Big O Jump v 0.4 by VecnaAnon

Welcome to Paradigm City, the last bastion of human civilization after The Event, which wiped the memory of all the world 40 years ago. You have the goal of surviving for 10 years.

Here's 1000CP to spend in the City of Amnesia

Roll a 1d8 plus 18 for age. You keep your current gender, although you can change your gender and your age with 100 CP.

Roll a 1d8 for location. 100 CP for your choice.

1: You start inside the Domes, a structure built by the enigmatic Paradigm Corporation 40 years ago acting on the guidance of Gordon Rosewater. The rich and prosperous live here, but that might make you a target for anarchists and revolutionaries.

2: You start outside of the domes in the former power generators known only as “Electro-City”. While this area is poor and rural as far as Paradigm City goes, Paradigm Corporation is investigating the hydroelectric dam. There are rumors of a mysterious monster living in the reservoir, capable of producing vast amounts of electricity.

3: You live outside the Domes, but still inside Paradigm City. You don't have the same luxuries-for example a military or police, running water, and live in decrepit buildings. Oh you're also at mercy to rampaging giant robots and failing satellites. Roger Smith has his house located here.

4: You have to somehow managed to wind up underwater in the Hudson. For now, you are in a pocket of air in a flooded skyscraper. The room is slowly flooding, but there is a SCUBA suit and air tank right next to you.

5: Don't tell Paradigm, but you are from the wastes a desert-y sandy wasteland outside Paradigm. There are many treasures and lost items to be found, but there isn't anyone living out here. You start in an aircraft hangar that by the looks of it was holding something very large until recently

6: You wake up in a holding cell in the Military Police Head Quarters. There are no records of your arrival, and Colonel Dastun is furious at this.

7: You start underground, waking up feeling an immense urge to get out. There are some spooky things down here, and it is an untapped source of memories. The area you are currently in looks like a scale model of Paradigm City.

8: Free pick, you lucky duck! There isn't any limit to where you can start-just around Paradigm city. You could even start in Alex Rosewater’s personal office, although I can’t see any reason why you’d want to.

Origins:

Drop in: You wake up in whatever location you are in thin air. You have zero identification, but you will still be effected by memories that you purchase and that you encounter.

Android-100: You are an artificially made being with steel skin, fast reflexes, and a human intellect. Unfortunately, you need to maintain yourself regularly or you'll fall apart, and few people know how to repair an android. Also, you can be lifted by giant magnets. Just something to watch out for.

Negotiator-100: You serve a special purpose in Paradigm City, the City of Amnesia. You negotiate with people's memory, helping them to come to terms. This isn't as easy as it sounds, and may or may not involve some giant robot fights.

Paradigm Lap Dog-100: You work for the Paradigm Corporation, the effective masters of the city. You are at the whim of the board, and Alex Rosewater. You will be tasked with finding valuable memories.

Skills:

Enigma-100 (Free for Drop-in): You are extremely mysterious, and cultivate an air of mystery around you. People will be easily intrigued by you across all your jumps. This can be turned off at will.

Man of Steel 100 (Free for Android): Your skin is made of steel, and your muscles made of carbon fiber or something-the point is you are strong and you are tough. You can be shot, but you can destroy cars and move fast, while resisting damage. If obtained by any origin other than Android, it is represented by cybernetic enhancements like Alan Gabriel.

Style-100 (Free Negotatior): You have all the style of Roger Smith. You exude confidence, and are pretty charismatic at what you do. You also are able to think up witty retorts and ingenious solutions to some problems.

Memories-100 (Free Paradigm Lap Dog): You have been given important memories. Memories related to the construction of Megadei, memory cores, or the creation of biological Chimeras-those are all a possibility. But it is completely random-you might get something like coordinates to a location or a song that you don't have the skill to sing. It will have importance however. This purchase also makes you able to remember your memories with enhanced clarity.

Maestro-100: You are really good at playing the piano, and you can play a piano blindfolded. You can play the hardest of tunes with ease, and will be offered a gig at a bar pretty shortly after dropping in. As a bonus, you can also play the organ.

Mega Deus Training-(Discount for Drop-in and Negotiator) 200: You are able to pilot and maintain a megadeus, and are considered in universe as a Domineus, which is the in-universe name for the pilot of a Big. All Megadei are very big, and powerful. You don't have access to one however with purchase of this perk, but can pilot one with skill-and they won't say you are guilty regardless of what crimes you have done in the past.

