



Serious Sam Jumpchain

By DOOM-Knight009

Some time in the future, or the past, depending, mankind will run afoul of an ancient, inscrutable alien entity they will swiftly dub Mental on account of how, well, mental his armies seem to be. Cyborgs, undead, eldritch abominations, horror movie rejects... The conflict, sadly, does not go well for mankind, and they are quickly whittled down to one, lone defender, Sam 'Serious' Stone. For a time, it is Sam alone that carries the hope of mankind's salvation across ancient Egypt, Babylon, Medieval Europe... But now, well, maybe he'll have some help. Or another enemy.

Oh, yeah, and, just a warning, Mental will know that you arrive and where you arrive. He's kind of BS powerful like that.

Either way Jumper, take these 1000 Serious Points (SP) to help you survive in this truly, utterly SERIOUS world.

Origin:

Serious Survivor: (Free) Oh, so, you don't want to be the star of the show? Well, that's fine I guess. Discretion is the better part of valor and all that. Fair's fair, you won't be getting shot at, slashed, or blown up nearly as much as a guy like Serious Sam, and that alone might be worth it to you. Besides, sometimes the meathead running around drawing all the aggro needs someone like you, someone who thinks first and shoots later.

Serious Soldier: (Free) Oh yeah, now we're talking. You must have gone to the Serious School of Asskicking™ (Not Really)! Mental's armies know you by name and you cut them down by the thousands! Numbers are meaningless when you're SERIOUS. But, Sam is still probably better than you. Don't feel bad.

Seriously EVIL: (-400 SP) Or, you know, you could be like Mental. A psychotic, megalomaniacal alien of unknown form and unfathomable power. You would be one of the only two remaining Hum-Tah in the universe, the other being Mental himself, though you are far weaker. Still, you are powerful enough that you would be considered a god to most sentient life. Of course, such power is going to cost you... Take the 'Seriously Mental' and 'Serious SHIT!!!' Drawbacks for no points.

Location

You choose, really. Because regardless of where you start either Mental is going to find you and throw his high-uncountable hoard at you or you are a mad Hum-Tah and you can go wherever you want to with your BS plot-power. Ancient Egypt, South America, Ellenier, Sirrius, Etc. Where you want to start throwing down is your call.

Perks:

Discounts are Half-off to the respective Origin.

General Perks

SERIOUS WAAARRR!!!!: (Free) Because Serious asskicking deserves a Serious dose of hardcore rock and roll to go along with it. Henceforth, you have the entirety of the Serious Sam Soundtrack at your disposal. And you can set it to trigger automatically at sufficiently dramatic moments, or you can will a particular track into existence whenever the mood strikes you. Both you and those around you can hear these epic chords, though you can toggle the latter.

Serious Snark: (-50 SP) Because every mass-murdering super-soldier (or evil overlord) needs a stock of cheesy one-liners to toss out at opportune moments. You now have an unlimited supply of witty remarks made to be delivered pre or post mortem for all your soon-to-be victims. Badassery of the lines may vary.

Serious Survivor Perks

Seriously Smart: (Free/-100 SP) You'd think in a world so utterly filled with violence on a grand scale that brains wouldn't be much of a must-have. Well, you'd also be seriously wrong. Because both Mental and the ancient Sirrians seemed to just love throwing curve-ball puzzles the way of a budding hero. Never going to be a problem for you though. Block-puzzles, valve-puzzles, jumping-puzzles... you can breeze through them like they're a wet napkin. Nerd.

Seriously Secretive: (-200 SP) You have a, shall we call it a sixth sense for "Secrets." You know when there is one nearby, and vaguely the direction of it. Now, what is a Secret? It could be a secret stash of ammo or medical supplies. Maybe a secret new gun. Or maybe just a button that shoots out a boxing glove and knocks you out, because Mental. Post-Jump this perk broadens a bit to cover things not exclusively tied to warmongering. Like, oh, finding a hidden gem of a restaurant for example.

