

JoJo's Bizarre Adventure: Phantom Blood

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. But I get ahead of myself.

Our story begins in England in the late 1800's, under the reign of Queen Victoria. After discovering the bloody wreckage of a carriage belonging to a wealthy noble named George Joestar, a thief named Dario Brando attempts to loot the corpses only to find George and his infant son Jonathan are still alive. Under the delusion that Dario had come to save them, George swears that he owes Dario a debt and it will be repaid.

Twelve years later Jonathan has become a fine boy with a righteous heart, seeking to become a true gentleman. Dario has fallen ill and on his deathbed instructs his son Dio Brando to cash the debt and live with the Joestars. Dio, being a power hungry and egocentric yet intelligent young man, will proceed to move in with the Joestars and make Jonathan's life a living hell, attempting to take his place and steal the Joestar fortune for himself. After growing up together, Dio will finally attempt to finish off the Joestars for good, eventually using a strange artifact to throw away his humanity and become something far worse. You may begin in this world either when Dio first moves in with the Joestars or 7 years later as he begins poisoning his adoptive father.

+1000CP

Species

Free - Human

Many would consider humans to be weak and feeble creatures. Perhaps that is true. Yet humanity possesses an unmatched strength of spirit and the ability to grow and become better than they once were. It is for this reason that humanity can overcome even the greatest of challenges thrown their way.

200CP - Zombie

Zombies are humans revived with vampiric essence into flesh hungry monsters. While lacking most of the extraordinary abilities of vampires, zombies possess incredible strength, speed and athleticism which dwarfs ordinary humans. They can smash through stone walls, lift massive boulders and move faster than a cheetah. In addition they may sometimes have one weird minor ability like full manipulation of their hair as a weapon or snakes inside their body they can control to attack their enemies. They also share the vampiric ability to drink blood from any part of their body. Unfortunately they share the same weakness vampires do to the sun and by extension hamon energy.

400CP - Vampire

An evolution beyond humanity brought about by the stone mask. In exchange for their humanity, vampires possess immortality and incredible power. Their strength, speed and athleticism greatly surpasses that of humans and zombies, they have regeneration which is absurdly fast and powerful enough to heal from anything short of decapitation (in which case they'll survive as a head and can reattach themself to a new body), they can remove the heat from their limbs to flash freeze their enemies on contact, they can shoot concentrated jets of vampiric essence from their eyes powerful enough to rip through stone and pierce the clouds from the ground, they can hypnotize with a glance, turn living creatures and long dead corpses into loyal zombie minions, make chimeric abominations like a dog with a human head, suck blood through any part of their body, blast enemies with their malicious intent as if it were a powerful gust of wind and even vanish into thin air only to reappear in a new location of their choosing nearby.

With all that said, vampires are by no means invincible. Their main weakness is hamon, the very energy of life and the sun itself which is harnessed by hamon warriors. Even a small dose of it, let alone the light of the sun, will turn them to ash in an instant.

Origins

Perks and items are discounted 50% for matching origin, with 100CP perks and items being free for the matching origin. All origins can be taken as a Drop-in

Joestar

You are a member of the wealthy Joestar family and the sibling of Jonathan Joestar. You're living under the loving care of your father and servants in the lap of luxury at the Joestar mansion, as well as your adopted brother Dio. Where will you fit in in the conflict between JoJo and Dio? Only time will tell. If you begin when Dio first arrives you are 12, while if you choose to start later you are 19.

Brando

You are the child of the vile scoundrel Dario Brando and the sibling of Dio. You used to live in poverty in the slums of London but now that he's died You've either just arrived at your new home in the Joestar mansion or you've been living there for seven years. Let's hope your brother isn't as mean to you as he is JoJo. Just as with the Joestar origin, if you start when you just arrive you are 12 but if you start later you are 19.

Hamon Warrior

In the mountains of Tibet you've trained in the art of Sendo and the use of hamon energy as a weapon against the forces of darkness. Now you've traveled to England but your purpose is anyone's guess. Could you be on the same mission as Will Zeppeli, perhaps? You are in your 30's.

Lovable Sidekick

You are… um… why are you here again? Just like Dio you grew up in the mean streets of London but unlike him you never really left. Perhaps it's time to strike out on your own, maybe start a business? I'd watch out if you're thinking of joining any adventures though, you'll probably be stuck on the sidelines. As with the Joestar and Brando origins, you are 12 if starting when Dio arrives at the Joestar mansion and 19 later.

