

Voltron: Legendary Defender Jumpchain



Long ago in a galaxy far, far away
A trans-reality comet hit the Galra homeland, creating a tear to the Quintessence Field, a realm of pure energy. Unfortunately, this ticked off the energy beings that lived within the field, leading to them invading this reality. To combat this threat, King Alfor of Altea used the trans-reality comet to create the five Voltron lions.

Working together, the five paladins and their lions were able to beat back the threat and seal the rift...but not without cost. The Galra homeland was rendered uninhabitable.

Driven mad by prolonged exposure to the Quintessence Field, and despair at the loss of his world, Emperor Zarkon chose to wipe out the Altean race, blaming them for the destruction. In the process, he planned to take the Voltron lions for himself and become the emperor of the universe.

To hamper Zarkon's plans, Alfor and the other paladins sent the lions off to the far corners of the universe, and the Castle of Lions-with Allura and Coran on ice-to the planet Arus.

10,000 years later, the blue lion is found on Earth and is piloted by Cadet Lance of the Galaxy Garrison...You start about a week before this happens with 1000 cp.

Origins:

???

Drop-in or pre-existing, feel free to craft your origin.

Race:



Human

The most boring, most common option in jumpchain. Their main organization is known as the Galaxy Garrison...which is a joke considering that the furthest they've gone in manned ships is Kerberos at this point.

Galra- 200

Ah yes, the Bad-Guy race. But while just about every bad guy in this series is at least part Galra, not every Galra is or stays a bad guy. The Blades of Marmora for example.

Take Vrepit'sa and One purchase of Martial Focus for free.



Altean- 200

Diplomats, Scientists, Alchemists. They are capable of minor shapeshifting, and tend to have above-average quintessence levels. Are you from Lotor's world, or have you been frozen for 10,000 years with Allura and Coran?

Take two of the following for free:

Alchemy(Altean), Technological Savant(can be taken twice), and Diplomacy Moves the Universe

Balmeran

The caretakers of the Balmera, who grow the crystals that act as the core of every interstellar starship in the universe. They have contact-based Empathic abilities.





Arusian- [+300]

They're small. Their technology level is the level of huts and stone spears. And...they're surprisingly cuddly?

Krellian(Insectoid)- +300
Same issues as the Arusians. Not Cuddly.



Mer- +100

Mermaids! This one actually seems to be an advanced civilization, going by their communications beacons. They do have the problem of being water-locked though.



Olkari- 150

When the rest of the universe is talking about advanced technologies, they tend to be talking about stuff made by the Olkari. Take Technological Savant(Olkari Plant-tech) for free, and subsequent purchases of Technological Savant are discounted.

Unilu

16 fingers, who cares how many toes, and as they age, they tend to be more inclined towards...dirty dealings?



Taujeerian

I actually don't know too much about this one. Their homeworld, Taujeer, is going to be shedding it's crust in a couple months though.

Puigian

A peaceful, spacefaring race of the planet, Puig. That's pretty much it. What did you expect?





Biiboh- [+200]

Honestly, I don't even know the name of this race. They speak in "Biis" and "Bohs", have the physique of party balloons, and have hands small enough to reach your brain through your ears. That last part is actually kinda terrifying.



Hybrid- (varies)

The prices are a little weird. If both parent races cost cp, you pay the combined result(ex: Altean/Galra is 400 cp.) If only one parent costs cp, then you pay the cost for that parent(Galra/Human is 200 cp) If one parent refunds cp, you only get half the refund(Human/Biiboh is +100 cp. Altean/Arusian is 50 cp). If both parents refund cp, you get three-quarters of the total rounded down to the nearest multiple of 50(Krellian/Biiboh is +350 cp) If you want to combine 3 or more races...HAHAHAHAHA, no.

Perks:

Select one 100 CP perk, two 200 CP perks, and one 400 CP perk to be discounted.

Linguistic skills- 100

Don't you wish that you could understand the Biibohs when they talk? Well, this won't have you do so right off the bat...but you will find it to be very easy to learn their language and any others you choose to be educated on. Good for when universal translators are on the fritz.

Basic Training- 100

Basic training in multiple fields. Piloting, CQC, Firearms, Engineering, Maintenance, etc. Pales in comparison to advanced knowledge and training in those fields.

Master Chef- 100

My... you must be gunning for Hunk's position as the best chef in the galaxy. Your culinary skills are enough that you could even make palatable meals out of *waggles hand* sometimes it's best not to know.

