

Version 1.0
Jump made by PlaguePaladin

Welcome to the world of Sonny. It's not exactly vacation worthy, but you might enjoy the hodgepodge of steampunk, sci-fi, occult and sometimes a combination of those three. The threats you will face are varied; ghost samurai, magic cults, power-armor wearing paladins, a zombie hunting military branch, incredibly powerful hobos, oddly powerful cockroaches, it's a dangerous world out there. So to help out with that…

You have been allotted 1000 CP.

Origins

Drop-In

You have no idea how you got here, and that splitting headache isn't helping much. You're exactly as you were before, save for your new perks and items. If you're a Zombie, you can choose to have a relatively insignificant past that you don't remember.

ZPCI

You're a soldier, and your target is zombies. Zombie Pest Control Incorporated is a company which charges exorbitant prices for protection that most people don't even need in addition to handling the resulting riots, so don't expect people to like you. Still, you don't have to be evil like your co-workers. Just do your job, ignore the fact that part of your job is actively suppressing research for a zombie cure, and you'll probably be fine. If you're a Zombie, it's your choice on how you're in the ZPCI. Maybe you pulled a fast one on them, or maybe you were somehow turned recently (despite Zombies spreading differently in this universe) and are now ex-ZPCI.

Occult

You have a bit of a variable origin here; You can be a shaman from the plains of Gadi'Kala, trained in mystical arts. You could also be the kind of magician that does magic tricks, and also just happens to know actual magic. You might just be a run-of-the-mill cultist. Point is, you're kind of insane in the head in some way, though how much is really up to you.

Locations

Roll 1D8 to determine where you go. Or pay 100CP to go wherever on this list you please. Regardless of where you start, the time in which you enter lines up with the White November burning down. Where specifically are all these places? Well given Oberursel's name and the presence of the GSG9, this place *might* be Germany. However, that is mere speculation.

1. White November

A ship currently near Ishiguro's Rest, where research on a cure for zombification is being held. This ship is going to get destroyed by the ZPCI soon, so you might want to get out of here fast before you get hurt. This is a good way to get involved in the plot, however.

2. Ishiguro's Rest

A nice, calm beach next to what seems to be a collection of plateaus. There's a ghost fisherman who sells armor and weapons nearby, but there's also loads of ghosts and ZPCI members trying to catch stragglers from the White November as well as a local Zombie who stole experimental power armor. But mostly beware the ghosts, as these spectral samurai are experienced and strong.

3. Gadi'Kala

Wide plains with a clear river and a few tipi huts clustered in the middle of a valley surrounded by two plateaus. This gorgeous view is ruined by the many shamans, rock golems, zombies, and ZPCI goons crawling all over the place. It's probably going to be hard getting through here, and unless you can fly or are a magnificent climber this is the only way to get from Ishiguro's Rest to the mainland.

4. New Alcatraz

And about here is where the nice scenery stops. New Alcatraz is a prison, and some rather unfortunate things are happening here. Biological experiments, torture, and probably a lot more than that. The guards probably don't care who you are and will try to lock you up anyways unless you're ZPCI. Just wait for a bit though, because a prison break is going to start soon enough.

5. Oberursel

If you like snow, you'll love this place. Snow and mountains as far as the eye can see, with the only notable landmarks being a small hard-to-see village and a large tower standing on top of one of the mountains. If you're willing to help, the village is full of insurgents that would be glad to take you in (unless you're ZPCI). Just make sure that you have a warm coat and try not to die to the frost zombies or cultists and you'll be fine.

6. Hew

Here's where the 'dystopia' comes in. Hew is a normal city, but unfortunately, it has a lot of ZPCI influence. And as you might have figured, whatever the ZPCI touches becomes morally bankrupt, and Hew is no exception. Amongst the back-breaking work hours for lower and middle class, the 'service' the ZPCI are providing with mandatory charges included, it's no wonder why it only took one man dying from shady causes for the whole city to go up in arms. If you're ZPCI don't expect to be loved here.

7. Free Choice

Lucky you! You know the drill by this point. Pick whatever you please from this list.