Perks

Free/100 CP - Birthmark

You have a special birthmark somewhere on your body. For most, a birthmark is a minor cosmetic thing but for you it is a symbol of your lineage. This birthmark will appear on all of your descendants no matter how far down the family tree they get and it creates a sort of link between all of you. Those with the birthmark will not only be drawn to each other, but will have their very fates linked. Those of the Joestar and Brando origins receive this perk for free, although with their specific birthmarks - those being the star mark and the three dots on the ear respectively. They, along with any other origins, can also buy this perk to make a mark of their own design with everything from shape, color and location on the body being customizable.

200CP/400CP (Free/200CP Hamon Warrior) - Hamon Training Hamon and the ripple are both names for the life giving energy of the sun itself. You have learned a martial art called sendo which utilizes a breathing technique that allows you to harness this energy and enhance your body with it. With hamon you can do many incredible things. You can enhance your body to have physical prowess matching that of vampires, heal wounds and infections, run on water, enhance your natural magnetic field to turn a mass of leaves into a hang glider, channel hamon through objects like blades or a scarf to strike from a distance, extend your arm for a longer range punch,greatly increase your lifespan through constant use and pass your hamon to another user to permanently add your strength to theirs. There is more potential still to hamon but you'll have to seek it out yourself. Be warned that hamon has two weaknesses: You must breathe to channel it and it must flow through your blood. If it cannot flow through the blood in a part of your body then that part cannot channel hamon and if you cannot breathe you cannot channel hamon at all.

For 200 CP you are at the level of Jonathan Joestar after his brief training with Will Zeppeli. While you have the ability to use hamon, many of its more unique or esoteric properties beyond enhancing your body and punches are yet to be learned. For 400CP you have the Hamon Jonathan did after absorbing Will Zeppeli's Hamon, which is to say you have access to an absurd amount of hamon energy as well as gaining much more expertise in its use. Hamon Warriors gain the first tier for free and the second tier is discounted.

Joestar

100CP - Hero's Journey
Some may believe that a spoiled rich child is ill suited for the harsh and cruel world their opulence shields them from and perhaps they are right. You, however, are different - you've faced hardships all your own and learned from them. Whenever life tries to beat you down, you'll always grow from the experience; get beat down and you'll come back a bit tougher, get outwitted and you won't fall for the same trick twice. As the north wind made the vikings, your hardships will make you into someone great.

200CP - A True English Gentleman
You are the very picture of a true gentleman! Please don't take that as an insult if you are female, for the essence of a gentleman is not of gender but of spirit. You are polite, kind, courageous and possess the conviction to stand by and stand up for your convictions no matter what that entails. As you act in accordance with these principles others will notice and will come to respect you as a result. You'll gain friends, mentors and even lovers who are drawn to you by your noble heart and even the most vile and egocentric of fiends will have no choice but to view you as someone truly special.

400CP - Built Different
The Joestar bloodline will spawn many great people, but none save Jonathan are as strong as you. You are a juggernaut of a human being, even slightly superhuman in strength before anything like hamon comes into the equation. But you are even mightier of spirit; you have an unbreakable will that gives you the power to overcome any adversity, no matter how tough. Even if you've lost all that you had you'll keep pressing forward, even if your foe crushes your bones to dust you won't let go of them. These two aspects of yourself synergize, meaning that as you face great adversity you'll be filled with bursts of strength beyond your normal limits. Your might shall carve the path of destiny all your descendants will follow.

600CP - Sono Chi No Sadame
Humans are mortal. They come and go as a puff of smoke, living a short existence and vanishing just as fast. However, they can also be immortal through that which they leave behind: their achievements, their legacy and most of all their descendants. Your descendants will always share your best attributes in some shape or form: your courage, your kind and noble heart, your indomitable will, your physical prowess, even strange and supernatural abilities will flow from you to them through the bond you share. That last aspect even functions if you gained the ability while still alive, so strong is the bond between you and those who come after. Finally, both you and your descendants are pulled by destiny to achieve great things, ensuring you and your bloodline will leave a lasting impact on the world. Perhaps family is the greatest form of immortality.

