Wilderness Survival

In such a contest as the Steel Ball Run, being able to make it in the great outdoors is a natural necessity. You possess all the skills needed to survive in the wilderness, be that navigation, setting up campfires, tracking, hunting, foraging, tending to wounds and so on. You should still watch out for savage beasts regardless; you wouldn't wanna get mauled by a bear.

100SP - Act 1: Spin

There is a force in this world called "the spin", a spiraling energy derived from the golden rectangle which is present everywhere in nature. This spinning force can be used for many different purposes, but at the moment you've learned a basic use of it: how to spin objects in your hand to make them into projectiles.

200SP - Beetlejuice
Ew! What's wrong with you??? You've somehow tamed a colony of beetles that live inside your body without impeding your health. You can command these beetles, sending them out to pester and distract enemies or even activate certain traps, or really anything else you could think of for a colony of flying beetles to be able to do. Not sure if it's worth having all those bugs living inside you, though. That's just my opinion.

200SP - Running Man
Humans are the greatest endurance runners on the planet. No creature can compete in terms of raw stamina, but in speed they fall woefully short of something like a horse. You've devised a method around this, though. You are able to run in such a way that you can recycle the energy from each step to prevent wear on your joints while stockpiling force, thus increasing your speed as you continue to run and preserving stamina. You can maintain a constant speed of over 40 kilometers an hour for hours on end, giving even some of the best endurance running horses a run for their money. You could win a race against a horse with just your legs alone.

200SP - Espionage
People can do things that surprise even themselves when push comes to shove. In your case, you'd find you're actually decent at spywork when necessary. You can read lips, stealthily apply poisons, seduce people and sneak around without being seen. You aren't especially good at any of these things, but luck seems to shine down on you when doing these such that things will generally work out even if you fumble a bit.

200SP - Perfidious Patriot
"My actions, they have all been those of justice!" Yeah right, but other people will buy it when you spew some nonsense like that. You are a truly accomplished liar and possess enough charisma that rising to the top of the political world would be a simple task, with gaining powerful followers being even easier.

200SP - Ride Together, Die Together
Even in what should be a very individualistic race like the Steel Ball Run, teamwork makes the dream work. You have a natural talent in coordinating with others and working as a team, especially in terms of combat. You can cobble together unique tag team maneuvers and attacks that utilize all you and your allies' abilities to their fullest potential, even if you've just met.

200SP - Act 2: Wrecking Ball
You've advanced with the spin, granting you new techniques. You can use the spin to enhance the strength of your thrown projectiles and call them back to you, you can unravel things or wind them up such as turning a steel ball into a long metal thread, you can use the vibrations of a steel ball to detect things through the ground like sonar, and you can use the technique known as wrecking ball. This technique uses a steel ball with several satellites embedded in it that shoot off like shrapnel, inflicting an ailment in the enemy called "left half ataxia" where they can't perceive anything on their left side for several seconds.

400SP - True Man's World
You have a strong "dark determination", a fire in your eyes that allows you to pursue your dreams no matter the cost. You can survive and fight through any hell and are willing to do anything to reach your goals.. These goals are not ideals imposed on you by society, but your own desires born from your own heart. They are pure, and they guide you on a metaphorical "golden path", which you can literally see and follow. Welcome to the True Man's World.

400SP - Shepherd
At their lowest point, people will call out to God begging for help. In your case, God arrived regardless. Whenever you are truly lost and things seem hopeless, Jesus Christ will appear and whisper advice to you. This advice is a prophecy that will see you through the ordeal you're currently facing. The advice does not usually, in and of itself, solve the predicament, but it gives you direction and a fighting chance. You are never truly alone.

