

The Alpha-Complex

*By u/arthcraft8, a special thanks to all of you for your support, especially Nerx.
A shout out to u/connorjack12345 for cleaning this jump.*

For eons now, three factions of Jumpers have been raging a multi-universal war, but even so sole Jumpers can still make their entire chains without even hearing about Renegades and Cannibals as their benefactors make hidden deals and create secret plans, but recently figures of powers have emerged in all three factions that threaten to tip the scales of the war. The end is nigh and everyone can feel it. Whose side will you be on jumper? Will you follow your benefactor through thick and thin or will freedom call to you?:

Among the Jumper Council, Ereus an Oversparked experiment of a Jumper has found critical information regarding a fortress called "The Alpha-Complex" where renegades are mass producing strange weapons able to bypass the defences of Jumpers, making them vulnerable. After this discovery, Ereus and a group of oversparked Jumpers, including the legendary Nerx, have decided to mount a massive attack on this fortress by mustering up every resource they have before the scales can tip too far.

Among the Renegades, Singularity has always been a strange figure, the complete opposite of the eccentric Robert and his childish tantrums, Singularity was calm and pragmatic and during his many jumps he manage to synthesize a new element, Danium, a dark colored crystal with metallic effects that are able to bypass Jumpers defences and powers and harm them just like a mundane gun would harm an average human. After this mind blowing discovery, he created the massive megastructure, "The Alpha-Complex" as big as a solar system where he has begun to mass-produce his new weapons. But now that Ereus has found him he has had to call every Renegade available, Robert included to protect his grand factory.

Among the Jumpers, they have always been a third, mysterious group, this group, the hunters, instead of finding ways to become the most powerful possible or trying to have a fulfilling adventure, decided to find the biggest, strongest and the most powerful things they could kill, going from animals to bigger ones, then to magic

ones, then to dragons, then gods etc... but after some time, especially for those who even manage to even kill Omnipotent entities, they started to get bored, so they regrouped and organized arena fightings to fight among themselves, they became the gladiators, but that only delayed the problems as the strongest among them were unable to find a good fight among their peers. So one day, the most powerful among them, an entity now known as the Great Cannibal had an idea, why not fight the other Jumpers ? After all the Renegades can become insanely powerful and the normal Jumpers have armies of companions, they are literally the biggest prey available for them. Thus the gladiators changed their name again and became the Cannibals, and with a battle of this magnitude, it is unlikely they won't intervene.

Take these 1000 CP Jumper, you will need them in the war to come

Factions, Tiers and Locations

Age and Gender:

As this jump is different from others you're benefactor will allow you to freely choose your gender and sex. It would hardly be fair to drag you into this and then make you pay for something so small, now would it?

This Jump is particular, as if you won't choose your gender or age, but you will have to make decisions regarding the actual characteristics of your jumper, such as his tier of power and his faction. You will also have to choose where you will begin this Jump much like in any other one.

Faction

Drop-In : Jumper is that you ? It's me, your Benefactor, I don't know how you end up here in the first place but it seems that you literally fall into a massive three-way war between factions of Jumpers, I will give you weapons and skills I manage to pick on members of all three groups but you won't be able to leave until the battle is over, you should either consider joining one faction or fighting alone, the decision is yours.

Member of the Great Jumper Council :



Jumpers of the Omnichain, this is Ereus, I am sending you this message because the situation is dire, The Renegades, our most prolific enemies have found a way to eliminate our powers with special weapons and have begun mass-producing them in a giant stellar sized war factory. A group of oversparked Jumpers including Nerx, have decided that to survive we must attack this factory together but we need your help on the battlefield. If you accept to come, this is probably the biggest war you will ever participate in, stay safe Jumper.

Renegade :



Renegades, this is Singularity, as you have noticed recently, the goody two shoes of the Council Jumpers and the bloodlust psychopathic Cannibals alike are attacking our factories all over the Omnichain, but now even our main facility has been discovered, I need your help in defending it. If you accept, report to the closest

armory, you will be given equipment to help you eliminate our opponents. Defend well and be rewarded

Cannibals :



Ah, if it isn't one of my kind, I hope you are ready for this hunt my friend, the Renegades are secluded behind their planetary defences and the Council members are going to attack from everywhere. Some of our agents have even installed a portal nexus system so we can teleport everywhere we want on the battlefield, pick you target and join your pack young pup, today you will sink your teeth in the flesh of a true prey HAHAAHAHAHAH !

Double Agent : You are a sneaky one aren't ya, you need to take two factions, the first is the faction you are loyal to while the second is the one you have infiltrated under the guise of a soldier. You have discounts on all the Perks and Items of both factions, but you will begin in one of the locations of the faction you have infiltrated and be forced to make your way to friendly territory . Drop-In can't be chosen as the faction you infiltrated.

Tier of Power

Normal to Planetary : You are on the low scale of the Jumpers present here, but that doesn't prevent you from fighting as every army needs it's foot soldiers. Also Jumpers aren't the only people fighting here, each Jumper has taken his companions with him, and even if you won't be able to kill people like Nerx or Robert you can still kill their companions, each life taken is a step closer to victory for your faction.

Planetary to Cosmic : Ah, now we can start talking. At this tier, you will be given the commandment of a group of combatants, from a simple squad up to an actual regiment, this is also the tier where you will be able to take items such as vehicles to help you on the battlefield.

Cosmic to Multiversal : You are actually reaching the top fighters present here. (Without including the sparked ones of course) You will be given a more important status, a bigger army or even a Special Operations unit to command and in general more powerful things to kill your opponents with.

Sparked and Oversparked : It seems your chain wasn't enough for you was it? I don't blame you, in fact it is an honor to count you among us, as a Sparked Jumper

you will be given access to the most powerful powers and weapons available. But that target on your back grows with every passing moment.

Factory and Danium



The Alpha Complex in all of it's glory with a radius of approximately 1.892×10^{13} (the same radius as our solar system back on earth) this giant computing complex/giant multifunction factory/war fortress is the biggest project Singularity ever launched himself into and if we are lucky his last. It's here that he has stockpiled his many items, resources and datas he has collected over the course of his chain. It's also here that he did research around the Spark and its nature, and during his research he discovered something he thought was very odd, a new never seen before element. Danium.



During his research on the nature of a Spark, Singularity soon saw that each time a Jumper spent CP, molecular modifications started to appear on them, he also discovered that the bigger the amount of CP spent, the bigger the molecular modifications where. He did the same study with the numbers of skills he bought and, more skills lead to more modifications, with direct corporal modifications having a bigger effect than buying an item or a companion. So if a low level jumper bought an item, he would have far less modifications than an end tier Jumper who bought a new power. Intrigued he verified if those modifications were present on Sparked Jumpers and Benefactors he had “borrowed”, and those modifications were also present, far more so, so he made the only right decision after that and decided to cut down those Jumpers and benefactors to the atomic level and collected those strange molecules and soon got himself an actually usable stack of Danium.

