Metalocalypse:

by Alera_Anon

Backgrounds - Drop-in (free): Self Explanatory

Klokateer (100 cp): Dethklok's loyal army, bodyguards, servants, and (most importantly) their road crew. Suicidally loyal to their masters, they obey Dethklok without question. A brutally high mortality rate in their line of work (even the hiring process has a 50% rate, as participants are paired up and must duel to the death unarmed), you will live as a generic, replaceable gear in the machine that is Dethklok.

Personal Assistant Assistant (100 cp): As an assistant manager of Dethklok, it is your duty to work under Charles Ofdensen to help manage the business side. It is thankless work, but the most fulfilling you will ever do. Because it simply needs to be done, and if not you, who will?

Metal God (300 cp): You are a musician near the talent level of Dethklok. Actually joining the band is not entirely out of the question, but you'll need to prove yourself to each member as well as Charles. And may the gods pity you if you try to replace a member.

Perks –

Swearing a Chord (free): For the duration of this Jump, every expletive you use is replaced by a certain pinch harmonic. Everyone still gets what you meant, but this lets you say it on TV.

Brutal Bureaucracy/Yeah, it's very metal (100 cp, free Personal Assistant Assistant): You gain the ability to dismiss "minor" legal/health code problems by pointing out how metal they are. Drains clogged with dead, rotting employees? Metal. Easily avoidable workplace accidents the cause of death? Yeah. Again, metal. That massive flying soundstage that irrevocably warps the ecosystem from its exhaust? Don't even need a building permit and not even PETA will get upset.

Face of the Klok (100 cp, Discount Klokateer): As a Klokateer, you have been given your hooded uniform and number as your sole identity. Even if you aren't a Klokateer yourself, the perk allows you to identify identical individuals by their designations or similar names. This doesn't reveal their "true names" or secret identities, just the name they typical go by (like seeing a masked hero would inform you of the hero name identify as). This is highly useful when talking to members of generic faceless legions or identical twins.

Impulsive Advancement (100 cp, free Metal God): Your poor impulse control isn't that much of a downside. To you. Maybe others, but they don't f****n matter. Following your whims is easier for you (whether by luck, money, or legions of deathly-loyal fans) and tends to work out to your advantage in some way.

Darker Than The Blackest Black, Times Infinity (100 cp, free Metal God): No matter what, you can always set your emotional state to the darkest, brooding, state that makes it ideal for either playing or writing death metal music.

And now our ____ Expert, Schmengledingle Jumpenhofferzen (200 cp, discount Drop-In): You have the ability to summon an expert (with a different nonsensical name each time) of a subject who will give an informative presentation about it and how it relates to your current greatest threat/enemy/target with the most drastic, worst-case long term effects being covered.

For the Record, I Tried (200 cp, Discount Personal Assistant Assistant): By simply stating that yes, you have tried, you can preemptively absolve yourself of all blame from the ramifications of your subordinates or the people you represent. You'll still have to deal with the fallout (hopefully not literal fallout), but you won't be blamed for what they decided to do. Ever. No matter what. You do have to give an honest attempt of at least attempting to convince them not to for this to take effect when you make the triggering statement.

BECOME A GEAR (200 cp, free Klokateer): You've conquered Pain, You've conquered Fear, You are A GEAR. You earned your Gear Brand, the processing gained you fearlessness, pain resistance, massive combat training, and the ability to throw your life at a goal at a moment's notice. Your loyalty is literally unbreakable, to the point where commands from your masters (or whoever you loyally serve) trumps any form of mind or body control effecting you.

Blues Man Can Get In Just About Anywhere (200 cp, discount Metal God): Heavily fortified citadel that holds its own in the world economy and swarming with guards? Check. Whether it's via stealth, dark magic, or just a lifetime of experience as an independent musician, you get in anywhere and somehow on the list of performers (my bet is the dark magic). Remember that's just getting INSIDE, once you make it to your destination, moving around or leaving might get you caught.