Shaken to their Bones-300 (Discount for Drop-in): Once per fight, you can say something to your enemies that will shake them to their bone, unnerving them and giving you an edge even when you shouldn't have logical knowledge. You'll also know why what you say is important.

Wires-300: (Discount for Android): You have access ports all over your body, allowing you to plug in wires and control Megadei and vehicles. Note that some Megadei have a will of their own, and have ulterior motives. Be careful!

Negotiable-300 (Discount Negotiator): You are very good at coming to terms within any giving situation. You can make two warring parties sit down and talk it out, while coming to a treaty after lengthy negotiations. Note-parties must be logical. You can't make the concept of entropy sit down and talk for example.

Valuable Memories-300: (Discount Paradigm Lap Dog): You have knowledge related to any particular concept-the construction of Megadei, the nature of memories, Bigs, or the creation of chimeras. Paradigm will have a vested interest in you, and will protect you and provide you with funds if you work for them.

Mysterious Appearance-600 (Discount Drop-in): You'll often appear when it is least convenient for your targets and most effective for you. You'll catch them in introspection, and you will always leave a very significant impact on them no matter what you say.

Logic-600 (Discount Android): You are, for a time, able to distance yourself from all emotions, thinking exactly as computer would. This will allow you to see through illusions, and tricks with ease. At the same time, this boosts your cognitive skills and allows you to make complex equations even in the midst of battle.

Assets-600 (Discount Paradigm Lap Dog): Whenever you are a member of an organization, the heads seems to give special items and assets to you that tend to fit the situation. Ancient robot buried under a flooded metropolis? No problem, a squad of frog men have shown up to help you with the excavation! Car broke down? No problem, Steve from accounting has an old car he can give you! And so on and so on. When you become head of these organizations, you will still get assets that fit the situation but your minions will be slavishly devoted to you.

Action!-600: (Discount Negotiator): You are very clever in fights, able to find tricks and solutions to even the most helpless of situations against the most powerful of foes. You will also fight with more resolve in general, if you are fighting for a cause you believe in. There will always be a ledge to jump on to, a stick tossed to the side-some object that will happen you win your fights or at least get a draw.

Items:

Tomatoes-50: Every single week, you get a big box of possibly the most delicious tomatoes in the universe. Each one is perfect, and comes with a recipe for Gordon Rosewater's tomato soup.

Film noir-50: You've suddenly got a huge collection of rare and excellent film noir movies with your projector. These films also include your journeys or adaptations of them by other actors, or film noire movies of events that happened in another jump.

Suit/Dress-50 (Free Negotiator/Android/Paradigm Lap Dog): You have a near indestructible suit or dress, guaranteed to be the epitome of fashion. You can get it in any color you like, as long as it's black.

Wraps-50 (Free for Drop-in): You have nearly indestructible bandages covering your face and part of your body. You can manipulate them, and they are fairly tough. They are not immune to flames however. You also receive extra wraps, enough to cover a Big.

Android-100: You've made a new friend in an android. This android can be any model in the show, such as a sister model to Dorothy and R.D., an R-Instro look-a-like, or a robot detective like R. Frederick O'Reilly.

Butler-100: As soon as you start the jump, an old man offers to be your butler. He is like Norman Burg in all aspects, capable of cooking delicious meals, repairing advanced technology, and helping you with day to day life. He also comes with an awesome motorcycle with built in rocket launcher and a rifle strong enough to take out spider robots.

Big Ear-100: This isn't a companion, but more like a person you just happen to meet in each jump. He's a man that you have to pay to give you information, and he'll never look you in the eye but he has information on nearly everyone in any jump. May or may not be an android.

Griffin-150: This is a carbon copy of Roger Smith's Griffin. It is a four door sedan with bullet proof armor, and has deployable machine guns. The Griffin respawns in your warehouse within two weeks if it is completely destroyed

Comrades-200: Up to eight of your companions obtain a background and four hundred CP to spend on items and perks that are not Megadei. Each of your imported companions can pilot one of your Megadei if necessary.

Senior Citizen Repair Crew-200: Just like with the Big O, a group of senior citizens will re-service and repair any machines you have in a jump if you call them. This includes any technology that humans are capable of repairing or making in that jump or the jumps beforehand. They won't repair parts requiring human souls or blood sacrifice.