After that he performed experiments on it, discovering that it could be infused safely in any spells, weapons, vehicles or armor with minimal effort. He then performed further testing on the ability of Danium to project a disrupting field and found it was able to disable the perks of any Jumper entering it, making them mere humans again! Also, after infusing it into weapons, it appears that Danium weapons could bypass even Jumpers defences and harm them much like a firearm would harm a human, so even a mere sword made with Danium could cut down jumpers like a normal sword cut a human, and he found a Danium Infused flamethrower could burn a jumper to crisp even if they should normally have been immune to fire. Finally, it seems Danium shields could collect the energy of CP based powers and attacks and dispel them effectively guarding you from other Jumpers powers.

After those discoveries, Singularity began infusing everything in his factory with Danium and started to mass produce weapons for the Renegades. He believed this would be the tipping point in the war

Starting Location

Drop-In : You will begin your Jump somewhere on the surface of the factory with no allies but you and your companions if any, good luck.



Council Jumper :

The Galactic Invasion



The biggest space battle ever seen, here you will be able to see Trillions of Galactic Feets and Armadas fighting for victory, here you will be fighting the space-fleets of both the Renegades and the Cannibals. Your mission at first will be to bring the troops stationed on your ship to the surface and then to seize control of the space surrounding the complex

The war on the surface



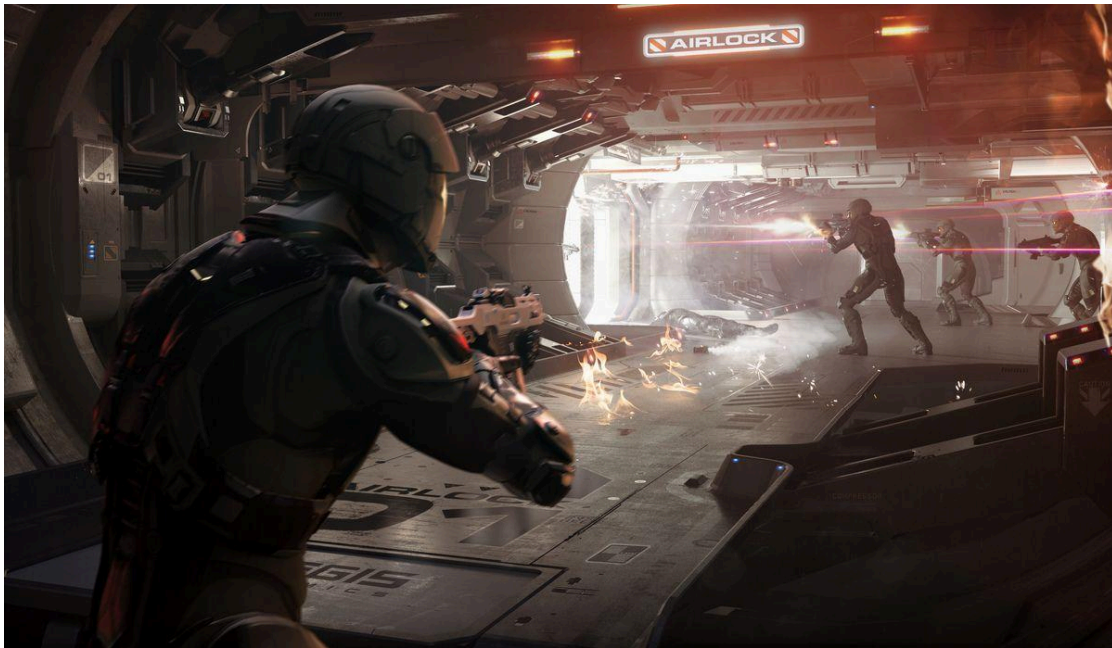
You safely landed on the surface of the factory, but your fight has only just begun. Between the Renegades entrenched within their defences and the Cannibals appearing left and right this fight isn't going to be easy. You will have to either destroy or take control of the planetary defence grid to let your reinforcements arrive safely lest they be taken down in orbit

The doors of the fortress



If something can be said about Singularity, it's the fact that he knows how to protect his fortress. This is the only known entrance to the inner levels of this fortress and it is needless to say heavily guarded. You have a mission to open the doors and enter the corridors of the facility, but this will be much easier said than done.

The heart of a monster



It seems your drop pod managed to enter the fortress before the doors closed, you are now at the beginning of a nexus of corridors that seems endless but somewhere at the end of those corridors lays countless factories, armories, laboratories and research rooms. You have a mission to reach the Core, the heart of the fortress where the control room of the Factory is supposed to be and shut it down once and for all. Though without backup is this task even possible?

Renegade :

The Galactic Defence



The heart of the Space battle, you start nearby the various Dreadnoughts Singularity has deployed around the factory to defend it and Jumpers and Cannibals Ships are leaving hyperspace left and right around you and you know that this may be your last fight. Your mission is to control the space around the Factory and push your opponents back no matter what.

Planetary defences



The various fortresses and weapons that Singularity has placed all over the surface of his factory, this is no doubt first place where Jumpers and Cannibals are going to engage. Your mission is to prevent them from advancing further.

The Corridors



The inside of the factory, for now it seems nobody except you and your allies are here in the almost desolate building the sounds of war but distant echoes, are you hiding from the fight or are you preparing something ?

THE CORE (Spark Tier Only)

Battue



There's a lot of prey on the surface, let's have some fun !

Hit and Run



There are too many people hiding in those corridors, let's make them learn that they can't hide from us !

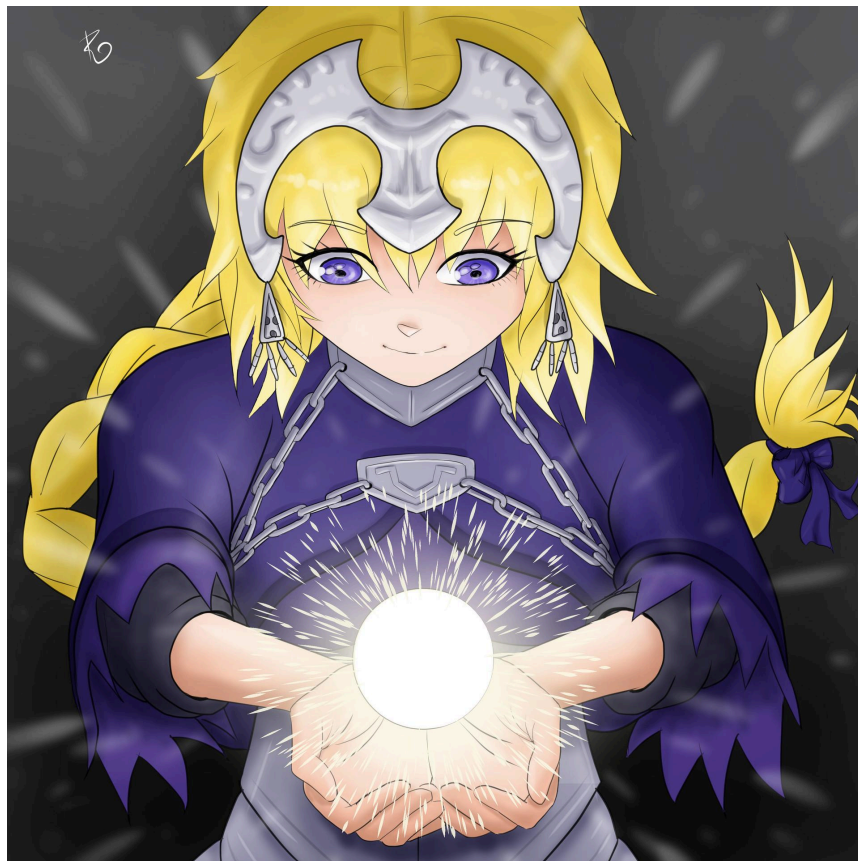
Perks

Every perks is discounted 75% for their respective factions and 50% for the infiltrated agents.