Technological Savant- 200

Choose a focus(examples: bots and drones, big ol' mechs, starships, Olkari Organic tech, Teludav wormhole technology, whatever Slav's primary field is, etc.) You are now an expert in that field. Can be taken multiple times.

Martial Focus- 200

Choose a weapon. You're now an expert with it. Can be taken multiple times, each time applying to a different weapon type.

Alchemy- 200

Oh, hey! You have the knowledge of either the Altean Alchemists, or dark powers of Haggar's Druids. Can be taken a total of twice.

Diplomacy moves the Universe- 200

My, you certainly have a way with things, don't you? I wouldn't be surprised if you could, just for example, unite disparate forces into a coalition to oppose an empire that has a solid hold over the galaxy. Boost to diplomacy skills and charisma.

Ace Pilot- 200

Like Keith, you've got mad skills when put in a pilot's seat.

Cool under pressure- 200

When emotions are running hot, you're able to keep focused. During a hectic jailbreak where your mission target's flailing arms are in the way of something you need to shoot, you can remain composed enough to aim for the opening.

The Bonds of Paladins- 200

Teamwork makes the dream work! Teaming up and working with others is easier for you, especially with others who have this feat. Additionally, you get a boost in power when working with others.

Vrepit'sal- 200

You know what must be done in the heat of the moment, and-even if you don't like it-you have the will to do it even if it most assuredly will come at the cost of your life. A single, decisive, killing thrust.

Secrets of Oriande- 400(requires one purchase of Alchemy)

Wait, you can't have already been to Oriande and passed it's tests...can you? Anyways, you've obtained the alchemical knowledge of Oriande(Which Alfor used to create Voltron, and Allura used to(among other things) access the Quintessence Field as well as complete Lotor's Sincline ships.)

Quintessence Powerhouse- 400

Like Allura, you have outright obscene Quintessence reserves. Enough to bring a Balmera back from the brink of death and survive... and perhaps even more.

Items:

Select one item of each price tier(100, 200, 400, 600) to be discounted.

Space Suit/Armor- Free

Oh, and before anything else, you should at least have some protection from the vacuum of space.

Bayard- 100

This object is able to transform into a wide assortment of weapons. Swords, rifles, whips, cestus things, heavy chain guns and small turret placements, etc. The Paladins of Voltron even punch consoles in their lions with these to conjure all kinds of things for the big guy: Swords, shoulder cannons, thruster wings for FTL, and so on. Seriously, at this price, why wouldn't you want one?

Luxite Blade- 100

In its dormant form, it's a knife. In awakened form, it's the wielder's favored melee weapon type(while things like maces haven't been seen in the media, it doesn't mean that they can't turn into them) May or may not be super effective against druids.

Spaceship- (varies)

Multiple tiers. Fighter(100), cargo ship(200), battleship(400), castle of jumper(400), Atlas Class(400) Infinite Mass Crystal core as well as transformation functions for Atlas not included. Teludav/Wormholer available for 400 options for an additional 100 cp. Vehicle Import friendly.

Supply of Balmera Crystals- 200/600

What's that? You want to replicate the technology of this setting in future jumps, but those jumps don't have the unique materials to make them work? ...Then what's that in your warehouse? I seem to see a self-replenishing supply of Balmera Crystals of various sizes. For an additional 400 CP, you can have a trans-reality comet big enough to build a set of five Voltron lion-sized mechs out of. After the comet has been completely used up, a new one will show up in your warehouse three months later.

Mecha- 400 for core robot(ex: black lion); 200 for others(ex: the other lions)

Form Jumptron! And yes, you can import from other jumps. If Jumper picks this up, they are restricted to forming the head. If not importing, feel free to choose the theme of your robots. Consoles that you can punch with a bayard to trigger various cool things are optional.

And in case you need it spelled out, the super robot can be made up of as few as three parts, and as many as...I dunno. How many do you want? Just remember that the more pieces there are, the harder it can get to come together. Animal theme optional. If you have a vehicle or robot you want to import here to give it an altform, go right ahead.

Trans-reality alloy addon- 200

You want your fighting robot or spaceship to be able to cross the boundary between local universes? Or perhaps you want to be able to enter the Quintessence Field without immediately melting or mutating or whatever. Then this is an absolute must. Non-core robots get this at a discount. Battleships and larger pay double for this option.

Komar plans- 400

Ah, yes...the technology to suck up/harvest all the quintessence of a planet and leave it a lifeless husk. I don't know why you want it, but here it is.

