



Jumpchain: (Gauntlet)

You find yourself in front of a massive tower, you can't see what's at the top, but it seems you are blocked from going any other way. When you do climb it you will be met with the automated defences of the Tower itself, from turrets to robots of all sizes, to just a wall of spikes. There are six floors to the Tower them being the, Foyer, Foundry/Gearworks, Battlements/Warehouse, Logistics, Sanctum, and the Crow's Nest. For the second and third floors it's random between the two options.



You have the choice to stay here either until you truly defeat the Tower by destroying its heart at the end of the Crow's Nest past the Maw, or until you give up and leave yourself. Though by choosing the latter you also forfeit everything that costs CP.

Oh, and by the way, you're taken down to your BodyMod and don't have access to your warehouse or any perks from other than here, don't worry though you won't fail your chain if you die here, also you have:

+0CP

Oops, I guess the budget got cut after last time, don't worry though you still have drawbacks and discounts.

Whenever you begin to climb the Tower, choose one Gun for free and one perk at a discount, and you're allowed to spend CP there on anything you want. After you die then you are sent to the bottom again and can refund CP and drawbacks to fully reallocate them and try again.

Guns:

But you do have some help here, in the form of a pile of weapons sitting on a table having price tags ranging from the negatives to triple digits. You are only allowed to have one on the house or at a discount though but after the first one everything will be at full cost... except for the pistol which doesn't count for this discount.



Peas and Carrots Pistol (Free): It's a pistol, what do you expect? It can shoot small projectiles, and pretty quickly at that.



Portable Pizza Oven (Free/-50CP): It does work as an oven, but it's loaded with sawblades, not pizzas. Good against single targets and it's possible to bounce the shots around corners. Also you can't hit yourself, which is nice.



Babel Gun (-150/200CP): Gibberish! As in it turns your targets into gibs, this rapid-fire rocket launcher hits hard with only a small accuracy problem. Don't try to rocket jump with this though, I meant it when I said it hits hard.



Blatherskite Crossbow (-150/200CP): If you think about it, a crossbow is just the equivalent of a Neanderthal to a gun. Did you know Neanderthals were physically larger and stronger than their Sapiens competitors? Because that also fits the bill here, firing bolts around half a meter long and not moving especially slower than what the other weapons here fire. By the way, blatherskite means someone who talks a lot without making sense, I wonder what kind of person that would be?



Egon's Pride (Free/-50CP): More Dakka! Guns shoot bullets, so more bullets are better then. This thing even fires enough bullets to make you fall a bit slower if you fire it downwards when you're in the air.



609MM Hand Cannon (-50/100CP): So how about instead of lots of bullets, we have one big bullet. It even explodes on impact, so don't worry about being overwhelmed, the bullets are slow though so remember to lead your shots. It has some pretty heavy recoil too, enough to push you up if you fire it downwards midair.



Kegregator (-50/100CP): It fires Unicorn vomit... and by that I mean arcing projectiles that act as landmines when they hit something. Careful though, they don't have any of the fancy stuff that makes you safe from your own mines.



Mini-LHC (-150/200CP): Yes, I mean Large Hadron Collider when I say LHC, yes I know the name doesn't make sense. But regardless the gun fires explosive energy that slows down anything caught in the blast, including you.



Consolation Charger (Free/-50CP): It's a shotgun, what do you want me to say? It looks weird and fires pretty fast for a shotgun, but other than that there's nothing really special about it.



The Hedgehog (-50/100CP): It's a shotgun, but instead of firing regular projectiles it blasts a pile of spiked balls in the general direction you point it. Remember that they are much heavier than normal bullets and will fall off faster, have a much lower range, and even bounce around.

Perks:

Growing Guns(Free here, -200 to keep):

It would be pretty boring if you just had the same weapon for the entire trip up the Tower, so now they can get better! When you destroy or otherwise defeat something, blue particles looking like both glowing spheres and credit card-esque rectangles will fall out of them, collecting these will make your currently held gun better. The power increase is linearly measured in 5 levels, with a 6th available with *Taco Terror*. If you keep it then your other weapons get the effects as well.

Tilting(-100CP):

How'd you even get here? I guess if you are going to keep getting yourself stuck places then here's a way to get out just wait for about 5 minutes and I'll set you back to where you entered the room if it's indoors, or about 10 meters away if you're outside.

Caketown!(-200CP):

You've been doing this for a while, and I appreciate that, so every 25 jumps you get sent to Caketown first, what is that? Well it's a room with a stockpile of resources for the jump you're about to go into as well as some extras if you look for them, and here it's going to show up at the beginning of the Tower. After 50 total jumps it upgrades to appear every 10 jumps, then every 5 at 100, and at 200 it shows up every time.