General :

Awakened Spark: 600 CP for Sparked Jumpers, free for oversparked Jumpers (Capstone Booster).

You have discovered something beautiful. It seems your spark, or sparks, are evolving with you, growing in power as you do, and yours has become especially powerful now that you are surrounded with so many Jumpers sharing your philosophy. This means you are now able to use your perks with far more power than you have ever had. The exact difference would be comparable with the light difference between a lightbulb and the Sun! Also, this allows you to use the Danium present in your body to block supernatural powers even in Jumpers (approximately the volume of your own body, which changes with the form you can take.)



Drop-In :

The Way of The Mouse : 100 CP

When you are lost in the middle of a multiversal war, being sneaky can make the difference between being alive and getting killed. So if you want to live another day, you must stay discreet, this perk helps you with it, now you will be able to move discreetly from safe places to safe places while everybody is too occupied killing each other to notice you. Watch out tho, it won't work on Jumpers that are beyond your Power-Level.

Hoarder : 200-400-600 CP

Those weapons are pretty neat, but it would be dangerous to use them when you don't know how they work. Not anymore with this perk, now you are able to pick any kind of weapons or tools even if you've never used it before, and be able to use it as well as a trained professional. You're no expert but still damn good

.
For 400 CP, this perk expands to driving single-seat vehicles and with 600 CP you are now able to use any vehicles at full efficiency alongside your companions, even if you don't have enough crew to make it work in normal conditions

Universally Likable : Drop-in only, 600 CP

You are universally likable, enough to make others wonder why anyone would harm you, in their eyes you've done absolutely nothing to them. With this perk you could walk somewhere you never visited and everybody will welcome you like an old friend, sadly even if two people that hate each other's guts like you, they will still try to kill each other.

Capstone Boosted : Forget what I said about the fact they will kill you, now they will cooperate for the sake of your sentiments, good luck dealing with the fact you became a Mary Sue.

Council Jumpers :

Ambivalent :100 CP

With this amount of time Jumping in various realities, you have developed the ability to merge powers and skills that were never supposed to interact. This perk goes even beyond that, allowing you to create new skills by fusing abilities you have together, do you want to turn your opponent into a duck with a kick? Well you first need to know how to do that with a spell, but in theory you could.

Adaptability : 200-400-600 CP, Council Jumpers Only

You have developed the ability to learn the techniques and skills of your opponents when you are fighting them. With the 200 points level you will need to take down 10 similar opponents before you truly understand them, with the 400 points level it takes one and with 600 you would have already learned everything's by the second attack.

Capstone Boosted : You are now even able to assimilate the entire nature of your opponent while fighting him, allowing you to learn their memory, "steal" their companions and to discover their deepest secrets.

Ereus Interest : 600 CP, Council Jumpers Only Free for Jack :D

It seems you have picked up the interest of Ereus, this means he will go above and beyond to help you during the battle. If you need help, an item, a vehicle, it will be provided, after this Jump, you will always have a way to contact him and he will always give his help assuming said help is possible. Once per jump, including this one, he will also be able to revive you.

Renegades :

The Dark Hawk : 100 CP

You have followed the basic Blackhawk training provided by Singularity, giving you clearance to pick any items labeled BlackHawk. You also received advanced strategy and tactics training teaching you where best to hide and resupply safely on the battlefield

Silent Shadow : 400 CP, Requires Blackhawk Training

Ah, now we're talking. You are now able to use any items or vehicles labeled Shadow. You also have received special training for fighting opponents one tier stronger than you, and finally you also know how to direct and control an entire squad of Steal-Hawks, war robots piloted by your mind.

Black Knight : 600 CPs, Spark Tier Only

You have received training from Singularity himself, he has shown you how to use the most powerful of his weapons and vehicles and you can command an entire army of Renegades on the battlefield. You also have access to purchase and operate all of the items in the Renegade category. Finally, Singularity will be able to provide you help to any jump you will be visiting after this one, even reviving you once per jump if needed.

Capstone Boosted : You are now infused with Danium, each one of the techniques, spells, powers and items you currently have, and will ever have are now considered infused with Danium, which means you can even harm the cosmic Jumpers that think they can hide behind their avatars, stab their avatars with a dagger, that will kill them no matter the reality they are cowering in. It will also bypass any 1-up they may have. You are also invincible to any attacks that aren't infused with Danium.

Cannibals :

Predatory Instincts : 100 CP

You don't need the fancy techniques of the Council Members or the complex tactics of the Renegades, you don't need that complex stuff in a fight, you only need to follow your instincts and to enjoy the adrenaline flow in your veins. Your opponents will seem so slow when fighting compared to you now that you will be able to attack them at least twice between each of their attacks. Now every time you have a fight, if your opponent is on the same tier as you or below, you will come out victorious if not uninjured (Does not guarantee you won't die of blood loss). You will also be able to hold your ground against opponents a tier above you, beyond that even your instinct will not help you.

Ichor Drinker : 600 CP

The blood of a Jumper has particular abilities, especially to someone like you. If you drink the blood of a Jumper or Renegade that you have wounded, you will be able to learn their powers, skills, memories and abilities. However, the powers gained are not permanent and the amount you gain is proportional to the amount of blood you've consumed.

Capstone Boosted : Yes, I know stealing the powers of your opponent is funny, but what about stealing them indefinitely ? Now if you harm a Jumper, even his avatar, and drink his blood he will become a human again, enjoy the horrified look in his eyes as he understands true despair, and then bring him back to earth with a knife in his heart.

Eye of the Great Renegade : 600 CP

There are hunters, there are assassins, and then there are folks like you. It seems you are good enough at killing Jumpers and Renegades that you have drawn the interest of the Great Cannibal, now he will be able to help you in your chain and even save you from death once per Jump, isn't he generous?

Items

General :

Communicator : Free

It's pretty straightforward really, this little device gives you the possibility to communicate with the other members of your faction, if you have one as well as your companions and your Benefactor. This device can also transfer and collect data, is unbreakable, and is able to work even in the disrupted zone of the factory.

Spark Collector : 300 CP

Congratulations on killing a Sparked Jumper, you can now collect it's Spark, but you can't use it yet. Why? Well it's simple really, the Spark of a Jumper will evolve with it's bearer, which means it will evolve with the nature of it's bearer. And if you tried to absorb a Spark that isn't "treated" to you, you will die. Now with this little gadget, you can treat a Spark you collected so you could absorb it. It takes 24 hours for a Spark to be treated, and you can treat only one Spark at the time.