400SP - Analytical Mastermind
It's one thing to be a genius in something like horse racing, but you could be called a genius in general, with absurd mental perception and calculation. You could quickly deduce any subtle patterns in the behavior of a person or an animal, like that a horse always turns a tiny amount to the left when it breathes three times or how long its stride length is approximately. You could then extrapolate that information to know exactly how many steps it would take for that horse to reach land from its current position and figure out how best to use that information to eke out an advantage. With a mind like yours it's almost impossible to be outwitted in a battle.

400SP - Damsel in Distress
What do you do when you've all but lost and your back is against the wall, or if the enemy has captured you? All you can do is hope and pray for rescue. In your case, this is a surprisingly effective strategy. When in danger or if you've been kidnapped, there's a decent chance some third party will rescue you. This isn't so certain that you should bank on it or anything, but you may be surprised by the frequency with which people come out of nowhere to save you.

400SP - Thinking on Different Levels
When it comes to plans, you can get quite creative. You can come up with unique and convoluted strategies which will utterly confuse and baffle your opponents, giving you the edge as they try to figure out what's even happening. Good luck understanding what's going on when you've been attacked by three different versions of three different people simultaneously

400SP - Act 3: Ball Breaker
You have become an expert in the Zeppeli family's art of spin as well as general medical knowledge, allowing you to use the spin to manipulate living creatures. You can cause someone's body to twist and move to make a person holding a gun shoot themself, you can harden your own skin to the point it becomes bulletproof, you can make someone look dried out and old or more youthful, you can fix someone's optic nerve and even potentially grant a cripple the ability to walk. There's far more uses than this as well, with these just being basic examples.

600SP - Learning to Walk

It can be easy to give up on life; to let despair overtake us in our darkest hour. But it is precisely at those times, when we are at our lowest, that we must push on regardless. Your life will inevitably be filled with trials that shake you to your very core. While these trials can be frightening, they are also powerful opportunities to grow. When you overcome these trials, you grow stronger. Not in a physical sense, but in terms of your very soul itself. You will have a stronger willpower and lifeforce, you will become wiser, and most amazing of all, any spiritual abilities you have will evolve to a new stage. You could start out with a stand that could do little more than cut things, but through a life changing journey filled with hardship, that stand would evolve to the point of being able to harness the very power of infinity itself in a truly unstoppable attack. The more hardship you face, the more you will grow. Arise now, young one, and walk!

600SP - Legendary Luck

There is a concept known as "tenchusatsu". This represents the lowest point in one's life, the peak of their misfortune. You should feel glad, because you are completely the opposite of that, at the highest point of your fortune. Your luck is "one out of fifty hundred million", the luckiest person on Earth. Your incredible fortune will allow you to succeed in anything you try your hand at, be it gambling, combat or a horseback race. Ridiculous events will coincide to bless you; you'll blindly navigate through a dense forest on horseback going at top speed, your horse will just happen to fall on a cow corpse and be able to ride it down the hill without expending energy, and even when it seems like someone may have beaten you in the race, some other factor will disqualify them. This good fortune pervades every aspect of your life and makes you nearly unstoppable, though even this luck has its limits.

600SP - Act 4: Infinite Spin

Spin is the power of gravity. The power of nature. The power of infinity. You can now utilize the full power of the spin for yourself. You can attain a perfect "infinite spin" utilizing the golden spin of a horse and its rider combined together. This infinite spin is a force that transcends even dimensions, being able to rip through dimensional barriers and hit whatever is on the other side. Depending on the medium used, an infinite spin attack may manifest in different ways. A steel ball would be able to age whatever it hits down to nothing, while a stand utilizing this force would cause the target to spin forever on a cellular level, always being called back endlessly to the place they were first hit and buried beneath the Earth. It may also be possible for you to devise other mediums to provide infinite rotational energy besides a horse, such as some sort of mechanical vehicle, though this will take time and testing. Mastering this level of spin automatically grants the user a stand relating to the phenomenon of spin or evolves their stand to better utilize the spin if they already have one.

