

Generic Bullet Heaven Jump
v1.0
by LJGV/Sin-God

Bullet Heaven. The term denotes that a game is the opposite of a *Bullet Hell*: instead of frantically bobbing and weaving between bullets fired by foes, the protagonist is a one-jumper army: firing massive sweeping attacks that decimate hordes of foes. In this jump you get to spend a decade in a world where bullet heaven happenings abound. Perhaps you're one of the heroes (or at least the protagonist of such a game), or one of their friendly allies. You could even be one of the foes of such mighty figures, if you wished.

For the next decade you'll dwell in a land of comically wide attacks, teeming hordes of squishy monsters, and noble, notable adventurers with the bullet equivalent of comically oversized anime swords. Have fun!

Take **1000 Bullet Points** to fund your adventures.

Author's Note: *Whoa, a generic game-genre jump. This is my second one of those, with my first being Generic Platformer. For an initial introduction to bullet heavens, click here. Well-known bullet heaven games include (most famously) Vampire Survivors, 20 Minutes Till Dawn, Deep Rock Galactic: Survivor, Brotato, and Holocure: Save the Fans!*

Starting Location

It is possible to use this jump to visit Bullet Heaven settings that do not have jumps, or to attach this as a supplement to an existing Bullet Heaven jump. If you use this jump as a standalone jump, or simply wish to select from the starting locations listed here, you can do so freely.

1: Bullet Badlands
This place has all the makings of a good battlefield… This is a stretch of wilderness between settlements, bullet buildings, and other such structures. It could be an actual badland, a desert, a dark forest, or maybe even a city plaza. No matter where you start, if this is your starting location, you ought to prepare for a fight.

2: Bullet Building
This safe haven is free of baddies and is a place for you to recoup and rest between dramatic bouts. Some *Bullet Buddies* can be found here, and maybe even a *Bullet Battler* or two, if you know where to look.

3: Bullet Base
Oh, this is fun. This is the headquarters of a *Bullet Boss*. Maybe your headquarters? This is where *Bullet Baddies* reside while not engaging in disruptive mischief and tomfoolery.

Age and Gender

You can determine your age and gender freely for this jump, with a lower age limit of at least 18 years old.

Origins

All origins are drop-in compatible. There are two types of origins in this jump, a main/primary origin; the first three below this paragraph, and a secondary tier; all of which are appropriately marked. This secondary tier refers to your affinity with a given type of fighting style and weapon/item type. The secondary tier will give you discounts on relevant perks and items, and as a reward for selecting a given secondary origin, you do get a free method of attack with it, whether it's an item or knowledge of something like a martial art in the case of the melee origin, along with the skills needed to use any such weapon or item if relevant. You select one origin of each tier. All origins are free.

Bullet Battler [Primary]
Ah, a protagonist. You are a terrifying figure, or at least you have the potential to be. You are labeled by fate to be a central figure in this world's lore and to go out on adventures in a dangerous world. Take this starting weapon, you're gonna need it.

Bullet Baddie [Primary]

Oh? This is an interesting choice given the tropes associated with these kinds of games. By taking this origin, you've become a monster of some sort, or perhaps a humanoid foe determined to stop those who possess the assorted skills and weapons of *Bullet Battlers*. Many Bullet Baddies are weak, squishy things, but you have the potential to do more. To *be* more. If anyone can make those silly *Bullet Battlers* learn to feel fear, it's you.

Bullet Buddy [Primary]
Hmm… A respectable role. You are a *friend*. You have allied with the lawful, if not good, forces of *Bullet Battlers,* and you are a supporting character. You have a range of important talents, and are a valuable partner and friend, so don't worry about the dangers out in the untamed Bullet Badlands.

Melee [Secondary]
Ah, so you like to let your foes get up close and personal? A respectable fighting style. Courageous as well. Be bold, jumper.

Ranged [Secondary]
Perhaps a wiser strategy against teeming hordes of foes, you are the sharp-eyed type who tries to reduce the number of foes you have from a distance. Foes would be smart to hide until they get close to you, but if that's not an option for them, the best bet really might be just bumrushing you.

Magic [Secondary]
Oh, hey, look at that! You're a spellcaster. There's something about magic that stirs the hearts of people everywhere, a sort of universal appeal about spellslinging… Oh, sorry. Your magic is a thing to be feared, jumper, and your foes may experience both fear and awe as your spells obliterate them.

Passive [Secondary]
What is that smell? Is that… Is that garlic? No, no, it can't be. This fighting style involves no effort on your part and is simply something about you that harms foes who draw too close. Now, this may not stop them from approaching you, at least if they can withstand the passive damage you deal them, but the ability to completely disregard enemies below a certain level of strength is already a massive buff in a target-rich environment like this.

Familiar [Secondary]
Summoners. Summoners are never alone, and you quite happily exemplify that idea. You can summon friends who are happy to have your back. These friendly fighters are eager to get in the way of your foes and also to knock them out.

Trapper [Secondary]
Are you a rogue? You have the unpleasant abilities of a skilled trapmaker and the natural stealth of a tricky thief. This combat discipline makes fighting you a dangerous proposition, and you are the most likely of the disciplines to inflict things like poison and other status effects on your enemies.

Perks

Origins get their 100BP perks for free and the rest are discounted to 50%. Any perk that feels like it should be toggleable, such as the combat and weapon perks, are toggleable and under your control.

General [Undiscounted]

Friendly Fire [100 BP]
While it's more common for *Bullet Battlers* to have epically dense attacks that strike dozens, sometimes hundreds, of targets at once, it's not unknown for the stronger *Bullet Baddies* to have these sorts of gigantic, sweeping attacks either. So how come their friends, on either side of this equation, don't get hurt? Maybe they have some version of this perk. This perk prevents your attacks from harming your allies. With it, you never have to worry about friendly fire. For neutral parties, you can decide whether or not this protects them on a case-by-case basis, and if you'd rather not deal them damage, it will automatically work for them until you decide they are not neutral parties but foes to be (or they act hostilely towards you).

