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ruthlessness that would make Johnny able to kill cold-bloodedly. This immoral selfishness still extends to the interest of his loved ones and followed him throughout his life, demonstrated years after Steel Ball Run, as when his wife Rina was struck down by rock sickness, Johnny then ed with depresson and a subsequent lack sease from here viribout carring who would get it and suffering in her steed. [10] But Johnny is not completely immoral, for example, objecting to the involvement of defenseless Lucy Steele in their fight for the corpse[11] and ultimately laking rock sickness, for himself to save him During the Steel Ball Run, as when his wife Rina was struck down by rock sickness, Johnny then ed with depression and a subsequent lack sease from here corpse lack as the subsequent lack of the subsequent lack of the subsequent lack and little propers to the negative state of his curse. It also explains Johnny's and that every misfortune he received was actually deserved. [13] This led his obsession with The Corpse's blees of his curse. It also explains Johnny's and that every misfortune he received was actually deserved. [13] This, Johnny is perspective improved significantly after meeting the Giro Seeppels. Having met a man who gave him hope and was genuinely pleasant to him, Johnny felt grateful to meet the Italian executioner and appreciated that relationship, at one point being reach go pleass of the corpse parts, giving lamb grate and the subsequent of his lack of confidence and helped him get the corpse parts, giving lamb grate and resuming in life. As reflected in numerous ADPs by his Tusk stand, Improvement was gradual, the key steep of his progress were johnny opening the corpse (ACT 1), then defending himself and gainst AVI Road being of Jesus Christ (ACT 3)[20] and finally acquiring Troupe and resuming in life. As reflected in numerous ADPs by his Tusk stand, lamprovement was gradual, the key steep of his progress were johnny opening the corpse (ACT 1), then defending himself and the subsequent of the

a genius jockey, being one of the favourites for the Steel Ball Run race. His skill allows him to ride through many types of terrain, and challenge even fellow genius jockey Diego Brando. Johnny has extensive knowledge of his horse Slow Dancer, particularly his ability and limits, being able to appreciate what Slow Dancer will be capable of at any moment.

Exploration: Johnny Jostar proves himself a competent Booth User, able to make full use of Tusk's abilities. Johnny Jostar occasionally used the terrain and his enemies wield power against them, and was receptive enough to quickly take out the time of an alternative Diego power stop. Marksmanship: When using Tusk, Johnny proves to possess great skill, being able to hit few and/or moving targets, even if firing from odd angles and prospects such as when Tusk ACT3 separates his hand. Chapter 3: Johnny Jostar SBR Chapter 4: September 25, 1890 - 3 Hours to Start SBR Chapter 5: First Stage: 15,000 Meters SBR Chapter 6: Dried River; Diego Brando SBR 7: Pocolco and Sandman SBR Chapter 1: Final Stretch: 2,000 Meters Left SBR Chapter 12: First Stage: Disqualified From Winning SBR Chapter 1: ~How the Steel Ball Run Race Started ~SBR Chapter 12: First Stage: Disqualified From Winning SBR Chapter 1: ~How the Steel Ball Run Race Started ~SBR Chapter 12: First Stage: Disqualified From Winning SBR Chapter 1: ~How the Steel Ball Run Race Started ~SBR Chapter 12: First Stage: Disqualified From Winning SBR Chapter 1: ~How the Steel Ball Run Race Started ~SBR Chapter 12: First Stage: Disqualified From Winning SBR Chapter 1: ~How the Steel Ball Run Race Started ~SBR Chapter 12: First Stage: Disqualified From Winning SBR Chapter 1: ~How the Steel Ball