

/co/co/'s Bizarre Adventures

Welcome to Earth! Not your Earth, obviously, but one that at first glance looks about the sa... actually, that's a lie. All sorts of weirdness is going on here, like cowardly dogs smarter than the average person, talking animals ranging from odd hybrids to almost human, and even a certain Man of Steel. But peel your eyes real good, and another layer of crazy shows up. Madmen wearing the same maledicted malicious [MELODIC] mask appearing every few hundred years to raise hell, a tribe of ancient warriors of dubious morality with mystic power thrumming in their [CELS] right about to wake up from their slumber, and even demonic conspiracies threatening to take over entire countries!

'Course, each one bears elaboration, so I'm gonna make this the usual Location (well, Era) choice too. Roll 1d8 or pick for 0 CP, it's all cool here. +1000 CP to start with, in case you've forgotten the rules already.

1. The first story of this world is that of Courage, a cowardly dog who lives in the middle of Nowhere with his owners, Muriel and Eustace Bagge. One day, the mask Eustace normally uses to spook the dog is broken by his wife, resulting in him stealing a new one from a travelling gypsy. But that [MASK] holds a dark power within, and CoCo is forced to tame his fear of ghosts and ghouls in order to stop his old master, now corrupted by the cursed artifact.
2. The second story of this world is that of a stylish man known as Johnny Bravo, who crash lands in Central America right as the enterprising Hank Hill and his guide, Nigel Thornberry, come in contact with an ancient race of beings known as the Pillarmen. With the help of a duo of [STYLE] users and a traitorous Pillarman known as Kuzco, Johnny and his allies set forth to stop the race's plans for perfection and domination. But not everything is what it seems...
3. The third story of this world is that of a cat named Tom. When various people including his girlfriend begin exhibiting similarly odd behavior, this street cat must put his attitude aside to gather allies and solve the mystery of just who is behind the mass phenomenon as well as save his honey, eventually coming face to face with an egomaniacal lunatic named Daffy Duck who plans on using his [STAND] to LITERALLY shape the world in his suave image.
4. The fourth story of this world is that of Ed, Edd, and Eddy. Galvanized by a most successful scam at the end of the Daffy Debacle, the [Men at Work] skip town to Molly's Gamble, where a chance meeting soon results in the formation of The Conman Coalition. Meanwhile, Inspector Gadget arrives and meets Jay & Silent Bob, seeking the truth of the disappearance of fellow officer, Daniel "Danny" Lane. Soon enough, things are gonna go dark, as *lonely* hands stir in the night, *hearts* set alight by greed and cruelty, with a *club* poised to strike at the innocent. There's also the matter of a certain barber who recently has become very... naughty.
5. The fifth story of this world is that of Plucky Duck and his [FORTUNATE SON] trying to make their own place in the world. Facing off against the WB corporation in the Old Country together with the Urban Rangers, he'll eventually come to rest and the responsibility of defeating the enigmatic company and their even more enigmatic executives will fall solely to Rolf, Dexter, Squidward, Tuffy Nibbles, Cartman, Toph Bei Fong, and Bobo the clam. But something much more sinister than mere mortals is the source of WB's greed...
6. The sixth story of this world is that of Dora, a smuggler searching for a place to call home. Sent to the Belle Reve Correctional Facility for her Stand-related crimes, she'll soon find out about the dark truth of The Warden's desires for the world together with Suzie, Sticks, and other fellow Stand users. Legend tells of a place where the flow of the power of the [STARS] could vastly strengthen the power of Stands, upon which many prisons were built over the ages.
7. This story has not yet been revealed. POTUS Mr. Nobody wishes to gather the body parts of the deceased Superman in order to erase the very idea of a hero using his [NOWHERE MAN]. Be cautious.
8. This story has not yet been revealed. The Head of the Church of Gaming, Ethan, wishes to teach the entire world about Loss, and return reality to the blank canvas it once was. Be cautious.

Backgrounds:

We've got some ideas about where you're landing, but what even are you, really? Age and Gender can be chosen freely and you'll be Human (or some type of animal on the sliding scale of anthropomorphism) by default. Some benefits like claws or sharp teeth can be gotten with that last one, but it's pretty minor. All Backgrounds are free, and will in some way or another end up giving you a direct line to the main plot of your chosen Era. This may involve literally appearing in the thick of it, so do keep the engines in the membrane running.

Drop-In:

No new memories, no new identity. Just you and your stuff, right out of thin air.

Civilian:

You're a relatively normal person, living a relatively normal life. By that, I mean you're probably filthy rich with good amounts of sociopolitical influence. Maybe you're an executive for the Strickland Propane Goodwill Foundation, or a fresh millionaire following the example of the world's richest duck. Either way, while the stereotypes say you should be a pansy who never does things yourself, you'll never get where you want to be by being a gormless reactionary.

Warrior:

Whether you're a member of an ancient warrior order, or a gentle(wo?)man who believes in old-fashioned fisticuffs, you've got a body and mind trained to do battle. You also have some friends on your side- maybe it's a Gentleman's Club that looks out for its members, or an actual literal order of warriors who practice martial arts. Either way, you've got people to call on when the chips are down and life is on the line.

Scientist:

They called you mad, and you realized that was just fine. With a mind that spits upon normalcy, you've begun uncovering the truth of reality, creating warriors of steel and fire using the exotic energies of this world. Of course, just because you'd rather have an army of steel do it for you doesn't mean you absolutely can not be able to fight.

Agent:

Whether part of Interpol or an actual member of the police, you serve and protect the innocent and lawful. Observation is your forte, and you might well play the rules as much you play by them. For good causes only, of course. Although, your lifestyle isn't the most pleasant. Running around the world, dealing with life and death on the regular, and the worst of the human condition builds up stress fast.

Criminal:

Hey there, tomcat. Seems your life's on the wrong side of the fence, ya dig? But you've got an oil-slick mind thanks to the stuff you've done, and plenty of skills doing illegal business. Though I reckon your code of honor will result in you refusing to deal to kids, or any other particularly amoral acts. Speaking of honor, you don't actually have to be a criminal. Taking on the aesthetics and attitude of a good ol' mafioso is enough.

Perks:

Alright, alright, the meat of the deal. These are some abilities you'll probably find very useful in this place. Discounts are 50% off, freebies are obviously free.

Dramatics: Free

You may have noticed a strange tendency for the people here to, well, pose flamboyantly. Yet somehow keeping all dignity and presence, mayhaps enhancing it, be that of a conman or a literal devil. Well, we can't have you embarrassing yourself out there, so your sense of balance and rhythm have gotten a good boost, and you'll unconsciously take the most flattering forms while doing anything of note. It'll never negatively impact you (such as by causing you to take too long to do something, or putting you in harm's way) but you can turn this off if you're a buzzkill. Now, come on, you just gotta put your left hook out just right while covering your face with the ot- and there we go! Your very first pose, together with a comic panel free of charge.