Items

Free - Horse
It goes without saying that if you're planning on participating in the Steel Ball Run you'll need a horse. This is a fine and well trained steed, bred for endurance racing and perfectly capable of competing with any of the other horses in the race. It's also very friendly and has a natural incling to like you. I'd suggest giving it a name. Or not. Don't feel guilty, the horse is in a quantum state of existence or not before you take it, so there's no moral issue with not taking it.

100SP - Sandwiches
Delicious roast beef sandwiches that could be considered a delicacy, especially when you're traveling through the great North American continent and the next restaurant is a few thousand miles away. You've got an essentially unlimited supply of these sandwiches that you can summon out of a little picnic basket.

100SP - Revolver
The iconic weapon emblematic of the old west is now in your possession. You've got a revolver with unlimited ammo, though you still need to reload. The range and power is inferior to a rifle, but it's easily concealed and portable so it's a great weapon for a long journey all across America.

100SP - Survival Pack
A big backpack containing all the things needed to survive on a long journey through the wilderness such as medical supplies, rope, a knife, a compass, a canteen, a tooth brush, a teddy bear, haircutting scissors… okay, I guess not all of it's essential. Maybe you can throw some of this stuff out.

100SP - Steel Balls
In the kingdom of Naples, there are special weapons designed to utilize the force known as the spin. These weapons are precisely crafted metallic spheres known as "steel balls". There are likely many variants, but you shall be given two sets. The first set are the balls used by the Zeppelis, crafted to use the golden spin to its fullest effectiveness; when aligned perfectly with the spin of the golden rectangle their power is unmatched. The second are the steel balls used by Wekapipo, made to utilize the wrecking ball technique. They are embedded with satellites which can shoot out at the user's discretion, this shrapnel causing the condition of left half ataxia in the victim. Should you lose the balls or have them destroyed, they'll return to you within a day.

200SP - Orchard
Your very own little orchard with a rickety wooden cabin in the middle. It's a nice plot of land, but the thing that's unique about it is that people will oftentimes pass through, with these people usually being willing to duel you if you're feeling up to it. Be warned that these duels are not sparring matches, but they're true battles to the death. Then again, maybe that's exactly what you're looking for?

200SP - Balloon Dogs
The world's weirdest security system. These things are balloon animals made up of inflated metal that can operate like real animals and real balloons. They can track by scent and sniff out people with the accuracy of a bloodhound, and can attack by reverting themselves to their metal forms, which are nails, and driving themselves into the target. You've got about twenty of these things and should any of them be destroyed or lost they'll come back again the next day as if nothing happened.

200SP - Public Transport
Not everybody's cut out for a transcontinental adventure - some people would rather speculate from a safe and comfortable location. That's why you've got all manner of vehicles that could be acquired in this day and age. You've got a carriage, a hot air balloon, a ship, a train, and even the newly invented airplane. In other worlds, the train will already have a track set up that spans across the closest thing to a nation that world has and will automatically be respected and acknowledged as your own property.

200SP - Joestar Manor
The Joestars are a wealthy and prestigious American horseracing family, and with such wealth comes money and land. You own a mansion on par with the likes of the Joestars, including many luxurious rooms, a massive pool and even a stable of thoroughbred horses with a large field for them to roam in. How is this equal to a rinky dink shack orchard where random strangers try to shoot you? Well, not everybody wants to live in the lap of luxury, some just like roughing it and getting into fights.

400SP - Diamonds
Outside the main universe, where the Steel Ball Run is to find the holy corpse, it usually exists to find diamonds. Now, you've got the diamonds. They don't have special properties, but they're of such high quality and value that it was worth the president backing a race with a value of $50,000,000 just to locate them. Their individual value likely surpasses the likes of the hope diamond, a legendary treasure worthy of this much effort.