Seriously Sneaky: (-400 SP) Mental's hoards generally seem to have perfect senses. Like, stick one toe into their line of sight and they all come barreling towards you at once. You though, you seem to slip beneath their notice. So long as you aren't doing something to draw attention to yourself, like shooting them, Mental's forces will not notice you. The upper echelons of his army though, Major Biomechanoids and up, will still see you if you try to just walk by in front of them. And enemy "Bosses" ignore this perk altogether.

Serious Cheater: (-600 SP) Wait, how did you... Oh, oh well. Your pride I guess. You have somehow gained access to a very literal 'Cheat' menu. Wherein you can do things like modify the health pool of your enemies upwards or downwards from "Fucckin Stronk" to "Fart in their general direction and they die." (200% Health to 10% Health) And you can do the same thing for your own health. Other options exist, like toggling infinite ammo, enemy visibility... Short of an invincible 'God Mode...' Oh, wait, that's here too. Don't get cute though, God Mode won't save you from getting crushed, drowning, or any manner of "environmental" death. Just stabbings, shootings, and explosions.

Serious Soldier Perks

Serious Skill: (Free/-100 SP) Well, you wouldn't be much of a soldier if you couldn't handle a gun, now would you? This bit of joy covers that in the distinctive style of Serious Sam. By which I mean you now have perfect accuracy as long as you put the crosshairs on the target. Your bullets now also ignore detrimental effects on their accuracy, like wind, gravity, etc. So go ahead, snipe that fool from over a mile away with your sidearm. You won't miss.

Serious Pockets: (-200 SP) Any soldier worth their Serious salt knows that having the right tool to do the job can be the difference between life and death. So, what better way to solve this issue than to simply carry ALL the tools ALL the time? You now have a 'pocket,' that you can use to store all of the everything when it comes to personal weapons and ammo. For reference, Serious Sam generally ends up with somewhere upwards of thirteen separate guns and thousands of rounds of ammo in his back pocket, most of which are bigger than he is tall. Doesn't negate the weight of it all though...

Serious Horde-Breaker: (-400 SP) Mental is going to throw a lot of enemies at you. And by that I mean a LOT. You vs a thousand-plus monsters at a time will be the 'normal' for this Jump. Good thing for you, this perk helps you deal with such obnoxious numbers. Your situational awareness is increased tenfold, assuring that no matter how surrounded you are, you can always accurately prioritize your targets to minimize your current risk. Additionally, you have a damage resistance that scales related to how many enemies you are fighting at once. So sure, that headless kamikaze *could* blow you into bloody chunks if it were alone. But in the middle of a tidal wave of them, it's just going to hurt, a lot.

Serious Successor: (-600 SP) Probably one of the more esoteric lore bits about Serious Sam is that he's not just Mental's nemesis, but also Mental's son. That may sound far-fetched, but then you have to look at Sam's utterly inhuman ability to battle Mental's forces, and then... Either way, you now have a Hum-Tah in your ancestry, and it makes you Serious Sam's physical equal in every way. Sprint forever, tank dozens of rockets with your bare flesh, and physically carry as many weapons around as you want. Furthermore, this perk gives you a limited stock of 'Lives,'

three per Jump, and you can earn more by mass murdering your enemies, with no upper limit. You will be vocally, and loudly, notified when you earn one.

Seriously Evil Perks

Mental Jerkass: (Free/-100 SP) Let's be perfectly blunt here. Even for a psychotic, alien overlord, Mental is a douche. But, never let it be said that his dickery isn't downright *inspired* at times. With this perk, when you set out to troll someone or something, it will be a ribbing that LEGENDS are made of. So much so that your target, if they're still alive, will have no real choice but to marvel at the heights of your dickishness. You won't be making any friends, but, who needs them, right?

Mental Biology: (-200 SP) So you've got this idea, this horrid, abomination of flesh, metal, and bone. Problem is, there's no possible way that arrangement is going to work. But, like Mental, you just don't care, and, it somehow works. Nothing you slap together in this way will ever be smarter than a bag of hammers regardless of how much brains you stuff into it, but your nightmare fuel creations will live. However long you need them to.

Mental Management: (-400 SP) Really, with as completely nuts as Mental is, you'd think there'd be no way in Hell that he could run an "empire" as he does. But, he just does. All the orders are followed to the letter with not a whiff of dissent. You now have this gift for effortless leadership. All you need to do is give a general guideline, and it'll get done. Or, at least those under you will try. No telling if an annoying human will get in the way.