Run Race Started ~SBR Chapter 12: First Stage: Disqualified From Winning SBR Chapter 1: ~How the Steel Ball Run Race Started ~SBR Chapter 12: First Stage: Disqualified From Winning SBR Chapter 1: ~How the Steel Ball Run Race Started ~SBR Chapter 12: First Stage: Disqualified From Winning SBR Chapter 1: ~How the Steel Ball Run Race Started ~SBR Chapter 12: First Stage: Disqualified From Winning SBR Chapter 1: ~How the Steel Ball Run Race Started ~SBR Chapter 1: ~How the Steel Ball Run Race Started ~SBR Chapter 1: ~How the Steel Ball Run Race Started ~SBR Chapter 1: ~How the Started ~ Chapter 13: Sheriff's Request for Mount Tim SBR Chapter 14: Through the Desert : Continuing along the shortest route of SBR Chapter 15: Desert Born Outlawed, Part 1 SBR Chapter 16: Desert Born Outlawed, Part 1 SBR Chapter 17: Desert Born Outlawed, Part 1 SBR Chapter 17: Desert Born Outlawed, Part 1 SBR Chapter 18: Through the Desert Born Outlawed, Part 1 SBR Chapter 18: The Devil's Palm, Part 2 SBR Chapter 19: Desert Born Outlawed, Part 1 SBR Chapter 19: Desert Born Outlawed, Part 2 SBR Chapter 19: Desert Born Outlawed, Part 1 SBR Chapter 19: Desert Born 20: Mission Giro Tseppeli, Part 1 SBR Chapter 21: Mission Giro Tseppeli, Part 2 SBR Chapter 22: Terrorist from a distant country, Part 1 SBR Chapter 23: Tusk, Part 1 SBR Chapter 23: Tusk, Part 1 SBR Chapter 24: Interlude SBR Chapter 24: Interlude SBR Chapter 24: Interlude SBR Chapter 25: Tusk, Part 1 SBR Chapter 26: Tusk, Part 1 SBR Chapter 26: Tusk, Part 1 SBR Chapter 27: Tusk, Part 2 SBR Chapter 28: Scary Monsters, Part 1 SBR Chapter 26: Tusk, Part 1 SBR Chapter 27: Tusk, Part 2 SBR Chapter 28: Scary Monsters, Part 1 SBR Chapter 28: Tusk, Part 1 SBR Chapter 29: Tusk, Part 2 SBR Chapter 29: Tusk, Part 1 SBR Chapter 2 Chapter 29: Scary, Part 2 SBR Chapter 30: Scary Monsters, Part 3 SBR Chapter 32: Third Stage: Cannon City SBR Chapter 33: Human World, Part 3 SBR Chapter 34: Human World, Part 3 SBR Chapter 35: Human World, Part 3 SBR Chapter 36: Green Tomb, Part 1 SBR Chapter 37: Green Tomb, Part 2 SBR Chapter 38: Catch the Rainbow (on a Stormy Night...), Part 1 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 2 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 1 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 1 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 2 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 1 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 1 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 2 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 1 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 1 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 2 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 1 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 2 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 2 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 1 SBR Chapter 39: Catch the Rainbow (on a Stormy Night...), Part 1 SBR Chapter 39: Catch the 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44: The Ouiet Way, Part 5 SBR Chapter 45: Land of Promises: Sugar Mountain, Part 2 SBR Chapter 46: Land of Promises: Sugar Mountain, Part 2 SBR Chapter 48: Tubular Bells, Part 1 SBR Chapter 49: Tubular Bells, Part 2 (Only Mentioned) SBR Chapter 50: Tubular Bells, Part 3 (Only Mentioned) SBR Chapter 51: Wrecking Ball, Part 4 SBR Chapter 52: Wrecking Ball, Part 4 SBR Chapter 52: Wrecking Ball, Part 3 SBR Chapter 52: Wrecking Ball, Part 4 SBR Chapter 52: Wrecking Ball, Part 53: Wrecking Ball, Part 54: Wrecking Ball, Part 55: Wrecking Ball, Part 56: Civil War, Part 56: Civi SBR Chapter 59: Gettysburg's Dream SBR Chapter 60: Both Sides Now, Part 1 SBR Chapter 61: Both Sides Now, Part 2 (appears in Flashback(s)) SBR Chapter 62: Dirty Deeds Made Dirt Cheap