Hi-Fi Rush

(the Jumpchain!)

(Version 1.2!)

By Deaderthandeath



In the far future or a different world (we never quite know), Chai, a wannabe rockstar (and college dropout) signs up to get a cool new robotic arm as a volunteer for Project Armstrong, a cybernetics project run by the Mega-Corporation Vandelay Technologies. However, said process ends up going awry when (due to some rather fortunate luck on Chai's end) his music player accidentally gets fused to his heart. Soon, he finds himself the ace of a resistance movement out to expose the dark secret behind Project Armstrong, and now sets out to take down the directors of Vandelay that want him "recalled".

You arrive the very same morning when Project Armstrong opens to the public, with a front row seat to the action.

Here rockstar, take this:

+1000 CP

You will be spending the standard 10 years in this world.

Origins:

- Age and gender don't really matter all that much here. Go ahead and choose whatever you want to be!

-Ordinary Joe (Free):
Wrong place, wrong time. Or maybe the right time? I dunno. Regardless, you don't have any prior connection to Vandelay, only coming to volunteer for Project Armstrong. The history of this origin doesn't matter, since it's basically a drop-in.

-Disgruntled Ex-Employee (Free):
You used to work for Vandelay, but after some things that you don't want to talk about, you quit (or got fired). Either way, you really don't like the direction Vandelay is going, and you are going to talk to the management about this. Probably by force.

-Vandelay Laborer (Free):
Because there really isn't a better way to describe the working conditions here. You work as one of Vandelay's many, *many* employees, most likely handling the stuff nobody really wants to do. On the plus side, since everyone else is basically a robot, no bathroom duty!

Perks:

- Everything under your origin is 50% off, with the 100 CP option being free.

General:

-Heartbeat Soundtrack (Free):
With this, you get a free copy of the game's original soundtrack that you can play in the background. You even get your own personal track!

-Hidden Depths (Free):
Nobody is truly as they show to others. Everyone has something inside themselves, even if they aren't aware of it. You are always capable of growing as a person, even if you don't think you are, or capable of doing so. You just need to take the first step.

-Inexplicable Fighting Skills (100 CP):
Despite literally never doing this before, Chai is apparently pretty good at fighting, though how much of that is him and not just his musical superpowers is unknown. Much like Chai, you're a fair hand at fighting, able to easily pick up techniques and learn a bit quicker when it comes to all things combat.

-Stalker Fridge (300 CP):

In the words of a fridge, "I know everything about you!" You possess incredible analytical capabilities, allowing you to know practically everything about a person in just a matter of seconds. Well, except their mental state and history, but thanks to your newly acquired super stalker skills, you can figure that out too.

-Musical Robot Superpowers (Capstone Booster) (500 CP):
The beating heart of a rockstar lies within your chest! Well, your cybernetically enhanced heart fused with a music player. This has the benefit of essentially making you a minor reality warper based around music. Basically, you can force the world around you to act around a rhythm, one that seemingly only you can see and react to. Your foes move and attack to this beat, your own blows become stronger when in sync to it, fixing machines by smacking them, even breaking a force field by resonating with its own 'beat'. All of this and more is possible, but you're not unstoppable. Remember, you're a ***minor*** reality warper.

As a plus, you can re-skin any of your perks and abilities to be based on music. This won't grant them more power, but it helps with theming.

Ordinary Joe:

-Go With The Flow (100 CP):
Maybe it's the beat or just how you think, you're surprisingly chill and calm under pressure. You could get right out of surgery and fight robots and you would be just fine. This state of mind has also made you surprisingly agile, allowing you to easily bob and weave through crowds, though you won't be doing that quadruple backflip with just this alone.

-Mental Training (200 CP):
Sure, your new powers are swanky and all, but how do you use them?! With nary a thought, you can retreat into a 'training room' in the back of your mine. Here, a voice will provide you with a short tutorial on how to do basically anything, though it will only show you the basics, so no learning to cast Nuke. Warning, time in here is the same as time outside.