Secondary Style [200 BP]
Some warriors are multidisciplinary. These rare few figures are feared far and wide. You are one such figure. This perk has two benefits, with the first being that you gain the ability to select a second secondary origin. This particular benefit only persists for this jump, but as a secondary, permanent benefit, you link your skill with two secondary origins, allowing you to potentially become a spellblade, a ranger with equal skill with a sword and a bow, or any other such combination. You can purchase this perk multiple times, gaining a new combat discipline that synergizes with your other skill sets, as well as being able to gain a new secondary origin.

Bullet Bandits [Free for this jump, 400 BP to keep]
Enemies here have a strange habit. Perilous purloiners prefer to pocket powerful possessions, potentially preserving life if it means profitable pirate-like activities! When you get defeated, your enemies will not kill you but will knock you out and steal something of great value to you. There is a limit to this, but essentially, if you get defeated, it'd take the direct command of an enemy of great power to get your foes to cease their normal kleptomania. This also isn't without consequences, as your foes prefer to steal weapons and armor first, and obviously you'll be left weaker for that. When you run out of valuable items your foes will stop holding back, but this enables you to enter into a game of cat and mouse when you lose items as you can recover them by defeating the foes who took them. This also potentially serves as a handy way of ensuring that even if you get defeated once or twice, a normal occurrence in worlds like this, your chain won't end prematurely. This is also true even if you are a *Bullet Baddie* and your foe is a *Bullet Battler*. Remember, some powerful foes can overcome this, but even in those cases you'll have your stuff stolen the first time you fail against them. Just don't bank on them always being merciful and merely stealing your goods instead of taking your life.

Secondary Origin Perks

Auto Swing [100 BP | Free for Melee]
You have an unusual and invaluable skill. You don't get tired in battle. Or rather, you don't get tired when it comes to attacking. You can attack an endless number of times and can even do so unconsciously. You will never stop attacking, so long as you don't want to.

Sword Wave Arts [200 BP | Discounted For Melee]
Is that overlarge sword on your back real, or are you just flexing this ability? You have learned the impressive art of the Sword Wave. This allows you to turn your melee attacks, including your unarmed attacks, into massive projectiles that harm and knock back those who enter them. This is a nasty tactic as it allows you to deny areas to enemies, and of course is also very intimidating. At first, you can only control a single space at once with this ability, but as you gain more experience, you can generate and maintain more than one gigantic wave at once. Unarmed attacks count as melee attacks for this, which can manifest as you hitting foes with a projection of a gigantic fist or sweeping kick. This can be used on non-melee attacks as well, though it's much harder to do so without training (and energy-intensive).

Homing Strikes [100 BP | Free For Ranged]
As befits a ranged fighter, you have the striking ability to lock on to a single target at any given time and fire off attacks that hone in on them and are very difficult to dodge (though this doesn't provide anything like added enemy penetration, so smart foes can sacrifice fodder to protect themselves from your scarier strikes). Projectiles you fire will naturally rocket through the air towards your chosen foe, which can absolutely terrify foes who've never seen this ability before. You also have an exact understanding of the range of your strikes, able to visualize how far any given attack will extend.

Sniper Strat [200 BP | Discounted for Ranged]
Ah, an assassin. Scary. Your buff is simple but potent: your attacks deal more damage the farther away you are from your target. If someone is within arm's reach of you this buffs your attack 0% but if they are any further than that, you begin to deal extra damage. The further away a foe is, the more damage you deal, with no upper limit if you can somehow launch an attack that hits someone. This only counts for attacks you personally (or something like a summon acting on your behalf) launch. This also works if foes try to run from you, which is another unpleasant surprise for them.

Hemomancer [100 BP | Free for Magical]
Well, this is frightening. You have discovered that there is power in blood. And anything that acts like a blood substitute. This allows you to derive energy, be it for spells or for fighting foes, based on the enemies you defeat. This potentially allows you to save up for massive attacks, unique abilities, or other handy abilities you may otherwise possess.

Archmage of Destruction [200 BP | Discounted for Magical]
Your mastery over offensive magic has reached unparalleled heights. You find that it costs you nothing to use simple offensive spells, granting you the power every wizard secretly yearns for: the ability to spam Fireball. Beyond this simple, but darkly potent, ability you have another critically powerful skill: you can change the type of damage

done by your offensive spells. This means you can take the aforementioned fireball spell and turn it into an orb that fires dreadful shards of biting ice, or make it a radiant sphere that explodes in a flashbang-like explosion of radiant light.

Passive Status Effect [100 BP | Free for Passive]
Neat! When you activate your passive abilities for the first time in a battle, you get to select a debuff and apply it to your foes. How powerful the buff is determines how likely someone is to be affected by it, and as you gain more experience with this perk your list of debuffs gradually expands. You start able to slow foes who make the mistake of being in the range of your passive attack, and can reliably expect anyone who enters your aura to be affected by your slowing effect. More dangerous abilities, such as a universal charm effect that turns foes into allies, are more likely to be resisted, but the longer someone is in your aura without succumbing to their wounds or the effect, the harder it becomes to resist.

Automatic Muscles [200 BP | Discounted for Passive]
Your attacks, especially passive ones, actually grow stronger the more damage they get to do to foes. This has a curious... bloodlust effect where when you aren't in battle the buffs you gain from this quickly weaken in intensity, but every foe you beat grants you a minuscule buff that is permanent. It takes a comical number of foes for this to do anything notable in the long run, but over time, this sort of damage-centric uncapper becomes incredibly strong.

Specialized Sharing [100 BP | Free for Familiar]
Your summons are different from the summons of others. There's something more... real about them. Your summons can serve as vectors for things like your spellcasting (allowing you to cast spells as though you were at their location), and when you heal yourself or your summons the healing is copied and spread to yourself and your other summons. This also applies to any buffs you cast on your summons or yourself, and any heals or buffs your allies cast on you or your summons.