8. Sho'Tul Shelf

Not so lucky. Though this steep fjord is rather beautiful, this beauty is ruined by the ungodly amount of crazy and powerful people roaming through here. If you can't get out fast, then be prepared to go face to face with powerful robot guardians, flaming samurai, odd wizards, odd doctors, and much more from there. Remember that staying here isn't likely to be safe, but fortunately there is civilization ahead. Just don't roam if you intend to stick around..

General Perks

You should know how this works by now; 100CP perks and items are free for their respective class, and those above 100CP are half-priced. **If you have two capstone perks, you can only pick one subtree between them, and will only have the base perk for the other.**

Instinct (Free)

Also known as Magic, Instinct is some odd mixture between stamina and magical power, and though not everyone uses it everyone has it in some measure. It's used to fuel magical attacks and empower one's self. **Your capacity for Instinct is known as Focus**. You start off decent enough, maybe able to throw a few fireballs if you can find out how.

Zombie (200CP)

You died. Don't worry though, this one didn't count. You're now a zombie, and one of the rare intelligent ones at that. Your skin is now a dull shade of green, blue or red, your eyes glow a bright shade of yellow, and your physical might is a fair bit beyond olympic gold medalists. You also have a special elemental gimmick; choose between an affinity for a certain element of magic (check the notes), or forsake elemental attacks and triple the strength bonus this perk provides. Contrary to most zombie movies, the zombies of this universe don't turn people by biting them. The process of creation is unknown, though it's almost certain that even if they didn't create them, the ZPCI are most certainly propagating the virus.

- **Metabii (+100CP) (Requires Zombie)**

It looks like you were one of the failed test subjects for a Zombification cure. Your skin is now always a dull shade of red while you're a Zombie, you don't have the elemental gimmicks of other zombies, and you're more silver than gold medalist. You do have a rage mode that

increases your strength a small bit, but it only lasts a few moments and is relatively weak. This is not a drawback; you do not get the strength of a regular Zombie once the jump is over and this does not count towards your drawback limit.

Drop-In Perks

Training Fight (100CP)

Sometimes you may not want to fight, but other times you may just want to hone your skills. Whenever you activate this perk, you'll find delinquents and thieves crawling out the woodworks to harass you. You may just find a fight club in the middle of the city, or get jumped by a mercenary group in the plains, and events conspire to let you get away without ramifications. Remember to not push this; people will still be rightfully miffed if you destroy city blocks or otherwise hurt bystanders in the process of fighting these malcontents.

Biker Chick Is Here Too (200CP)

Usually most people don't like to fight or have duties getting in the way, but you also have a duty and need all the manpower you can get. Whenever you're in trouble or have something important you need help with, you seem to be able to gather allies near instantly. This especially works well with people you already know, as long as they would've eventually given in with an hour or two of convincing. It also seems like everyone you could convince is, by coincidence, nearby. That facet of this perk won't always proc (mostly if they're in another city or so on) but if you're in the same town they'll be there fast.

The Blind (400CP)

You aren't blind, but at this point it wouldn't matter if you were. Your senses have all taken an immense upgrade. You can literally hear pins drop from across a small gymnasium, see details from a kilometer away, and smell the faintest scents in a room. Plus, whenever one sense is taken out, the others grow to compensate such that the injury will become, though still relevant, not nearly as bad as it should be. Lastly, you get a small overview of the general abilities of any enemy you face. Enough to tell you that the zombie you're fighting is weak and uses poison, though not much else.

Evolution (600CP)

To start, you're not exactly normal. You're stronger than most zombies would be by default, though only about twice over for now, and have the potential to get far stronger. In fact, you can guide your body to grow in different places as long as you train, such as building speed by weightlifting. This is meant to improve what's already there, so no growing extra arms. But as long as it's already there, be it poison gland or tail, it's free game. Also, to help you along with this, your body improves 5 times as fast as it did before. In addition, pick one of three sub-trees to obtain.

-The Biological tree grants you great strength and speed, enough to outpace a car on the freeway and then throw that same car like a rock. You also have the ability to manipulate chemicals within yourself, though this limits itself to the body's natural chemicals and a few forms of poison and acid. With time, you could even shoot out brief streams of high-powered acid or leverage your adrenaline to keep you fighting for far longer than you could naturally.