-Frankly Ridiculous Durability (400 CP):
Despite being only made of flesh and blood, your toughness borderlines on tempered steel. Like, as a normal human you could be thrown off a L.I.N.E. by a massive robot trying to kill you and only get knocked out. And better yet, no matter how strong or tough you become, you will always retain this absurd durability, growing as you do.

-(Rock)Star Of The Show (600 CP):
Even if you disregard your Frankly Ridiculous Durability, how are you surviving these things?! You're lucky, duh. While not on the level of a certain white-haired hope fanatic, you are still a lot luckier than most, though it does tend to manifest in not-so fun ways. Can't beat an enemy because of their armor? They punch you right into someone who can!

- Murphy Law, Ace Attorney (Capstone Boosted)

While you're just as lucky as ever, now your luck will actively work to screw over your foes. While they won't be falling down the stairs and dying anytime soon, it's far more likely that they will throw away the very device that ends up empowering you. You won't always be aware of these happenings, and they don't happen all the time, but they are there.

Disgruntled Ex-Employee:

-Consciousness Review Allocation Personnel (100 CP):
Or CNMN for short! As if you were built from the ground up to be a psychologist, you can understand people and their motivations with frankly incredible ease, though you don't have any skill with acting on that information.

Wait, doesn't that spell cra-

-Still Haven't Removed My Access (200 CP):
As a funny bit of irony, it turns out that the remaining Vandelay staff forgot to revoke Korsica's credentials and take her off the mailing lists after her defection. This seems to happen alot to you as well, with any organization you end up leaving forgetting to actually remove your permissions. While this won't let you command their forces, you can make use of security alerts, emails, updates, and the like.

-Gentle Giant (400 CP):
Perhaps via cybernetics or natural ability, you have incredible superhuman strength. Knocking over boulders, smashing through walls, and breaking Z-Shielding with a few well-placed punches. You also don't need to worry about controlling this strength either, as you already have incredible fine control.

-Gigabrain! (600 CP):
Might you have been a previous head of R&D? Because you certainly have the brains for it. Aside from just a straight intelligence boost, putting you around 140 IQ, you also gain several years worth of knowledge in varying fields of science and engineering. You are no Roxanne Vandelay, but you're one of the closest to her.

- The Vandelay Smarts (Capstone Boosted)
  Okay, I'll take that back. You're certainly her equal, maybe family? Regardless, you're even smarter than before, around 200 IQ this time, and your skill in engineering and science is dramatically improved. How so? Well Roxanne initially worked out of a garage in a small, middle-class home, and yet her proprietary hardware and robotics revolutionized the world and solved a global energy crisis, turning her small company into a Mega-Corp.

Vandelay Laborer:

-The Art Of Being Really Petty (100 CP):

Been reassigned to the worst job ever because firing you would be more paperwork? Mess with the coffee machine so it serves only decaf! You, my good sir, have mastered being super petty, to the point where the results of your pettiness spread much farther and are much harder to get rid of than they reasonably should.

-Out Of The Way (200 CP):
The power of a background character! As long as you don't make any overt moves or draw attention to yourself, you will be ignored and passed over by the higher ups. This will even help you do your job, ensuring you will always achieve an average performance rate! However, this cannot be turned back on if you do end up getting the attention of the higher ups.

-Loyal To Profits And Not Much Else (400 CP):
You would think that a corrupt company wouldn't care about any sort of loyalty except for customer loyalty, but you would be wrong. Roquefort, who really only cares for profits, is *legitimately loyal* to Kale for saving his life. You find that your underlings, no matter how corrupt they are, are far more loyal to you than they originally would. Of course, they are still people, treat them badly and they will stop.

-Evil Businessman, Emphasis On The Business (600 CP):
You may not have the smarts of a Vandelay, but you are *really good* when it comes to running a business. How good? Well considering you could take something you ran out of your garage and turn it into a multi-billion dollar mega-corp in just a decade, I'd say you're *that good.*

- That's So… *Corporate* (Capstone Boosted)
  If there is one thing Kale truly loves, it's needlessly convoluted plans. The problem is, *it keeps working!* Much like him, the more needlessly complex and convoluted your solution is to something, the easier it is to pull off and actually succeed. However, as you near the end goal, the perk's effects wear off, making it all up to you and your own skills to finish the job.