The below perks are the ones you can use the discount from the beginning on, 50CP perks become free:

- **Bluegrass(-50CP):**

It's not original to say that jumping again in the air makes no sense, but when did any of this make sense? So you can now give yourself a small upward boost while you are in the air, you can do this twice before you hit the ground.

- **Lift Ticket(-50CP):**

So after you use all those jumps, how do you get down? Well this here makes you immune to being hurt by falling, oh and if you try to jump off of the Tower with this, you still find the only path to be one that leads to the base of the Tower.

- **Fireforce(-100CP):**

You aren't just being shot at during your trip, there's a chance that you end up in the Foundry, with its lakes of molten metal, or end up running into one of the many spiked walls or floors. This makes you not need to worry about that any longer, becoming immune to being damaged by static obstacles.

- **TooYoungToDie(-400CP):**

Is the Tower too tough for you jumper? Well I guess you can have this, it makes everything easier, namely by making you take less damage and deal more in turn. It's not really interesting for either of us though so please turn it off before we both end up bored out of our minds.

- **Junkman(-100CP):**

It's a tower made of guns, there's probably good stuff to scavenge after every firefight. Now you are even better at it, finding more when digging through scrap and those robots you just shot.

- **Major Moose(-100CP):**

Interesting how most of the better guns you could have said that they had a downside of hitting yourself, with this you won't need to worry about that though, and why not make it also cancel out your friendly fire, just in case.

- **Tunnel Rat(-50CP):**

When someone runs away from a fight they are often called a coward, but who cares about your reputation when the other option is to end up dead? With this you can temporarily move around twice as quickly but you need to sacrifice half your defences to do so, you do have complete control of when this is active.

- **Taco Terror(-200CP):**

Oh, you want the *exclusive* stuff then? Well here you go, now all of your weapons can one more major upgrade, I'm not sure what it's going to be, but it does make them significantly better than their "fully upgraded" previous form.

- **Lifeline(-100CP):**

Dying is bad, I know this is a big surprise to you but if you really don't want to die then get this. It makes you much harder to kill, and lets you survive with less of you intact, it also gives a slight healing factor, with blood regenerating quickly when you lose some, while cuts take a few minutes, bullet wounds can be gone in hours, and limbs come back in days.

- **Grease Pit(-150CP):**

You are just lucky, aren't you, jumper? First getting stuck with me, then having the opportunity to get this perk. What does it do? It makes this great luck you've been having official, which means you are going to get even better luck, and you want that right?

- **Nightmare(+300CP):**

Oh, you want things to be more difficult then? Well here you go, this “perk” makes everything you fight around three times as tough and deal that much more damage. But on the other hand they do give more rewards if you do defeat them. After this jump this perk is toggleable at any time, but if you go into the Tower with it, you cannot turn it off until you are either killed and sent back to the entrance, or destroy the heart and leave.

Items:

Badges(Free here, -100 to keep):

Throughout your climb, you will be finding small octagonal pieces of metal which all have a symbol on them as well as a ++ or -- on them, when you have these badges on you person you gain effects based on what is on them. For better or worse, you cannot take them off while you are in the Tower, so try not to get the bad ones. Keeping them also means that you will continue to see them show up in later jumps, though the scale of the effect from them is not changed.

Gun Mod Pack(-200CP):

Are your guns not as good as you’d like? Well here is a pack of one of each available weapon mod, each gun can take one mod at a time. The mods are also available within the Tower itself, but unless you buy this, they get locked onto whatever gun they were on when you leave.

Check the [Notes](#) for more information on what mods and badges are available.

Painful/Soothing Siphon(-100CP):

This is something designed to be used with the way that your guns get stronger here, you can either use it to draw your blood and put it into the weapon to act as a

replacement for the normal blue gun xp, or reverse it to weaken the gun but heal you in exchange. It takes about a minute to switch it from one mode to the other.

Jelly in a Box(-200CP):

In the Tower there are multiple types of jelly like materials shaped like cubes. These gels have different effects and are easily differentiated by color. Green ones heal anything inside, Blue/purple slows anything inside (including rate of fire), Red burns stuff, and Motivational Jelly (a light orange/creme color) flings anything inside in the direction they are facing. You can place one type of gel every 30 minutes and it lasts for 5 minutes or until you want it to dissipate.

Cartesian Lattice(-400CP):

This small device is able to project a 5x5 grid of laser emitters in front of you, at first they do nothing(except blind someone who looks right at them), but after a second they arm and are able to cut through steel, and another second later they move forward until the emitters hit something.