Truly Mental: Exclusive to 'Seriously Mental' (-600 SP) Mental commands magic and technology with a degree of control that defies all manner of understanding and logic. In fact, that's probably exactly why. Mental's mind, what's left of it, operates on another plane of existence compared to our basic human brains. As evidenced by his near omnipotence. This unfathomable power is now yours to command, and you are limited only by that depraved, diabolical imagination of yours.

Items

All weapons purchased below have a special "Serious" enhancement. They will grow in power as you do, so that your growth as a Jumper will never outpace them. For the sake of fairness, this scaling only applies after you finish this Jump, but the effect covers retroactive time and power.

All items, if lost or stolen, will return to your Warehouse in a day.

Serious Sidearm: 1 Free to All. Choose from the following; a Colt Single-Action Army, a 'Zap' Blaster, or a Desert Eagle. Each of these pistols comes with an infinitely regenerating magazine,

though both the Colt and Desert Eagle need to be reloaded. Sounds great, but really, REALLY not the best idea for tackling a whole wave of Kleer charging you down. For an additional 50 SP, you can get a second pistol, and dual wield for some Serious style.

Serious Slayer: 1 Free to All. Choose any Melee weapon in the Serious Sam franchise. The Sledgehammer, the Axe, the Chainsaw, or the Sirian Mutilator. They work exactly as they do in the games. The chainsaw has infinite fuel, etc. Additional brutalizing implements cost 50 SP.

Serious Survivor Items

Serious Small Arm: (1 Free to Serious Survivor, -100 SP) Choose from the following; 12 gauge pump-action shotgun, Thompson SMG, M29 Assault Rifle, XOP Flamethrower, Dual Uzis, Auto Shotgun, Double Shotgun, Coach Gun. You receive the weapon, along with a small cache of regenerating ammunition. For an additional, undiscounted 100 SP, the weapon will be upgraded with a bottomless clip. The Double Shotgun and Coach Gun cannot become 'bottomless,' but you will instead receive a belt pouch from which you can pull infinite shotgun shells.

Serious Sniper: (-200 SP) The Raptor Sniper Rifle is now yours. In addition to receiving a massive damage boost when you utilize the scope, this weapon is capable of one-shotting everything up to a minor biomechanoid. As this is a Jump-backed weapon, the usual 'safety' of firing from the hip is removed, and you can fully enjoy the weapon however you wish to abuse it.

Serious Heat: (-400 SP) For those with a more *playful* bent. The Uni-Directional Microwave Transmitter is essentially a weaponized version of a microwave oven. Point it at your enemies, and watch several dozen of them boil to death from the inside out in a huge arc. And because this is pure microwaves, armor is useless. In fact, an armored target would just suffer more as the metal heats up under the radiation onslaught. Normally, this weapon would have extremely limited ammunition, but for you, Jumper, I'll give it a charge instead, allowing you to fire it, oh, every thirty seconds or so.

Serious Soldier Items

Serious Heavy Arms: (1 Free to Serious Soldier, -100 SP) Choose from the following; XL 808 Plasma Rifle, XPML21 Rocket Launcher, XL4 Laser Gun, or the venerable XM4000 Minigun. This weapon automatically comes with a minor regenerating magazine, though for an undiscounted, further 100 points, the weapon is upgraded to UNLIMITED AMMO!!!

Serious Power: (-200 SP) Choose between the AS-24 Devastator or Sirian Power Gun. Both utterly top-tier murder machines respectively when Sam gets his mitts on them. The former is an automatic weapon that fires piercing shells from a drum magazine. The latter, is a fricking laser

beam that just about insta-hits anything you aim it at. Speed of light and what-not. Bringing out either one can save your life in a pinch. And if you can keep finding ammo for your pick...