-The Hydraulic tree increases your Focus and physical stamina to great heights, allowing one to bombard an enemy with powerful spells or run for hours. You also gain the ability to manipulate water from inside your body. This can eventually allow you to restore your stamina and manipulate ice through reducing the temperature of water, or increase your body temperature at the cost of Focus and stamina to massively improve your strength.

-The Psychological tree bestows powerful Instinct and durability, allowing you to empower a simple mana blast to blow up a garage, and get run over by a tank with some broken ribs at worst. In addition, you are granted control over your own bio-electricity and the element of shadow. Bio-electricity is as it sounds, but shadow in this universe is more on par with psychic attacks than a manipulation of a lack of light.

ZPCI Perks

Military Discipline (100CP)

The ZPCI is effectively a PMC, so you must have had some experience to get in. This is where you got it. You have the skills of an average ZPCI Elite (despite the name, there are a lot of those running around) and have skill with the gun foci used in this world, along with being moderately fit, and knowing some weak offensive spells. Might sound like a lot, but as broad as this skillset is, it's only enough to let you fight weak zombies on it's own.

Caretaker (200CP)

Dogs! How nice. You're exceptional at training, communicating, and providing for dogs, and wolves as well should you feel like it. You could discipline an entire group of dogs into being a cooperative unit, and have extensive veterinarian skills for dogs. In addition to this, you learn ten times as fast for anything related to animal care, should you desire to broaden this skillset.

Blood Water (400CP)

The ZPCI were probably the people who made Zombies in the first place. You might have been a part of that project, or maybe you're just a well versed mad scientist, but I digress. You're a scientist of some kind whose profession involves mutating people beyond belief. This includes a method to turn people into zombies, but also a method that allows you to create super-strong somewhat magical monstrosities that have effects based on whatever kind of magic you inject them with, if at all. There is no way in this jump to prevent these monsters from going mad in some sort of way, including but not limited to reduced cognitive functions, insanity, immense bloodlust, or mind-shattering pain. So don't use this on allies if you can help it.

Elite (600CP)

You're a high-ranking member of the ZPCI, and for good reason. To start, your strength and skill are beyond olympic; able to lift cars with a middling amount of effort, keep up with those cars, and get hit by one without taking too much damage. You're also a crack-shot with guns, skilled in using them as magical foci, and make up for your lack of strength compared to zombies with your sheer skill. In fact, when training in martial pursuits, you easily learn at five times the rate of a normal man. In addition, your experience grants you one of the below sub-trees.

-The Paladin tree allows you a further boost in your physical might, double what the base capstone granted you. In addition to this, you gain a great talent for manipulating electricity, a middling talent for support magic, and a small talent for fire magic. You might fire giant electric bolts, or empower your strength to even greater heights than before, and maybe make an occasional fireball. Whatever you do, you are made for killing zombies.

-The Captain tree grants a wide skill set. First, you're skilled in the art of leading soldiers in combat situations with efficiency and speed, allowing you to storm a large and highly equipped insurgent village and eradicate everyone there within minutes with only a dozen or so mildly experienced soldiers. But the big part of where you shine is your elementless support magic. Whereas with other trees buffs and debuffs are simple health boosts or damage modifiers, this tree goes wild with what it can do. Increasing a weakness to fire, doubling someone's strength, so on. They are costly however, so you can't just hand them out like candy. Lastly, you know a few poison-based spells.

-The Judge tree first bestows you with knowledge of shadow and ice magic, though primarily ice magic, with a particular bent towards capture and debuffs. You could use your ice to freeze enemies in place, and use your shadow magic to weaken your enemies in order to reduce their struggle. But the real place you shine is in your strength and durability, with strength enough to flip a tank with small effort and durability enough to take a tank round to the chest and only feel a bit bruised.

Cultist Perks

Meditate (100CP)

Everybody who fights uses magic here in some shape or form, and since your primary method of fighting relies solely on it, you need all the Focus you can get. By taking a moment to rest, you can rapidly regain internal energies. However, there must be complete inaction on your side while this is happening. Beings that rely on your magic, such as automatons or summons, don't have to obey this.