From Foe To Friend [200 BP | Discounted For Familiar]
Something about your method of familiar fighting allows you to turn fallen foes into fierce friends. You have the power to subjugate your foes in some manner and magically turn them on their friends. There's two primary ways for you to use this ability: you can temporarily use your defeated foes to launch strong attacks (which will raise them just long enough to launch a deadly attack, such as a final death throe swing of their sword before they truly perish), or you can turn them into pseudo-followers who use their normal attacks on your behalf and who perish at the end of the current battle or if they hit by enough attacks to kill them all over again. Both of these effects are powerful, and clever usage of them (as well as knowledge you can alternate between which ability is used at will) makes you dramatically more dangerous in battle.

Skuldruggery [100 BP | Free For Trapper]
You are strikingly skilled at sneaking. This has the added buff of actually giving you sneak attack damage (doubling how much damage they do), as well as allowing you to be aware of when you've not been detected by foes. This also makes your traps worlds harder to spot and notice, even if you've been spotted by your foes. And yes, your traps also have sneak attack damage.

Trap Master [200 BP | Discounted For Trapper]
You can infuse your traps with status conditions of your choosing when you design them, as well as design them instantly using materials you have on hand. These status conditions can be any type of status condition you wish, from poison to charm, but how effective the condition is and how long-lasting it is depends on how much damage the trap does, with more deadly traps inflicting worse status conditions. Beyond that you have two particularly nasty buffs to your trap making abilities: you can cause your traps to passively recharge and repair themselves over time (with weaker traps needing less time to recharge/reready themselves), and your traps have the striking ability to overcome and ignore things like damage immunities and any sort of type advantage that would otherwise be present and be a factor in damage calculation. This means that something like a door-shotgun trap could damage or even destroy a ghost, and burning traps could damage fire elementals.

Bullet Battler

Beauty Is Only Skin Deep [100 BP | Free for Bullet Battler]
Bullet Battlers can come from any background so people tend to keep an open mind in this world about the importance, or lack thereof, of beauty and looks. You benefit from this in a very real, very appreciable sense. No one judges you based on your looks. They can and will make other judgments, such as relational ones, but this is impressively handy when it comes to having a shot at talking to people before bullets fly.

Powerup Pursuer [100 BP | Free for Bullet Battler]
You can instantly benefit from things like powerups and consumables. Essentially you can, with impressive ease, down a cool beverage in battle and instantly heal from it, or apply a powerup to your bullets, arrows, or even fists with uncanny ease.

Looter Shooter [200 BP | Discounted for Bullet Battler]
Hey killer. If you defeat your foes they leave things behind. Your defeated enemies have a real possibility of dropping everything from hard cash to ammo or weapons, and stronger foes leave behind stronger loot. Enemies will always leave behind something you can pocket for some quick profit. Actually slaying foes produces stronger loot than merely knocking them out, but people you knock out don't actually lose anything when they produce loot for you so if you're sparring you can defeat a pal and pocket the cash they drop without their bank accounts taking a hit. This… may also explain why defeating a wolf can produce wealth or even things like bullets.

Motionless Menace [200 BP | Discounted for Bullet Battler]
This is handy! You no longer have to manually reload or do other such motions for your attacks. You can, and if you do you actually get a small buff to the strength, speed, penetration, or any other such thing of your choosing of your attack, but by default reloading and even aiming are handled automatically. Your energy in battle is better used planning strategic movements and figuring out how to press your foes, than with something like the movements needed to reload a gun or figuring out how to aim a bow.

Simultaneous Striker [400 BP | Discounted for Bullet Battler]
It wouldn't really be a *Bullet Heaven* if you didn't have a silly number of attacks going out at once in defiance of logic would it? You are a master of a… *Speedy* style of combat that allows you to unleash multiple attacks at the exact same time, even ones that make zero sense such as somehow unleashing an arrow, firing a gun, and slashing with a sword at the same time, even if each attack is aimed in a different direction. This requires training to really master, and as you grow more experienced you can unleash more attacks concurrently, but to start you can easily unleash three different attacks at the same time and there's no upper limit to this but it does become harder to successfully train with every new attack you learn to emit at once. This also allows you to pocket and wield weapons in defiance of physical space, giving you a personalized pocket dimension just for storing weapons.

Beyond this you have an eerie ability: the more enemies you attack with singular blows the more damage done. Essentially enemies who try to overpower you with the action economy will suffer for it. Trying to overwhelm you with numbers is not a viable strategy.

It Only Takes One Bullet [400 BP | Discounted for Bullet Battler]
This curious ability is one of the quintessential bullet heaven powers. With this so long as you have a single bullet or some other appropriate projectile on you when a battle starts you can spam that projectile over and over again. This gives you something concerningly close to unlimited ammunition, but a single instance of whatever ammunition you used during the battle is used up. So if you, for example, have a bow and arrow and you get into a fight then you can spam arrows during the fight but when it's over the arrow is used up.

What Doesn't Kill You [600 BP | Discounted for Bullet Battler]
You have a dark ability to grow based on the harm you deal your foes. You have the most quintessential Bullet Heaven power: the ability to grow stronger during battle. As you defeat foes they leave behind some small nebulous energy that you can absorb by getting close to it. Even the weakest foes drop some level of experience, but for something to be an enemy it must actually oppose you, so you don't get experience by attacking trees but you can get some by picking fights and defeating foes. You get more for slaying enemies than you do for knocking them out, but even knocking someone out gives you a bit of experience.

