



Madness Combat Jump
By Echoanon

Jumper, what are you doing here? No, wait, don't answer that. Just, run. Get out of here now, before you join the madness!

...You do not wish to leave? Fine then.

Welcome to glorious Nevada! This might look like your normal everyday earth, but don't let that fool you. The state of Nevada is run by the Sheriff, who controls it for his mysterious Organization. A certain Hank J. Wimbleton has a grudge against the Sheriff, and will soon begin attempts on his life. If these continue, the Sheriff will activate an Improbability device out of desperation. It is advised you don't let this happen.

Origins

You may choose whatever age you wish, and change your gender from last jump for 50CP.

Drop-in (Free)

You have no idea how you got here. You woke up on a bench in a park, with nothing on you but your clothes.

Checking a pocket, you find a note, signed by an "A", saying you've been scheduled for a meeting with the Sheriff.



The Savior (100)

You've always fancied yourself a bit of a religious one. You've volunteered for Church before, to help those who needed however they needed. Now, now more people than ever are in need of your help. The Sheriff and his lackey's oppress the people, levying harsh taxes and treating them like dirt. If you have a say in it, this will END.



The Protagonist (100)

You don't know why, but you've always been good at killing things. From the smallest insect struck down with unerring accuracy, to the biggest animal, shot down for food, to even people who displeased you. Now, now you might use these talents for good, or at least to remove an threat. The Sheriff rules this town with an iron fist, and his agents are on every corner. One way or another, he needs to be removed.



The Clown (200)

You love the sight of blood gushing out of bodies. It's why you became an assassin. To better help, you've even got a clown disguise. After all, who would suspect the clown to be an world-class murderer?



Perks

Perks discounted to Origin, 100CP perks free to their Origin

Drop-In

Weapon Manifestation (100CP, Discount to Origin): You gain the ability to manifest weapons from your body. You can manifest weapons dating up to the twenty-first century and beyond, with the ability to manifest these weapons getting harder the more advanced they are.

Possessive Empowerment (200CP, Discount to Origin): Congratulations Jumper, you now have the ability to possess people! Well, not really possess, per se. You can emit tendrils from your body that, when applied to a person, greatly increases their physical abilities and tactical acumen, while leaving them with their own mind. You may only generate four of these tendrils to possess people at a time. The physical changes, like ominous glowing red eyes, are extremely noticeable though.

Amorphous Body (400CP, Free to Origin): You gain a body composed almost entirely out of shadowy flames. This body can flatten into a small pool, transform in various ways, and is almost immune to physical attack, thanks to its semi-gaseous nature. Be aware, however, that energy attacks seem to hurt it just fine. After the jump, this becomes an alt form.

Corpse-eater (600CP, Discount to Origin): Disregard the not entirely accurate name. You gain the ability to suck in the bodies of the living and dead to boost your physical abilities. Doing this can make you overwhelmingly huge, the tallest observed height being about the same as a three story building.

The Savior

Expert Aim (100CP, Free to Origin): You could win a gold medal at the Olympics with your aim. You are capable of hitting people miles away with the average rifle.

Preacher (200CP, Discount to Origin): You have the oratory skills capable of making a dozen people mesmerized. You gain a boost to your charisma, and as a bonus, receive intimate knowledge of the bible.

Telekinesis (400CP, Discount to Origin): You seem to have gained a powerful ability jumper. A blessing from the Lord? You've gained some impressive telekinesis, with enough power to throw the roofs of buildings away, and enough finesse to create a telekinetic shield that can catch and redirect bullets.

Holy Man (600CP, Discount to Origin): You are quite pious, aren't you? You seem to have a connection to holy artifacts. You appear to have been given the ability to use most holy items, even ones that others could not.

The Protagonist

Weapon Mastery (100CP, Free to Origin): Many in this world can wield a weapon with proficiency, but you have true mastery. You can wield most weapons with the same level of skill as people who have trained with them for years.

Tactical (200CP, Discount to Origin): You have a masterful grasp of tactics. You could know if someone were waiting to gun you down on the other side of the door, grab a body to use as a shield, and then toss an exploding canister through. This effect persists even if, say, you were to be turned as dumb as a beast.

Painless (400CP, Discount to Origin): You possess great will Jumper. Great enough that you can ignore most pain. Just for an example, you could get shot in the head three times, and still muster up the ability to press the trigger of the detonator for the explosives you're wearing and take those who killed you down with you.

Plaything of Gods (600CP, Discount to Origin): So. You've died. Perhaps it was during a murderous rampage, or maybe it was saving a life. Regardless, you are dead, and the gods just can't have that. You are far, far too entertaining. They will revive you from death once a jump. After that, you are own your own, for even toys can get boring.

The Clown

Improvised Weaponeer (100CP, Free to Origin): You find that you are able to wield improvised weapons, such as, say, a stop sign, with much better skill.

Unpredictable (200CP, Discount to Origin): You're a bit touched in the head, aren't you? Your movements are so random and odd that all but the most skilled opponents will find it hard to predict them.

Determined (400CP, Discount to Origin): You are truly determined to fight to your last breath. Even critical wounds will be unable to stop you until you die where you stand. Even then, your spirit may linger on in your body, just waiting to find a way to revive itself. Though, of course, the chain'll be over, so who cares?