400SP - Scary Monsters
Dinosaurs, the prehistoric monsters that were superior in power to all later life on Earth, are rightfully admired and feared by the people of the current era. After all, imagine if one were to come face to face with them. They'll imagine no more, for you now have tamed many "pet dinosaurs" to do your bidding. These were originally people and other animals that were transformed by the Scary Monsters stand ability. There are dinosaurs about the size of rats, dinosaurs the size of fleas, raptors that are a bit bigger than people and even one T-rex, all capable of taking your orders. They'll revive one day after being killed. Imagine if you registered one as your horse in the race.

400SP - Goon Squad
Your very own "terrorist cell". This is a group of talented and highly trained individuals, most of whom are stand users, that are willing to fight for you and serve your cause, no matter what that may be. Their abilities are varied and, generally speaking, not all that powerful; However, they are fiercely loyal and skilled operatives and loyalty is even more important than power when it comes to types like this. In fact, one could go so far as to say that the more powerful the follower, the more loyalty is required, lest they turn on their master.

400SP - Media Network
Something as big as the Steel Ball Run doesn’t come about just through word of mouth; it takes powerful and established organizations to spread the word and hype people up in order to make it a global phenomenon. You have powerful connections in the media, able to have stories created and covered up just on your say-so. While officially they don’t owe you anything, they’re in reality willing to do whatever you ask unless it’s so egregiously unreasonable or against their own self interest that you’d be stupid to even ask in the first place. With the power of the media on your side many things are possible, including the creation of things like the “Steel Ball Run”.

600SP - Sugar Mountain’s Spring

South of Milwaukee, there exists a hollow tree with a pool inside. This tree was either created or enchanted to protect parts of the holy corpse, imbued with a special curse. If you dropped something into the pool, the "guardian" of the tree would pull out what you dropped and also something similar, but of superior value (drop an iron ax, get a golden ax). They ask what you dropped and if you lie, it pulls out your tongue. If you don't lie you get everything, but must spend the new things gained before sunset or else become part of the tree. You've gained a version of this tree that is your own and which suits your needs. You can drop in anything and receive something of superior value without any test, though you can only do this once per day. The tree will also not produce anything as powerful or amazing as the holy corpse, though otherwise it can produce nearly anything. If you'd like then the curse can still apply if others use it.

600SP - Devil's Palm

There are certain locations known as "devil's palms", places where pieces of the holy corpse reside, named for the giant finger-like spires that seem to be grasping at the corpse part in the center. The areas themselves travel around and those who pass through them are tested, receiving a stand ability if they survive. You now own a devil's palm, controlling its location as well as what it looks like. You could have people pass through it in order to grant them stands or maybe just build a nice little house for yourself.

600SP - Cream Starter

The stand of Hot Pants. This item produces a flesh cream that can be used for a variety of purposes. It can quickly heal incredibly severe wounds, can disguise someone nearly perfectly as someone else to the level of mimicking their voice and can also be used to block someone's mouth and sensory organs with flesh to deprive them of their senses and suffocate them. The spray can is able to take flesh from either the user or another being made of flesh that the user is making contact with. The flesh must ultimately come from somewhere, though, as it needs to be manually refilled.

Companions

100SP - Companion Creation/Import

You can pay 100SP to import or create two companions who each gain 600SP and the same discounts as you in this jump. Alternatively, you can instead create/import one companion who gains 1000SP and the discounts. You can purchase these options multiple times.

100SP - Download Minecraft FREE

I got you with the name, right? Yeah, this is just the canon companion option, nothing special. Sorry about the clickbait.

Free - Valentina

Oh my, who's that knocking on your door? Why, it's your beautiful wife, Valentina! Hm? You don't remember marrying her? Well, she remembers you. She's come from a parallel timeline using her stand "Dimes For Crimes", due to you dying in her arms in her original timeline and not being able to take the heartbreak. It's fine now, though, because she has you back in this timeline! Valentina is a woman of Italian descent with flowing blonde hair and dazzling blue eyes. Her family came from Sicily to New Orleans when she was very young, her father being a part of the mafia. When he was killed by the police, Valentina's uncle presented her with her father's handkerchief which had her birthday inscribed on it. This instilled in her that nothing was more important than "family" in this world. Her mother died soon after of heartbreak, but she didn't despair because the mafia was also her family. Despite being a woman, she quickly rose through the ranks of the mob due to her stand ability she unlocked while on a trip through the Rocky mountains.