Once you defeat enough foes you *Level Up*. This allows you to improve yourself a touch (making you a bit stronger, a bit tougher, etc, every level up) and improve your weapons more significantly, granting even simple swords new facets. This is decidedly more compatible with certain weapons, and you can sense roughly how compatible this strange system is with a given weapon just by studying it (it's also far more compatible with fiat-backed weapons than it is with non-fiat-backed ones), but all weapons benefit from this to a tiny extent. Perhaps surprisingly, to reflect both the fiat-nature of this as a perk and to buff it, this doesn't reset between battles. At certain points a weapon that has been leveled up enough will fully evolve and a fully evolved weapon is wildly more powerful with wholly new abilities and strength that is leagues ahead of the weapon prior to the evolution.

It does take more experience to level up after each level up, but you can reset your level between jumps, and while this does reset the levels your weapons have acquired it only resets them to the baseline established by their current evolution, meaning if you make a gun fully evolve twice in a jump and reset your levels the gun goes back to level 1 of the current evolution rather than going all the way back to level 1 of its original form. Additionally, there's no upper limit to how much something can grow with this if you're willing to put in the work with it.

Bullet Baddie

Vile Visuals [100 BP | Free for Bullet Baddie]
Enemies in *Bullet Heavens* are strikingly diverse aesthetically. You can find anything from simple real-world wolves and other critters to eldritch abominations determined to conquer the world. You can select the form you take for this jump. This form can't grant you any unusual abilities beyond perhaps something like flight or another motion/movement ability but you can otherwise customize it freely. You are also much more charismatic to creatures visually & thematically like you.

Cruel Companions [100 BP | Free for Bullet Baddie]
Dark entities and forces are drawn to you. You have an ability to be accepted by darker people and selfish entities that is quite surprising, and is in all likelihood quite helpful for your goals. You are able to make darker and more malevolent allies with striking ease, as well as infuse your blows and attacks with dark energy that is hard to heal from and can even poison those with kind hearts and benevolent intentions.

Bullet Barrier [200 BP | Discounted for Bullet Baddie]
You are durable. Not only are you twice as sturdy as you should otherwise be, you have the ability to be hit by massive strikes and lower their area of effect, using yourself to give your allies breathing room. Beyond this you can spend energy to create barriers that cancel out the attacks of *Bullet Battlers* and other foes with massive attacks, forcing them to actually aim and fight strategically.

Big Baddie [200 BP | Discounted for Bullet Baddie]
You are a special type of baddie. You have the ability to control your size at will, (able to double your size, or shrink down to a quarter of it) allowing you to decide how big of a target you are at any given point in time. The bigger you are the more damage you deal, and beyond that you can actually disrupt concentration, allowing you to mess up even the most stoic of *Bullet Battlers*, which can give your allies breathing room. You're a deadly opponent, jumper.

Duelist [400 BP | Discounted for Bullet Baddie]
Bullet Battlers are one-man armies. Some of them even grow stronger when they fight many foes, getting better as they face down wave after wave of foes, or even in the middle of battle itself. You know better than to give such enemies a chance to grow. You excel at fighting such warriors, able to force them to focus entirely on you or else suffer for it. If your foes try to engage with other foes of theirs while you focus on them, their attacks become noticeably less effective: missing more often, doing less damage, and sometimes even failing altogether. This, to your benefit and amusement, does not work in reverse. You and your allies still have the advantage of numbers and can use that advantage to dark ends. Hey if *Bullet Battlers* have attacks that hit hundreds of their foes at once, you need some way to counter that right?

Bad Banditry [400 BP | Discounted for Bullet Baddie]
You have learned from the curious habits of those native to this world and you have become a *Bullet Bandit*. You can down defeated foes and take their possessions without killing them, which when done by you actually makes you stronger and leaves them weaker though by how much depends on the importance of the item (both to the victim

of your theft and generally) you take and its power. Not only do you possess a foe's important item you can also begin to understand and sync up with it, even if it's magical or otherwise personally bound to them in a meaningful way. The more times you beat them the worse this gets, and this leaves them more vulnerable to you, potentially allowing you to transform into something of a mini boss the more you win against singular foes. This also allows you to master the art of non-lethally knocking someone out and stealing their stuff, allowing them to potentially fight you again and again.

Bullet Boss [600 BP | Discounted for Bullet Baddie]
You are no longer a run of the millie *Baddie*. You are now a *Boss*. This comes with a number of benefits, including skyrocketed resistance to all status conditions and outright immunity to instant death statuses or effects which will, from here on out, flatly not work against you. Beyond this you have the ability to summon a wave of minions once per combat encounter for free and more times with expenditures of energy. You can also create a very small number of minions outside of battle, allowing you to create your own servants and minions but when you aren't in the heat of battle this ability is taxing and requires intense concentration and energy. Fate, it seems, wishes for you to do battle…

This also gives you significant buffs to your abilities, allowing you to easily fight on par with a *Bullet Battler* in one-on-one combat, and giving you knowledge of your underlings' capabilities. You are a powerful burgeoning dark lord, and your charisma among other baddies, both in this world and future worlds is much higher than it would be otherwise (with this being even better for creatures like your *Vile Visuals* form, if you took it, or otherwise like you). You have your own ability to grow, one that allows you to extract something like experience whenever you defeat heroes and other such exceptional characters, outright pushing you to go blow for blow with protagonists, named characters, and the like (and the resulting upgrades are stronger the greater the might and narrative weight of the foe you defeated). Your ability to upgrade is less weapon-centric than that of a *Bullet Battler*, focusing on scaling you up rather than making your weapons more neat, and your abilities that are single-target focused gain notable boosts every time you use this power.

Bullet Buddie

Utility = Value [100 BP | Free for Bullet Buddie]
You have discovered that the key to being accepted is invariably pretty simple. The more value you provide for a community the more accepting of you and any quirks you may or may not have. This is especially true if you provide services they cannot, such as you being a magic user in a town without any such figures.

Protagonist Magnet [100 BP | Free for Bullet Buddie]
Somehow protagonists find themselves invariably needing your help. The skills you have almost always lead to heroes and the like knocking on your door. It helps that you also have a bit of charisma yourself, always able to make such figures laugh and get them to relax, so sometimes *Bullet Battlers* and the like will come to you just to unwind. You are also able to provide them with just a little bit of help, perhaps a free buff or powerup that can push them a little further the next time they go out into the scary wider world.