Deep Burns (200CP)

If you need more power and fast, this is what you'll want. By casting this, you rapidly regain your energy pools. As a consequence however, you'll also take damage equivalent to how much you regained. If you have this going for a few minutes, you'll be at death's door but you'll also have many times your capacity. This perk does scale. Wounds caused by this perk are heavily resistant to healing magic or powers with a level of resistance that also scales to your power, meaning that you can't just make a recursive loop for infinite mana by healing yourself.

Lantern Maker (400CP)

With all these mystical artifacts going around, *someone* had to be making them. You're a drab hand with decent skill in multiple forms of craftsmanship, from blacksmithing to weaving, but where this perk really shines is a special property you can imbue your creations with. Just about everything you make can enhance people in some way shape or form, be it increasing strength, increasing their endurance, and if you're skilled with magic you could also find a way to imbue elemental properties into equipment. There are even ways for you to boost your own mana capacity or elemental affinities, though that will take some time.

Magician (600CP)

There aren't exactly any schools for magic here, nor even any sort of codified ranking system or rules since everyone tends to make up their own style, so getting this far by yourself is impressive, though not unique. But before we get into the meat of what you can do right now, let's start off with a few bonuses. First off, you learn magic about thrice as fast as before, and not only that but are about twice as magically powerful as you would be otherwise. This applies to other magic systems too, though it does fall off with more esoteric systems.

- The Baron tree is for those out there who hate being a productive member of society. To begin with, you have an immense talent for manipulation, such that a wanted criminal could throw on a loose mask and jacket and begin a cult with their victim's families as the members within a month. Second, you also have a good talent for shadow magic. You have a few high-quality buffs and debuffs in your arsenal should someone see through your bullcrap, and you have a moderate strength boost in case you run out of Focus. No, you do not get the ability to control zombies. This doesn't make you Baron Brixius, it was just based on him.

- The Deceiver tree is a bit more classic. You have absolutely grand talent for Shadow and Lightning magic, and a bit of raw Cosmic aligned attacks. And the shadows are not just simply the debuffs the other trees use so often, but actual attacks as well. And this is the biggest thing you've got, you by far outshine the other trees in this with your sheer skill and raw power. You could throw electric bolts that match actual lightning strikes in power, throw great beams of darkness that shatter concrete like glass, and shoot arcane bolts that act like high-power grenades. Keep in mind that even though you are powerful, your Focus supply isn't infinite and you don't have much in the way of physical attacks.

- The Shaman tree gives a lot of needed variety. You've got a bit of everything. Fire, Ice, Electricity, Cosmic, non-elemental, buffs and debuffs, the whole nine yards. Your selection is above average but none of it will be enough to match the other skill trees. You do have a bit more talent with Fire and Ice than anything else though, so that might be where you want to aim your pursuits should your desire be to catch up to the others. Until then, you make up for your lack of power with versatility. As a side, you also have a decent bonus to your physical might, maybe enough to crack a tree and withstand similar blows.

General Items

Like Perks, items are 50% off to their respective Origins, with 100CP items being free. If you have an item similar to another item you are purchasing, you may choose to import it. But you cannot import a gun into a pair of sneakers, or something absurd like that.

Starting Equipment (Free)

Everyone needs a weapon to fight efficiently, and you've got just that. If you're a Drop-In, you get a pair of jeans, boots, brown gloves and a T-shirt with a fireman's axe. If you're ZPCI, you get a set of GSG9 equipment (yes, the German tactical unit, roll with it) but with one of this universe's gun foci, maybe representative of a former job. If you're a Cultist, you get a nice set of thick robes and what looks to be the bastard child of a mace and a floodlight known as a Lantern, though it's best used as a foci before anything else.

Curved Blade (50CP)

A bit scary. Mostly an ordinary knife, save for that when thrown it tends to correct itself towards the eyes. You still need to aim, but it will correct your throw by a good foot or two the moment it leaves your hands.

Dirty 31 (50CP)

If you're not sadistic enough to choose the above option, here's this. These awesome blackish-grey jeans are comfortable, durable, just as baggy as you want them to be, and make you run a fair bit faster. That's it. It's 50CP.