Serious BOOM: (-400 SP) The SBC Cannon, unequivocal king of the hill when it comes to damage and hoard-busting. Did I mention this beautiful thing shoots depleted uranium cannonballs? Did I mention those balls, which also explode, are the size of a van? Did you know that anything short of a major biomechanoid is going to get gibbed on contact with a charged shot from this beauty, and that the cannonball will just keep going till it hits something too tough for it to breach? Consider all of those as reasons to pick this godly weapon up.

Seriously Evil Items

The Horde (Minor): (Free to Seriously Evil, -100 SP) Because every Evil alien overlord needs an army to call his own. This purchase grants you a grand total of 10,000 assorted minions of Mental's armies. Up to Minor Biomechanoids. Generally speaking though, you can only field 1000 of them at a time over the course of an hour, else the quantum technomagic calling them into existence breaks down. Throw their lives away as much as you like though, they're all apocalyptically stupid. Lost troops are replenished to capacity every week.

The Horde (Major): (-200 SP) More minions you say? More powerful ones? Look no further. Anything and everything else in Mental's army you want, you can have, including ONE of Mental's 'Generals,' Mordekai the Summoner would be an example. Kukul Khan the Wind god is not included. If you also have the previous "Hoard" perk, this grants you an additional 1000 troops deployable every hour. They are still embarrassingly stupid, though.

Jumper Institution: (-400 SP) Oh, you like how Mental rolls do you? Well here's your very own fortress pyramid. It can hover to move around, possesses an obscene amount of firepower even for something in this Serious universe, and is borderline indestructible barring a single weak point. But, nothing could ever hit that hard enough and often enough to do anything, right?

Companions:

Partner AI: (-100 SP) Sam has Netrisca, you have, well, whatever you name this one. This helpful voice in your head, cybernetically implanted free of charge, is your mission control. They'll give you helpful pointers from time to time, and their knowledge banks will be updated every Jump after this one with the equivalent of a college degree in General Studies. So you'll get your own little library in your head, reading excluded. You can design their initial personality and apparent sex for free. Though, Netrisca has gone through a number of personality shifts...

The Serious: (-400 SP, Cannot be taken by ‘Seriously Evil,’ Exclusive with ‘Serious SHIT!!!’) Sam ‘Serious’ Stone himself. Business first, he comes with ALL the ‘Serious Soldier’ Perks, Secret Sense, his AI Netrisca, and a warehouse full of whoop ass. On a personal level, Sam’s more than a bit of a goofball. He’s cocky, witty, full of one-liners, and ABSOLUTELY Serious when it counts. If you wanted a wingman to kick ass with across the Multiverse, you won’t find much better.

Drawbacks: Take a maximum of two. If you took the Origin ‘Seriously Evil,’ you may only take one.

Tourist Difficulty: (Exclusive with Scenario) +100 SP. Oh, poor Jumper, are you scared of what awaits you? Well don’t you worry your precious little head. Enemies will hurt you less, take less to kill, and your health regenerates all on its own. Why is this a Drawback? Because this “Easy Mode” comes packaged with wholesale in-universe acknowledgement of how much of a pussy bitch you are. You will be stuck wearing a bright pink baby bonnet and sucking on a pacifier for your entire ten-year stay, and both are 100% indestructible, immovable, and cannot be hidden by any means. Your enemies may be dying faster, but more so from laughing at you, probably. And people will know Jumper, even in future Jumps...

AAAAAAAAAHHHH!!!: +100 SP. Headless Kamikazes. Serious Sam hates them, and you are going to as well. Seems like every firefight you get into, at least thirty of the bastards pop out of nowhere to rush you down, and they seem faster than usual. If your Origin is ‘Seriously Evil’ they won’t be trying to kill you, they’ll just linger, screaming constantly, and just drive you even more up-the-wall mad than you already are.

Seriously Mental: +100 SP. You know that Mental has been the last of his kind for eons, right? You don’t go through that and come out without a lot of psychological issues. And of course, that would explain why Mental seems to act like a toddler 95% of the time. Now those issues, are your issues. These brain ailments aren’t likely going to get you killed, but you’re going to be wasting a lot of time on fruitless, infantile endeavors.