Quest Giver [200 BP | Discounted for Bullet Buddie]
You are unusually attuned to something like the will of the world or perhaps the overarching plot of a given setting. Clues as to the next direction heroes, or villains, ought to go to to advance their goals readily fall in your lap. You could, of course, follow up on those leads but you can also use this to guide others towards where they are supposed to go. People who follow up on leads you point them towards find themselves gaining lucky breaks and are filled with both energy and unusual competence, allowing them to perform better than they ought to be able to perform. You pointing them in the right direction might be what gives them the edge they need. You can also ask them to do special errands for you, and this buffs them as well, provided they try to help you out.

Bullet Builder [200 BP | Discounted for Bullet Buddie]
Settlements and the like exist in this world. And many of them are the result of hardworking *Bullet Builders*. You have become one such person. *Builders* are skilled architects and they have mastered the art of speedy engineering. This gives you some smattering of their skills, allowing you to figure out how to construct safe shelters and with time and experience you naturally intuit how to build larger scale things.

Battlefield Bouncer [400 BP | Discounted for Bullet Buddie]
This ability is… strange. You are able to walk battlefields unbothered by a range of things, and you're even difficult to detect by people you don't wish to be perceived by so long as they aren't looking for you specifically. You are able to explore the battlefields where *Bullet Brawlers* and *Bullet Baddies* clash unbothered by either side and you can even strike up conversations with individuals on either side of these conflicts. Time will freeze for everyone but you and those you're speaking to, and you can ignore projectiles not intended for you. This ability loses its effectiveness when you enter a battle and launch an attack, making you just a normal combatant but before then you can do a ton with this to figure out what's going on. People are also worlds less likely to judge you for the company you keep, but they can and will still judge you for your actions.

Bullet Magic [400 BP | Discounted for Bullet Buddie]
You are well-versed in more supportive magic than is often seen in these kinds of settings. This is, at its heart, a perk that makes you something of a white mage: you can

heal, buff, and otherwise care for others and allies. This underrated skill set comes with a permanent learning/training boost that applies to future attempts to learn support-centric magic and skills.

Bullet Engineering [600 BP | Discounted for Bullet Buddie]
You must be descended from *Bullet Sages* if you possess this ability. You have the ability to engineer items of tremendous power. This is most directly and most obviously applies to creating weapons and armor of earth-shaking power, but it has a number of other uses as well.

You can infuse weapons, armor, and with training and experience other items, with power including *Experience* something all people have within themselves based on the lives they've led (and some people have more experience than others, with the people with the most experience obviously being experienced warriors though some people have experience keyed to different types of lives). People can contribute experience to you for the purposes of allowing you to infuse either into items you create or items others give you (though this is considerably more efficient when you use it on items you yourself created, at least until you've gained a good deal of experience with this power). Items you infuse with experience become stronger for it, gaining new facets, abilities, and potentially even evolving outright. You also have other abilities related to item creation such as knowledge of how to create things like weapons and armor in the first place, as well as how to shape experience into certain patterns to create specific effects and improvements to place onto items. You learn, over time, how to even fuse similar items together into new objects that share the powers of each individual component of a fusion and have reduced weaknesses.

This is a powerful ability and, importantly, one that expands, upgrades, and improves as you enter new settings, giving you a valuable internal database of how to craft local weapons and armor as well as gives you a subtle training boost to efforts related to crafting. As this ability evolves you will eventually gain knowledge of how to do things like apply effects and magic to large areas, starting off with rooms and slowly scaling upwards from there.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 BP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Secondary Origin Items

Blade of Jumper [200 BP/Free for Melee Origin]
This melee weapon is not necessarily a blade but it defaults to it. This powerful weapon grows stronger as you do and is especially receptive to both mundane methods of improving weapons and any systems a jumper may have that allow items of theirs to improve. This blade can be infused with small amounts of energy to unleash sword slashes that are as sharp as an actual slash, and once per combat encounter can be used to unleash a super strike that hits anything and everything you see.

2nd Amendment Jumper [200 BP/Free for Ranged Origin]
Ah putting the *Bullet* in *Bullet Heaven* I see. This gun is a lightweight weapon that can be fired by using actual bullets or with extremely small infusions of stamina and if you fire stamina bullets then they become magical and can deal harm to ghosts and other supernatural beings as though they weren't supernatural. This gun never needs to reload if used to fire normal bullets, but bullets can be charged inside of it that if fired deal double damage, though the gun does need to be reloaded afterwards. It is incredibly receptive to growth, growing stronger as you do, and once per combat encounter it can unleash an incredible ultimate attack in the form of a barrage of bullets that fly into the sky before raining down and hitting every enemy in your vicinity.

Jumper's Crystal Ball [200 BP/Free for Magic Origin]
This magical focus is a splendidly handy item. It is a floating crystal ball that circles you and fires off spells when you are in combat. This crystal ball can hold a playlist of spells which it cycles through every few seconds. This powerful focus can hold up to five offensive spells and three supporting/defensive spells, and it can cast up to one of each category simultaneously. It is easier for the crystal ball to hold simpler spells, but if you install complex spells, which you know how to do, you can use them just as readily albeit less frequently than with simpler spells. Once per combat encounter you can supercharge a spell of either category, giving you the chance to supercharge a buff or make an offensive spell incredibly powerful. Like the other items here this weapon is extremely compatible with systems of growth, allowing it to grow when you do and in ways that synergize with your growth.

Bullet Lantern [200 BP/Free for Passive Origin]

This is a lantern made of a powerful and pure metal. This mystical artifact can be activated at the start of combat and used to produce an aura that harms your foes and heals your allies. Auras produced by this item are especially powerful and can be supercharged to radically heal your allies or to deal devastating damage to your foes for a short period before the auras temporarily shut off for a cooldown period. This lantern is tied to your growth and can grow as powerfully as you can and is as compatible with other systems of growth as the other items in this section.