[The Show Must Go On]: Free

Life is like a hurricane sometimes, but even then, there's no reason to keep the volume down. You have your own soundtrack now, mostly consisting of- well. I can't really list it all, but it's fairly eclectic. You've got MJ, Pendulum, Duran Duran, even La Cucaracha! Plus, I slipped in some mixes no one's ever heard before, just for you. Expect a striking inversion of what you would originally expect. Both types are suspiciously fitting at times, as the soundtrack will control itself to fit the situation, though you may assume direct control and play your favorites. Can be shared with others, including an optional weirdness filter if you don't want to explain yet another bizarre superpower, though you can't weaponize it (ex. by raising the volume). An entire new set of songs may be unlocked if this ability is used in a different particularly bizarre world. Doing so may result in a flood of copyright lawsuits.

Basic Treachery: 100 CP (Free to Drop-In)

The people here have a near-universal talent at being underhanded. You're not some master ruseman, but when it comes to making people think you're doing one thing when you're really doing something else entirely, you're pretty darn good. Comes with a host of trivia that's rarely useful, tending towards helping out in unfair situations that any normal person (or hell, anyone who can't see the future) would be screwed. Pretty useless in any other scenario.

Storyteller: 200 CP (Discounted to Drop)

You've got a way with words. Spinning a narrative any person would find enthralling is easy, be it a drama, a romance, a comedy, an horror, or something else entirely. While you'll have to crack open a thesaurus and work for it to become a prolific writer, you have near-perfect knowledge of literary tropes, motifs, and clichés. You can, to some extent, bring this to the real world. Cheering people up is easy thanks to your comedic timing, and setting the stage to terrify your opponents out of their minds is just a matter of work.

Ten of All Trades: 400 CP (Discounted to Drop-In)

You know things. A lot of things. Like, an unreasonable amount of things. But not too much. If it's something an average 19th to 21st century person living in the current sociopolitical center of civilized society might know, you've learned about it. Animal husbandry, farming, computer science, programming, psychology, police work, law, while these are just examples, you're guaranteed to have initiate-level knowledge of it all. This is less information you have permanently, but more information you "remember" right before you need it. Where "Basic Treachery" gave you knowledge that not even one in ten people would have, this is all stuff five (or more) in ten would know, with a proportional increase in how frequently it might come up.

[MELODY]: 600 CP (Discounted to Drop-In)

Your entrance into this world, like a comet from the farthest reaches of outer space blazing into the atmosphere, has flooded your body with cosmic rays. These rays of [STARLIGHT] have infused you with the power of pure human desire, giving you access to what is known as [MELODY]. Harnessing the [MELODY] requires [BELIEF] and [TIMING]. The belief that what you're doing could conceivably happen, and the timing required for it to have a comedic effect. As an example, if you fell from the side of a cliff, believing hard enough that it's possible for you to make it back and actually making it look funny would allow you to somehow return to solid ground. By throwing yourself away from attacks in a humorous manner, you could nullify the damage from them. It is also possible to change one's body: by turning one's feet into over-sized bunny slippers, one could safely wade through dangerous liquids, or briefly turn into other persons or objects in order to make a demonstration. Certain items could also be created briefly: pulling out a wooden hammer from your back is easy with the proper context. This allows one to effectively outwit reality in small doses. Small. A joke quickly becomes annoying if it is repeated, and humor is the core of this technique.

In the darkest corners of the Earth, and places beyond it, there are whispers of something more to this. A cartoon character being crushed by an anvil is funny, a person is not. Through practice, it may be possible to forcefully end [MELODY] effects partway, to gruesome effects as your enemies fall victim to reality even as you literally laugh off injuries. If you're so terrible as to try and discover this, you would also do well to know that it is possible to briefly substitute the world's laughter with the terror of victims.

Who Wants To Be A Millionaire?: 100 CP (Free to Civilian)

You, of course. Whether you've mastered the sale of propane and propane accessories, have made music production its own artform, or snuck a finger into the gold pie, you've got millions in the bank and dreams of that lovely tenth digit. Getting there is up to you, and you'll need to do it again every new jump, but hey. You're a selfmade man (or woman) already, what's some more hard work?

Frontier Psychiatrist: 200 CP (Discounted to Civilian)

What a kind and gentle heart you've got. Seeing how people are really feeling, and knowing what to do to get them on the path of good. Whether it's convincing some mean criminal that they're still a person with feelings who deserves a chance to get back on the right side of the law, or holding a bunch of people in distress together with some choice words, you've got a gift for mending hearts. I'm not going to stop you from using this insight to break them instead, like some master of puppets, but that would be quite terrible.

Raider's March: 400 CP (Discounted to Civilian)

Doing things as normal and talking over tables is all well and good, but there's riches beyond human comprehension to be found in the untamed wilds of the planet, you just know it! Figuring out how to communicate without a shared language, decyphering ancient texts (though particularly arcane or deliberately obtuse systems will require unreasonable amounts of work) using a single shared thread to provide context, and both the real archaeology practiced by doctors and the phony movie archaeology practiced by action heroes are a part of your skill set now, allowing you to plunder the darkest continent and the ruins and jungles of the lower Americas for "mystical" artifacts and mineral wealth.

Beelzeboss: 600 CP (Discounted to Civilian)

Somehow, against all odds, your incredible skill at rules lawyering and being a duplicit jerk allowed you to make a literal deal with the devil and come out on top. Your soul is your own, you probably have a job offer at Warners Bros., and have gained incredible demonic powers courtesy of the ones who would dream to be your dark masters. Your eyes can gaze into a person's soul given time and concentration, allowing you to see what they are now, what they could be, and how they best could serve you... original container optional. You can forge contracts which dig into the benefactor's spirit, allowing you to grant their wishes (to a reasonable degree- this is mostly limited to enhancing talents they already wield) while gaining ownership of their eternal soul. What happens to it when they bite the dust is up to you, whether it's a one way trip to hell, whatever afterlife they deserve, or your grasp.

Friends On This Side: 100 CP (Free to Warrior)

Because going at it alone is stupid. At the start of every jump (including this one) you may choose to be part of some sort of relatively ordinary group. You'll have an in with them that'll let you get local help when you may otherwise be on your lonesome. While they are trained fighters with good connections, anything truly beyond peak humans is out of their reach without serious planning or an upgrade courtesy of yours truly, though I suppose they can give the government and big corporations the slip fairly well even with barely a day's notice.

Chinese Ninja Warrior: 200 CP (Discounted to Warrior)

Brute force only goes so far. After spending decades travelling the world, you've learned a little bit of nearly every single fighting style known to man. Not all of it, but what you did bother picking up were select principles, paradigms, or actual moves that complemented the way you do things and covered the weaknesses you would otherwise have. You can't really teach your ways to others directly, as this style is unique to you alone. As implied, it suits the way you do things just right, even if more dedicated students might insult your "arrogance" or "lack of discipline".

If you've purchased "Propane Nightmares", you may be trained in the use of the Pro-Pain style instead. Pro-Pain is a form of combat centered around intelligent use of propane equipment, namely metal boots, thick gloves that can produce sparks via fingersnapping, and myriad hoses strapped to a specialized belt most of the time, all of which is connected to two propane tanks usually slung over the fighter's back. Despite its inherent danger, Pro-Pain is capable of standing up against fully supernatural enemies thanks to the explosive power of propane.