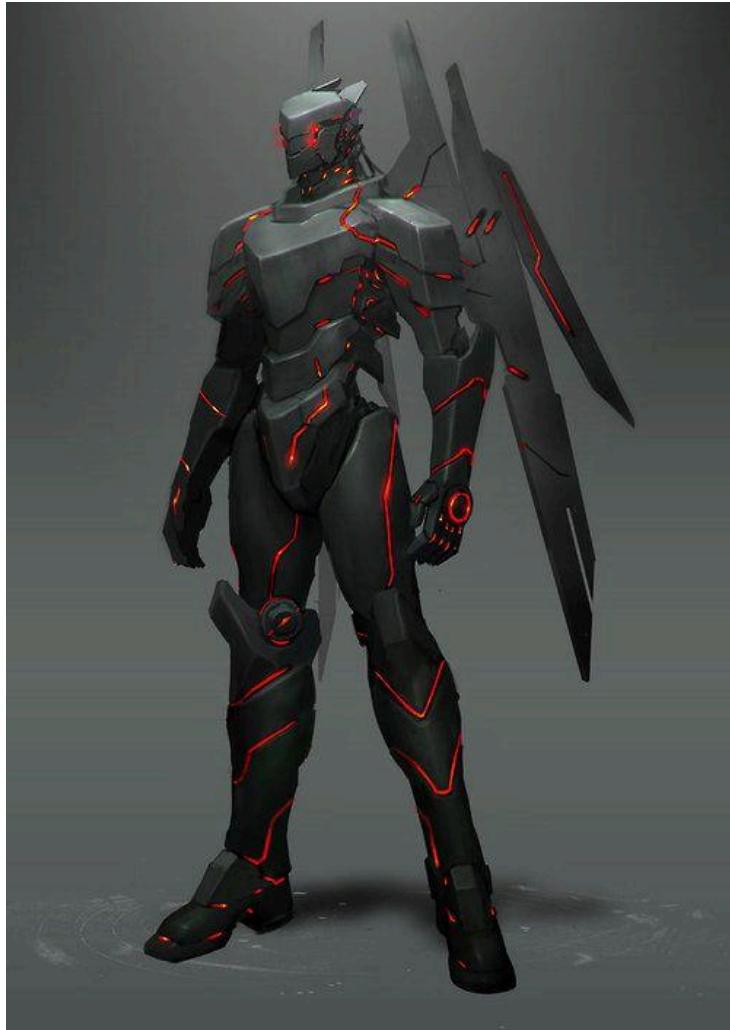
Spark in a Tube : 1000 CP

A Spark in a tube, treated just for you. How did it get here?

Council Jumpers :

S.P.A.R.K. Armor : Free

An advanced armor empowered by a sealed Spark, this armor will allow you to be untouched by the Disturbing effects of Danium and to use your powers and items normally. But you can't help but wonder, Is it really safe ?



Imperator Titan : 600 CP(Oversparked and Sparked only)

You dreamed of it, now it's provided, your very own Spark Infused Imperator class Titan, specially made by Ereus himself just for you, waiting for you to take it's control and to kill some enemies.

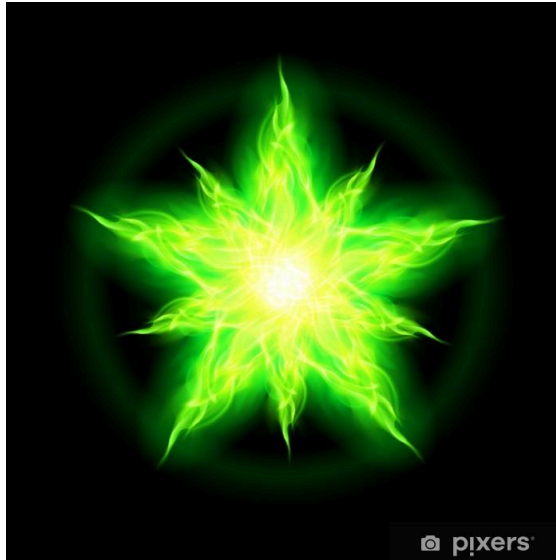
Capstone Boosted : This titan is now linked to you and you are now able to control it at distance, it is now also able to use both your powers and skills, put on his scale.



Renegades :

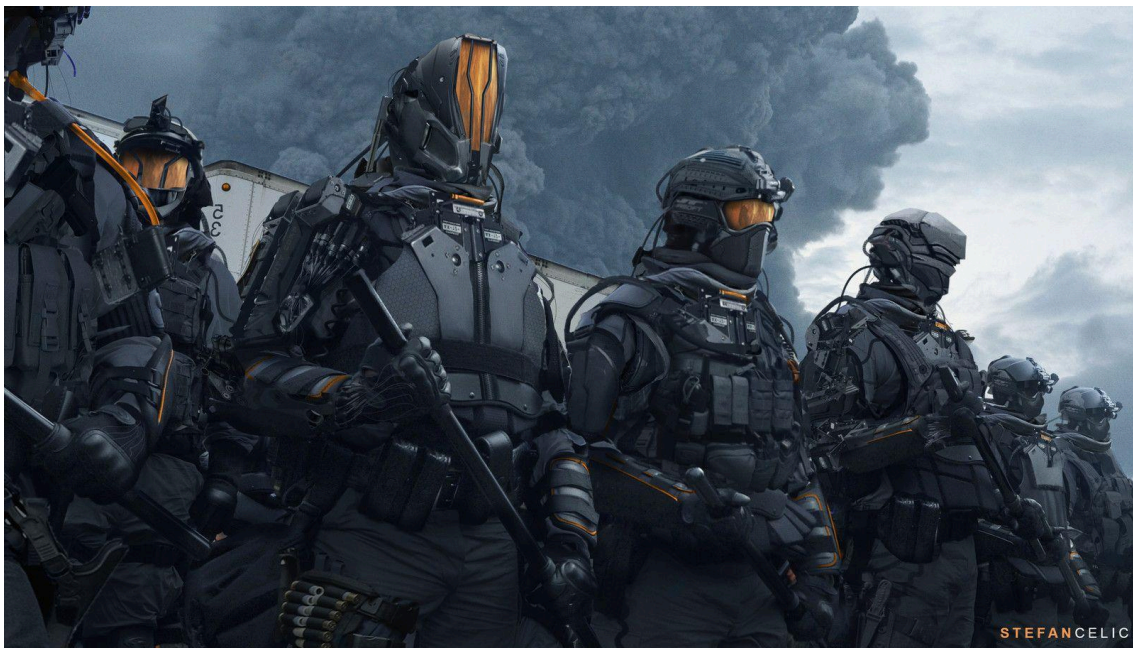
Artificial Spark : Free

An artificial Spark created by Singularity and given to you, this will allow you to use your powers even when you are literally covered by Danium. It does nothing else.



Blackhawk Panoply : 200 CP

This panoply includes a full body armor, a Danium accelerator rifle, a combat knife (you can choose its appearance) a Danium shotgun and enough explosives to level down a single house and its inhabitants.