Items:

- Just like perks, get a discount on your section, with the 100s being free.

General:

-A Free Copy (Free):
A free (and physical!) copy of Hi-Fi Rush, along with an Xbox to play it on. Post-jump, you will gain an altered copy of the game featuring you and all your actions!

-Box Of Limbs And Organs (50 CP):
Robotic ones that is! An entire cardboard box filled to the brim with pretty average and non-descript prosthetics! Well, for this world. While this doesn't come with the knowledge to install them, these ones are guaranteed to not have any sort of rejection reaction. I guess the tech is just that good?

-Steel, Cogs, Wires, and Sarcasm (Free/100 CP/300 CP):
Vandelay Technologies primary workforce, and honestly a legitimate breakthrough in AI and robotics. They have near-sentient intelligence, unique personalities, capable of feeling emotions, and they even have the ability to eat! Or, you could choose to be a cybernetically upgraded human. Whatever you choose, there are three options to choose from:

- The first version makes you the equivalent of a standard Vandelay worker. Your basically a human but made of metal.
- For 100 CP, you can install some minor upgrades, like a Megabust- I mean a gun.
- For 300 CP you get some of the more major upgrades, the ones specifically made for combat. From spewing out fire, Z-Shielding and misiles, to swords and incredible speed. However, the upgrades gained here are not even close to the ones granted by Full-Conversion Cyborg.

Ordinary Joe:

-Music Player (100 CP):
An oddly old model for such a high-tech place, but don't let that fool you, it still works perfectly well, and can download any music regardless of format. And don't worry about losing it, it will somehow always make its way back to you in increasingly odd fashions. Headphones included!

-A Literal Hunk Of Scrap! (200 CP):
Held together by hopes, dreams, and plenty of duct-tape, this baby is a bunch of scrap held together in the shape of any mundane item you want, though it doesn't share its functions. It's surprisingly a good melee weapon though, considering you can pull it outta nowhere and it's far more durable than it actually appears.

-Companion-On-Demand! (400 CP):
A small device easily able to be stuffed in a pocket. It allows one to summon anyone who the user has some kind of positive bond with regardless of physical distance. The summon only lasts for a few seconds, but the cool down to summon that specific person again only a few seconds.

Disgruntled Ex-Employee:

-Magic Marker (100 CP):
A marker that never seems to run out of ink, and easily washes off. It also drastically increases the speed and precision of the hand it's held in, allowing one to draw cartoon faces over their own in just a second.

-Hideout (200 CP):
Perhaps owing to Vandelay Technologies sheer size and maze-like nature, this hideout's primary benefit is that it's incredibly hard to find to anyone that's not you or your friends. Not

impossible, but it would be far easier to rely on luck to find it. It's also generously sized, comfortably supporting up to 4 people, a robot, and a cat.

-Insider Information (400 CP):
A colorful hard drive, one that splits into a V when used. While initially empty, when inserted into the relevant device it begins to copy over all data relating to dirty secrets and dangerous information, regardless of protection. This process isn't instant, taking longer and longer the more there is, but at minimum it is a few minutes. This function can also be turned off when you desire, and this also functions as a normal hard drive.

Vandelay Laborer:

-Decaf-Only Coffee Machine (100 CP):
The result of the actions of a spiteful employee, this coffee machine only serves decaf (admittedly really good) no matter what. Guaranteed to never need a firmware update, nor run out of freshly brewed decaf.

-Corporate Drones (200 CP):
Literally, a small workforce of Vandelay robots. None of them are really combat capable, and are honestly quite lazy, but they will eventually get whatever job you assign them done. It also helps that they respawn a few hours later should they die. If you bought any level of Steel, Cogs, Wires, and Sarcasm, an increasingly small number of these robots will be upgraded to the level you bought.