Rougher than the rest of them, tougher than leather: 400 CP (Discounted to Warrior)

Wouldn't be much of a fighter if a breeze was enough to break you, right? You've undergone an extensive training regimen, granting you incredible strength and endurance. You could carry several grown adults while climbing a mountain, or break through solid rock with your bare hands. Likewise, your body is much more resistant to damage-being manhandled and thrown around by some superbeing would kill a normal person, but you'll just get up and work through the pain tomorrow morning.

[STYLE]: 600 CP (Discounted to Warrior)

You've got [STAR] energy in you. Not as much as a Pillarman, but the power of belief coursing through your body allows you to manifest your psyche as a form of supernatural martial arts. For example, Knuckles the Echidna's [UNKNOWN FROM M.E] could draw on his connection to the Master Emerald and his stubborn personality to not only vastly augment his strength and endurance, but also generate electricity to enhance his attacks. The quick-thinking and fluid Captain Amelia could perform high-speed movement using short hops, allowing her supernatural grace through [CAT SCRATCH FEVER]. But this is just one part of [STYLE] use. To maximize its effects, one must pose in a manner befitting their own personality before striking. The greater the synchronicity and quantity of posing, the greater the effect one's [STYLE] has. Against regular beings, these gains are meager but helpful. However, posing before striking a Pillarman (or any being which uses [CELS] to power their own supernatural abilities) will result in the strike burning away their internal reserves, permanently weakening them by slight amounts. While your [STYLE] is likely limited in the grand scheme of things, it is the purest form of how you fight, meaning mastering it will give you a tool that will serve you well for all of your life. Maybe yours is similar to Johnny's [BOUNCE BACK], a purely defensive [STYLE] based around perfectly countering enemy strikes even as you go on the offensive. Or maybe you'll use something similar to Knuckle's secondary [HIGH FLYING BIRDS], a technique and method used purely for navigating anything from battlefields to ruins with relative ease. On that topic, while it is possible to develop multiple [STYLES], this occurs according to psychological complexity and depth rather than training and raw power.

Bring On The Singularity: 100 CP (Free to Scientist)

You're smart. Let's get that out of the way. You're not some supergenius just yet, but any ordinary scientist is in the dust when you start going at it. Your thinking speed, general reasoning, and potential ability to disregard the laws of physics to put together cool stuff is incredible, with a natural talent for either robotics or genetics. Additionally, your ability to actually apply your intellect at high speeds toes the line of plausibility. Putting together a robot on the fly out of scrap? Its quality will probably shame you for years to come, but it's possible. Stealing one of your enemy's robots and taking fifteen seconds to tear it apart, reprogram it, devise a chemical spray to counter the bio-weapons its kind was using before, and assembling it again before having it raise hell on your enemies? Sure thing, my friend. Same goes for things like breaking into foreign computer systems, though finding a demon being used as a battery who just wants to see his bosses get wrecked and having him tell you the passcodes still is way faster.

Propane Nightmares: 200 CP (Discounted to Scientist)

A smart man (or woman) like you could not possibly fail to realize the qualities held by propane. Or maybe you're a member of the Hill family. That part's mandatory, by the way. Regardless of that, you've learned to use propane and propane accessories to the fullest. Besides making nice clean burgers and enhancing everyday life, you also know how to create not only robotic servants and automated machinery, but also bionic bodyparts that can be used to extend the life of others or heal grievous damage that would otherwise have crippled a person. But there's only so much propane alone can do. While your creations are beyond what any ordinary roboticist could do, there are limits you'll never break without taking your power sources to the next level.

Aztechnology: 400 CP (Discounted to Scientist)

As Junichiro may have done (or will do in due time) before, you've discovered the secrets of ancient [PILLAR PROPANE] and began using this mystical fuel to power your creations. Much like propane gives a nice clean burn better than any mundane fuel or energy source, Pillar Propane is at least five times better than ordinary propane gas. A robot running on Pillar Propane could easily lift person-sized boulders and dent steel, while the required crippling to make it run on ordinary gasoline or a battery would result in a piece of scrap that can't hold down anything stronger than an adult human. This should go without saying, but you have the knowledge required to actually produce Pillar Propane on an industrial scale, "alchemic" procedures and supposed mysticism be damned. If you somehow find a fuel source better than regular propane, proper study will eventually allow you to apply the ancient procedures which transmuted it into Pillar Propane to this new power source, doubling its potency at the minimum.

Brand New Day: 600 CP (Discounted to Scientist)

Now, this? This is simply bizarre. Whether you've out and out stolen research, performed experiments on a level most can't even begin to comprehend with the aid of demons, or worked together with either Farnsworth or Wernstrom, you've gleaned the secrets to creating your own brand of Atomic Super Men! Cloned from the best possible genetic stock (or whatever junk you could get, if you don't have a multinational corporation surpassing most world powers in influence backing you), fed a balanced diet of gamma bombs and cosmic radiation, with some good old [STAR] energy to keep everything together, they are the ultimate soldiers any respectable mad scientist could hope for. Just, keep in mind this field of research is both young and esoteric. While you can create beings who can use [MELODY], [STYLES], [MODES], and even [STANDS] naturally, the more you try to stuff into one subject, the less stable they'll become and the less powerful their individual abilities will be. Good news is, most [STAR] derived abilities aren't a matter of raw power, so this isn't as big of a downside as you'd think.

Costello's Advice: 100 CP (Free to Agent)

You're a professional. You actually know and follow police procedure, have an eye for detail that lets you do your work without messing up the scene or tipping off any unsavory types about what you are, and have the body and skills needed to handle the chases (on foot and on car) people think you coppers get on every other day.

The Clash: 200 CP (Discounted to Agent)

The law exists for a reason. You can't just sidestep it on a whim because you "know for a fact" that someone is guilty, and even if they really are, going through just sets a precedent that'll get innocent lives thrown down the drain. At least, that's how it goes down in your home. But you're not there, are you? No matter what organization you're a part of or what rules they may have, so long as you genuinely follow the spirit of the rules or law with nothing but good intentions, you won't be penalized or judged for breaking the letter of it. This includes the results of you "setting an example", so no one will start getting any bright ideas.

Always Look On The Bright Side Of Life: 400 CP (Discounted to Agent)

With a job like yours, it's only human to get hung up on how bad things get sometimes. But there's a reason you do what you do. No matter how bad things get, you know to always look on the bright side of life. Even though some things really should make you mad, you'll remember the lives you've improved. Even when you feel like swearing and cursing, you'll remember all the good that's happened in the world, and how much it all really outweighs the bad. This boundless optimism allows you to shrug off stress, trauma, and simple emotional fatigue by always looking forward to the next high on the rollercoaster of life without ever taking your current height for granted.

Human After All: 600 CP (Discounted to Agent)

Sorry pal, but something really bad happened to you, and you were as good as dead. But whether it was because of all that good karma or a simple stroke of luck, you were chosen. Using the finest propane powered cybernetics, you became something more. A man of steel, an icon of justice, untiring and unyielding. Your strength could bend steel rods, and your endurance is incredible, allowing you to serve and protect for days. But this is merely incidental to the heart of [PILLAR PROPANE] in your torso. Your forte are the many gadgets installed inside you. Besides your arms and legs, which can extend to such great heights as to let you step from the streets to the top of a building, your body contains... well. If something exists in the 21st century and is hand-held, you have it somewhere inside you. Due to the human brain's limited ability to receive input, these gadgets are commanded by your voice rather than your mind. Exclaiming Go Go Gadget, followed by the name of the device you wish to use, is required for their activation.