Watch-200 (Free with Purchase of any Mega-Deus): This allows you to call a Mega-Deus, communicate with your companions, and always tells the right time. When a Megadeus is called by a catchphrase, it will arrive in a dramatic fashion like emerging from the ground like Big O although the process takes a couple minutes to complete. With enough study of the watch, it may be possible to allow the watch to summon other mecha.

Map-200: A Map of the underground and areas surrounding Paradigm City. This may lead you to treasure such as the old skeletons of Megadei or valuable electronic components, but there are some...unpleasant memories that you might experience.

Spider Robots-200: The same sort of robot as Beck built to capture R. Dororty, the Spider Robots are flying, relatively tough, and agile capable of scaling buildings and capturing targets. This purchase nets you 20 and each purchase after that initial purchase triples the amount.

Dorothy-1-300: Dorothy-1 is a prototype unit built by Dr. Wayneright, Dorothy-1 is not built for direct combat but for rescuing people trapped under fallen buildings. However, it has many tendrils that can exert large amounts of pressure and powerful drills.

Construction Robot-300: A construction robot built with a mono-eye and a large area of construction equipment. It has a high pressure rivet gun and a drill that is easily capable of damaging an android, and is resistant to most weapons such as rocket launcher.

Dagon-400 (Discount Negotiator): A Megadeus covered in kelp and sea-weed. Buried under the underwater ruins around Paradigm City, Dagon is trying to find its pilot, and will in time come to accept you as its replacement. It has several shoulder mounted missiles and is capable of long ranged attacks.

Euminides-400 (Discount Drop-in): Euminides is a gigantic robot that looks like an old toy. However, Euminides is armed with several highly explosive bombs, capable of wiping out an amusement park the size of Disney World and an advanced laser stored in its eyes. Euminides also comes with several smaller versions of itself and a balloon van used to control them.

Osrail-400 (Discount Paradigm Lap Dog): A giant robot controlled remotely, Osrail lurked under the waters of Paradigm City. It has come to accept you as its master, and will follow your commands. Osrail is capable of making extraordinarily realistic holograms, and shooting fireballs at enemies.

Constanze-400 (Discount with purchase of Maestro Perk): A Megadeus capable of manipulating sound and projecting it to wreak devastation on enemies. This machine was made to enact revenge on Paradigm City, and the controls were made for R. Instro. However, this version seems to have changed slightly so that someone else with musical abilities like R. Instro could pilot it.

Daemonseed-500: You've somehow obtained a seed from a strange man wearing a Santa Claus outfit. This seed is a giant Christmas tree that will exponentially grow. The biggest difference is that this version of Daemonseed is a much more devastating weapon than the original. While the original daemonseed stopped growing after a point, this version does not stop growing will eventually consume everything.

Leviathan-600 (Discount Drop-in): Leviathan is a strange robot resembling a dragon. It has the devastating ability to turn anything it touches with its claws into sand. This includes Megadei and large buildings. If the claws touch the main body, it will catastrophically explode and destroy itself. Leviathan is capable of taking a large amount of destruction. Instead of following Schwarzwald after he finds Leviathan, Leviathan will follow your commands faithfully.

Glinda-600 (Discount Android): You've somehow acquired Dr. Waynewright's personal security guard Glinda. Glinda is a fast, elegant, but fragile glass cannon. Glinda attacks with a strong green beam emitted from the ring around its head, and also has the ability to use a giant sword capable of damaging even the strongest of Megadei.

Archetype-600 (Discount Negotiator): The Archetype is a prototype of a Big, but instead of being slow it is fast as greased lighting. The Archetype is easily capable of launching itself into the air and moving faster than a Megadei can track it. The Archetype is armed with an electromagnetic gun capable of disabling Megadei and electrocuting the pilot inside of the Megadei. The Archetype can, with lots of love and hard work, be turned into a Big if there are spare parts laying around.

Bonaparte-600 (Discount Paradigm Lap Dog): Instead of getting just one Mega Deus, you get three Foreign Megadei-Carnot, Fouche, and Robespierre. Carnot has a square head that can exert lots of pressure, and has a sonic weapon. Fouche can emit electricity enough to damage a Big. Robespierre has drills capable of carving through Big armor, and has a head capable of constricting enemies. As a bonus, the Foreign Megadei can be combined at any time into Bonaparte which inherits all of the powers of the Foreign Megadei. There is enough space in the Foreign Megadei to carry a disassembled Megadeus.