Lantern Festival (200CP)

Now you may be wondering: what is a lantern? Well here it shares the ordinary meaning, and it also describes a type of odd glowing mace-wand combo. You have a good, solid collection of lanterns for every element. You have ones for arcane, shadow, electricity, so on. They give a modest amplification to attacks aligning with that element, and despite the heavy club-like design, they aren't all that great for physical attacks. Every time you enter a new world, you'll get a set of lanterns aligning with the new elemental system, so long as you can cast those elements yourself.

Drop-In Items

Ishiguro's Rest Stop (100CP)

You would think that a prison riot or ghost infestation would scare off these types, but here they are anyways. Wherever you go, as long as there's some form of safe spot nearby, you'll find a merchant of some kind. In less dangerous areas they'll sell rations, supplies, the simple stuff. If you're in a bad place though, they'll sell rare items based on your surroundings, but no items you couldn't get without a lot of effort (note that this means no World Items, Noble Phantasms or the likes). This would be the armor of those prison guards, or the swords those ghost samurai are holding. Note that they were also strong enough to *get* this stuff themselves, so unless you want to fight someone that strong over these prices, take your larceny somewhere else. Thankfully they wash out the bloodstains and repair the cracks before retail.

We Go Way Back (200CP)

Some jeans, sneakers, a white T-shirt, and a bent steel pipe. They look useless, don't they? That's what you'd think, but no. The clothes are at least always somewhat tougher than you are, though they don't provide the greatest coverage (watch out for your arms and head mainly), and the pipe always hits a little harder than you do and won't break on you. It's only an additive amount over what you can do, so these aren't exactly endgame tier items, but they'll always work good enough to be a decent option.

Survivor's Armor (400CP)

It's easy to forget that some parts of this world are stuck in less-than-modern times, given the power armor, guns, helicopters, cars… but yes, they are, and this armor is proof of how they stay relevant in spite of that. This barbuta (look it up) and jointless plate-mail combined with thick cloth is fascinating. It provides minor increases to your vitality and speed, yes, but that's not the primary function of this set. What is the primary function is just how durable it is, going as far as to bounce off tank shells, and it's massive resistance to blunt damage means that unless the cannon is really powerful or hits between the plates, you probably aren't going to feel that tank shell either. Lastly it has the unique property of resisting earth magic, letting you fight against mages that command the ground beneath you on even footing.

Blast Shield (600CP)

Good lord, what madman designed this thing? The blast shield looks like a typical steel kite shield, but that belies a powerful artifact. To begin with, the Blast Shield massively bumps up your vitality and durability. You'll have the stamina to run for hours, and if you were naked with nothing but the Blast Shield you could still bounce a cannon round off your skin with only a small scratch. To say nothing of the shield itself; between a tactical missile and this shield, the shield would win. Though, the user might still hurt quite a bit from the explosion so don't actually try blocking a tactical missile unless you need to.

ZPCI Items

ZPCI Standard (100CP)

The standard set of power armor the ZPCI Elite use. Now, don't get your hopes up. Elites aren't exactly special in the ZPCI, and rather contrary to their name they go through them like coffee filters. It's still a good set of power armor though, if not exceptional. You won't go meeting up with gold medalists any time soon with just this on.

ZPCI Sniper Rifle (200CP)

This ZPCI rifle is a very good magical focus. It provides a modest boost to your speed, strength and durability, but the main draw is that it's a powerful focus for fire magic. Not the greatest by far, but better than the average stuff.

Paladin's Set (400CP)

Following in the footsteps of Galiant the Paladin, I see? Well anyways, this set of silver and blue ZPCI armor provides minor boosts to all physical and magical stats, enough to be somewhat noticeable, as well as being as durable as you would expect top-notch ZPCI handiwork to be. This on top of the minor lightning element added onto your attacks. But oddly enough, that's not the selling point. This armor adds to your blade or other such an incredibly potent poison, strong enough to kill an ordinary man in a few minutes if he doesn't get immediate treatment. Hardier people can resist this poison, but you'll be the bane of anyone else with this. Weird, right? You wouldn't expect that from a Paladin's armor set, which I suppose is another selling point if you're the sneakier type of person.