Cool Cats Don't Trip: 100 CP (Free to Criminal)

You know what they say, don't you? Wild gunmen with cool ice on their head, or some other nonsense. You live up to it, though. Whether some war veteran gone mad is flying high above you, guns blazin', or a horrific blonde psychopath has you at their mercy, you ain't gonna stop and cry. Not just frozen water up in that headcase, either. You don't get hung up doing the same thing over and over, whether it's in long-term business or a desperate seconds-long battle- you'll do what you gotta do no matter how mad people might think it is.

Stray Cat Struttin': 200 CP (Discounted to Criminal)

You haven't rocked all over the world, but you sure as hell could if you tried. Three things to note here: first, you've got the talent to play one instrument of your choice, from an electric guitar to a jazzy trumpet and whatever else you might think up. Needs to be mundane, however. You're just okay to start off, but if you actually try you'll get the type of skills people sell their souls for. Second, you know how to get around, and I ain't talking about romance. Plotting intercontinental courses, getting access to planes or ships right on time, and dealing with the local culture is easy enough for you. You can't exactly go on a global bender from London to Rio to Tokyo and Washington, but if you've got to reach some far off country yesterday to save the whole damn world (or make a killing selling contraband), you'll make it work. Third... you're feeling lucky. Things just go smoother outside of a battle, and critical failures you had no chance of dealing with just don't happen even then. The moment someone tries to rig the deck, though, you've gotta deal with it the hard way.

You Give Love A Bad Name: 400 CP (Discounted to Criminal)

Now this is just morbid. See, theft and smuggling is all well and good, especially when the goods give people superpowers. But if there's one job that pays well... it's killin'. Just like Mandark or a certain iconic bunny, you're in the murder business, and you've got good paychecks for a reason. Tracking and hunting, hiding and sneaking, talking and tricking, pretty much any -ing from breaking and entering to watching and poisoning that'd help out on a hit is your mastery now. You still gotta do the dirty work, but you make it look darn clean. Just watch out for Stand users.

Smooth Criminal: 600 CP (Discounted to Criminal)

You know what you got? Love. Compassion. No matter what any fool says, heart's an awesome power. Whether it's cruising the world to save the love of your life, or letting go of your blood's legacy by learning of others instead of making everything about yourself, your bonds are your true power. Now, it's possible for you to break the human limiters your body has if you push yourself, but that's purely incidental. The real deal here, is to draw the line in the sand. To say "No more" when the monstrous try to take the light of your life. For the sake of others, you'll say good bye to such petty things as "reason" and fight as best as you possibly can even when the whole world is bearing down on you and there is not a single friendly face in sight, and break through any barriers to find and grab by the neck the single possibility of victory. But there's something else to this. The reason you can draw this power from yourself is your own conviction, but that conviction does not exist without others. You have sympathy. Whether it's some weird gal with a slug, or a badger everyone calls crazy, you hit it off exceedingly well with people, becoming not only allies but also friends by cutting past the bullshit everyone uses to keep themselves apart from others.

The Stand (Man or Machine): 400 CP

[STARLIGHT] is both the radiance from all the lights in the sky, and the base human wish to exert one's will on the world to attain happiness. Maybe both of your parents already benefitted from [STAR] energy and this resulted in your body housing abnormal quantities, maybe you artificially attained greater levels of this power, or maybe you are truly blessed. Either way, these energies have coalesced into the form of what is known as a [STAND]. A Stand is an extension of a living being's psyche. It manifests as a supernatural force in physical form, though only someone who has a [STAND] can see its true form. Similarly, a Stand cannot be touched by normal forces; only a [STAND] can hurt another [STAND], though this will indeed harm the wounded [STAND]'s user. But standing at the side of their user in battle, and using their (likely, but not necessarily) superhuman physique to aid in combat is not the only thing a Stand can do. They wield strange and bizarre powers, suited to the person who manifested it. Some can summon and control flames, others trap and command the minds of living beings, while some reveal the path to that which their master most desires. There are even tales of Stands capable of forcing the universe to stand still, erasing it utterly, or creating another one entirely in which the user wields power similar to that of a God.

However, one person can only ever have one Stand, and manifesting it through artificial means has a high likelihood of killing the would-be user due to failing to adapt to [STARLIGHT]. A strong will, the type needed to grasp all that one wants in life regardless of what stands in the way, is required for survival. Also, a second influx of [STAR] energy will result in what is known as [REMASTERING]. Initially, a Stand best represents their user's psyche and how they wish to interact with the world. A Remastered Stand is near-universally more powerful (and yet, more limited) than its original state, will focus on a single pressing need that must be dealt with to guard its user's life, and signifies a great change in how the user does things due to the desperation and willpower needed to survive its manifestation.

Children of the Atom: 200/300/400 CP

It appears you were not born... but designed. As described in the "Brand New Day" perk, you are one of the Atomic Super Men. Besides (potentially) giving you a sleek and vaguely-technological (and somewhat edgy) appearance, you may choose 1/2/3 (increasing with the amount of CP spent on this) boons from the following list. If you have already acquired the normal version of any given ability from a different perk purchase, then you may not double down, as such wouldn't actually do anything.

You may not choose more than one [MELODY]/[MODE].

1. A soft [MELODY]. Whereas a trained [MELODY] user could fight a battle gag-by-gag, you have a much harder time getting the universe to play ball in short periods of time, limiting your ability to repeatedly use this in a fight. Think the difference between a revolver and a crossbow.
2. A dissonant [MELODY]. While you have something akin to a proper [MELODY] user's breadth and depth of ability, you are limited entirely to what some call "horror" [MELODY]. Being funny simply doesn't work for getting your powers rolling, and any tricks you try to pull on the universe which don't involve scaring or hurting others will fall flat. But when it comes to spooking others out of their mind and getting rid of the "trash"? Boy, you're fantastic!
3. A narcissistic [STYLE]. While defensive [STYLES] do tend towards taking it first before dealing it, yours goes a bit farther. It's still YOUR [STYLE], so regardless of whether it's a just defense, a perfect parry, some type of charging maneuver, or stranger yet, it still fits you best. However, the actual core of its function is entirely passive, with the only action you may take during the most important part of its function being posing.
4. An introverted [MODE]. As described in "Awaken", you harness the power of [CELS] to perform a single supernatural pseudo-biological function. However, your [MODE] is limited to affecting your internals. Where a normal Pillarman might be able to manipulate pheromones to cause pain and break an opponent's body from afar, you can only negate the suffering inflicted upon you and poison those who draw your blood in melee. Where a normal Pillarman might be able to shoot oil from a given body part in order to cause a reaction of their choice, you are limited to coating yourself in it or injecting it into your own biology.
5. An excessive [MODE]. As described in "Awaken", you harness the power of [CELS] to perform a single supernatural pseudo-biological function. However, you lack control over your [MODE], as it runs wild causing effects even the most powerful of Pillarmen would be afraid of... at the cost of your feeble biology breaking apart. Whether it's a single punch with the force of a freight train, or some type of running technique even ultra high-tech cameras have trouble keeping track of, your [MODE] far surpasses standards at the cost of breaking whatever part of your body it is associated with when used.
6. A static [STAND]. It functions like any other [STAND], and you are fully able to learn how to use it better and develop your abilities. However, where a regular Stand user could, with enough work and determination, figure out some ridiculous and barely-connected tricks with their Stand's base ability, your initial power and what it implies are all you'll have until the day you die. This is a bigger limitation than you might think.