Improbable (600CP, Discount to Origin): Huh. It seems as if someone has performed a little brain surgery, and installed an Improbability Device inside your head. Who created the Device is unknown, but its effects are clear. It gives you a sort of demented toon-physics, allowing you to pinball from the ceiling to the ground to the floor in rapid succession, or burrow through the ground very quickly. This does NOT make you as durable as the toon, you're just as killable as any mortal being.

Items

First item for every Origin is free to that Origin. Other items discounted.

Generic

Armory (100CP): Well, this is quite the collection of weapons! Every few months, a few crates arrive containing weapons as advanced as the modern day, and far more weird, such as the Megachette.



Drop-in

Device Tracker (100CP): This is a neat computer. Someone seems to have downloaded a program onto it that tracks something called Devices and their current status. This computer is very durable, strong enough to withstand an RPG exploding in its vicinity. Post-jump, it is able to track objects of similar importance.

Dark Sword (300CP): The blade of this sword seems to have been made entirely out of darkness, with a red aura around it. The blade, despite its appearance and seeming make, is very sharp, capable of leaving large gashes in stone floors.

Cloning Facility (600CP): This is a large building, containing about a hundred man-sized vats. Checking the computers nearby reveal they're intended purpose was for cloning an disposable army within a year. Indeed, a full batch of clones finish in about a month. There also seem to be some training manuals for the clones, teaching them techniques and training them. If they trained long enough, they might even reach the level of an ATP Engineer or Soldat.

The Savior

Binary Sword (100CP): An expertly crafted sword with the numbers 3:16 engraved upon it. This sword is very sharp, capable of slicing through a metal mask easily.

TAC-50 (300CP): A very powerful sniper rifle. With enough range to hit something a mile away, and powerful enough to blow them in half, would you ever need another weapon?

Halo (600CP): Hmm, where did this come from? This magical halo gives the wielder the ability to revive dead foes as zombies, and fire dark lasers at enemies to disintegrate them. This also grants a pretty good healing factor, allowing most wounds to heal nigh-instantaneously, though there are some limits. If a building explodes on top of you, don't expect to regenerate from it.

The Protagonist

Collection of Cars (100CP): You receive an antique car circa the 1950s. It runs perfectly, is very durable, and if it is somehow destroyed, a new one will appear a month later.

Shifting Clothes (300CP): You gain a duster coat and a pair of pants. These clothes will automatically shift to treat and cover any wounds you receive.

MAG Chamber (600CP): This is a small, circular chamber with an attached computer console. Anybody placed in this chamber when it is activated grows a good 5 feet, and becomes very durable. They also become fairly dumb, so it is advised you don't place anyone important to you in here.

The Clown

The Mask (100CP): A grey mask. Has no special ability besides possibly being a bit intimidating.

The Stop-sign (300CP): A seemingly normal stop sign, except it only has an exclamation mark on its face, along with a few blood stains. The sign is very durable, even for something made of metal, and could easily be used as a weapon.

Fun-house (600CP): A set of 5 buildings of varying shapes. Each is about five stories tall, and filled with about 100 goons. The first 50 are untrained goons, while the rest are Agents or ATP Engineers. These buildings also tend to be filled with horrible traps. These can be summoned whenever and wherever you wish, but cannot be removed. The number of buildings you can summon is renewed each jump.

Companions

Companion Import: Do you have companions you want to turn into small army killers? Have you befriended small army killers you want to bring along on further adventures? Then this is the option for you. 50CP for companion up to 4, with 400CP for 8.

Canon Companion: Have you grown fond of one of these homicidal maniacs jumper? Well then, for the measly price of 300CP, you could recruit Jesus, the man with the messiah complex, or Hank, the imperturbable army killer.

Drawbacks

Ammo Crunch (+100CP): Uh uh, guns picked up off the ground seem to constantly be empty, leaving plenty of time for enemies to shoot you in the face.

Endless (+200CP): Wow, there are millions of them! Are they mass cloning them? Expect enemy numbers for any mission to multiply by at least ten.

Smoking Kills (+400CP): Ah, you do so love the smell of a burning cigarette. Unfortunately, accidents seem to happen a lot more near you. Accidents that could quickly turn fatal, if you are not careful.

Mook (+600CP): Are you really sure you want to take this? ...Alright then. Every perk and item except for the ones bought here have been removed for the duration of the jump. You must participate in the plot of the videos

End Choice

So, you've managed to survive ten years here without getting gunned down by some superhuman army killer, have you? Alright then, now to figure out what happens next. Whatever your next choice, your drawbacks are revoked, and background memories fade into simple memories for you to use at will.

Go Home:

As fun as the endless massacres and adventures are, they've gotten slightly tiring, and more than a little dangerous. It's probably for the best if you return home. You wake up at your old home, with all your abilities, allies, and weapons.

Stay Here:

This place is full of superhuman killers able to slaughter hundreds of people with ease. The people are oppressed by an organization headed by one of these killers, and perhaps the reason you decide to stay is to help them. Back home, you vanish, your loved ones finding peace and moving on after a while.

The Killing Spree Continues:

Though killing massive amounts of mooks is fun, there are new adventures and armies to be killed elsewhere. You keep all perks and items and continue to the next world.