Blade of Light (600CP)

This titanic sword that gives off a golden glow near the tip is an exquisite weapon. To begin with, it's exceedingly sharp, enough to carve steel, and buzzes with electric power. The blade's main feature is the insane holy properties, carving through dark-aligned enemies like paper. It also increases your speed, strength, durability, and magical power to a level nearly matching the Capstone perks when wielding it. Lastly, you may choose to have the scars it leaves linger; scars left by this blade will periodically release a deep, sharp pain into their victims, though it does no damage itself. They will dissipate once healed, but are harder to heal than normal.

Cultist Items

Storm Rifle (100CP)

Seems like a ZPCI product to me, but the ZPCI aren't the only ones using guns as magical foci. The storm rifle is a good foci for the sake of just about any spell, but it helps better with lightning spells.

Mending Beacon (200CP)

This Lantern is a focus. It functions well to increase your mana capacity, and slightly increases your speed and durability on top of that. It's not much, but it's good and versatile. Unlike other lanterns, it's also actually decent for bonking someone over the head, though it's still not a fantastic weapon.

Celestial Horrors (400CP) (Rewrite to be more worth 400CP)

With this comes two blades; the Moon Struck Horrors and the Sun Struck Horrors. The Moon Struck horrors is a buster sword engraved with glowing blue symbols, and whenever you pick it up you can hear tormented screams coming from it. Moon Struck Horrors is somewhat sharp, yes, but the main draw is twofold. The first is that while holding it you become a decent bit physically stronger, enough to maybe dent a car door, and the second is that the blade releases a chilling aura that leaves chunks of ice behind. Not the strongest, but definitely powerful.

The Sun Struck Horrors is a mirror of the Moon Struck Horrors, only with warm orange symbols. Whenever you pick it up, you can hear twisted laughter coming from it. The Sun Struck Horrors provides a similar benefit to its brother, but instead of a chilling aura, it releases flames.

Restraint & Sanctuary (600CP)

These twin orbs are powerful, though rather simple. They appear in a location at your demand. They're dumb but they do follow orders well enough. The Orb of Restraint knows a lot about debuff magics through the Shadow element, and the Orb of Sanctuary is good at healing.

Companions

Import/Export Companions (50CP)

For each purchase of this, you can either create or import companions. They get a free background and 600CP to spend, with all freebies associated. If you buy eight companions, you only have to spend 200CP.

Join Up (100CP)

For each purchase of this, you have a free pass to obtain one canon character, so long as you can convince them to join you in the first place.

Drawbacks

You may choose however many you want, but what you can obtain caps out at 600CP.

Reboot (-)

Well, it's your choice. With this drawback, you are now placed in Sonny 2017, the attempted reboot of the series. This won't change the power level at all, but it's mostly agreed upon that Sonny 2017 is a lot more boring than the original series.

You'll Get Used to It (+100CP)

Wouldn't you know it, we're all out of soap. It seems that you just step into wherever you're going at the worst opportune time. Trying to head to the next town over? Yeah, that was the intent, but it just so happens that the plains you took over here were home to a dojo full of dead Japanese swordsmen now haunting the place. Heading near a prison? Oops, prison break. Heading through the bombed out remnants of a courthouse? Bombs, elite hunters and high profile bounties. Fortunately your destination fares a lot better, but the journey will be painful. Teleportation powers are disabled, and you have an oddly hard time finding soap, you poor sap.

Buy What You Need and Leave (+100CP)

Man, can't these people give you a break? Be prepared to do a lot of camping and hiking, because you're never going into civilization for more than a few days at a time. People just seem to grow more distrustful the more time passes until something goes wrong, and you're nervous in big places anyways. You also just straight-up can't stay at one place for more than a few days either, be it due to ZPCI raids, zombie infestations, or just some bombs wrecking up the scenery.

Holy Scars (+200CP)

Regardless of if you faced off against a holy paladin, fought some sort of magical entity, or just got jumped by some cursed entity, you've got a nasty reminder of that battle. Your body is covered in glowing scars that release some sort of energy capable of hurting you. This is normally just painful, but whenever you push yourself (I.E just about every time you're in a fight) these scars have a random chance of activating every minute or so and disabling you pretty heavily. If you take a moment to gather yourself you can get through the pain, but you'll still be at a third of your full strength until it stops, along with taking far more damage than you ordinarily would.