Awaken: 600 CP

In ancient times, a meteor fell to Earth and granted man and animal alike the powers of the [STARS], and they lived in peace with each other. But soon enough, a tribe of beings known as the Frogmen came to war with those called Pillarmen, turning them into savage fighters as a war of extinction was soon fought. Eventually, the Aztec emperor Kuzco sought to reunite the empires, all of which had declined in power, seeking to reclaim the meteor from Atlantis. His arrogance eventually led to the fall of El Dorado and Atlantis, together with the aeonic rest of the remaining Aztec Pillarmen. The meteor gave their bodies something known as [CELS], which used [STAR] energy to harness the power of [FRAMES] to warp reality according to a Pillarman's whims. Through [FRAMES], they can enhance the speed and fluidity of their bodily functions, allowing for bursts of speed rivalling the great jaguars during combat, or chases lasting days at movement just shy of the human maximum. Even their strength is immense, such that they could lift roughly twenty thousand pounds with a single hand. However, the true power of the [CELS] within them are [MODES]. In truth, [STYLES] are but a human imitation of a Pillarman's [MODE]. [MODES] are unique abilities developed according to a Pillarman's focus and strong points. For example, take Kuzco's [GROOVE MODE] which not only allows him to use his own heartbeat to time his movement, vastly increasing his already prodigious strength and speed so long as he keeps his groove, but also giving him such grace and fluidity that he almost seems out of this world due to how intricate and measured every single movement is. There's also Kronk's [COOKING MODE], which enhances his senses to such a degree that he becomes capable of telling the exact moment where something reaches its maximum potency, be it an opponent or a magic potion, down to the exact percentage of potential that whatever he focuses on is at. [ALCHEMY], [WATER], [BOOTY], [JAGUAR], [LUPUS], [RAISE]... together with the previous examples, these are the [MODES] used by the elite of Pillarman society, and one day you may stand alongside them, for you are now a Pillarman, rather than a mere human. But there is another path you may take.

No matter how ancient they may have been, Pillarmen were not alone in this world as users of the [FRAMES]. Another race, known as the Scope Men, could metabolize [STAR] in their very cells. This granted them access to what is known as [QUALITY]. By directly manipulating [FRAMES], they could perform feats such as compressing them together to enhance their physical actions (such as a jump or punch) by effectively performing it multiple times in a single moment, dropping them in order to dodge attacks by briefly ceasing to exist, or stretching their [FRAMES] to move through physical space when normal movement is impossible. Should you forsake the Pillarmen's history, you may instead become one of these Scope Men.

Items:

Superpowers are nice and all, but there's some cool stuff to be found here.

Propane and Propane Accessories: Free

Several tanks of propane gas, delivered to you weekly by Strickland Propane. The company's dedication to customer satisfaction means you'll get what you paid for no matter what sort of environment you're in, safe and sound. Don't worry about the delivery men. They're *very* good at their job. But you can't do much with just propane, can you? Water heaters, laundry dryers, barbecues, portable stoves, refrigerators, the equipment and material needed to get vehicles running on propane gas, blow torches for soldering or brazing, really, anything that runs on propane, together with spare pieces such as assorted valves, tubes, and hoses belong to you now. Anything lost or broken is recalled and replaced every month, because that's what a loyal customer like you deserves. If you knew what you were doing, you could even create a proper kit for fighting using the Pro-Pain style with all this.

Self-Help Books: 100 CP

"Being Yourself" and "Being Other People". The first teaches its reader to assert themselves and go out there to get what they want and be the person they want to be. The second teaches its reader, among many other things regarding inter-personal relationships and one's identity, that it's only by understanding the struggles of those around us that we'll learn to properly contextualize our own hardships and grow as people. How much these really help is up in the air, but hey. Warner Bros. would never have been freed from demonic interference if the first one didn't exist. Who knows what you'll figure out with this advice?

The Jumper's New Groove: 200 CP

Much like the unified Pillarmen Kuzco led had cities of gold and crystal, you now have a portal to your own city within your Cosmic Warehouse. These buildings of engraved stone, gold, and aquamarine crystal have the most basic of alchemic magitechnology created by the original Pillarman tribes installed in them, far surpassing modern standards of living and luxury. The place as a whole is similar to Macchu Picchu in size and aesthetic, and is incredibly pleasant to live in due to its architecture and environment. Trying to exit via anything other than the portal used to enter will result in you appearing at the opposite side, as everything besides the city itself is but a semi-real illusion. For another 200 CP, three more cities will become available via portals: a towering megastructure built on a nearby mountain, styled after the Aztec Pillarmen; a city in the ocean, partly underwater and styled after the Atlantean Pillarmen, with a refractive crystalline aesthetic that makes one feel as if they live within polar lights; and a glorious city of solid gold styled after the Pillarmen of El Dorado. If you so wish, any of these structures will instead become a physical place in the world for you to claim yet again and do as you wish with. Only you know how to reach them initially, but others may discover these places if you are sloppy in your travels. If you so wish, the many murals within these cities will instead regale viewers with your own history and glorious exploits, rather than that of the Pillarmen.

The Jarring Jumpwagon: 200 CP

Walking and talking is all fine and good, but sometimes you'll feel a need for speed. A normal car simply won't do for a person like you. Maybe it's rocket-powered, maybe it's a sports car to end sports cars, or maybe some type of buggy patterned after your dumb supervillain costume that's far faster and reliable than it should be. Either way, it's bizarre, and using it for civilian purposes is an unlikely proposition. But maybe you'll get a chance to roll with this... eventually. If you already have a ride, you may Import it to be your Jarring Jumpwagon. Additionally, it'll fix itself in two days when scrapped or lost, and is always parked where you need it to be when you have to catch a ride. Even when that should be impossible. Specially when that should be impossible.

Jumps Liner High: 300 CP

Your very own cruise ship. Despite having no crew, she somehow swims on just fine. If you need to get somewhere fast, this big gal (for you) will get you there in record time, somehow docking at places and taking busy routes without any interaction or trouble with actual people. While she can get sunk in combat, she'll show up the next day if you come calling just fine. Functions more like a Summon, appearing when you want or need her help. Despite this, you may still import her as if she had permanency if such an option is available.

The Mask: 400 CP

Among the mystical artifacts to be found in this world, there is a [MASK] said to grant its wearer untold power. The truth is that it is but a tool created by Pillarmen, who wished to imbue humans with minuscule amounts of [CELS]. Enough to feed upon them in order to strengthen their own abilities, but not enough for them to fight back. It was deemed a failure, as the power it granted (later dubbed [MELODY]) could not strengthen their physiology. Of course, the [MASK]'s continuous usage, and maybe even its creation, was engineered by demons from hell who wished to cause chaos upon mortal lands. This is not that [MASK]. It's better. While the real deal will wear away at the mind and sanity of anyone who uses it, this one will simply grant its wearer access to [MELODY]. If one who already wields it wears it, then their powers will be magnified, such that they could perform relatively minor feats with [BELIEF] alone, no [TIMING] required. Not only that, but the [GRAVITY] of their [MELODY] will passively draw minions to them. Unlike the real [MASK], these minions will simply be guided to the [MASK]'s master rather than mind controlled into obeying them, eventually giving you dozens of legitimately loyal servants.