SBR Chapter 63: Seven Days a Week SBR Chapter 64: Chocolate Disco, Part 1 SBR Chapter 65: Chocolate Disco, Part 2 SBR Chapter 66: D4C, Part (Mentioned only) Chapter SBR 67: D4C, Part 2 SBR Chapter 76: D4C, Part 3 SBR Chapter 76: D4C, Part 4 SBR Chapter 77: Travel Ticket to Travel, Part 5 SBR Chapter 77: D4C, Part 5 SBR Chapter 77: D4C, Part 10 SBR Chapter 77: D4C, Part 10 SBR Chapter 77: D4C, Part 10 SBR Chapter 78: D4C, Part 10 S 11 -Love Train- SBR Chapter 79: D4C, Part 12 -Love Train- SBR Chapter 80: D4C, Part 13 -Love Train- SBR Chapter 80: D4C, Part 14 -Love Train- SBR Chapter 82: D4C, Part 15 -Love Train- SBR Chapter 80: D4C, Part 13 -Love Train- SBR Chapter 81: D4C, Part 15 -Love Train- SBR Chapter 80: D4C, Part 15 -Love Train- SBR Chapter 81: D4C, Part 15 -Love Train- SBR Chapter 81: D4C, Part 15 -Love Train- SBR Chapter 81: D4C, Part 16 -Love Train- SBR Chapter 82: D4C, Part 17 -Love Train- SBR Chapter 82: D4C, Part 18 -Love Train- SBR Chapter 83: D4C, Part 18 -Love Train- SBR Chapter 83: D4C, Part 18 -Love Train- SBR Chapter 84: D4C, Part 19 -Love Train- SBR Chapter 84: D4C, Part 19 -Love Train- SBR Chapter 85: D4C, Part 19 -Love Train- SBR Chapter 85 Ball Breaker, Part 5 SBR Chapter 88: Break My Heart, Break Your Heart, Part 1 SBR Chapter 90: High Voltage, Part 3 SBR Chapter 90: High Voltage, Part 4 SBR Chapter 90: High Voltage, Part 5 SBR Chapter 90: High Voltage, Part 6 SBR Chapter 90: High Voltage, Part 7 SBR Chapter 90: High Voltage, Part 8 SBR Chapter 90: High Voltage, Part 8 SBR Chapter 90: High Voltage, Part 9 SBR Cha of Stars and Stripes -Outro Links 1.0 1.1 SBR Chapter 3: Johnny Jostar, PRT 4 p.28-30 † SBR Chapter 42: The Quiet Way, Part 3 † SBR Chapter 12: Stage 12: Disqualified from victory SBR Chapter 3: Johnny Jostar, p7-10 † SBR Chapter 3: Johnny Jostar, p31 † SBR Chapter 12: Stage 12: Disqualified from victory SBR Chapter 3: Johnny Jostar, p7-10 † SBR Chapter 3: Johnny Jostar, Chapter 4: September 25, 1890 - 3 hours to start, p10 ↑ SBR Chapter 64: Chocolate Disco, Part 1, p14 JJL Chapter 22: Morio : Year 1901, p5 ↑ SBR Chapter 42: Quiet Way, Part 3, p4-33 ↑ SBR Chapter 43: Quiet Way, Part 4, p10 ↑ SBR Chapter 79: D4C, Part 10 ↑ SBR Chapter 42: Quiet Way, Part 10 ↑ SBR Chapter 43: Quiet Way, Part 10 ↑ SBR Chapter 40: Quiet Way, Part 10 ↑ SBR Chapter 42: Quiet Way, Part 10 ↑ SBR Chapter 40: Quiet Way, Part 10 ↑ SBR Chapter 40 12 -Love Train-, p39-41 ↑ SBR Chapter 86: Ball Breaker, Part 4, p2 ↑ SBR Chapter 48: Tubular Bells, Part 1, p14 ↑ SBR Chapter 59: Gettysburg Dream, p6 ↑ SBR Chapter 85: Ball Breaker, Part 3, p52 ↑ JJL Chapter 21: 'Shakedown Road', Part 4, p44 ↑ 2007 Eureka issue Illustration Part 7:

Steel Ball Run Part 8: JoJolion Chapter covers rendering of Igor Johnny, Al Suit C in The All Stars BattleAll Star Battle Concept ArtAdd a Photo to This	,	,	•	, ,	,
SBR Chapter 95JJL Chapter 22 (Appears in Flashback(s)) (Death) Early ye Johnny was five years old when he first rode his horse. His father, seeing J				,	, ,
secretly fed it under the table during dinner, his father, discovering it, order Nicholas's horse stumbled from something on the ground, cost Nicholas life					
His father still didn't recognize him and his exploits, perhaps because John point, waiting in line for the play, a girl with whom he was convinced he had	,	, ,	3 · · · · · · · · · · · · · · · · · · ·	,	.,
as a jockey, no one visited him during his hospital stay. [9] Before the race, Johnny chases for the Giro, who compliments his upper body strength but	, Johnny first appears among the crowd witnessing the confrontatio	n between the Gyro Tseppeli and the pickup truck that stole n	noney from him. After that, when Johnny follows and touch	es the steel ball that Giro used, which was still spinning, his leg	s moved enough to allow him to stand.