Not so Serious: +200 SP (Exclusive with ‘Too Serious’). Wait, wait a minute. Why do all of your guns look like toys? And why are you getting chased down by... exploding clowns on unicycles? Well Jumper, looks like you’ve ended up in the world of Serious Sam II. Expect a great deal of jokes, many at your expense. And your enemies, while still unquestionably lethal, probably won’t earn you much respect if you tell tales about them.

Too Serious: +200 SP (Exclusive with ‘Not so Serious’). Ugh, why is everything so gritty and grim? And there are, actual people around... oop, nope, now they’re dead. This is what we call “grimdark,” Jumper. You might be skating through the battlefield like a rose with nothing

sticking to you, but the people that spontaneously cross your path? Dead, over and over again in increasingly gruesome and tragic ways. Counts for Companions too, and their competence will take an apocalyptic nosedive.

Fucking KLEEEER!!!: +400 SP. Maybe you pissed on their planet in a past life, Jumper, because the Kleer really, really seem to have a mad-on for stabbing you to death. And they're EVERYWHERE, even the damn toilet seems to have Kleer popping out of it to gut your ass. And did I mention that each individual Kleer is tough enough to take a coach-gun shot to the face and keep going?

Mental Difficulty: +600 SP. Are... eh heh, well you're either brave or utterly suicidal. All of your enemies are invisible, except when they're attacking you. Which specifically means when melee enemies are trying to punch you and when shooting enemies are shooting at you. Your only saving grace here is that they still make noise and leave tracks, so... good luck I guess. Fucking hell you'll need it.

Serious SHIT!!!: +600 SP (Exclusive with Scenario) Jumper, I'm sorry. Seems the man himself, Serious Sam, has put you on his shit-kicking list. Granted, he has to divide his attention between Mental and you, but taking this drawback guarantees that Sam will kill Mental with five years left on your Jump-clock. And bear in mind, the games take place over the course of DAYS. Meaning that Serious Sam traveled through time, fought across three whole games, and came within an inch of killing Mental in a WEEK. Worse for you is that Sam is fully functioning on video game logic. Even if you do manage to kill him, he'll just respawn and try again. And he is empowered by the Drawback to be able to kill you, regardless of whatever prior Perks you might have. No "Conceptual" defenses are going to help you here. Run for your life.

Scenario: Ultimate Serious King

Well, first things first, all of your out of Jump powers are sealed, your Warehouse is locked, and all Companions are barred from helping except the 'Companion AI' if you purchased it. You are also deprived of any 'Extra Lives' from **Serious Successor**. You get one shot at glory, Jumper.

Jumper, seems like Serious Sam was offered an all-expenses paid dream vacation. And he took it, because he deserves it. Unfortunately for you, that means the mantle of 'Mental Slayer' falls upon you. You must, in chronological order, Fight through the events of Serious Sam BFE (Before First Encounter), Serious Sam TFE, Serious Sam TSE, and Serious Sam 2 to enter the Mental Institution and kill Mental in the moment where Serious Sam would have been a hair too slow. Again however, you've got one shot at this, and for difficulty purposes, you're gunning on Serious difficulty (That's just under Mental difficulty). That might not sound like much, but a

single extra rocket to kill that major biomechanoid could spell life or death, and dying in this scenario ends your chain.

If you are hard enough, and badass enough to complete this scenario, not only do you get to end this Jump early, but you get a three-stack of the ultimate party favor to commemorate your accomplishment, the Serious Bomb, and you get another every day after you use one, stacking back up to a maximum of three.

End Choice:

Go Home: Yeah, yeah I could see that after the mess you probably made. Have fun back home being a god among men.

Stay Here: Fight forever? You couldn't pick a better place to do it, really.

Move On: That's right, show the rest of the multiverse the power of someone who is SERIUOS!!!

Notes:

-No, I am not exaggerating when it comes to how powerful Mental is. Our only visual of him, and it's a semi-canon one, shows him off as a tentacle-faced abomination like Cthulhu. If he had his wits about him, mankind would already be extinct.

-The Serious Bomb kills anything (except bosses) within a roughly 60 yard bubble. Keep it clear of Companions.

-Post Jump, ammunition for your weapons, if you didn't buy unlimited ammo for it, will spontaneously appear in your Warehouse every few days.