[GLORY ROAD]: 500 CP

A strange map, possibly created by Doctor Farnsworth or Warner Bros. in their experimentations with [STANDS] and [STAR] energy. Whoever holds it will have the path to what they most desire shown to them. Otherwise, it is a blank piece of paper. Unlike the map you may find during your stay, this one will always return to you within a week of being lost or destroyed, and can only be used with your permission.

Jawbreaker Jar: 600 CP

Like a chain reaction, the fall of the Pillarmen and the union that followed that event resulted in a boon of Stand users all over the world. This did not go unnoticed, and the great scientific minds of the Old Country, aided by hellish benefactors, eventually created a machine capable of packaging pure [STAR] as a candy in order to create even more of these superpowered persons. These Stand Jawbreakers safely inject [STAR] energy into the eater's body, causing them to manifest a [STAND]. But no matter how gradual the influx of energy is, a strong will is required for survival. Despite that, Stand Jawbreakers became the most popular piece of contraband on the black market, and the quantity of Stand users worldwide began rising even further. But that likely hasn't happened yet. Either way, what you have here, is a Jar filled to the brim with those Jawbreakers. While pouring them all out will cause it to empty for about a month, leaving you with only some odd hundred candies to sell until it replenishes, it'll never run out so long as you take and give out a handful at a time. If you don't purchase a [STAND], you may still manifest it through these Jawbreakers or the ones found during your stay. If you fashion yourself an intellectual type, you might well be able to learn the secrets of human desire, willpower, and hope, and how the light of the cosmos ties together with these aspects of life, by studying the pure [STARLIGHT] held in the cores of these candies.

Companions:

Having a crew to fall on for help never hurt anybody, right? All options here may be purchased multiple times.

Companion Import: 50 CP for (1) Companion, 200 CP for (8) Companions

Exactly what it sounds like. Any friends you bring along will gain a Background of their choice together with all that entails, and 600 CP to spend on Perks. No Items, Companions, or Drawbacks of their own, however. If you don't have the number of Companions needed for whatever you purchase, you may instead make the choices they would have had yourself, and we'll find someone fitting your specifications. Don't think too hard about it.

Canon Companion: 200 CP, Conditional Discount

But maybe there's someone here you'd like to bring along? Any character shown in the written stories may be chosen. We'll fudge things a bit so you two meet on friendly terms, and if you manage to convince them to follow you, they will become Companions. This can occur before the jump ends, if you're worried about them dying. If you buy this multiple times, you may receive a Discount on ALL purchases, so long as everyone is part of the same group.

(Ex. Danny the Street and Cartman would cost 400 CP, while Shaggy and Scooby would only cost 200 CP.)

(Companions will only have the abilities shown in the stories themselves or directly stated in non-narrative meta-text. The Powerpuff girls are Stand users, not mini-Kryptonians. Xavier, Renegade Angel, serves as a somewhat confusing spiritual advisor, not a biblical angel of unspecified but presumably great power.)

Drawbacks:

And now, for everyone's favorite part, drawbacks! Where you take a whip and hurt yourself for our amusement. Isn't it grand? +600 CP maximum. Drawbacks fade after 10 years, or jump end, whichever comes first.

Long Runner: +0 CP

Let's forget that Era stuff. You'll begin the jump when Eustace puts on the [MASK], and have the chance of seeing everything going on. Once your first decade ends, you'll have the choice of ending the jump as normal, or extending it until the next Era's story is over. Should you approach death of old age, you'll have the chance of ending the jump early and moving on the Chain, or staying to try and extend your life somehow. Somehow, you'll always have a direct line to the main plot of every Era, though you are by no means required to take up the call of adventure. If you stay until the end of each Era, you'll have the choice of spending another ten years in this bizarre world.

Brave the Easily-Spooked Jumper: +100 CP

You've got no backbone. You'll run away from your own shadow. A particularly loud breeze will get you booking a plane to the Old Country. You- I think you get the idea here. You're a top-grade coward. However, you are receiving so little for being borderline non-functional for a reason: while perks and abilities that would force you to be willful or courageous, or artificially aid you in growing as a person are negated by drawback fiat, there's nothing stopping you from... you know, growing a spine, the way everyone else does. Whether it's for saving the ones most important to you or another cause, it can happen. No guarantee it'll be the case, but it would certainly be a story worth telling.

Whoa mama!: +100 CP

Seems you've got quite the appreciation for your preferred gender. While you're just the person you were before, you can't help but put on the moves on anyone you could potentially fancy, though you'll still respect boundaries and all that upstanding civilized jazz. Having a specific loved one will cause you to dial it down... but you can't take this Drawback if you already have a special someone coming into the jump.

Impeded Speech: +100 CP

Whether you speak like dear Unnerving Suzanne, El Oso's Hermano, or stutter like a lil' piggy, the way you talk is messed up. It'll raise eyebrows, and if you think people will calmly overlook this or spare the decency of not making fun of it? Well, you'll be dead wrong. Considering you'll be incredibly self-conscious about how you talk for the duration of this jump, it's pretty much guaranteed you'll go berserk on everyone of note at least once.

Greedy: +100 CP

If there's one thing you love the most in this whole wide world, it's money. Cash. Greens. Assorted terms for currency. While you're still yourself, you've got a mighty need for capital. Expect hare-brained schemes if you're too moral and not skilled enough to pull yourself up by the bootstraps, and a long line of scams if you're up for that type of thing. While you won't exactly throw your life away for the chance of a big payout, expect to gamble it all on big pay-outs you probably won't get regardless of whether or not you really need that little more money.

Nothing could be finer than to be in [CAROLINA IN THE MORNING]: +200 CP

You know that duck? With the flashy suit? What do you mean, that's "[LITERALLY ME]"? Well, this is just fantastic. Somehow, you've fallen victim to [LA CUCARACHA]. Thankfully, your extradimensional nature means its effects don't quite work the way they should (unless you get another dose courtesy of its user). Your transformation into M.E. LeTerally is completely stilled unless you act like him. Which is easier said than done, seeing as you'll feel an immense desire to mould the world into your shape, to "make things better", and to feel the happiness of your childhood once again, listening to gypsy love songs. Where they sung softly to you... Cucaracha! Cucaracha, cucaracha, hooohooohoooo... and if that wasn't bad enough, your transformation will progress slightly simply by you living, making it more and more difficult to resist the pull to become him as the decade draws to a close.

It should go without saying, but being overwritten by Daffy will count as death, and him dying will not free you from the effects of his [LA CUCARACHA]. M.E. LeTerally not existing at jump start will not affect this. Reality rewriting Stands do not care for basic logic or causal timelines.