causing his leg to be pierced by a piece of wood, and even trampled him the dancer dragging him down the stirrup. However, it becomes apparent that	rough a whole attempt to tame him. Johnny also made sure he wo	uldn't be interrupted in his attempts to tame him, threatening t	he men who introduced him to the horse that he would set	himself on fire and commit suicide if he was pushed out of the	handle. Johnny enters the race, slow
Johnny steadily follows the Giro, determined to impress him at this stage. V	When Giro decides to cross the dense forest to take a shortcut, he	decides to dash too, colliding with Pocoloco briefly. While John	nny has remarkable skill, Pocolco's luck sends him into sec	ond position nonetheless. By the final 1000 metres, Johnny re	mains unbeaten until Diego comes after
him. However, Johnny finishes in fifth place. Still determined to follow the N the Giro to follow the recommended route linking all possible wells while cr	ossing the desert. However, when Giro decides to cut through 150l	cm of desert, Johnny has no other choice, hence go after him.	Johnny and Giro attack one fellow competitor, Mrs. Robins	son, who manages to dazzle and infuriate Johnny, but giro mar	nages to save him and defeat Mrs.
Robinson. At night, they were attacked again by the Boom Boom family, who tomb is innoerable to three of them. When Benjamin moves to kill Johnny,	he will later acquire the ability to rotate his nails. He shoots nails, ki	lling Benjamin and crippling Los Angeles with his newfound fo	orce, which mountain tim explains as a stand. As the real kil	llers have dealt, Johnny and giro resume their race, but L.A. gr	imly warns giro that he will never finish the
race like other people after him Johnny pushes the Giro to reveal his past a deal with the threat of terrorists, Johnny discovers that the mummified Left		, ,	, ,	, 3 3 3	5 1
how valuable these corpse parts can be to him. The co-ordained efforts of the Rocky Mountains, Johnny and the Giro meet a non-burning and visibly		• • • • • • • • • • • • • • • • • • • •			, , ,
have been scratched by a dinosaur and are slowly beginning their own trar Johnny, inconsistent, gives up his left hand to convert and use his newfoun					
uses another dangerous label, but Johnny is imposing it, criticising his lack Giro meet Hot Pants, a competitor who won the previous stage. Hot pants	of real, selfish drive he needs to come out on top. At first, Giro is a	ngry with Johnny and criticizes him, but after the defeat in the	race Diego decides to listen to Johnny's words. Stage four	of stage four begins for Johnny and Giro. They go peacefully	about 600 km. In the woods, Johnny and
forest. Hot pants and Johnny injured, Johnny gets a bullet in the head, but about Ringo's message, which contained the coordinates of the next corps	near the unconscious Johnny manages to signal to the Giro that he	is still alive. Lying near Ringo, he witnesses the gunsmith wri	iting a message and giving it to the messenger pigeon. The	Giro challenges Ringo in the shootout, and prevails. Then hea	aled cream starter, Johnny warns Giro
informs them of Diego's itinerary, they decide to run after him. After a tough gives them a spine and asks for their protection. Instead, Giro wants Lucy to	n fight, Johnny and giro manage to get ahead of him, with Diego's S	Silver Bullet injured, temporarily driveing him out of the race. [1	[7] However, they are surprised to meet Lucy Steele, who d	discovered Valentine's schemes and is now pursuing Blackmor	e. After Blackmore has been killed, Lucy
on their way to Chicago, the next finishing straight, Johnny and giro peacef	ully going about 300km. Near Mississippi, they are attacked by two	unknown adversaries. Johnny's nails are too weak, while the	Giro's steel balls are destroyed, so they choose to escape	to the river. They soon learn that Diego and Sandman are coo	perating, and while Diego is gone,
Sandman cornered them in the middle of the river. As they fight, Johnny re is chopped off and Johnny is on the verge of despair, the latter finally realize	res that the Golden Scale is ubysperous in the surrounding nature.	Tusk is turning into a new act that allows him to create hardy	holes. While that's not enough to kill Sandman, Johnny use	es a giro belt buckle as an extra projectile to kill him. Johnny is	a winner, but in a weakened state he can't