Spare Some Change? (+200CP)

There's a hobo in this world, and the thing about him is that he's stupidly powerful. This is a man who, armed with only a broken pipe and his body, proved himself stronger than multiple trained ZPCI soldiers in high-class power armor. Powerful enemies come from really unexpected people, and are on the higher tier of power for this world. They always come out of nowhere, often in the middle of something important, you'll never expect them, and if you're stronger than this setting's high-class fighters then they will scale to pose a challenge, even if only a moderate one. One silver lining is that this drawback only sends groups of 1 to 3 people at a time, though this trend can be broken on occasion.

My Face! (+200CP)

You have some unimaginably bad luck in a very bad way. Knives seem to just glide towards your eyes, trains derail when you board them, vendors are out of stock when you come near, so on. And it also *hurts*. This will affect you way more than usual, with enemies seeming to land critical hits very often, and the vendors run out when you need food. It will never be something

impossible for you to overcome, but this is going to suck. To aptly sum up what this drawback is: shit happens, deal with it.

The Real Hobo (+300CP)

That Hobo I mentioned earlier? Well it turns out that he was just a weaker copycat of the Real Hobo, an order of magnitude stronger than the other hobo. This is very telling of what your ten years are going to be like now. You'll find that after defeating any enemies at all, a stronger version of them will come out of nowhere and start pounding on you. They'll always be strong enough to prove a difficult, yet not impossible challenge. But insanely hard definitely is possible. Thankfully, defeating these 'second wave' enemies will not cause the appearance of even stronger enemies after that.

And if you think that a pacifistic policy will save you, think again. The more time you spend not fighting, the angrier this drawback gets about it until the unusually strong and intelligent brother of that cockroach you looked at with slight disgust starts kicking the crap out of you. So pick your fights wisely before your fights are picked for you. Don't take this with Spare Some Change? If you know what's good for you.

Heroic Challenge (+300CP)

Oh dear. It seems that the average power level of this universe has risen to match you. An average street thug is still only a minor threat, but more powerful enemies will be more than enough to fight you off. The power of non-enemies has increased as well, but only slightly, not enough to fight these threats on their own. Be careful, be smart, and remember that turtling is not fun for your benefactor to watch. If this is your first jump, the setting's power level will gain a significant boost. And no, this won't raise the power of this jump's perks you cheeselord.

Notes

Made by PlaguePaladin. Please be gentle, this is my first jump.

I tried my best to wank the capstone sub-trees to be as close to their in-game counterparts as possible, but I missed a few things that they can do. Assume that if a sub-tree has an in-game move, it probably has an equivalent in non-RPG space, though probably not exactly like the in-game move. You can check out the game wiki here to compare perks to in-game moves.

Perks may be a bit high powered compared to the game's visuals, but remember that the main characters *survived a train crash going at full speed without anything other than maybe a few insignificant flesh wounds* and then remember that in-game graphics are usually capped at a torso-sized ball of mana moving slower than a tossed beach ball and tell me that there aren't some inconsistencies in power level there.

Not to mention, the in-game items aren't exactly powerful enough to constitute more than maybe 100 or 200 in cost, so I upped their capabilities a bit to become slightly more worth-it. Same with the capstones actually, since a lot of in-game bosses have overlapping abilities such that I had to extrapolate what little they had outside of those into the sub-trees.

This Jump's magic system system is a bit strange with its elements. Types of energy are: physical, cosmic (arcane damage/raw mana damage), ice (counts as water), fire, lightning, earth, shadow (psychic damage and buffs/debuffs) and poison. If you took Zombie and have an affinity for an element, then assume that attacks of that element from this jump are at double power and other magics of similar elements have small bonuses to them.
Magic in this jump is percentage based, so it'll grow the more power you have. The cost will increase just as well, so don't think this doesn't come without detractors.

Sorry for making my notes section so large, I'll try not to do it in further jumps.