Naughty: +200 CP

Oh, my. Look at them. Look at how pretty they are. Don't you just want to... make them stop. But that would be naughty, wouldn't it? You would never hurt a person like that. If you do, it might not be so easy to stop yourself the next time. And the next, and the next, and the next, until everyone realizes how naughty you are. For some reason, you feel an incredible urge to... hurt others. Feeding this urge will make it more difficult for you to control yourself. Eventually, you will go absolutely mad with how naughty you'll become. If that happens, you'll be considered dead, and fail the jump. Thankfully, self-defense, including particularly proactive cases of it, will not slide you down the cliffs of madness. Though this won't satisfy your... naughty desires. Should you already be insane or a mass murderer who does it all for fun... well, I wouldn't pick this if I were you.

Cannibal Corpse: +200 CP

Forget your Era roll. You'll start in Part 7 as a racer in the so-called "Man of Steel Ball Run". Somehow, you'll have acquired one of the Corpse Parts of the Hero and merged with it. Two things happen then. The first is that your [STAND] (or another [STAR] based ability of your choice if you don't have one) will be altered by that Corpse Part. The Liver, as an example, could tie the functioning of its power to the consumption of liquor. One of the Arms would cause it to become unique suitable for physical manipulation. However, your high compatibility with the Corpse Part will enhance those abilities slightly. Similar clauses apply with the other body parts. The second is that you are completely reliant on it for manifesting any supernatural powers or abilities from other jumps. Having it removed will cause you to lose access to them. There's a lot of people who want the Corpse Parts for their own causes involved in the race, and you'll soon find your own personal reasons to take part in it regardless of your better judgement.

Star Power: +300 CP

Let's not get into the specifics of it. You, for whatever reason, have made a deal with the devil. With this deal, comes fame, fortune, and everything any mortal could desire. Unfortunately, you're Beelzebub's little *bitch* now. Anything your demonic masters say, you'll do it. Thankfully, ordering you to kill yourself or do blatantly suicidal acts is considered a breach of trust and will get the Netherworld and Heaven on the asses of whatever red-faced fool did it. If you stop being useful to them, you'll have to deal with the best demonic rules lawyering around, as assassins hired through an intermediary of an intermediary of an intermediary of an intermediary use wild and dangerous Stand abilities, Melody, and who knows what else to murder you. Be too useful, and the bosses of your bosses will do the same a thousand times worse- having some little runts overshadowing them simply won't do. You'll have to somehow be a world star for ten years, while not being too famous, while never entering a lull, while doing whatever nonsense (from getting them food, to keeping a portion of hell spic and span, to the demonic equivalent of corporate espionage) your dark masters command if you want to live.

Welcome to SUPERJAIL!: +300 CP

Ignore your Era roll. You'll start a fair bit before Part 6, SUPEROCEAN, as an inmate of the Belle Reve Correctional Facility without any of your outside powers. It'll be bad, thanks to superpowered prison culture bullshit, but it'll get worse. The Warden is a sadistic megalomaniacal manchild. Three months before Consuela Consualez aka Dora the Explorer arrives, you will be thrown into The Warden's Stand. You'll get your powers back then... but you'll need it. Inside The Warden's world of [PURE IMAGINATION], he's as close to God as anyone gets. Up is whatever direction he decides it is, fluffy clouds become meat grinders whenever he thinks it'd be funny, and almost everything in there is designed to horribly kill those he captures for his amusement- lethal enough you plain can't escape, but not so lethal you can't struggle for his delight. Normally his Stand would breach the boundaries of life and death to resurrect anyone brought here, but that's not gonna work with you. You'll have to survive inside the place for the three months needed for Dora to arrive. Then, and only then, The Warden will lose interest in you and throw you out, using his abilities to make you forget what happened there. At least, that's what he thinks he did. Feel free to enact vengeance if you somehow survive a place so bad the actual fire-and-brimstone hell demons live in seems nice.

[LOSE YOURSELF]: +600 CP

There are countless discrepancies that set our many universes apart from each other, from insignificant events to the constitution of subatomic particles. However, throughout these innumerable realms, there is one constant. The very nature of existence itself means that what once was will eventually cease to be. Emotions will subside. Cells will deteriorate. Loved ones will pass. Stars will burn out. There will always be [LOSS]. It is not merely an abstract concept; it is the very building block upon which space and time comfortably rest. Without it, there is only an everlasting nothing. You have seen this. It is not merely the effect Ethan's [STAND], but the realization of the truth of reality. Everywhere, you see [LOSS]. The [LOSS] of a toy, the [LOSS] of a loved one, the [LOSS] of your own inner spark. Soon, [LOSS] will come to you. Everyone you hold dear will throw you aside. Everything you hold dear will be destroyed. Everything you think might save you will escape your grasp. Soon enough, you will lose yourself. This is the [TRUTH] of the world. Unless you can change the most basic [FACT] of not only a single world, but infinite parallel universes, your Chain will not end. No, YOU will end, and everything you've ever done will be unmade.

You have 2 years until you lose your heart.

You have 4 years until you lose your allies.

You have 6 years until you lose your possessions.

You have 8 years until all hope is lost.

You have 10 years until you will wish you had ended yourself when you could have.

The End:

No matter what happened, it's time for things to come to a close.

GO HOME:

This was fun, but it's about time you called it.

STAY HERE:

Say what you will: this place has no shortage of bizarre occurrences to grab the attention of bizarre people like you.

MOVE ON:

This was crazy, but there's even crazier out there. Don't forget: you're here forever!

Notes:

Sample Stands:

[COZMIC TRAVEL] – Wearable-Type

Destructive Power: E, Speed: E, Range: E, Durability: A, Precision: A, Development Potential: A

Ability:

The Stand has very little practical use in combat, as its manifestation is a stationary spaceship-lighthouse fused to the user's back, with no method of attacking beyond bashing an opponent with one's extra durable posterior. [COZMIC TRAVEL] shines a light when active, which if followed, will allow its user to always arrive where they wish to go when they most need to be there. The user can always choose the destination, but there is no guarantee the Stand will lead them there now rather than years later, possibly sending the user on a global joyride that while incredibly profitable on a literal and spiritual level, will likely run counter to whatever they originally intended to do.

Remaster: [COZMIC CORRIDORS] – Bound-Type

Destructive Power: E, Speed: E, Range: A, Durability: A, Precision: E, Development Potential: E

Ability:

The Stand will pull nearby materials when the user tries to manifest it. If it successfully constructs its physical form (a 50 meters tall spire) it will begin warping space in a spherical 100 meter radius. Whenever a being the Stand user considers an enemy (though he does not need to be aware of them) tries to move, [COZMIC CORRIDORS] will alter space so that the direction they tried to take will instead lead towards harm. If you were an enemy of [COZMIC CORRIDORS]' Stand Master and they were in front of you, and a fire was behind you, trying to move forwards to strike at them would result in your forwards becoming backwards and leading towards the flames. [COZMIC CORRIDORS] can not reset changes without fully deactivating, or even layer them, so trying to move backwards from there will send you the right of your initial location, as the most harmful space from your relative position is currently occupied and you are technically closer to the user and still adjacent to your starting location.