stop Hot Pants from stealing corpse parts; More Hot Pants left him vertebra reservoirs, real items and a much more precious version of them. They ans	1 11 0			00	, , ,
J. J J	The Giro decides to go to a clandestine casino in which they try to by's astonishment. He is horrified to realize that he has to trade the			- 1	3
hand with the last of the eleven men, crying as he asks for half an empty be agents: Vekapipo and Magenta-Magenta. Vekapipo's experience at Spin p	ottle of wine in exchange for the corpse parts. Saving the Giro, Joh roves problematic, but Johnny and giro manage to prevail, When G	,		, ,	,
in second and first place respectively. Johnny and Giro's seventh stage ride power of the new enemy that lured Johnny and the Giro into his booth. Civi	e undisturbed for 12 days until they are 145km away for Philadelph	ia. Johnny and Giro spot Hot Pants, and follow her to get the	corpse parts she stole back. As she enters the landfill, John	nny and Giro separate themselves to surround her, but Hot Par	nts manages to warn Johnny about the
manages to turn his power against him. However, Funny Valentine, who wa following him to the park. However, Valentine manages to shoot Johnny, fo	atched the fight, intervenes at the last moment and successfully ste	als all the corpse parts. [23] The losers Johnny and the Giro f	inished sixth on stage six and Place. Stage eight in Philade	elphia, Johnny and the Giro no longer have the corpse parts an	d decide to steal Diego's right eye,
lost fight, Johnny briefly gets up, showing he is so close to resuming the us intervene and stop the train from the locomotive. However, they also notice	e of his legs. So the Giro takes to following Johnny, recalling anoth	er level of Spin that can beat Valentine. Johnny and Giro follo	w Diego and Hot Pants, who have united themselves, and	watch the two riders battle Valentine aboard the train from afai	. When Diego dies, they decide to
forcing the president to instantly retreat until Johnny and giro manage to sto	op the train and take a respite. The gyroscope ball managed to cro	ss the wall instantly; Golden spin, the level of spin reached on	ly when the rider manages to ride within the Golden Scale	seems able to cross the dimensions. The duo now accuse the	president of intending to use Golden Spin,
and Valentine's dash between them, forcing Johnny to split from the Giro. A Valentine duel, Johnny recomputs himself. As he tries to get into a fight, Gi	ro shouts Johnny his final lesson: The shortest route has been a de	etour; it was a detour that was our shortest way. Then Giro die	es with Valentine's hands. Heartbroken and angry, Johnny b	plames Valentine, but the president manages to slit his throat t	o Slow Dancer and unmask Johnny. As
Valentine approaches him to make the final hit, Johnny understands the Gi return, growing the nails of his only hand. When Valentin really comes back	k, he tries to shake Johnny to free him from the endless rotation ca	used by Tusk, promising to bring the Giro back and they will b	e also making a difficult speech about their goals and giving	g an alternative Cream Starter as insurance. Almost convinced	, Johnny nonetheless throws an old
Valentine's revolver his double rejected before, denouncing Valentine as tro only to discover that it's nothing like Diego Brando (or rather, Diego from ar	n alternative world). Johnny was initially surprised by the emergenc	e of Diego SWEET's new grandstand, but still manages to dis	cover the nature of his power after several attacks. This tim	ne, however, Diego has the advantage of already knowing Tus	k's credentials and golden spin technique,
anticipating Johnny's actions and using his own fangirls as human shields. Act 4 up on Diego's leg. Diego then remembers that Valentin told him abou	, •	· · · · · · · · · · · · · · · · · · ·	, , ,	, , , , , , , , , , , , , , , , , , ,	, , , , , , , , , , , , , , , , , , , ,
Johnny nearly sinks into despair. However, before his life can come to an e Ball Run After the race, Johnny travels by ship to Naples to return the Giro					