Brando

100CP - Survivor
Unlike some spoiled rich kid, you didn't grow up in a comfy mansion. You had to take care of yourself in the slums of London and it's made you stronger and smarter. You've had to learn everything from con artistry to street brawling just to make it day to day and as a result you've gotten quite good at dirty tricks like a thumb in the eye and ambushing to overcome your opponents. Greater than anything, though, is your will to live. No matter how miserable and depressed you become, your will to survive can push you on through hell itself and you won't let petty things like honor or pride come between you and survival.

200CP - Stargazer
There's something truly special about you, jumper. The way you carry yourself with that refined aura of dignity and grandeur seems to draw others to you. People tend to like and trust you inherently, even giving you the benefit of the doubt to an extreme degree when you're obviously up to no good. This is only aided by your natural good looks and innate talent for lies and deception which makes manipulating others child's play. You may not be at the level of forming absurdly dedicated cults to your glory just yet, but play your cards right and you'll have society itself eating out of the palm of your hand.

400CP - Cunning
The mind is man's greatest asset, the tool which takes him from a hairless ape to the top of the food chain - and you exemplify just why. You are highly intelligent; things like schoolwork are a breeze to you even at the college level, you can come up with complex long term plans in relatively short amounts of time and you're able to outfox all but the sharpest of opponents. This intellect also comes with a great sense for experimenting with your own body and any abilities you possess to determine your own limits and find clever ways to use your powers. Any new powers you acquired would almost certainly be mastered in short order.

600CP - Luck of the Devil
The difference between a lifetime of misery and poverty and one of joy and wealth can seem to be decided by a roll of the dice, but that would be inaccurate because for you the dice are loaded in your favor. Fate itself seems to contort into knots to bring you to the top. While to others the opportunity for a slum kid to be adopted by a rich family is once in a lifetime, it's all too natural for you. You'll regularly have opportunities thrown at you, not just for great wealth but great power; strange artifacts which could grant you incredible power fall into your lap, you always somehow gain access to one of the power systems of the world you're in, likely multiple of them eventually, and when you gain access to an innate power such as a stand from these systems it will be all but guaranteed to be amongst, if not THE, most powerful one of all its kind. Finally, fate seems to shield you from death itself. Even in the most dire of circumstances where death would seem all but guaranteed you'll nearly always slip away and live to fight another day. With fate itself on your side you may well be destined to rule the world.

Hamon Warrior

100CP - Sendo Style
To master hamon is to master the world itself - to realize that anything can be a weapon. Like many great hamon users, you have learned to use the environment and any objects in it as a weapon. The leaves on the ground, a nearby body of water, a metal chain, even the piston of a ship has ways to be used against your opponents and you tend to realize just what the best ways to use these objects would be to get yourself out of your current predicament.

200CP - Chase You
You may just be the human equivalent of a bloodhound, jumper. You could track down a rare artifact across the world even with minimal information or clues to go off of. Something or someone would have to have practically vanished off the face of the world for you to be unable to find them. It may take years, but with enough patience and perseverance you will find that which you seek.

400CP - Jumper's Training
After mastering your craft, all that is left is to pass on your knowledge to the next generation. You have a rather harsh but effective training style based around giving your students extremely difficult challenges to stimulate real growth. Your students will make vast strides in very short amounts of time; they could accumulate a year's worth of experience in a week if you're particularly harsh Although most just won't be cut out for it, those who make it will bloom. You've also got good fortune when it comes to finding promising pupils even when you're not really looking.

600CP - Touch of Destiny
Humans will always keep moving forward. Humanity marches blindly on, unsure of what Fate has in store for them but with the hope that they can make the future better than the past. As for you, things are not so uncertain. Just as the hamon master Tonpetty, you can tell someone's entire future merely by grasping their hand. You can tell with 100% accuracy the entire course someone's life will take, including how their life will end, with just a touch. You can also tell what alternative courses their life may take depending on decisions they make down the line. This ability is perhaps the greatest sign of mastery a hamon user can achieve.

Lovable Sidekick

100CP - Color Commentator
There are great heroes in this world: people destined to battle the forces of evil, see justice served and save the world- and then there's you. You're more suited for a ...support position, providing completely necessary commentary from the sidelines on what's happening at any given time. While you are quite good at this crucial role that only you could fill, you are aided by the fact that so long as you are content to sit on the sidelines and merely add commentary, neither party in the conflict will purposefully cause you any harm.