THE ACL-R 55 PREDATOR

ACCELERATOR RIFLE

THE PREDATOR IS A SOPHISTICATED RAILGUN-BASED RIFLE DESIGNED AND PRODUCED BY HEXIRON TO SERVE HEAVY INFANTRY BATTALIONS. WITH UNPRECEDENTED ACCELERATION POWER, THEIR SLUGS ARE CAPABLE OF PENETRATING ALMOST ANY TYPE OF LIGHT ARMOR IN JUST A SINGLE SHOT. FURTHERMORE, IT ALSO HAS THE ABILITY TO SPATIALLY LOCK THEMSELVES IN FREE SPACE RELATIVE TO A SURFACE WHILE STILL BEING ABLE TO ROTATE FREELY. THIS GIVES THEM AN ADDED ADVANTAGE IN TERMS OF ACCURACY DURING THIS STATE.

ANTI-SMOKE INTERFACE
• CLEARS SMOKE OBSTRUCTING THE VIEW

DANUM PLATES
• GENERATES SPEEDS

DANUM CROSSHAIR
• ALIGNS WITH ELECTRONIC OPTICS FOR ACCURACY

HOLOGRAPHIC INTERFACE

FOREGRIP
• ENHANCES ACCURACY

SLUG MAGAZINE
• STORES SLUG AMMO
• 3 ROUNDS PER MAGAZINE

RAILGUN ACCELERATOR BATTERY
• PROVIDES POWER FOR SLUG ACCELERATION

PRIMARY BATTERY BOX

DIMENSIONS
LENGTH: 195.63 cm
WIDTH: 7.50 cm
HEIGHT: 48.14 cm

AMMO SPECIFICATION AND VARIATIONS
AMMO TYPE: Railgun charges (7.14 mm slugs)

• ANTIMATTER	• NUCLEAR
• PLUTONIUM	• URANIUM
• TUNGSTEN	• IRON
• IRIIDIUM	• LEAD
• THORIUM	





BlackHawk Hoverbike : 100 CP

this overbike doesn't give you any particular weapons or protection, but it makes you go faster



Shadow Panoply : 200 CP

A flying power-armor equipped with various Danium infused weapons and a Danium energy sword



Shadow Troop Transport : 200 CP

A troop transport, great defence, great mobility, no firepower



Shadow Dragon : 300 CP

A tank equipped with flamethrower infused with Danium, very efficient against infantry and buildings.



Shadow Catapult : 300 CP

Also called Shadow Portals, those tanks are linked to an exterior source of ammunitions thanks to the portal on top of them. They are efficient against all types of targets due to the various ammunitions the exterior facility sends them. Destroying the portal renders them almost worthless

THE IAT3A1 CATAPULT

ILLUSIVE ARTILLERY TANK

ALSO KNOWN AS THE PORTAL TANK, THE CATAPULT IS THE MOST DESTRUCTIVE TANK HEXIRON HAS EVER ASSEMBLED. DESPITE IT'S SMALL SIZE, IT'S LARGE PORTAL SYSTEM ALLOWS IT TO CATAPULT THE DEADLIEST AMMUNITIONS FROM AN EXTERNAL SOURCE, WHICH IS A WEAPONS FACILITY ON A MUCH MORE MASSIVE PLANET WITH THE HELP OF GRAVITY. SUCH AMMUNITIONS USED INCLUDE STANDARD ARTILLERY SHELLS, NUCLEAR AND CHRONIUM BOMBS. HOWEVER, SINCE THEY ARE SO EXPENSIVE TO BE PRODUCED, THEY ARE VERY RARELY USED IN THE BATTLEFIELD.

DIMENSIONS

LENGTH: 24.74 metres

WIDTH: 11.45 metres

HEIGHT: 12.67 metres



Shadow Catapult : 300 CP

Also called Shadow Portals, those tanks are linked to an exterior source of ammunitions thanks to the portal on top of them. They are efficient against all types of targets due to the various ammunitions the exterior facility sends them. Destroying the portal renders them almost worthless



Shadow Behemoth : 300 CPs

A superheavy danium infused railgun tank, perfect to destroy buildings and other vehicles.



Shadow Plasmyr : 400 CP

A hover-tank that fires bolt of highly energetic Danium-Plasma, efficient against all targets.



Shadow Tomahawk : 400 CP

A Danium infused nuclear missile mounted on a moving launching platform, in case you needed to commit another war-crime



Black Knight Armor : 400 CP

This armor is strong enough to take shots from a Shadow Plasmyr, can fight on any terrain , underwater even in space and is equipped with all sorts of Danium infused weapons (the kind of weapons you would expect from a mecha)



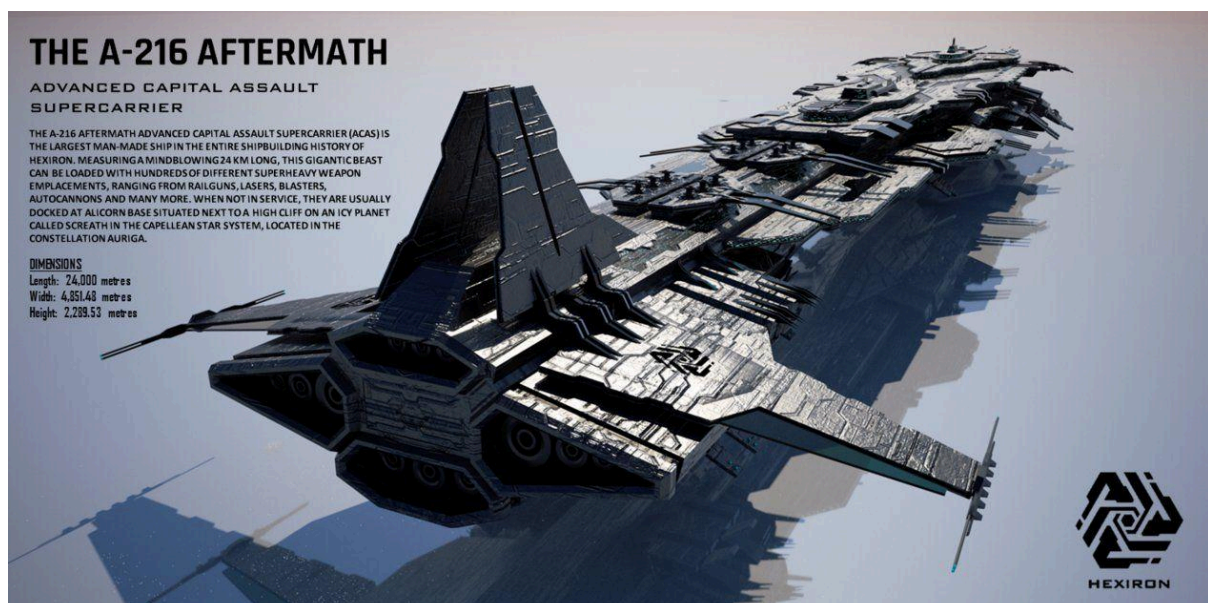
Black Knight Monolith : 500 CP

A mobile fortress and command centre equipped with tons of weapons, from this command center you can command the armies and tanks divisions around you and launch yourself in battle from your own Black Knight armor (provided in the monolith). Be warned that you are likely to be taken as a huge target. (here put on scale with a Behemoth and a Plasmyr)