Her ability, "Dimes for Crimes", allows her to travel between the infinite number of parallel timelines that branch from every choice that people make. Only she can move freely between these timelines, getting to see the consequences of every choice made (also being able to summon alternate versions of herself for "various purposes"). This power instilled somewhat of a depression in her, feeling as though all her choices were the wrong ones. That is, until she met you and fell in love, the happiest choice of her life. Unfortunately, calamitous events transpired that caused your death and made her miserable. In desperation she fled here and found you. She once had an ambitious streak, but that's gone now. She just wants to be someone who makes the people she cares about happy and serve as a housewife. She's fundamentally a kind and motherly soul (and a bit over the hill, honestly), although she defends the people she cares about as viciously as a mother bear. She's quite upset she doesn't have children yet.

Scenario: Taking the Napkin

1900 years ago, Jesus Christ met with Joseph of Arimathea after his resurrection and told him that he would travel east. Tearfully, Joseph asked if he would ever see Jesus again, to which he replied “Everything is circular. If it rotates…”, leaving a strange map in the sand at Joseph’s feet. Jesus traveled all the way to the farthest coast of China, then took a ship to America. After living out his days in America and dying, his corpse scattered into parts and was sent all across the continent. Natural phenomena and animals would conspire to bring them safely to their desired locations. If the corpse could be assembled, then whoever would possess it would be blessed with unfathomable “good fortune”, becoming the most respected and powerful person in the world.This race, the Steel Ball Run, is about so much more than just winning a race. The true winner is the one who can assemble the “holy corpse”, and with it, gain dominion over the entire world.

Though you shall begin as a mere racer, as you travel, you shall encounter the locations where the pieces of the corpse rest. This was, of course, orchestrated by the 23rd and current standing President of the United States, Funny Valentine, using the map recorded by Joseph of Arimathea as guidance. The corpse is divided into “nine pieces” that must be gathered. These are: The heart, the left arm,the eyes, the spine, the torso, the ears, the right arm, the legs and the head. The trials to acquire all these parts will now be explained.

The first piece available to you, the left arm, is found in the area called “the devil’s palm” in the Arizona desert. You will have to survive the brutal desert conditions and the ever shifting environment, but if you manage to survive you’ll be “chosen” by the arm and allowed to take it with you. Once you first acquire a corpse part, you’ll no doubt be accosted by enemies from both the president and racing participants, though the corpse part will certainly grant you a stand ability if you didn’t yet possess one. The eyes’ location is in the rocky mountains, though their exact location must be uncovered by a hint that the corpse’s arm left on your body in the form of latin writing. The eyes will be guarded by a special stand, but it won’t give you trouble if it deems you worthy. The eyes have the word “turbo” written around the irises and, when they fuse with you, will give yet another hint to the location of the next corpse part, the spine. When the spine is found using the hint in its location outside Kansas City, it will create a map in the ground leading to the precise locations of three corpse parts, around the great lakes

South of Milwaukee, you will find a strange tree with a pond inside and an odd young girl. When anything is dropped in the pond, she’ll return with the original item and another item of far greater value. Assuming you’re honest, she’ll let you keep both items. It becomes apparent that she and the tree are guardians of the corpse parts, and thus you can use that knowledge to devise the way to gain the ears and right arm from the tree. Once acquired, she will explain that you must “use up” or spend everything given to you by her before sunset, or else be consumed by the tree and join the line to become the next “guardian”. However, if you succeed, all the victims can finally go free. This spending even includes the corpse parts themselves. The next corpse part, the legs, are found in possession of a wolf cub dwelling near the strait between lake Michigan and lake Huron. How exactly to make the cub hand over the legs is unclear.