200CP - Nose For Evil
You might be goofy but you're no sucker - you've lived in the gutter long enough to tell the difference between who's good and who's bad. You can tell just with a glance or a whiff what kind of moral character someone has, be they a paragon of virtue, the devil himself or anything in-between. You'll even know exactly how they got that way, whether it was by circumstance or simply because they were born how they are. Nothing gets past your sniffer!

400CP - Rags to Riches
Who would've thought that beneath that roguish exterior lie an entrepreneurial mastermind? Indeed, despite your humble beginnings you have a great deal of talent and a lot of luck when it comes to moneymaking ventures. With some effort you'll go from living in the slums to founding an incredibly powerful world spanning organization in just a couple of years. Who doesn't love a good success story?

600CP - Guardian Angel
A good friend is someone who's always there for you no matter what - a shoulder to lean on in hardship and someone to share the beauty of life with in prosperity. You are not a good friend - you are a great one. You have an almost supernatural ability to be there when your friends need you, as well as knowing just what to do to help them out in whatever predicament they're in. While this wouldn't be so impressive on its own, this ability operates whether you're present or not. Your every action cascades into fortune and assistance for not just your friends but to everyone they hold dear and their entire bloodline. Perhaps you set up an organization which will provide them with near limitless resources or left them the coordinates to a hidden weapon cache. Even when you've been gone for nearly a century, things you've done or set up in the past will transform into aid for your allies' bloodlines far in the future, with no real conscious effort on your part required. You truly are best girl.

Items

Joestar and Brando origins gain a +100CP stipend for this section, while Lovable Sidekicks gain a +200CP stipend for this section instead

Joestar

100CP - Wedding Rings

Love between a man and a woman is a truly beautiful thing; two people becoming one through a sacred union. These rings are a symbol of that union and should you and your spouse each wear these rings it will reinforce your love for one another and grant good fortune to your marriage. It would take a horrible tragedy to tear you apart.

200CP - Sword of Luck and Pluck

A blade may be seen as an antiquated weapon in these times but it is still quite effective against the demonic creatures which roam the night. This blade doesn't seem particularly special, however it has something of a blessing on it: when you show great courage and act in a bold manner, it will in turn give you good luck and increase the odds of your gambit working. It's not world shaking or anything, but it may just be enough to pull out a victory where one was impossible before.

400CP - Jumpstar Mansion

There may be no more simple and overt display of wealth than a mansion. One needs only to see it off in the distance to realize that the occupant possesses ludicrous wealth. You have your very own version of the Joestar mansion, a personal palace fully staffed with servants to keep it maintained and do whatever work you require around the house. This British estate will make you the envy of anyone on the isles short of the Queen herself.

600CP - Jumpstar Fortune

Wealth may be seen as both a blessing and a curse. It separates one from the ordinary hardships of day to day life, but in exchange brings brand new ones, perhaps the largest of which being those who seek to rob you of your fortune. Philosophizing aside, you are in possession of a massive fortune, though the source is unknown. You could live like a king for the rest of your life without having to do any work whatsoever to maintain your opulent lifestyle. Just hope that someone covetous doesn't decide to take what's yours for themself.

Brando

100CP - Coffin
It may seem a bit early to be picking out your own coffin, but this one isn't necessarily for someone who's dead. This coffin acts as almost a safe of sorts for a vampire which will protect them from the sun and most other dangers, for that matter. It's absurdly sturdy and made to withstand large explosions, making attempting to destroy it a near future task; it also has a hidden compartment underneath the main one as a sort of hiding place. It may admittedly be a tad less useful if you're not a vampire.

200CP - Poison
Now just what nefarious thoughts implored you to acquire this? This is a rare and subtle Chinese poison which slowly kills those who imbibe it, while appearing on the outside as if they've just caught an illness. Although giving regular doses to someone will accelerate their death, just consuming it once will be enough to kill a normal person eventually. The only way to end its effects is to take the antidote, something you also possess. If you were to, just hypothetically, slip this in someone's drink, it's very unlikely they'd ever find out.

400CP - Ancient Castle
Every monster needs a cave, a fortress of sorts to retreat to and store their things. Yours is this old but sturdy castle. It is surprisingly comfortable, considerably defensible and it has a very tall tower which almost invokes images of the tower of babel. The castle is also crawling with horrific zombies who act as its defenders and are completely, unwaveringly loyal to you. A castle with a tall tower infested with monsters with its lord waiting at the top? Sounds vaguely familiar.