Secret Home Away From Home- 400/600

The universe is a dangerous place with the Galra Empire running around, and sometimes you just need somewhere safe to rest for a while. For 400 cp, you get something on the scale of one of the many Blade of Marmora secret bases...and for 600, you get an entire secret planet! Feel free to decide the nature of the natural defences on your own.

Though if you want it to be hidden in a White Hole, you're paying an additional 100cp.

Robeast/Mechsuit- 600

If you want a fighting robot all your own, but don't want to have it broken up into parts, this is an available option. You get a humanoid mech at the level of power of one of Haggar's Robeasts. If you want something stronger(say, something on the level of Oriande-enhanced Komar Mechs(minus the komar ability)), you'll need to pay an extra 400 CP(No Discount).

Infinite Mass Crystal- 600

How does this even exist? A crystalline source of limitless energy that fits in the palm of your hand. Theoretically, it should be too heavy to even hold considering it used to be the size of the Castle of Lions before...things happened. Necessary if you want a transforming Atlas.

Companions:**Mousey Friends- Free**

Are they the same mice that were frozen with Allura, or are they completely different mice?

Repurposed Galra Surveillance Drone- 50

It looks kinda like a D4 that's a bit larger than your fist.

Kaltenecker- 50

When you purchase one of these Earth Cows, it comes with a free gaming system! ...Wait, isn't it supposed to be the other way around?

Cosmic Wolf- 100

While searching for the source of Lotor's quintessence supplies, Keith met and befriended a space wolf capable of "short" range teleportation. Now you have one too!

Import- 50 for individual import, 200 for mass import of 4 or more

Companions get 600 cp each to spend on perks and items. Companions can take drawbacks, but not the 0 or 600 cp drawbacks.

Recruitment- 100

You want to bring someone with you to future jumps? This'll help with opportunities to cross paths with them in this wide universe and convince them.

Drawbacks:

Ten thousand years ago- +0

Back to the creation of the lions, and before Zarkon went completely mad.

Into the Infinite Multiverse- +0

Oh, you don't want to go to this reality? Perhaps you want to go to one of the other continuities...or maybe one of the fanfics?

Bii! Bii Boh Bi!- +100

To you, everyone seems to be speaking a language consisting entirely of "Bii" and "Boh". To everyone, you are the one that is unintelligible.

Space Mall Most Wanted- +100

Everytime you need something, you need to go to a Space Mall...and every time you go to a Space Mall, Varkon will be there to try and arrest you.

Never Trust A _____ - +100

You have, frankly, an unhealthy hatred towards a certain species. Can be taken multiple times, each time selecting another species.

The Slipperies- +100

What. You're not an over-the-hill Altean are you? Of course not. Alteans only have this happen once in their lives, and only for a couple quintants.

You, on the other hand? You seem to contract this virus once per Deca-phoeb, for an entire Movement.

Baku Swished- +200

Why would you want to travel the universe? You should stay here, where it's safe and warm. ...In fact, you should try getting others to join you in the comfortable outskirts of the Baku forest. It's not like you're being mind-controlled or anything. Heheh...

Garfle Warfle Snick!- +200

Once per Deca-Phoeb, you and your companions are summoned by the all-powerful Bob to take part in his gameshow. If your companions lose, they're unavailable for the rest of the jump. If you lose, you're stuck in his gameshow FOREVER...or fed to the Snick. Have fun~

Quintessence poisoning- +200

Side effects of Quintessence Poisoning can include: Glowing Eyes, loss of appetite, stringy hair, unhealthy skin complexion, rampant megalomania, berserk rage, unhealthy obsession, and trouble getting through doors.

Voltron: Scourge of the Universe- +600

Well, that's not good. It seems that sometime before you arrived, Zarkon was able to get his hands on all of the lions. To make matters worse, his witch, Haggar, was able to corrupt them with her foul magics. What say you Jumper? Will you answer the universe's cries for help after it's mightiest protector has become its worst threat?

Notes:

If you want to pilot your own Sincine type alone, you better be willing to pay the entire fee yourself.

On Okari and discounts: If for your two discounts you select Technological Savant twice, each purchase will cost 50 CP, while fourth and onward cost 100 CP.

The cargo ships I'm referring to in this are the ones that the rebel forces use that are a little bit bigger than the lions, not the Galra ships that get called cargo ships...especially since depending on the episode, they've also been referred to as battleships and cruisers.

Why only discounts on a small handful of perks and distinct lack of capstone perks? Aside from the quintessence booster, none of the perks available have the oomph to justify any higher than a 200 cp price tag. Besides, you know that you're only here for your own Voltron-class super robot.