-Full Conversion Cyborg (400 CP):
A complete makeover of your body with top-of-the-line, state-of-the-art full-body Vandelay cybernetics. Aside from making you much more stronger and durable, and capable of folding itself in to make you appear human, the actual functions of this are up to you. Wings of light that allow you to fly and attack, a werewolf transformation spewing out electricity, or even just incredible physical capabilities.

Companions:

- There is no canon option, because it would be mean to make you pay so you can take your new friends with you. You just gotta have their permission.

-Robot Cat (Free): Or any other small/medium animal of your choice. Not purposely equipped for combat, but they are very expressive and adorable. They don't speak, other than the noises they would originally make, but they can also act as a communication device that others can speak through.

-Import (50/300 CP): The standard deal. Import or create a single companion for 50 CP, or pay 300 CP to create/import eight of them. Each companion gets an origin and 600 CP to spend on themselves.

-A Sketchy-Ass 24-Year-Old (200 CP):
A dull-witted, unemployed slacker and a wanna-be bassist, he met you in college and you two became fast friends. Despite his myriad of faults, he is generally a decent person with a good heart. He's also insanely lucky, a surprisingly good cook, and a fair hand at fighting. Just don't ask him about his love life, it's *complicated*. Comes with **Heartbeat Soundtrack**, **Hidden Depths**, **Go With The Flow**, and **(Rock)Star Of The Show**.

-Red Light! Green Light! (200 CP):
An inseparable duo, despite their personalities being the exact opposite of each other. One is calm and subdued, while the other incredibly energetic and passionate. Both shared a spot as the head of Marketing for Vandelay, until they were fired when Kale took over. Since then, they have been fairly successful rockstars, until a set of coincidences brought them back here, where they met you. Both come with **Heartbeat Soundtrack**, **Hidden Depths**, **Still Haven't Removed My Access**, and the item **Insider Information**.

-The Only Thing I Know For Real (200 CP):
A paid killer who lost his arm in a job gone wrong, he has since joined Vandelay as part of Security after Kale offered to replace his arm. Incredibly skilled with a blade and a body to match up with deadly robots, this Brazilian is a force to be reckoned with. And yet, despite his job, he is easygoing, honorable, has a pretty good sense of humor, and loyal to whoever earns it. He encounters you soon after you arrive, and ends up taking a liking to you. Comes with **Heartbeat Soundtrack**, **Hidden Depths**, and the item **Full-Conversion-Cyborg** but altered into a bodysuit and a sword to increase his combat ability.

Drawbacks:

- No limit on how much CP you can get here. All drawbacks will stop affecting you after the jump ends.

-Smooth Brain (+100 CP):
Oof, looks like you hit your pretty hard. Multiple times, even, enough to knock more than enough common sense outta ya. You didn't lose anything of importance, you're still you, but just far more gullible and don't really think ahead.

-**Pun**ished (+100 CP):
Why. Does. Everyone. Keep. Punning?! You hate puns with a passion, and unfortunately for you you're gonna be hearing them a lot these next 10 years. You might even accidentally make a few yourself!

-Why Does The Coffee Machine Need A Firmware Update?! (+100 CP):
Technology doesn't hate you, but it does have a pretty bad dislike. When it comes to most machinery, you have pretty bad luck, to the point where a coffee machine might spit out error messages or need a firmware update before you can actually use it. And the more sentient ones seem to like pressing your buttons.

-Stalker Issues (+100 CP):
Congrats! You have your very own Smidge! Unfortunately, this isn't the helpful kind, constantly stalking you and being creepy. Like, bordering on becoming a Yandere Fridge sort of creepy. What's worse is you can't get rid of them. They will always be there. Watching you. Until the jump ends at least.

-Handicapped (+100 CP):
An unfortunate accident happened earlier in your life, leaving one of your limbs crippled. Don't worry, it still functions and has since been healed, but anything involving fine-control or brute strength have been shot to hell for the remainder of the jump. Not even cybernetics can fix this, as they will end up breaking to the same level as well.