600CP - Stone Mask
Oh, the misery this artifact has caused. This stone mask was recovered from an Aztec temple and though it seems benign, its true purpose is anything but. When blood is spilled on it, spikes will poke out and pierce the skull of the wearer; this process then turns them into a vampire, something that lies beyond humanity itself. The power it offers is great, but to throw away your humanity… who would do such a thing?

Hamon Warrior

100CP - Wine
Perhaps nothing exemplifies more that almost anything can be a weapon to a hamon user than this fine wine. The wine itself is of exquisite quality, but probably more importantly it is possible to channel hamon through it and use it as a weapon, for instance you could infuse it with hamon in your mouth then spit it out as a highly destructive blade which would tear through your enemies. You've got an unlimited supply of the wine so there's no need to worry about just drinking it for enjoyment.

200CP - A Special Missive
This may be an age of progress, but it is nowhere near the future where communicating with someone halfway across the world can be done with a device in your pocket. In this day and age, a message is delivered primarily by letter. You have paper with a unique quality: when you write a message or someone on it they get it far faster than they should and it can reach them even in what should be a nearly impossible location. A letter sent from England could reach the remote mountains of Tibet in a week through essentially inexplicable means.

400CP - Seafaring Vessel
Before Will Zeppeli undertook his hamon training, he had a history as a sailor. Perhaps you share this history because you possess a large ship which can be used for everything from trade, to transportation to warfare. It has a constant crew of skilled sailors who can fill whatever needs the ship may require at the time and they can even do things without your presence being required. It would certainly make a worldwide hunt a bit easier.

600CP - Mountaintop Temple
High in the mountains of Tibet is a temple where hamon warriors train in order to master their craft: this is your temple. This temple is an ideal spot for honing one's skill with hamon and it has many students who practice as well as an exceptionally talented master. Although there is a master everyone in the temple has extreme loyalty to you, even willing to fight at your command, and you can take over as the master at any time without complaint.

Lovable Sidekick

100CP - Saw Hat
What a dapper looking hat you have there! But things are not always what they appear to be, for in an instant it can be changed to reveal several sharp circular blades. You can fling this hat like a frisbee and it will cut your foes to ribbons; quite a nasty surprise for the unprepared and an excellent concealed weapon befitting a rogue such as yourself.

200CP - Evil Smashing Sledgehammer
We have already learned that things are not so simple as they seem, so what could be the truth behind this seemingly ordinary looking sledgehammer? It's just an ordinary sledgehammer. Alright, so that's not entirely true - the sledgehammer seems to be surprisingly effective against all that is dark or malign. Evil artifacts, wicked monsters, even just plain terrible people take far more damage than you'd think they would from a mundane sledgehammer. With this you could smash the darkness! ... though that would require you actually get involved in the conflict, so perhaps not.

400CP - Ogre Street
I have to wonder exactly what kind of deal you made with the British government to acquire this. You've bought Ogre street, the most dangerous street in all of London. Despite that, it's not so bad. All the local thugs and businesses for work for you, including a little Chinese medicine shop with some nefarious products. As a result it generates a surprising amount of income and acts as a constant source of witless henchmen for whatever purpose you would require.

600CP - Texan Land
You've gotten a deed to a vast amount of seemingly worthless land in Texas. This worthlessness is only at first glance, however, as beneath the surface lies a practical sea of oil which you have the equipment to harvest. There's enough oil here to make you a tycoon and amongst the richest people in the entire world and the supply will never run dry so your business will continue to thrive. Your fortune awaits, but only if you're bold enough to go and claim it.

Companions

100CP - Weird Band

Would you like to bring your odd friends with you or just make your own? Either way, all you have to do is pay 100CP and you can import or create up to two companions, each receiving an origin along with all the benefits associated with it and 600CP to spend as they like.

100CP - The Adventure Gets More Bizarre

If you wish to bring someone you've met in this world along with you permanently, you may pay 100CP to do so. Does anybody even read these things? They're just all the same phoned in thing over and over, this should just be in the basic rules by now.

Free - Cute Dog

Ah, what could replace a loyal and friendly canine companion? This big but cute fellow is well trained and mannered, can aid in anything from hunting to police work and truly loves you. I'm sure you'll go on to live happily ever after. Well, you should. For some reason nefarious characters seem to look at him funny, but I'm sure that's nothing. Oh, and he also lacks the usual respawning companions possess until the jump is over.