Black Knight Aftermath : 600 CP

One of the twelve Supercarrier Dreadnaught that defends the factory, how on earth did you get it? These ships are filled with thousands of lesser spaceships and literally covered in weapons, the only other ship that could match them in weapons is another Aftermath. They are equipped with Supercapital Danium Accelerator Canon (S.D.A.C.), able to shoot special Danium exterminatus shells



THE 120,000 mm DANIUM SHARD

OF THE SUPERCAPITAL DANIUM ACCELERATOR CANNON

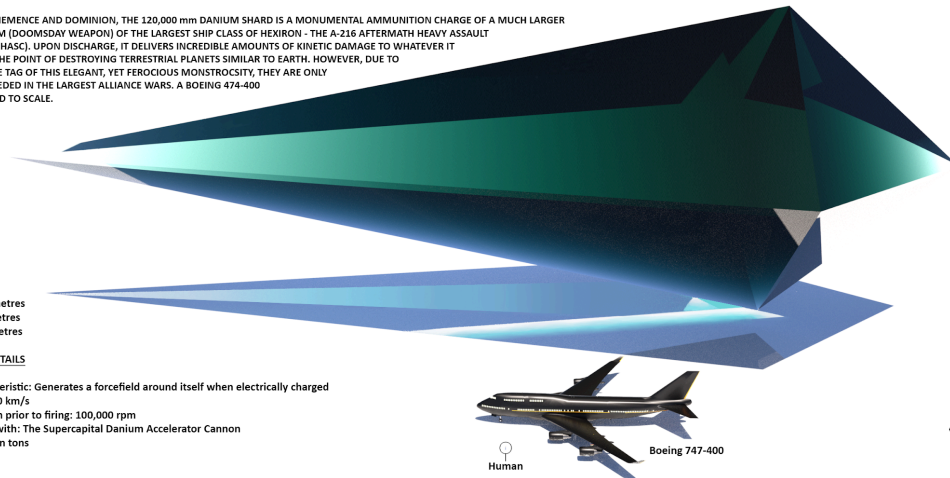
AN ICON OF VEHEMENCE AND DOMINION, THE 120,000 mm DANIUM SHARD IS A MONUMENTAL AMMUNITION CHARGE OF A MUCH LARGER WEAPON SYSTEM (DOOMSDAY WEAPON) OF THE LARGEST SHIP CLASS OF HEXIRON - THE A-216 AFTERMATH HEAVY ASSAULT SUPERCARRIER (HASC). UPON DISCHARGE, IT DELIVERS INCREDIBLE AMOUNTS OF KINETIC DAMAGE TO WHATEVER IT HITS, EVEN TO THE POINT OF DESTROYING TERRESTRIAL PLANETS SIMILAR TO EARTH. HOWEVER, DUE TO THE HEFTY PRICE TAG OF THIS ELEGANT, YET FEROCIOUS MONSTROSITY, THEY ARE ONLY USED WHEN NEEDED IN THE LARGEST ALLIANCE WARS. A BOEING 474-400 HAS BEEN ADDED TO SCALE.

DIMENSIONS

LENGTH: 370 metres
WIDTH: 120 metres
HEIGHT: 120 metres

ADDITIONAL DETAILS

Unique characteristic: Generates a forcefield around itself when electrically charged
Firing speed: 50 km/s
Rate of rotation prior to firing: 100,000 rpm
Weapon used with: The Supercapital Danium Accelerator Cannon
Mass: 31 million tons



Danium Cache : 400-600 CP

How did you even get it, only Singularity knows how to produce it?

For 400 CP, you will get only ONE crate of Danium, approximately one cubic meter, for 600 CP you will get a crate for each Jump, why is it so expensive, well because the only way to pierce it is with an Awoken Spark or with Danium.

The Factory : 1000 CP

Your very own copy of the factory, built by Singularity, run automatically by robots, with all of the weapons, defences and vehicles available for you and your army of slaves. However you will not have access to the Danium resources you will just have to find some "raw materials" to produce your own.

Capstone Bosted : You are now able to teleport the Factory anywhere you want and it will now be able to capture Benefactors and Sparked Jumpers on it's own, enjoy!

Cannibals :

Explosives : 125 CP

Enough explosives to destroy a small building, there are Danium frag grenades and Poisoned flash grenades that produce a cloud of toxic smoke. Have fun !

Traps : 200 CP

Enough traps to ... trap, 20 Jumpers, they are covered in a special poison made by the Great Cannibal to harm even Oversparked Jumpers, don't ask about it. They are

easy to install and can take any “theme” you want them to take, because why not having fun while hunting.



Batmobile : 400 CP

My own version of the Batmobile, filled with every kind of poisoned weapon. This absolute (and possibly literal) bleeding-edge of technological marvels is jam-packed with more poisons and hidden weapons then it has any right to hold. This makes for the undisputed least environmentally friendly vehicle of comparable weight class, but you were probably the type to do some “aggressive landscaping” to get to your prey anyways.

Capstone Boosted : You are now able to command the car telepathically. Have fun, and remember to pedal to the metal!



Executioner Gun : 800 CP

There is one thing sure with Singularity, it's the fact that he actually is pretty good at producing weapons. This is one of his guns that has been customised by myself. It has infinite Danium bullets that I also drenched in my poison, this way, even in the impossible event that your opponent has Danium armor, you will always be able to easily kill them.