The final parts of the corpse that can be acquired, the heart and torso, should be in the possession of Funny Valentine. The only way to get them would be to defeat him or somehow steal them away, an exceptionally difficult task considering the heart is inside his chest. Should you succeed in this and gather all the corpse parts together, the corpse will draw to it a virginal woman to bear the head like a child, with the rest of the corpse absorbing into that woman's body as she "becomes" the corpse. This process is quite painful and will kill the woman without serious medical attention, but she should be able to completely "rebirth" the corpse (through her skin, not her womb) without dying if properly treated. When the whole corpse is assembled, it should acknowledge you as worthy and grant you its power and authority, allowing you to be the one who "takes the first napkin" in society. There is one final step, if you should wish, though it is optional. You must take the corpse to a hidden, impenetrable bunker in Manhattan located beneath the Trinity Church. If it is brought there, you will bless not only yourself but the United States with eternal good fortune, as well as inevitably becoming the new President. However, Funny Valentine, in a last ditch effort to destroy you, will have managed to bring a powerful foe from another world to stop you. Take the "Destined Nemesis" drawback for no points. This enemy will attempt to take the power of the corpse for themselves and destroy you.

All this is just a vague outline of how things could turn out. Within the constant chaos of the race for the corpse parts, who knows just how crazy things could get? You may even end up in a worst case scenario where the president or someone like Diego manages to make the full corpse their ally. Whatever the case, if you wish to have the full power and authority of the corpse, you must struggle for it.

Reward: Once assembled and made into your ally, the holy corpse will grant your stand a new incredibly powerful ability based on the concept of attracting fortune and redirecting misfortune. This stand power will manifest itself based on the nature of your own stand. In Funny Valentine's case, it manifested as "love train", a dimensional barrier of golden light which automatically directed all misfortune such as attacks and even unfavorable terrain away from him, making him effectively invincible. With something like the World, perhaps all things that would bring misfortune to the user would automatically be frozen in time and stopped, etc. Along with this comes an aura of prestige that makes you incredibly respected, as if you were Jesus Christ himself.

If you took the optional final step and placed the corpse in the bunker, then on top of your other benefits you will also become the President of the United States permanently. Due to the fortune of the corpse, America will forever prosper like a utopia under your rule as all its misfortune is directed to other nations. You will be able to take America with you as your property into future settings.

Drawbacks

+100SP - Stains of Time
You haven't had the easiest or most pleasant life. There have been traumatic events which scarred you psychologically, leaving you with issues like survivor's guilt and post traumatic stress disorder. While these are usually manageable, you'll always have to live with the memories of what happened and if you ever want to be rid of this trauma you'll have to go on a journey of self understanding to take back the missing piece in your heart.

+100SP - Skin in the Game
Now you're really gonna be motivated. There's some sort of deeply personal problem you're heavily invested in that can only be solved by you becoming the winner of the Steel Ball Run race. An innocent boy is gonna be executed and you wanna stop it, you need to buy your ancestors' land to keep your family safe and together, you need to be absolved of personal sins. Whatever your issue, if you fail the Steel Ball Run race and do not emerge victorious, this problem will completely blow up and become unsolvable, leading to a tragedy that will shatter your heart into pieces. You better race like you've never raced before.

+100SP - Repeat Victim
Really?! That's the fourth time this week! Somehow, you always end up in situations where you get your stuff stolen. You're always getting knocked out, or falling asleep, or being distracted while somebody else robs you blind. This is pretty bad in general day to day life, but think about just how terrible it is when you're carrying something like the parts of the holy corpse. At the very least, the same object won't generally be stolen from you twice, or at least nowhere near as easily as the first time it was taken.