Title Drop(-600CP):

Just sign here jumper, for what? Well nothing other than the legal ownership of the Tower itself, the defence systems are still after you for now(don't worry you get control after the jump), but you can bring it with you into other jumps and here it lets you override the elevators to go to any floor, not just the next one up. As well as getting a blueprint of every floor and the ability to choose how they are laid out every time.

Drawbacks:

Silly Dialogue(+100CP):

There really isn't a good reason why you're here, so lets give you one! Every time you climb the Tower you are given a random background and its memories, but also

someone or a group you find annoying talking to you about why you're climbing the Tower. You cannot cut contact with them and need to hold at least a small conversation at the beginning and end of each floor. The backstory and purpose given will not make sense but calling this out won't change anything.

Dropping Bullets(+100CP):

At the ranges you are going to be fighting at you shouldn't need to compensate for gravity, but now you do even though gravity hasn't changed and you can jump around just fine. Expect a bullet to fall to the ground about 5 meters away from where you fire it. With higher velocity projectiles going further and lower velocity ones landing closer.

Guilt Trip(+200CP):

In a few rooms inside the Tower, there are these innocent things called Hugbots, normally if you dare to harm one of them the Tower punishes you by making everything a little more difficult for each you murder in cold blood.

Without this they only show up in the first room of the Foyer, and the elevator room of all floors. But now they are just everywhere, standing on Gearworks elevators, carrying things around in Logistics, and even in more "secret" places. They will not be harmed by anything other than you, so watch your aim.

Secret Hunter Extraordinaire(+200CP):

The Tower has many secret areas, some are easy to find and hard to get to, but others are just past a fake wall. You are now obsessed with finding these secrets, spending far more time in each room to make sure that you've found everything, also running into every wall in case there's something behind it is probably going to hurt, same with falling off stuff when there's no good way down.

Limited Supply(+400CP): Normally the guns here will never run out of ammunition, but now they do, with physical ammo like for the Hand Cannon and Pizza Oven being

on a limited budget per floor and energy based projectiles draining the gun itself which recharges from empty in a few minutes.

TOG-O-DROME(+400CP):

Welcome to the ~~THUNDERDOME~~, I mean... the TOG-o-drome, with this drawback you will be sent to a special floor between the second and third, no that does not mean that it's the third now. When you are here you will have to face three mighty Pipe Organs, which really just look like a haphazard pile of guns pointing upwards, but with spike ball launchers and homing missiles rest assured, it can aim.

"Realistic"(+600CP):

But only when its not in your favor so enemy bullets will move as fast as well, bullets and do as much damage as an explosive round of their size would do. You also need to worry about going deaf thanks to the hundreds of gunshots happening around you, you jumping is also cut down on now that gravity has more of an effect. Also carrying heavier weapons or multiple guns will slow you down, and explosions are much more devastating to you than they look.

TOG_umlame_SUPER0451LOL(+600CP):

What was that? I felt a twinge of disappointment, like I cheated to get something I should have earned... probably nothing, anyway you're now fast, like uncontrollably fast. So fast that you run up a ramp and just keep going up, circle strafe around a room but accidentally shoot yourself by outspeeding your own bullets, and let's not forget the classic of not stopping in time and running off a cliff. Also you are very small, so your weapons have to fire smaller and weaker projectiles in order to still be able to be carried. And instead of getting part of you hit by a bullet, the bullet is large enough to just carry you with it, not necessarily intact may I add. Oh and that disappointment for cheating is on you too, since you chose to take this drawback.

Companions:

Double Tap(-50CP):

Or triple or quadruple, and so on, with this you can import a companion and they get the same free gun and discounted perk too, and they can take their own drawbacks but only one scenario can be selected for all of you.

Gatling Gang(-300CP):

Same thing as before, you just get a discount on importing 8 companions at once. They still have the same restrictions and benefits as before.

Scenarios:

Pick one:

Diceroll(+200CP):

Every room you go into activates a random effect, the odds are evenly split between good and bad for you. For example you can perceive time as either at half or double speed, deal more or take more damage, have great or terrible luck. Effects are not all like that, there are some which don't have a good counterpart or a bad one.

- **Snake Eyes(+400CP):**
- Remember how I said that the odds on the effects are evenly split? Well not anymore, now the chances to get a good effect are 1:10 by default, and the more dire the situation you are in the worse they get.

Hotfoot(+100CP):

Being on the ground is boring, you've been doing it for so many jumps that you should probably try something else, so now you have an infinite number of jumps midair. But to make sure you use them you also get hurt every time you land also if you stay on

the ground for more than a few seconds(unless you're in an elevator), whatever part of you is touching it starts to feel like it's on fire.