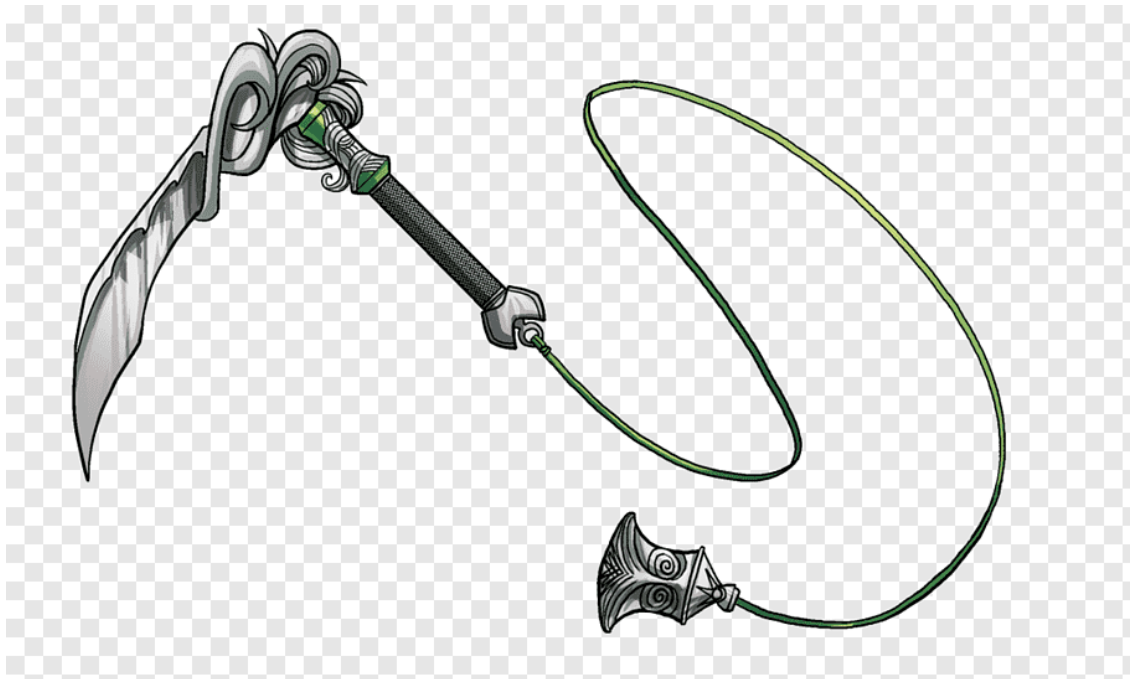
Leather Trench Coat : Free

You wanna steal my look, can't really blame you for that AHAHAHAHAHAHAH! This trench coat is covered in Jumper Ichor, it won't bring you any more defence but apparently it protects you from Danium, Neat !

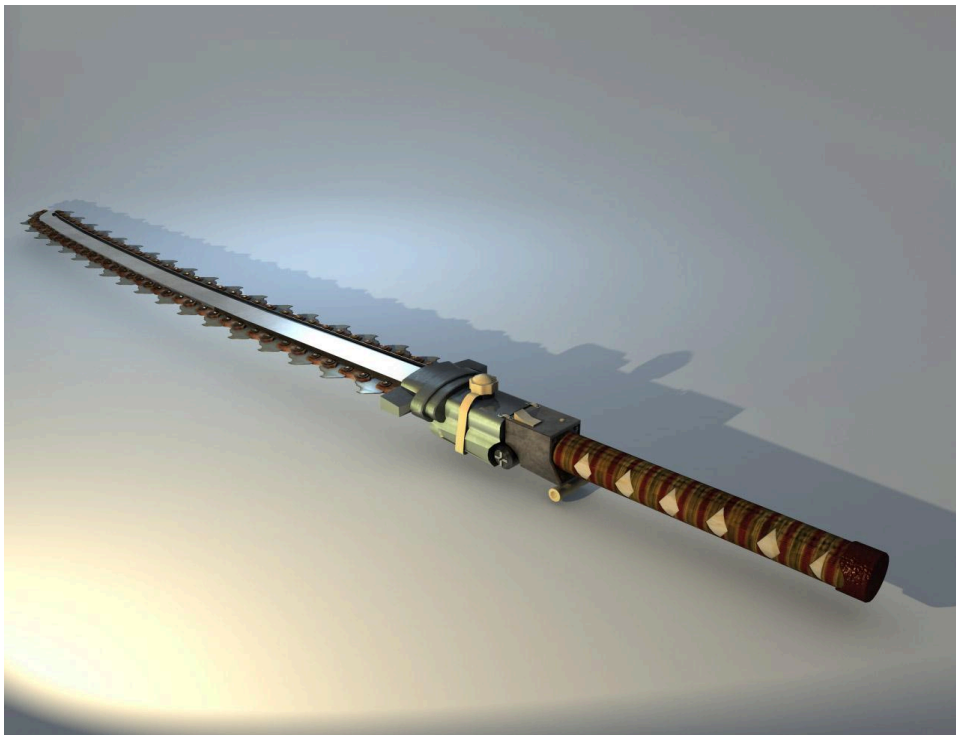


Kusarigama : 400 CP

A Kusarigama drenched in poison, enjoy using the deadliest melee weapon there is against your opponent, it will also make you look cool



Chainsaw-Katana : 500 CP Forget what I said earlier, THIS is the coolest and deadliest melee weapon out there



Dark Cards : 600 CP

Ooooooh, this is getting interesting, now instead of hurting your prey physically, you are hurting them psychologically. In each Jump you will go, including this one, you will be able to choose ONE opponent, for this opponent you will have access to these six cards that will bring back six former opponents he faced before who will help you kill him. I wonder what will happen if you do it on Nerx?



Capstone Boosted : You are now able to summon all of the past enemies of every opponent you may encounter, the only problem with this however is that they will only fight against “their” nemesis, good luck remembering who is the enemy of who.

Flask of Poison : 600 CP

A box full of stacks of Anti-Jumper poison, enough to kill 300 Jumpers. You can kill off a whole Legion with this - a Legion! The box gets filled every Jump.

Capstone Boosted : Forget those dinky little flasks, you are now able to naturally produce this poison internally and to secrete it through your skin, sweat or blood.

Companions

Everybody on Board : Free

This is a war of apocalyptic proportions. You will need as many troops as possible, bring all of your companions, they have 500 CPs to spend on items and perks.

Squad of Jumpers : 300 CP

A group of 12 jumpers from your faction under your power tier, they seemed lost, maybe you could take them into your squad, they have 400 CPs to spend on items and perks

Experienced Jumper : 300 CP

A jumper from your faction with a power tier above you, he will take you as a trainee. He can spend 500 CP

Sparked Jumper : 500 CP Spark-Tier Only

One of the legendary Sparked Jumpers has accepted to come with you. Together there will be little to stop you. He has access to 800 CP

Drawbacks and Scenarios

(No limits to the number of points you can take via drawbacks)

Malfunction : +500 CPs, (Cannot be taken by Renegades)

You remember the part where I said that your free stuff allowed you to use all of your items and perks, well it turns out there was a mistake. You will now only have the items and perks you purchased in this Jump. MISTAKES WERE MADE !

Encounter of the Rick Kind : +500 CP

OH GOD ! OH FUCK ! This jump has become a crossover with the Rick and Morty multiverse, with all of the bullshit and nonsense that brings to the table, good luck ending this war with countless Ricks and Mortys running around, stealing your shit, criticising your skills and choosing to fight for literally anyone before backstabbing them for no real reason.



The Vaults : +800 CP

OH NO ! It seems the experiments hiding behind Singularity's Vaults had escaped, you will also have to watch out for those genetically modified Jumpers that became crazy and attack everyone.