Bullet's Book Of Bros [200 BP/Free for Familiar Origin]
This lovely grimoire is a curious artifact that is filled with detailed sketches of various creatures in this world. These sketches can be brought to life if you touch them or touch the grimoire and think of them, and they act as magical familiars. There are an endless number of empty pages (that only appear when needed) you can fill out with information and sketches on creatures you've encountered and as these sketches become more detailed they gain power. With this you can figure out how to summon generic versions of friends, foes, flora, and fauna, though it does take time to really master. The number of summons you can maintain concurrently slowly increases with training and experience and you can, once per combat encounter, temporarily amplify the strength, speed, and even durability of these familiars. Fittingly this book becomes more easy to use, particularly the bit about filling out new pages to gain new summons, as you grow stronger, and it is extremely compatible with systems of growth you may attain or have attained as a jumper.

Jumper's Shovel [200 BP/Free for Trapper Origin]
This handy shovel seems like a normal accessory. It… It looks concerningly normal. Wait, is this an item in the fiat-backed sense? Let me check.

Okay so it IS an item. This shovel can be used to stab people or bonk them but it has a more fitting use. It is enchanted in such a way that it can dig through anything but something fiat-backed to be indestructible with supernatural ease. You can use this to create traps with striking speed, and these simple pitfall traps deal damage to anyone you designate as a foe or who intends to harm you, bypassing invulnerabilities and resistances with laughable ease. Ghosts, machines, gods, even flying foes get sucked into these holes if they pass over them (even in mid-air), stunning them and harming them in equal measure. This weapon's super ability is a curious blackhole-like power that sucks in enemies, and stuns those who it draws in. This item, much like its sibling items, is incredibly compatible with systems of growth and grows stronger as you do. As it grows stronger you can find ways to construct more elaborate traps and you learn how to more cleverly wield it. This item can also be used to allow you to do things like fling massive piles of dirt, stone, or even metal, as things you lift using this are weightless. Maybe this isn't as much a joke item as it looks like…

Bullet Battler

Bullet Beverage [100 BP | Free for Bullet Battler]
This is a strange battlefield refreshment that serves as a powerful pick-me-up in the middle of battle, capable of both subtly strengthening you by providing a small buff and by healing you about 5% of the way to your maximum health. Purchasing this here gives you a free dispenser of the stuff in your warehouse, and also improves the likelihood that you'll find it in battlefields both here (where finding this is a natural phenomenon) and in future jumps. Any cans of this beverage you find in battle will be pristine, sanitary, and curiously immune to both damage and getting dirty.

Bullet Shield [200 BP | Discounted for Bullet Battler]
Despite the name this doesn't actually shield you from bullets. No this is a barrier that enemies can't pass through that you can deploy once per combat encounter. It lasts for a minute and is so strong that it'd take the direct action of a *Bullet Boss* to pierce it. This handy barrier is perfect for keeping enemies at bay, but projectile attacks can get through it. When not in an active state this manifests as a handy cape you can wear which can be used as an emergency weapon.

Bullet Bunny [400 BP | Discounted for Bullet Battler]
This curiously battery-shaped bunny is a handy familiar for you that can work with you even if you are not a familiar-weapon user. What it does is not only act as a magnet for loot and the like, it's real use is that it allows you to use an ultimate technique you have once per combat encounter essentially for free, not using any other sort of charges you may have. What's more, though this will probably not be relevant in most battles, after you've used the ultimate charge you have keyed to the item will begin to very slowly recharge as the bunny runs around and gathers loot and other things. It takes a while, and many fights can be ended with just one or two strategically timed ultimates, but if you need a new one this can come in clutch.

Bullet Blueprint [600 BP | Discounted for Bullet Battler]
This item is a strange thing that creates something special at the start of every jump. With this odd item there is a new weapon created at the start of this and future jumps and that is inserted into the mythos of the setting. The item itself is a first clue to figuring out how to acquire or even build the weapon. This weapon will always be uniquely powerful, though what it does, and how it manifests will differ from jump to jump and setting to setting. Individual super weapons can be fused together, so if you have the completed superweapon from this jump and go to another jump and get that jump's superweapon you can create a new superweapon that combines the strengths of both individual components of your new item. You can also harmlessly defuse them at will. The potency and abilities of individual weapons will always be high relative to the setting they originate from, and they are compatible with your own growth, allowing them to grow stronger as you do.

Bullet Baddie

Baddie Brew [100 BP | Free for Bullet Baddie]
This curious can is filled with a nasty looking drink that's not fit for bullet consumption. Thankfully that's not its function. You can pour this beverage out and as you do you will spawn subservient monsters that will do your bidding until they die or until the end of the first combat encounter they are in (after which they die). Once this brew has been used you get another can when your monsters despawn/die. The strength of these monsters scales to always be significantly lower than yours (but is not keyed to the setting you're in, so these monsters can be brutal if you're a real force in a setting), making them useful minions and servants.

Bar Bullet [200 BP | Discounted for Bullet Baddie]
The bars on a jail-cell, to be clear. This item is a revolver with a very unusual ability. When you fire it at an enemy and defeat them you can capture them instead which stores them inside of a bullet. You have an infinite number of these special bullets and this gun can fire both normal bullets and bar bullets, but there's a cooldown period that starts after you fire a bar bullet that needs to pass before you can fire the next one. You can store bar bullets inside your soul and retrieve them at will, allowing you to use them to negotiate with attackers or otherwise hostile forces, and you can release someone imprisoned in a bullet at will after you capture them. Bar bullets that have someone imprisoned in them retain imprints of their skills and knowledge and these bullets can be melted down and reforged into things that have enhancements based on the skills and knowledge of those they've imprisoned (and have more of their skills and knowledge based on both how long the person was imprisoned and how much stronger than them you happen to be).