years in Japan Johnny in his late 20s According to a family tree left in the n contributed to the importation of foreign fruit. [27] According to an old man	orisuke edition of Higashikata in 1892, Johnny married Norisuk's d	aughter, Rina Higashikata, in 1892 and had a son and daught	er with her. Their family lived on the farm, although Johnny	traveled to Japan at the request of the Japanese government	to teach kinemanship, and also
his wife's condition, Johnny turned to stealing the corpse from the vault and government pursuers still following, Johnny took the corpse and hid it at the	d returned it back to Morioh to cure her. The American government	reacted by taking and pursuing Johnny, but taking advantage	of some privilege and getting aboard a ship crossing the A	tlantic and Indian Oceans, he narrowly evaded them into the P	acific Ocean. Johnny's death. With
George instead. Pledging not to use The Corpse anymore, but willing to us Les Feuilles' stand reveals the moment a large boulder lands on Johnny's h	e it again to cure his son, Johnny mounted his horse and placed hi	s child on top of a case containing a corpse. Gaining a certain	amount of speed, Johnny activated golden spin and shot h	nis son using Tusk Act 4. He took a curse on himself and was s	shot in the head. After falling to the ground,
everyone believed Johnny had been killed and the main suspect was his w	ife Rina Higashikata, who was released later when the incident wa	s classified as an accident. Six months later, a statue of Gis w	as erected in memory of Johnny Jostar and was buried in N	Morioha. Link JoJo (his fans)[1] Joe Kidd (his fans)[1] Slow Dai	ncer (Appaloosa; 11 years old) 19 (Part 7)
[3]29 (Part 8)[4] Chestnut Blond (digital)Red (ASB, EOH) Blue (digital, ASE Johnny always sought the affection and approval of his father. On the other	r hand, when George wondered if God had taken the other son, Jo	nnny was deeply upset and decided to give up his love for his	father by closing his heart. Johnny admitted to Valentine th	nat he couldn't think of his own father in the same enthusiastic	way Valentin thought of him. Near the end
of steel Run the race, however, George appears in the crowd and shows Jo While Jonathan and Danny the dog had a shared childhood, this mouse wa	as only a temporary pet for Johnny. When Nicholas died, Johnny be	elieved that Danny and thus he were responsible for scaring th	ne horse Nicholas rode and caused him death. Johnny retai	ins good memories of the mouse, but also haunts those, even	causing it when the Civil War affects him.
Rina Higashikata: Johnny and Rina's relationship began after the race and their son. George Jostar II: Johnny loved his son deeply. When rock sickne	ess bounced towards him, part 8 spoilerJohnny sacrificed himself to	save George and admitted he was happy to have it in his life	. His daughter Daughter he had with Rina. Only listed in Jo	estar Family Tree. Giro Tseppeli's friends: Johnny and Giro are	e friends, partners in Steel Ball Run, and a
student and master at spin art. Initially, Johnny's determination got giro's in Even though their opposing personalities cause regular clashes over how t	o take on a difficult situation, Giro and Johnny end up getting along	well and sharing many moments of friendship. Giro visibly lik	es to joke with Johnny and tells him bad jokes or various so	ongs that Johnny usually appreciates. Thanks to their regular b	attles, Johnny and giro fight well together,
and see each other as valuable allies. Their friendship is such that either or devastated, a fact Wallentin tries to use to go to him in a snip and abandon					
relationship with Caesar. Lucy Stahl: Johnny and Lucy are allies against Vacompetitors in the race, but both later became allies in the fight against the					
allies valentin kill Johnny and giro, but it doesn't last. While their relationshi respect for her privacy. Once Hot Pants steals Johnny's corpse part still lea	· · · · · · · · · · · · · · · · · · ·	•			5 5
Giro and pick up the corpse parts, they thus became enemies. Still, Sandm his selfish motive, Valentine saw Johnny as an unworthy corpse and tried t	an was indifferent to Johnny, only to see an internal struggle amon	g white men he considered enemies he could exploit. Enemie	s are funny Valentines: As both tried to collect the corpse of	of a saint, Johnny and Valentine were enemies but did not inter	act much until their only fight. Because of