Deth Science (400 cp, discount Drop-In): You have a mastery of the sciences advanced by Dethklok's researchers. Everything from H.E.A.R.D. (Hydro-Electric Audio Recordinational Device, recording audio into water) to hover-drums, even the massive engineering projects each show undergoes are part of the new knowledge at your fingertips. Basically if the subject or process of making the subject is Metal enough, destructive enough, or inefficient enough you can make it work.

Cog in the Machine (400 cp, discount Klokateer): When you work with a group, all involved with you become efficient as Klokwork. Build Mega Stages in days, wage perfectly synchronized battle, whatever goal your group is working towards benefits from drastically improved teamwork and timing. You may die in droves, but each corpse falls where it needs to.

Metal Management (400 cp, discount Personal Assistant Assistant): You have the business management skills to run a band that ranks at the seventh largest world economy, teach the idiots in said band enough business savvy to renegotiate deals with devils in their favor, and you can turn a profit through snow cone sales at a show that narrowly averts World War III.

Legend of Metal (400 cp, free Metal God): Your musical ability is the thing that MAKES legends and is on the level of the greatest band in the world, Dethklok. You can apply this to any instrument you can play, but it will always be metal. A singer might have a vocal range including “Growling like a tiger with chainsaws for fangs”, “burbling tar possessed by three Satans”, and “Shrieking Hellbat with garrote wire vocal chords” and still be perfectly understandable. Playing bass with your dick is not only possible for you, but you make it sound amazing.

Rock It Soft (600 cp, Discount Drop-In): You are immune to up to natural-disaster scale disasters that are not guided specifically to include you as a target. You could walk through hurricanes and not be bothered, Thor could rain lightning on the guy next to you without so much as raising your hair, Yellowstone could erupt and you would not even notice the aftermath. The in-progress effects and the aftermath will not touch you, so long as you are not its target. The source of this disaster does not matter, it doesn’t even necessarily need to be a natural disaster (just that scale). You could walk through a collapsing city and be just fine.

That’s My Bread And Butter You’re F***ing With (600 cp, discount Personal Assistant Assistant): When defending your business interests and the pressure is on, you become drastically more competent. Your combat skills become smoother and more efficient, your mind sharpens to let you diffuse a potential World War that may be triggered by a double booking through political maneuvering, and you have the willpower to hold yourself at the brink of life after receiving mortal injury. You’ll still need medical attention and a proper recovery, but that’s just a benefit. You have a near supernatural sense of when and where your business interests are being threatened, whether it’s via espionage with someone trying to replace you as a manager or direct confrontation with assassins attacking your band.

Fear Not Your Own Mortality (600 cp, discount Klokateer): Once a year you can give your life in the service of either an ideal, person, or goal other than your own selfish interests, in such a brutal manner that the success and fulfillment of that objective is completely assured. Just throwing your life away or committing suicide is not enough, the sacrifice must be SO METAL it bends the laws of life and death to the whims of your masters. If the sacrifice was of a brutal enough magnitude, 24 hours before the endgame of the objective you crawl through the remains of your own corpse, forged anew.

Hex of Deathklok (600 cp, discount Metal God): You get a modified version of the Curse of Dethklok. You will still need to put on a performance which will have effects similar to your song’s subject, but the repercussions benefit you and doesn’t harm anyone you don’t wish it to. You do have the option to simply allow it to run rampant of course, in full Curse mode, if you were inclined to just wreck chaos. The most important parts of this though is that you will neither be blamed for the events nor will you be interrupted while performing. However, this requires a performance worthy of Dethklok. Merely stepping up to the mic at a bar won’t unleash a sealed demon-troll that lays siege to your enemies first or erupt volcanoes that slays enemies you didn’t even know you had.

Gear –

Totally Awesome Sweet Alabama Liquid Snake (100 cp, free Drop-In): You have ten vials of Totally Awesome Sweet Alabama Liquid Snake, a powerful mind-control/hallucinogenic drug with instructions of how to make more (and specify which effects for that batch, mind control or hallucigenic). You can make it without the long-term effects if you wish, but making people spew snake demons from every orifice of their body when exposed to bright lights, loud sounds, or pyrotechnics is pretty f***in' brutal.