+100SP - Bad Press
Why can't you ever get a break? It seems like no matter what, there's always some media vultures out to make you look bad and stress you out to the point of premature aging. They'll harp on about anything bad they can find on you, rather than focusing on any of your good aspects and accomplishments. There's only so much they can do if you don't give them anything to talk about, but these people absolutely will dig up anything they can.

+200SP - On the Road Again

When you were a child, you were very sickly. That is, until you faced a life or death battle which seemed to cure you of your weakness. Now you absolutely crave battles to the death, believing them to make you stronger. You don't find much moral issue with challenging an "innocent" person to one of these battles either. Your desire for fair duels to the death is nearly insatiable so you'll look for any opportunity you can get to enter one of these life or death battles.

+200SP - It's An Enemy Stand!

New universe, same old BS. You always end up getting accosted by stand users, as if they're drawn to you by some invisible force. You'll usually end up getting into what are potentially deadly battles with them, having to learn to deal with their unique powers and counter them to achieve victory in each and every battle. This is at least a once a month thing for you, and while many of these stand users will be jokes, some of them are quite formidable. On the bright side, you'll occasionally end up befriending some of them after the fight.

+200SP - Begrudging Spy

You never asked for this, and yet here you are. Somehow, you always find yourself wrapped up in big government conspiracies that you didn't know anything about. You and your loved ones will be used as a tool and then "disposed of" with haste if you aren't making constant efforts to keep yourselves safe. There's a high likelihood these efforts will involve sneaking around in high security areas and pulling daring spy stunts right out of James Bond. Eh, I'm sure you'll pull through.

+200SP - Outkast

It's not easy when you don't fit in, but with you it's just a bit more severe. Just about all but one of your relatives, your tribe, village, kingdom, etc. quite literally wants you dead, looking to lynch you at any given opportunity. While they won't try to pursue you too hard if you ditch the homestead, you can bet they'll all be willing to tear you to shreds if you ever show your face around there again. Pretty lonely, isn't it?

+300SP - Cripple

Well, this is quite sad. Due to an incident in your past, you've been left completely paralyzed from the waist down. Whether under your own physical might, spiritual power, magical forces, or anything else you can think of, you just can't seem to move your legs, nor can you find a replacement for walking more effective than using a regular wheelchair. There is only one force in this world or any other that can help you walk again, and that's the spin. If you were to perfectly master the golden spin, you may just be able to walk again. You would have to learn entirely from the ground up, though, and it would definitely take a lot of time, blood, sweat and tears.

+300SP - Ordinary Gal

You really shouldn't have gotten wrapped up in all this. You're just an ordinary person with no special abilities to speak of, only having access to the more mundane and/or luck based ability purchases within this document for the duration of the jump. That may seem a bit generous, but trust me, you'll need all the luck you can get to survive a conflict like this without something like the spin or a stand.

+300SP - Destined Nemesis

Even across infinite parallel worlds, there are some things that remain constant. One of these "constants" is that you have an enemy you must always battle, someone who is a personal antagonist, a rival and a constant menace in your life. It's possible this rivalry didn't even start in "this universe". Perhaps they're a parallel universe version of some archnemesis from a previous jump coming back to haunt you like a specter. Whatever the case, their abilities do rival yours and top of serving as a constant massive thorn in your side, you are destined to have one final showdown between yourself and them, a battle to the death in which they will unleash a new "trump card" ability which dwarfs even what they'd shown before in all your previous encounters.

The End

And so, the story of the Steel Ball Run race comes to a close. Hopefully you've learned something about yourself on this journey and become stronger, but if not that's fine. All that's left is to see what's next.

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- **Thanks to the thread for help with the Jump**
- **You don’t need the spin perks to learn it, they just give you the experience off the bat**
- **The money in Steel Ball Run is anachronistically scaled to modern values, so $50,000,000 in 1890 isn’t as crazy as it sounds**
- **Thanks for using the jump! Hope you had fun!**