Betrayal Bullet [400 BP | Discounted for Bullet Baddie]
This macabre bullet can actually be any projectile or weapon you wish for it to be. What it does is simple: it corrupts those you strike down with it. This item cannot be used to kill someone and instead twists their values and mind until they are loyal to you. It is a dark object and can only be used on one person per day. Strong-willed people have greater resistance to it, but if you strike someone down with it then it pierces any resistance and works on all but foes fiat-backed to be immune to mind-control. Even glancing blows can deal danage to a foe's morale and if you are stronger than your foes this does more damage to them, eroding more of their old moral codes and wills than it otherwise would.

Baddie Battalion [600 BP | Discounted for Bullet Baddie]
This item is a fusion of the *Bullet Base* starting location and an army of baddies who eagerly follow your orders. This location is imported to a place of your choosing near your starting location in future jumps and is staffed by a pack of baddies equipped in the gear of maids and butlers, and is protected by a large army of baddies loyal to you. These goons are devoted to you and are eager to enforce your will on your foes and the lands that surround you. A number of bullet bosses live here and their design is up to you, though they default to being siblings with polar opposite approaches to battle that typically confront foes on their own before locking in and working together to decimate your enemies. There are cells in this base that can be used to mutate enemies into loyal

followers, as well as to give objects a dark parody of life (and an irresistible urge to do your bidding).

Bullet Buddie

Bullet Buffs [100 BP | Free for Bullet Buddie]
This slate of items are a series of pills and smoothies you can sell or use yourself are not healing items but they provide a range of buffs to you and anyone else who has your permission to consume them. They may you faster, stronger, and altogether better in battle, are non-addictive, and you can figure out how to make more in future jumps that provide other benefits. You get a fair few each day, and you can stockpile them to some extent but not infinitely.

Bullet Shroud [200 BP | Discounted for Bullet Buddie]
This item is a white cloak that shrouds you in an aura of speed. With this cloak you're as fast as a speeding bullet (or otherwise even faster if you already exceed bullet speed). You gain the ability to phase through projectiles while moving. Additionally you can sacrifice this shroud to set up a permanent camp somewhere that people can enter and lose the ability to fight in, unless you yourself attack them first. If you sacrifice a shroud then you get a new one a year later/at the start of your next jump (whichever comes first).

Bullet Shop [400 BP | Discounted for Bullet Buddie]
This store is a perfect place for you to sell any sort of goodies you can assemble and craft. It comes with perfect crafting stations that self-repair and you have some way of transporting this shop with relative ease. You can also design its aesthetics freely, though it defaults to being a two store building shaped like a bullet. There are living quarters on the second floor.

Bullet Workstation [600 BP | Discounted for Bullet Buddie]
This is a perfect set of workstations fit for any and all styles of crafting you know (and that expands in size as you learn new styles of crafting). This can be keyed to any property you own but you can also reach it by fiddling with a bullet in your pocket, and while you are here you can expend any resource to empower your creations in a range of ways, as well as extract payment from others in the form of esoteric materials and energies that you can imbue your creations with. Weapons you create here are difficult to make, requiring more resources, time, and energy to make but each is a fiat-backed item and is as capable of growth as any of the secondary origin items are, making them incredibly potent artifacts in their own right, as well as having their own signature ultimates and skill trees (which you intuitively understand as their creator). If you wish you can create normal weapons instead, and if you do you make twice as many and require half as many resources, time, and energy to do so. Weapons you create in this place also refuse to harm you and are unable to do so, including bullets and arrows you create (which can be turned into distinctive full weapons as per the above rules, but default to being created for half as many resources and otherwise benefiting from the rules for creating normal weapons).

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend BP to import companions into this jump, giving them 600 BP and the ability to pick and choose origins (including secondary origins), perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 BP per person you do this for, or you can spend 200 BP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 BP here gives you a new token. Each unspent token is refunded at the end of the jump.

All gendered and sex-based language for OC companions can be ignored. It is essentially flavor text and if you want a similar companion of a different gender or sex assuming that that level of flavor happens for free.

Best Bullet Friend [50 BP/Free For Bullet Brawler]
This heroic good-boi is a massive dog shaped like a grenade. Don't worry he doesn't explode. He breathes fire. This immortal canine companion can speak, is fully sapient, and is your homie. He is clad in impressive armor and you're not quite sure what part of him is armor and what part isn't. He can fight and is always ready to defend you, favoring the use of melee weapons.

Ranged Receptionist [200 BP/Discounted for Bullet Brawler]
This skilled woman is a talented sniper and a quiet receptionist working at the first guild you come across in this jump. She sees potential in you and opts to take a leave of absence to make sure you live up to your potential. She's seen many skilled *Brawlers* die out in the Badlands and doesn't want you to join their ranks. Her skill with the massive sniper rifle she wields is impressive and you'll undoubtedly see her one-shot many figures along your journey, sometimes even taking down whole *Bosses* by herself.

Bumbling Baddie Team [50 BP/Free for Bullet Baddie]
This odd trio consists of a pair of human-like baddies and a baddie cat. The cat can speak, which is how you know it's a baddie, but the give-away for the pair is their superhuman endurance and the surprisingly *Someone Else's Problem* field that surrounds them and is responsible for ensuring that no one spots them despite their bad disguises until they begin to behave badly. The trio are surprisingly competent baddies, capable of tricking people out of their wealth, but they get side-tracked whenever they spot rodents wanting to capture them. They fight using familiars and do so with enough skill to at least distract foes and occasionally defeat them outright.

Ghoulish Gun [200 BP/Discounted for Bullet Baddie]

This is a spectral firearm. It is thankfully not loaded, but it does project a debilitating miasma that acts as an Aura/passive fighting style for all intents and purposes. This misanthrope is a powerful and charismatic figure that will seek to spread chaos and evil anywhere and everywhere it goes. It possesses a dark aura that is quite enthralling to those with cruelty and mischief in their hearts, appealing to them and stirring them to action. It passively lends this aura to you, but it can also act independently, even moving itself with a strange form of telekinesis that allows it to fight quite ably. It is sadistic though so maybe not the best weapon if you wish to capture specific foes.