Diamond-Encrusted Titanium Codpiece (100 cp, free Klokateer): This exceptionally well crafted codpiece offers both impressive appearance and incredible protection. You could even kill a man by driving it through his skull and it cleans off easily.

Klokateers (100 cp, 1 free for Metal God, discount for Klokateer): One dozen Klokateers benefitting from all the training that goes with the title that all count collectively as one companion that always resupply to have their full group by the next morning. The number and repopulating are due to their natural predisposition towards dying, be it by combat, disease, self-sacrifice in the service of their masters, or just by accident. Events just contrive to cause their deaths in a brutal way. In jump, they will be loyal to Dethklok first and foremost but have been assigned under/with you for the time being, post-jump their loyalty is you.

Expanded Business (200 cp, discount Personal Assistant Assistant): You can either import or create companions for the duration of your stay here. They gain the origin for free, and have 300 cp to spend on perks. Additional purchases add an additional 300 cp to the companions' pool to spend up to a max of 900 cp. Alternatively for 300 cp you may import up to 8 companions with 300 cp to spend. Companions cannot purchase this option.

X2P1159 (200 cp, discount Metal God): The newest model of sentient drum machine, X2P1159 will accompany you as a company. The updated model will not go into a paranoid frenzy and kidnap you, but it does still have a 10,000 megaton self-detonation device. Just in case.

Finnish Book of Necromantic Spells (400 cp, discount Drop-In): You are in the possession of a large book of Finnish necromantic spells, including how to summon the lake troll Mustakrakish.

Mordhaus (400 cp, discount Metal God, Klokateer): You have a fully stocked copy of the massive complex that Dethklok calls home, which you may use as a home in later jumps. This could be the flying Mordhaus, which would honestly be easier to place in another jump (as the Citadel/Longboat Mordhaus was built on a million acres of land). Stocked does not mean staffed, so it might start to have a mess build up after a while.

Drawbacks –

I DO COCAINE! (100 cp): And huff paint and meth and heroin and OxyContin. You do it all, baby. Besides a highly addictive personality, you will never miss a chance to get high (and in fact routinely insist on being paid in drugs), and actively search out your next high. Mostly this just pisses off those around you. Be careful, going cold turkey might literally kill you.

As Dumb As Sand (100 cp): You have the intelligence and wisdom of the average Dethklok band member. Let's be honest. You're pretty f***in' retarded. You don't even know how to read music (doesn't affect your ability to play though), you think grocery stores are food libraries, and you might end up using the bass solo to make ramen.

Planet Pissed (200 cp): You are William Murderface in terms of respect, likeability, and general society. You will be met with disgust and dismissal at every turn, even your bandmates only keep you around because their hatred of you bleeds into their general rage and allows them to write better.

Hammersmith'd (200 cp): You have the fixation of a violently angry, erratic former band-mate that has the effective ability of a 600 cp character. Note they might not even choose from the perks here, they are just that much better than the regular jackoffs found in the world.

The Curse of Dethklok (300 cp): You are not exempt from the Curse. Overriding any luck or future manipulating abilities, the closer you are to the band the more likely the painful demise (or at minimum, horrid disfigurement) of you and those around you. This also scales up with any durability or regenerative perks you have taken beforehand. Becoming a member of the band does not protect you and honestly gives more chance for it to work its magic.

Threat to the Metalocalypse (300 cp): As an outside force, you may change the nature of the Metalocalypse into a direction that actually causes Mr. Salacia to intervene. With you. The demonic leader of the Tribunal will use all of the forces at his disposal to thwart your every turn.

There Can Be Only One (600 cp): In order to complete this jump, you must successfully replace a member of the highest rank for your background and hold that position. Drop-Ins must replace Mr. Salacia, Personal Assistant Assistants must replace Charles Offdensen, Klokateers must replace a Klokateer Elite Commando counterpart of themselves, and Metal Gods must replace a member of Dethklok. Note, this is not merely "Defeat", you must replace them and hold that position of power with at least the same level of loyalty.

Notes:

What, you have to be told you get totally metal instruments for free? Well you do, a full set to outfit an entire band.