Drawbacks

+100CP - Gentle Heart
Poor jumper, it's always people like you who get taken advantage of. You always seem to assume the best of others and are far too trusting for your own good. You'll run into no shortage of nefarious characters who seek to take advantage of your good nature and no matter how much people try to talk sense into you you'll always find yourself giving help and handouts to these freeloaders.

+100CP - Born Bad
You may very well be the spawn of the Devil himself. Your favorite hobbies include molesting people's girlfriends, killing dogs and ruining other people's lives for your own personal gain. Don't expect people to take this horrid behavior sitting down. You'll be constantly confronted and people in general will not trust you.

+100CP - Blabbermouth
You really love the sound of your own voice. You pretty much talk out loud all the time no matter the situation, usually loudly. Even when you're discussing your secret evil plans or even in the middle of a fight where you should be defending yourself, you'll leave yourself wide open while you exposit upon your greatness to your enemy. This weird tick will surely have no negative consequences.

+200CP - Even Jumper Is Afraid!
Conflict just isn't your thing. When it comes to fights you always find yourself unable to meaningfully contribute due to your crippling fear. The only battles you really can fight are ones where you're being targeted specifically and even then your combat ability will be handicapped by the fact you'll be terrified the entire time. Maybe it's a good thing that you stay on the sidelines.

+200CP - BS Battles
It seems you're always getting the short end of the stick in fights, jumper. For whatever reason in any fight you'll always have a huge handicap. Maybe you'll be constantly getting pulled underwater when your abilities rely on breathing, or you'll fight someone with sun Kung Fu when you're a vampire, or maybe you'll have to do a whole battle without spilling a drop of wine. Whatever the case, your fights will almost always be an uphill battle unless you're vastly stronger than the enemy.

+200CP - The Hunt
There was a certain item that changed your past. An object which reshaped your destiny, something wicked and vile. Now you have to hunt it down and destroy it for good, but that's far easier said than done. To find this object will require a globetrotting adventure filled with dangers and enemies, sometimes having few leads to go on as to where to go next. Inability to find and destroy the object will result in a failure of your chain, but if you succeed you'll finally be free.

+300CP - KONO DIO DA

Everything was fine once. Life seemed to just be one joy after another. That is, until THEY showed up. Someone has entered your life and seeks to make it a living hell that eventually leads to your death. This person is highly intelligent, highly motivated and they always seem to have some scheme brewing to take you down. At first they'll be more underhanded, but as time goes by they'll devolve into full on attacks to finish you off personally. In combat they have what it takes to match you blow for blow, having abilities which seem equal yet opposite to yours. Even when you win they have a talent for slipping out of situations where their death should've been assured, so it's unlikely you'll finish them off the first or even the second time you seek to end your rivalry. With luck and pluck, perhaps you'll come out on top in this endless battle.

+300CP - Victim of Fate

The mightiest of forces and the greatest of gods has plans for you, jumper. Fate itself wishes to see you die a tragic and miserable death. It seems your whole life was designed around this ending and fate would not be satisfied with another. Perhaps because of your tenuous link to this reality fate cannot fully bind you to this course as it can everyone else, however reality itself will be twisting in knots in an attempt to make it happen. What can go wrong will go wrong for you in order to ensure your tragic demise and sometimes even what can't go wrong will go wrong too. If this goes on long enough the big guns may just end up being pulled out: ancient warriors awakening, people hunting you with strange ghostly powers, perhaps even threats from parallel universes will make themselves known. Good luck, my friend, you will need it.

+300CP - Ahead of the Game (requires Vampire or Stone Mask item) This is it. Just when you thought everything was over, something went wrong. You were killed, or it at least seemed that way. In some climactic battle with a rival, you were almost killed but managed to survive, however you are now merely a severed head in a jar. If you ever want to continue on with a normal life, you'll have to take the body of the very enemy who made you this way by attaching your head to their neck stump which would be the rival from KONO DIO DA if you took that drawback. Optionally once you've attached your head to their neck you may hibernate in a coffin for 100 years, only to wake up in the Stardust Crusaders jump.

The End

Select your fate

Roundabout - Head Home

Heritage For The Future - Stay Here

To Be Continued… - Move on to the next Jump

Notes

- Thanks to the thread for all the help with the jump

- Thank you for using the jump!