Bullet Bull [50 BP/Free For Bullet Buddy]
This magical bull is a workhorse, one employed by you. It is strong, outfitted with both gravity and strength modifying devices, fights with magic, and likes lifting things. It enjoys the opportunities to flex its strength that it regularly receives working for you. It loyally fights alongside you, or helps you speedily escape from troubling situations and is an able roommate and ally generally as well.

Bullet Bromance [200 BP/Discounted For Bullet Buddy]
This *Bullet Brawler* is an unusual sort. She views herself as a business partner of yours and uses a range of roguish skills and a *Trapper's* mindset to trick foes while recovering items to give to you. She does this for free, though with her people skills you've probably paid her in meals and trips places. She is a skilled *Bullet Brawler* with powerful abilities and a nasty ultimate, and she is a bloodhound once you've pointed her in the direction of some treasure or another, pursuing it relentlessly.

Drawbacks

Another Universe [0 BP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 BP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Frame Rate [100 BP]
This is annoying. Sometimes when there are just too many enemies in view, or too much happening broadly, the world will slow down and seem to stutter. This doesn't meaningfully negatively affect you, but the time you spend in this jump does not pass

while reality glitches out, so this will extend your stay unless you learn how to work with it and not experience a slowdown to your "Framerate".

Entry Quest [100 BP]
People don't trust anyone anymore. Lots of people will now have quests for you to do before helping you, and this includes stopping you before you get into a town or something. These quests are usually violent.

Badass Exhaustion [200 BP]
You ever think about tiring it gets being so badass? Well you better think about it now because your actions actually use up your energy! You don't get to run around consequence-free while your attacks decimate enemy armies. You may need to take a nap after defeating your foes.

Sunk Cost Fallacy [200 BP]
You'd think foes would learn from seeing their friends fall in droves right? Well that'd make this a little too easy so now with this drawback enemies get enraged seeing their friends fall. This doesn't make them more dangerous in terms of their stats, but it does make them more stubborn. Your fights won't end until every enemy is dead or you are. Or knocked out, not all enemies need to be slain (but ones you don't slay get big mad when they wake up).

Realism? In My Bullet Heaven? [400 BP]
Well this is unfortunate. This drawback forces you to abide by some level of realism, primarily removing some of the goofiness of things like attacks that strike down 100 foes in one instance and forcing you to pay attention to your ammo. This is a nuisance drawback that starts off small but in a setting like this this can snowball and allow enemies to action economy you: swarm you with numbers. The 400 BP version of this affects everyone equally, but if you wish you could add 200 BP and be the only one hit in the face with this drawback. This nullifies a range of *QOL* perks and overall just makes life less convenient on a daily basis and more dangerous on a combat-by-combat basis.

Bullet Quest [400 BP]
This drastically changes your circumstances. With this drawback you have to complete some significant plotline, such as completing the game if you supplement this to a Bullet Heaven game, or otherwise doing something epic during this jump like putting down a *Baddie* cult hellbent on summoning a Bullet God that would usher in the apocalypse if summoned. If you fail to complete this quest you will fail this jump, and worse yet the enemy have a headstart on you. The secrets may lie with *Bullet Sages*: powerful, enigmatic masters of mysticism that have long since fled this world but their influence remains in ancient ruins and dark libraries.

Bullet Brawl [600 BP]
A powerful overlord of whatever the opposite of your alignment is is out for blood. Your blood. If you are heroic then a tremendously powerful *Bullet Boss* is coming for you. If you are a villain then a shockingly powerful *Bullet Brawler* is out for your blood. Be ready jumper, they'll pull out all the stops and they have the benefits of their perk-lines, as well as a random secondary origin (but by default no items, though you buff this perk to change that). If you want to add an extra 400 BP you can add a second super foe, and

if you want to add an extra 200 BP you can make it so they get their own version of their secondary origin item and their regular origin items as well.

Bullet Haunting [600 BP]
Hmm… This is a *Final Showdown* drawback that causes you to be pestered by the spirits of those you slay during this jump and forces you to enter a massive battlefield at the end of the jump where the ghosts have an opportunity to rock your socks before you can leave the jump. Do you enjoy being mobbed? If so this will be fun. If not, hope the points are worth it.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes & Lore
-This doc was created on August 25th, 2025. It was first shared in WIP status on September 2nd, 2025, with the basic formatting and the secondary origin perks completed as the special preview.
-On September 4th, 2025, all of the perks for this jump were completed so the version number for this was updated.
-On September 9th, 2025, all of the items were completed and the version number was updated to 0.8. At this stage the main things missing are OC companions and drawbacks.
-On September 9th, 2025, all OC companions and drawbacks were completed and this jump was published to various places.
-Oh this is gonna be a fun jump. Bullet Heavens are rad and I definitely think a jumper who comes here will leave here with some truly fierce stuff.
-The secondary origins are an idea from a friend over on the Jumpcord Discord Server, MurphyWrites. They were really fun, though I definitely remixed the original list they suggested.
-I did include a perk that allows you to get more origins which is something that I do in some of my jumps more readily than in others. Be it my essence jumps or some of my out of context supplements. I wanted to create something that was worth grabbing, didn't let you use its more meta-aspect in future jumps, BUT did have a meaningful permanent boost that was usable in other jumps. I think I succeeded? Maybe?

-Battlefield Beverage is essentially a localized version of a health pickup, be it VS's somewhat iconic *Floor Chicken* or any other such random trinket you can find in other *Bullet Heavens*.
-All of the secondary origin items are similar in the secondary abilities they have: compatibility with other forms of growth (leveling up when you level up, essentially), ability to grow stronger, etc. This is my intent even if one is missing specific language guaranteeing this.