-Foot, Meet Mouth (+200 CP):
You have the unfortunate tendency to say the wrong thing at the wrong time, and just generally say tactless things. For example, you almost end a fight peacefully, but then you call them an idiot, making your foe upset enough to continue the fight.

-Surrounded By Idiots (+200 CP):
An unfortunate bit of luck for you, as anyone you team up with or work under you have the tendency to do extremely stupid things, don't think ahead, be extremely lazy, very gullible, drain all of your resources, fight between each other, etc. Maybe you should try lone-wolfing this?

-Cowardly (+200 CP):
You really don't like fighting, and I mean *really* don't like fighting. You always try to go for the pacifist option even when it's not the time, and unlike Macaron, you cannot just put this mindset away even when you really need to.

-Defective (+200 CP):
Physically speaking, you're completely fine, but Kale and the rest of the Vandelay higher-ups know of your existence and want you *gone*. Like, six-feet-under gone-for-good. And they have an annoying habit of not staying down for good.

-Rube Goldberg (+200 CP):
I'll be straight with you Jumper, you have the habit of making even the smallest task or goal incredibly complex, wasting far more time, effort, and money to achieve it when you could have just done it normally. What's more, perks won't help you here, as reality still applies.

-Deadly Sin (+300 CP):
Greed, Envy, Sloth, Pride, Lust, Wrath, and Gluttony. Pick one, and whatever you choose now taints your personality and decisions with that sin. You won't be flying into a senseless rage if you choose Wrath, but you would be extremely irritable and easy to rile up.

-Family Issues (+300 CP):

Regardless of your prior history, you are now the third Vandelay sibling, and have issues with your siblings. Kale, for ruining the company your mother made, and Peppermint for running away when it mattered the most. What's worse, they have their own problems with you and you're not leaving until the problems with your family are fixed. And no, killing them doesn't count, both of them have to be alive by the end of this. But hey! If you succeed, you can take Kale and Peppermint as free companions!

-You Are Nothing Without That Arm (+300 CP):
Is anything you accomplish truly earned? Or just the result of everything you bought along the way? Maybe this can help you find the truth. You've been stripped of all outside perks, items, abilities, the warehouse, with even your companions being de-powered as well. Even the stuff you got here is far weaker than it should be. If this is instead your first jump, you get an unhealthy dose of an Inferiority Superiority Complex.

-SPECTRA'ed (+300 CP):
No, Project Armstrong hasn't completely succeeded yet, but for some unknown reason SPECTRA already has you and your companions under its complete control, and Kale knows everything about you. The only way to be truely free is for SPECTRA to be completely destroyed. And should SPECTRA be destroyed, you will always be weak to future brainwashing for the rest of the jump.

-Nightmareworks (+300 CP):
The developers of Hi-Fi Rush are Tango Dreamworks. You know, the creators of The Evil Within, Evil Within 2, and Ghostwire Tokyo? With this, all of those previously mentioned games are now fused with this one. This makes the setting a hell of a lot darker and serious, with threats physical, mental, and supernatural coming from everywhere. Some elements will even be combined, such as SPECTRA being based on STEM, and thus having some horrifying effects on those under its control.

End:

- Times up, what will you do now? Regardless of your choice, you will keep everything you bought from this world and the previous ones, and your companions will follow you.

Go Home?
(Things were great here, and it might have taught you a few lessons. Maybe you wanna make your own world a better place?)

Stay Here?
(It's a very fun place, and there's still much to do. Don't worry about your home and your family, I got you fam. Here, one last present: +1000 CP)

Or

Continue Forward?
(Still looking for adventure? Well then, come on!)

Notes:

-Full Conversion Cyborg and Evil Businessman when bought by Vandelay Laborer makes them one of the higher ups.

-On that note, on Full-Conversion-Cyborg, please fanwank responsibly, and note that you are limited by the settings tech-level, as high as it is.

Version History:

- V1: Jump made
- V1.2: Grammar fixes, clarifications, adding flair, new perks, a new item, and custom companions.