[SUPER PSYCHO LOVE] – Automatic-Type

Destructive Power: A, Speed: A, Range: Infinite, Durability: A, Precision: A, Development Potential: E

Ability:

[SUPER PSYCHO LOVE] is constantly watching the actions done by anyone the user perceives while active. Any time someone slights the user while in its presence, it will nurse a grudge, and once the user and the ones(s) who insulted them part ways it will attempt to get even. It will either chase them at high speeds or track them down covertly, depending on whether its user commands it to return swiftly or take its time, and enact vengeance tenfold. Being bumped once might cause the Stand to try and set events up so the offender is run over by a car, insulting them might cause the Stand to try and cause a fight between them and their loved ones. Actually trying to fight the user and failing to kill them will result in it continually trying to murder the offender with its own hands, or trick them into fighting other Stand users every day until they actually die or defeat their real opponent.

Remaster: [PSYCHOSOCIAL] – Long Range-Type

Destructive Power: E, Speed: A, Range: A, Durability: None, Precision: C, Development Potential: E

Ability:

[PSYCHOSOCIAL] manifests within its user's eyes as a red targetting reticle. From the reticle's bottom, a line of black will lead to their dominant index finger. While active, lining up that finger with the reticle will cause [PSYCHOSOCIAL] to begin pulsing. If the user wishes it, [PSYCHOSOCIAL] (the targetting reticle) will then move towards the user's fingers at luminal speeds, then fire out of it together with the black mass as a projectile. If it leaves the initial range or strikes non-living material, the Stand will return to the user. If it strikes a cognizant being, [PSYCHOSOCIAL] will attach itself to them, covering the afflicted being in a black mass filled with erratic red lines and pulsing eyes. While this mass covers them, all of their weaknesses will begin to expand. Psychological faults, past shames, physical imperfections, wounds, legitimate weak spots, vices, everything, will begin to increase. Over the course of a minute, they will become weaker and weaker, to the point that it will finally become impossible for them to survive existence, body, soul, and mind shattering under the stress of their own failure. However, the user itself will be affected by this. Their own weaknesses will begin to expand to a lesser degree, such that it would take three minutes for them to die like their target might. But they will feel the pain of both themselves and their enemy. Should the user enter shock due to this, the Stand will deactivate.

[VOODOO] – Close Range-Type

Destructive Power: A, Speed: A, Range: E, Durability: A, Precision: E, Development Potential: A

Ability:

[VOODOO] allows its user to replicate their wounds on everyone within its range. Besides that, the physical manifestation of [VOODOO] is incredibly strong physically and moves with great agility.

Remaster: [VOODOO KINGDOM] – Long Range-Type

Destructive Power: A, Speed: A, Range: A, Durability: A, Precision: E, Development Potential: E

Ability:

The physical attributes of the Stand remain the same, but its range for manifestation is much larger, having the same physical attributes even at the very edge of its effect's radius. If the Stand user is wounded, anything with a body shape similar to the user within [VOODOO KINGDOM]'s range that has a similar wound will fall under their control. As an example, if the user's right arm was cut vertically below the elbow, then any humanoid drawings with a similar wound would become the user's puppet, jumping out of their canvas at his/her whims. The same goes for any living people or corpses, or anything with a physical form that fits the ability's requirements. Spiritual and mental abilities remain under the control of the puppet, and physical abilities the Stand user has no context for are unusable.

The only mandatory link between a base Stand and a Remastered Stand is its name. [MONGOLOID] became [MONGONUCLEOSIS], [REVOLVING DOORS] became [SECRET DOORS], and [FORTUNATE SON] became [WAYWARD SON]. Past that, there is no need for their form or ability to relate.

About the [STAR] vortex under the Belle Reve Correctional Facility:

In ancient times, the Pillarmen/Scope Men designed a single cell to contain one of the worst criminals in the entire world: Dinosaur Dan, the First Bad Man. Using special architecture, the flow of [STAR] energy within his cell was stilled, making it impossible for [STAR] based abilities to be used within it. This [STAR] dead zone has the side effect of creating a vortex of disturbed [STAR] within the atmosphere above it due to the disruption to the world's natural flow of energy. This causes [STANDS] within the vortex to become much more powerful. Those who are unaware of how to make use of this energy simply gain a letter grade in their Development Potential, while those in the know can strengthen all aspects of their Stand and its abilities significantly by falling through its center at terminal velocity.

Due to this property, many prisons were built on top of those grounds, as their guards would be strengthened by the vortex greatly. Even after the vortex's existence was forgotten, jail upon jail was built on these lands due to its legacy.

Should you take “Welcome to SUPERJAIL!”, it may be possible to use this vortex to defeat The Warden from within [PURE IMAGINATION], as his stand remains within the vortex (thus granting any inside it the effects of its presence).

This does not account for any abilities you may bring into this jump, or The Warden’s understandable anger at you doing so. Either way, success will allow you to exit [PI] early.

The [STAR] which causes [MELODY], [STYLES], and a Pillarman's [CELS] to work is effectively taken up by whatever would grant them. Buying your way into having multiple sources/infusions of [STAR] will require some sort of vaguely psychic, vaguely spiritual, shenanigans to move the focus of those bits of [STAR] in order to boost one particular ability. Directly absorbing [STAR] from outside sources will do fine for powering up, however.

[FRAMES] are basically the animation frames of your own existence- a Pillarman powers themselves up by buffing them, and once they discover their [MODE], do weird supernatural shit to their own body.

A Scope Man, on the other hand, directly messes with their [FRAMES]. They literally drop frames to dodge attacks by ceasing to exist, or squash and stretch their animation cels to move through physical space by thinking of it. The first example given by the Perk with the punching and jumping is the result of layering the frames of them performing an action together to get a huge boost once they actually act. These are just examples, though. Anything on that level whose explanation fits the theme should be fine.

If “Chinese Ninja Warrior” is taken with “Propane Nightmares”, a second purchase may be done at the same price to acquire whatever version of the first Perk was not chosen.

Taking “Long Runner” with any Era-overriding drawback will prevent you from ending the jump until you clear the relevant Era. The relevant drawback will begin taking effect once you reach the appropriate time frame, and function as advertised.

[LOSS] is bullshit and not actually real, but for the purposes of the drawback you’ll have to contend with it as if that was the case regardless of whether Ethan and his meme cult even exist, let alone how much power his Stand has.

Changelog:

0.4.1:

- Changed the notes regarding Era-conflicting drawbacks.

0.4:

- Changed description of Frogman and Scope Men to better reflect canon. Apparently Dinosaur Dan (also known as The First Bad Man) was lying about ancient history. Oops?

- Added “The Jarring Jumpwagon” Item and an “Atomic Super Man” perk.

- Added a bunch of drawbacks

- Rejiggered the Scientist perk tree. 100 and 200 perks are together now as 100, 400 and 600 are 200 and 400 now. New capstone.

- Removed the explicit acknowledgement of storage limitations on “The Jumper’s New Groove” and “Jumps Liner High”. I added it because people made a big stink about that type of thing before and I think that much space is bullshit, but someone asked for this. Please speak up if you have an opinion.

- I absolutely did not change [PSYCHO KILLER]’s name due to realizing it was already taken. Nuh uh. I would never fuck up like that.

- I started writing this like a day after the version that went into the drive was done, then started doing the changelog a week later. It is only now that I am actually finishing this. Please understand if I forgot some of the changes.

That’s all folks!