Mystery(+300CP):

Was Diceroll too random for you? Well how about this instead, every item, gun mod, and badge is now replaced with a mystery box, which means that you get something random, including negative effects or explosive mods on close range weapons.

High Roller(+600CP):

One shot, one kill. Both you and your enemies do significantly more damage, to the point where getting hit once is lethal and unless you have Egon's pride, you will do the same to anything smaller than a Tank. You also get an extra gun in the Stavenator, which fires a column of four parallel lasers which bounce a few times when hitting anything.

Rubberband(+200CP): The moment you walk into the Tower, you suddenly forget how to run, you can slowly walk fine but for going fast you have other options given to you. The two extras are the Rubberband gun which pulls you in the direction you fire it, firing faster and with more force as it's upgraded, and Old Painless is a minigun with enough recoil to push you up when fired downwards in midair, gaining extra fire rate with each upgrade.

Endless(+200, can be taken with another scenario):

Feeling confident then? In endless mode everything is more difficult as a baseline but when you destroy the Tower's heart you get sent back to the Foyer, with all the equipment and power you had before. With this you can keep going for as long as you like, but you can only leave when destroying the Tower heart for the third time in one run.

Congratulations!

Now you've destroyed the heart(and have gotten your story resolved if you took *Silly Dialog*) you're free to go!

But first have this:

The BIGGEST Gun(Reward for destroying the heart):



See that thing on the Tower? Yeah that giant gun, well now you get to make it fire at anything you want as long as it's far enough away since the barrel is 1km long and will just whack anything closer than that. The rounds fired are about the size of an elephant and are configured as explosive shells. You can fire it once per month by default but every time you've destroyed the Heart here, you get another shot at the beginning of the month. Shots will take at least a minute to travel and the Tower cannot be attacked, both of the previous are negated if you brought it with you using *Title Drop* where it will be based on where you imported it. You cannot stockpile shots between months.

The question is though, what are you going to do now?

Stay:

You like it here? Even with the Tower constantly trying to kill you? Well feel free to stay then, now all purchases are free and you may pick as many scenarios as you wish. But you can't leave now.

Go Home:

Had enough of being shot at constantly? Alright, you can go, but before you leave, feel free to refund and reassign your points since I'm letting you keep any perks and items you have.

Continue:

What good are all these perks without a reason to use them? Well the next jump is right there so c'mon, let's keep going. You don't get the refund though, you only keep what you can beat the Heart with.

Notes:

Badge List:

All of these have a version that increases them and another that decreases them, the positive version is being described.

Name	Appearance	Effect
Damage		It makes you hit harder, what did you expect?
Armor		It makes you take less damage, obviously.
Speed		Go faster.

Jump Count		Get the ability to boost yourself up once in midair, get another to do it twice and so on for more of them. (Bluegrass effectively starts with two of these)
Jump Height		Each time you jump, either off the ground or in midair, you go higher.
Crits		When you hit something you have a higher chance to deal twice as much damage as normal, caps out at a 25% increase in your odds.
Difficulty		Makes everything harder, your enemies are tougher and hit harder.
Experience rate		Your weapons from here gain power at a quicker rate, also applies to other weapons if you keep <i>Growing Guns</i> .
Item Recharge		Makes anything you use that has a need to be recharged or refueled gain charge or energy faster.
Luck		Things just go your way more often, it does cap out though so you can't just stand in front of a gun and have it <i>luckily</i> jam.

Health		Your capacity for taking damage is better, you still get hit as hard, but proportionally it's less important.
Random		It's one of the others on this table, but you don't know which one, it can be an increase or a decrease.

Gun Mod Pack: List of mods and their effects

Gun mod name:	Appearance	Gun mod effect:
Seek		All bullets fired have a homing effect.
FireMine		When hitting something make a sphere of fire that lasts a few seconds.
Crit		Heavily increases the chance the shot hits a vital point or generally does more damage.
Vampire		Every shot landed heals you for a small amount.

TNT		Bullets explode whenever they hit something.
Mines		On impact a mine is created, it takes a second to arm and can't be moved from its original location, but it will explode on its own in a minute.
Uber		Projectiles fired are much larger and deal more damage.
Bounce		Makes bullets bounce once when they hit a surface.
Precise		Gives the gun near perfect accuracy and next to no recoil.
Rapid		Makes the gun fire around twice as fast as before.
Spread		Triplies the amount of projectiles fired, but decreases accuracy and damage.

Stun		Makes the shots and movement of the target slower.
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