enemies. Diego was wary of Tusk, who could move partially in his stopping and Giro into dinosaurs associated with his will, and uses the similarly trans	time, and so did Johnny learning about world power as well as be	ng wary of it. Dr Ferdinand: Dr Ferdinand was a murderer and	d stand-up user hired by President Funny Valentine to kill Jo	ohnny and Giro and collect corpse parts. Using his stand, scar	y monsters, Ferdinand tries to turn Johnny
for killing several other competitors, they try to kill Johnny, Giro and Mounta Johnny in the process, but proved no match for their combined skills in the	ain Tim directly by failing when Johnny first develops his grandstan	d, Tusk. Oecomova: Oekomova is a Neapolitan killer and terro	orist who once confronted Giro Tseppeli before he develope	ed his position, Hand is not the rhythm of vu Kitekure. He tried	to use that ability to kill the Giro, and
after the incapacitated Johnny, he is defeated by the Giro. Video games Ju supporting character. His Help Coma provides immunity from the Speed Do	mp Super Stars (DS) Johnny appears on the Steel Ball Run theme	d stage alongside Giro Seeppeli and Diego Brando, where Die	ego can be seen ahead of both of them (probably a referen	ce to the end of stage 3 of the competition). Jump Ultimate Sta	ars (DS) >Johnny appears as a
screen to perform action and disappearance), while Johnny is simply an aid	d to Koma, due to the fact that the Giro is the original protagonist of	Part 7. JoJo's strange adventure: All Star Battle (PS3) Johnn	y makes his first game appearance in a PS3 game. He was	s confirmed alongside Jonathan Jostar and Will Anthony Tsepp	pelli. As a part 7 character, three parts of
Holy Troupe appear scattered across scenes when he, Giro or Valentine at available to him. Johnny needs to be dismantled in order to pick up the corp	pse parts, but slows down to a sluggish crawl through his parapleg	c. Exclusive to Johnny is tusk's growth icon, which appears al	bove a heart heat sensor that reflects Tusk's current acting.	. Álong with Énrico Pucci, Kosaku-Kira, Hall Konem, Koichi Hir	ose and Giorgio Giovanni, Johnny is a
character who can use more than one stand during a match as part of his s himself back or forth. If used with an opponent in point-blank range, they w	ill take little damage. I can do this!: This skill can only be used whe	n mounted. The slow dancer lunges forward, and if the opponent	ent is struck, ramms them into the air. (Combined via Putts	un Cancel) Throw - My Body He stood!: The throw can only b	be used when dismantled. Spinning his
nails without firing at them for use in melee attacks, Johnny attacks his opp shoots his nails like bullets. Depending on the attack button, it will shoot thr					
unmounting. Johnny sends a narrow shock waves forward on the ground, a shoot said nail into the ground. The hole generated by the nail ball moves a					
happen. ACT2 Once Johnny reaches ACT2, a Tusk badge will appear abouthe rate at which his nails grow back up. Golden back nail balls: Johnny she	3	3 ,		,	, , , ,
into the ground, and the hole created by the nail ball moves along it, impos to get on this pitch twice by taking double damage, but the stand needs to l	J 11	11	, I	, 5 5 7	
Johnny develops Tusk in ACT3 as he shoots himself. ACT3 then sends a la involve transporting through holes created by golden spin nail balls. Sent m	arge hole created by Johnny's nailball along the ground. If he hits a	n opponent, they will stagger to the hole as he moves behind	them. Johnny's top half will then emerge from him as he sh	noots the opponent five times. ACT3 Once Johnny reaches AC	T3, he unlocks two more abilities that
ball, knocking them off his feet if he hits. This step uses two golden back na The other hole will move along the ground forward or backward before the	ail balls to use; One to create a hole and the second fire in the actu	al attack. The attack will not end if Johnny remains no more th	nan one nail. Where is the top half?!: This step can only be	used when unmounted. Johnny shoots a nail ball into the grou	nd and strives his entire upper body into it.