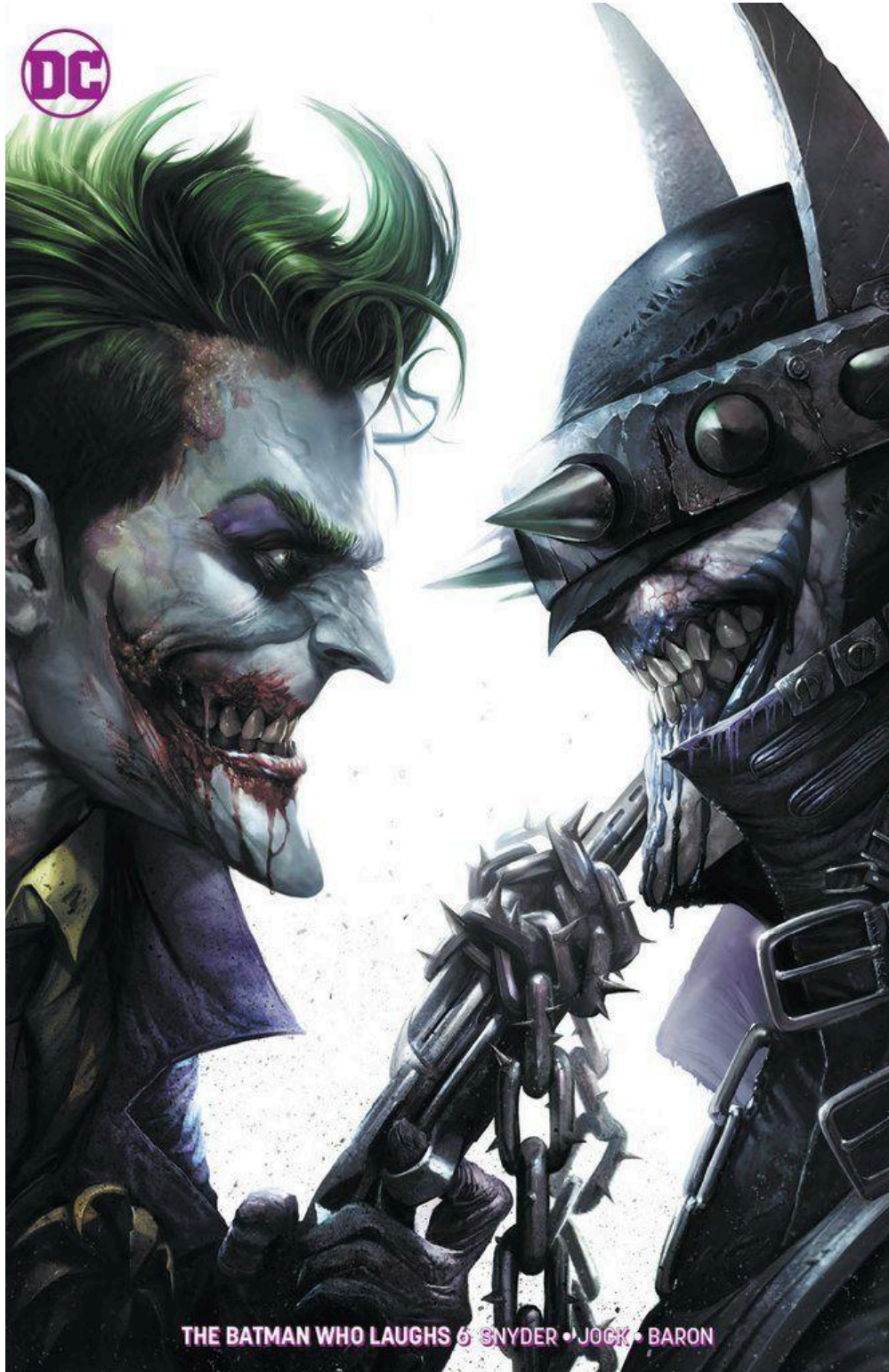
Dark Omnichain : +1000 CPs

At each choice you have made during your chain, you created an endless number of parallel timelines where you took different choices, Spoiler Alert, all of those chains ended bad, and now the ghosts of those failed chains multiverses are spewing all of those nightmares back on the battlefield, all of your companions, all of your opponents, each and every being and monster you have encountered, even the ones that have been living billions of realities away from the world you jumped in. They are all here, and they are all specially here just for **YOU**.



Who are you ? You are Three ! : +1000 CP :

You thought you were unique, well apparently not because it seems that alternate versions of yourself and of your companions/slaves are in the other factions to fight, they seem to have a bone to pick with you.



Dark Jumpers : +1000 CP

Something off occurred, choose a faction you are not a member of, it seems the leader from this faction managed to create 7 copies of you, one of them is literally the dark copy of yourself, powers, perks, items, companions and all, but it seems the other had taken different specialisations such as being centered around magic, melee, psionism, ranged weapons, technologies and pure strength. If you take this with "Who are You ? You are Three !" this will be the case in ALL of the factions that you are not affiliated with.



Universally Hated : +1000 CP

Good News ! You have now officially unified all three Jumper factions. Bad news ! They all hate you and will work together to kill you, Good Luck !

Note : If you take all of the Drawbacks, you now have access to the Endjump known as Dark Omnichain, if you do it, you have a bonus of +1000 CPs.

THE END

Congratulations, you manage to survive the war and made your opponents flee, now it's time to choose :

Go Home : That was enough bullshit for one chain, you're going back on earth now, with everything you had collected over your jumps.

Stay here?: I think it's not going to be possible my friend, this place is going to be destroyed (Jumper and Cannibal)/placed somewhere else (Renegade) but tell you what, you can take 500 CPs worth of stuff before taking another choice (those 500 CPs can't be used on the jump)

Move on : So you already have to go, well see you at the bar I suppose, may you Jump safe and find what you are searching out there.

Or is it ?

ENDJUMP

So you want your spark uh, alright I will give it to you, but for that I want you to kill every Jumper that isn't a member of your faction except the legendary Jumpers (Ereus, Nerx, Robert, Singularity and the Great Cannibal), and if you are a Drop-In you may ask, well now you will also have to do it without allies.

OVERSPARKED ENDJUMP

It's not enough for you, alright, now you also have to kill the legendary jumpers, they have each and every perks, items and companions of each and every jumps except this one, they also have several hundreds of Sparks to empower them even more, good luck !

SPECIAL OVERSPARKED ENDJUMP : DARK OMNICHAIN

Still not enough? You still think that your jumper is special and can take this easily so you want a bigger challenge? Don't worry Pal, I got you covered. Now you will have to make this jump with only your bodymod, your companions and everything you purchased in this jump. You will have to fight and kill everything that isn't one of your companions. Every Ricks and Mortys, every dark Jumpers, every monster, every nightmares, every legendary Jumpers, every being of each and every multiverse that exist will come down to fight you and try to kill you. If you manage to defeat and kill all of them, you will be granted access to the rank of Benefactor, you will now have the possibility to patronize a new Jumper, he will surely learn from your experience.

GOOD LUCK !

Notes

Danium is an element manufactured from the molecules that compose Benefactors and Jumpers, it appears each time a jumper spends CPs in a jump. Manufacturing it requires you to cut them down to the molecular level and to pick each and every Danium atoms separately before regrouping them into a crystal. This element, when he is naturally present in the bodies of Jumpers is harmless, in fact a lot of Jumpers doesn't even know they have Danium in them. But on itself, Danium is both nocive and toxic, being literally composed of CPs, if a Jumper is in contact with it will lose all of his powers, items and perks he had buyed in his chain. But if a Jumper is exposed to a prolonged contact with Danium, he will even start to lose the memories he had made during his chain. Danium is an element that can be easily infused into anything related with CPs, mostly weapons, vehicles and perks, adding it's dangerous effect to them.

I don't think I have to explain to you why possessing it is considered a war-crime in the Council.