hole moving, leaving johnny's bottom half open to low attacks. Johnny HHA to the ground as ACT4's Tusk follows in the pummeling of them as they lay	A of ACT3 is a Full Golden Back Energy. HHA can only be used wh	en mounted. Johnny is developing Tusk in ACT4 as a new sta	and progresses forward, punching fast. The entire HHA doe	es not have to be hit in order for it to work; If an opponent is so	badly hit by the latest blow, they will knock
punches swiftly, flying forward, pushing the opponent away and knocking the	nem down with the final blow if he lands. (Combined via Puttsun Ca	ncel) Chumimin ~: Johnny fires a nail bullet throught from AC	T4 into the ground. ACT4 will immediately reappear before	the opponent and punch them quickly, regardless of range or	orientation. (Combined via Puttsun
Cancel) Johnny's GHA, Long enough for a shortcut!, will instantly develop all lands, the nail ball will drill into the enemy's torso before ACT4 flies on and	quickly pummels them. ACT4 ends up spinning and funneling itself	finto the hole created by the nail ball. When his head appears	from behind the opponent, the entrance of the stand into the	heir bodies generates a massive pink explosion. Johnny quietly	y and quietly thank the Giro throughout
this process. If Valentine falls victim to the GHA, a unique special scene pla reflected in Valentine's. Johnny gets a new blessing every time he takes or	ne of the three parts of Holy Troupe, but if knocked down, loses it w	hen he drops the part. The power of Johnny's attack increase	s, increasing his damage. Any of Johnny's moves that fire f	from nail balls can only be interrupted by throws/HHA/GHA. Th	e speed at which the heart heat sensor is
filled increases. If Johnny is hit with Kosaku Kawajiri's GHA dust bites while to certain moves by the GHA or other finishers, Johnny still kneels/creeps.					
Valentine, Johnny has a special dialogue with himself as both Johnny belie need to develop your position in order to use its full capabilities. As a moun		, , ,		, ,	, ,
made up of projectiles. He can twist singular nail balls omated by a Golden activation double combo or DHA. Style of action - slow dancer: Johnny swit	Spin that sends opponents flying. Nail Icon: A small icon on the rig	ht side of Johnny's health reflects how many nail balls he is a	vailable with 10. Nail balls are consumed in almost all of its	attacks and skills, and replenish over time. The number of bal	I nails is also dropped in full on johnny
Johnny crawls across the floor at a slow pace, but can undo conventional a temporarily increasing the speed at which his nails grow back. He can undo	attacks, powerful attacks or takeoff by going back into mounted mod	de when available. It can also interact only with stage objects	and capture performances while in ground mode. Caring fo	r some herbal tea?: This ability is only available in ground mod	e. Johnny briefly drinks chamomile tea,
and fires a stronger Golden Back nail ball, either on his lock on target or the use; One to create a hole and the second to fire in a real nail ball. This skill	e nearest opponent otherwise. If he appears, opponents have beer	left with a bum. The hole is able to travel both on the ground	and on the walls. If Johnny is in ground mode, the hole will	travel at a slower speed, but the nail ball has better ankle cap	abilities. This edging uses two nail balls to
it connects. He is also able to travel both on the ground and on and can eve	en hit opponents who are down. If Johnny is in ground mode, the h	ole will travel at a slower speed but gets better ankle opportur	nities. Who will be the victim?: the victim?: skills are only av	ailable in mount mode. Johnny fires a nailball cloaked with AC	T4's Tusk into the ground. If his lock on
target or opponent is within reach, ACT4 will appear right at their feet and a reverse his ascent with a normal attack. Johnny also gets super armor to the leading the other than the leading the control of the leading the	ne height of his jump, and opponents are too close to him damaged	and knocked into the air right before he takes off, where he c	an attack them from there. If this is done during mounted m	node, Johnny will jump from his saddles, giving him extra heigh	at and moving him into ground mode upon
landing. An attack before the jump can even be reversed in the DHA, provide attack time if ACT4 is successful and no nail balls are consumed to attack.	JoJolities I'll call them Tusks!: Johnny should use 20 normal attack	s. (200 points) I need to master this spin: Johnny has to use	e my body just jumped up! 3 times. (200 points) But I no lon	ger have any trace of doubt in my head!: Johnny has to break	2 health sensors. (300 Points) Lesson 5!:
Johnny Must Connect Who Will Be the Victim? 3 times. (500 Points) Thank GO! Go! GO!: Two riding his horses, Johnny shoots his nails while giro through the control of the c	ows a steel ball, both infused with Golden Back. As a result, Tusk A	CT4 and Ball Breaker fly side by side toward the opponent. A	fter Tusk briefly crashes out the target, both grandstands fly	y through their middle as the power of the two Golden Spins ge	enerates a massive energy explosion.
Tournament He is paired with Josuke Higashikata in the eyes of the tournal protagonist of Part 7 to fight against nature itself, while at the same time ha	iving his fight help him on his way to Johnny showed Giro that he h	· · · · · · · · · · · · · · · · · · ·	·	•	
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