Bigs: The power of god given form by man. Bigs are humanoid robots, consisting of three models of Bigs. They are also semi-intelligent-if you obtain one without being a domineus, it will use you to find a new domineus or judge you. And the previous owner's traits may show through the Big, such as the memories. If you are weak, each one could enhance your abilities in return for a significantly shorter lifespan. Rumors have it one more exists, although nobody's been able to confirm whether this fourth megadei actually exists. Each one is capable of emitting a very powerful beam from the eyes.

Big Duo-800: (Discount for Drop-in): A airborne Big capable of flight, Big Duo is more like a strategic bomber than a jet fighter. Has two very powerful missiles, gatling guns, and is maneuverable-at least for a Big. Not nearly as heavily armored as Big O or Big Fau. You can switch out the parts on Big Duo for the parts of Big Duo Inferno such as the drill arms and enhanced laser eyes.

Big O-800 (Discount for Negotiator): The common foot soldier of the Bigs, Big O is a heavy hitting bruiser. It has pile driver hands, able to apply immense pressure to its fists. The armor on the Big O can take up to building sized swords. It is very heavily armed with arm mounted laser gatling guns, missiles stored within the chest, and harpoon anchors. It is rumored to have a special weapon, capable of immense destruction.

Big Fau-800: (Discount for Android/Paradigm Lap Dog): The king of all Bigs, Big Fau. Has several laser cannons capable of downing targets miles away, two highly damaging and mobile grenade launchers on the back, rocket fists, drill cuffs, and a shield that is invulnerable to all but the most powerful of attacks (like planet busting). Is amphibious, and can survive deep pressure May or may not be a target to revolutionaries and Paradigm Corporation.

Drawbacks

You can take a maximum of 800 points worth of drawbacks unless you take Metropolis. You can take as many as want, but you can't get more points than 800 or 1000 with Metropolis.

The Black Megadeus… (+100): Everything you do seems to be attributed to Roger Smith and Big O, even if you do the majority of the fighting. Expect to become very annoyed quickly. You'll also be upstaged by Big O frequently.

QUALITY! (+100): The dimensions of everyone here seems to be constantly changing and shifting. Why are the eyes drawn like fishes? (While the Big O had very good animation, this replaces all of the show's animation with awful animation)

R.D. (+200): You've got a stalker without knowing it. Two weeks after entering Paradigm City, the android R.D. will begin to seek you out to kill you. She can't be reasoned with, and whenever you encounter her it will be very inconvenient for you.

The Union (+300): It'll begin as humming La Marseillaise unconsciously, but soon you'll be discovering memories of the your involvement in the Union, an organization of people across the sea. You must deal with your conflicted memories.

Robot Crusher (+300): Uh-oh, the psycho for hire cyborg Alan Gabriel have decided that you should be killed for his personal pleasure. While he at first won't directly attack you, programmed robots will stalk you with explosive crossbows. After that, he will ambush you and will always return more vengeful. He is strong, psychotic, blood thirsty, and incredibly agile because of his cybernetic nature. Eventually Megadei the Union has subverted will attack you, and finally he will personally come to kill you in his personal Mega Deus Big Duo Inferno, which unlike the anime, will not rebel against Alan Gabriel.

Heaven's Day (+300): Without your knowledge an old satellite has broken up and is heading straight towards you. You are on your own, and it could crash at any moment on top of you. You can't flee either, as the satellite pursue you. Oh and by the 9th year, expect more objects to fall on you.

You're so Sweet (+300): All of those traumatic memories you've had over Jump Chain and all the people you tried to save will come to haunt you. They won't be able to saved or reasoned with, and this will be pretty traumatic as you relive those memories.

Red Shirt (+300): As soon as you start the jump, an angry Colonel Dastun barges in and drags you by your ear to the Military Police HQ. Your job will be as a policeman dealing with rogue Megadei and Bigs. You'll be forced into suicidal attacks against unknown Megadei, and the only weapon you have is a howitzer truck that just seems to annoy Megadei.

Rotten Tomato (+300): Like Alex Rosewater, you are a failed crop of the tomatoes that his father produced. And just like Alex Rosewater, you inherit his megalomania and the desire to obtain a Big. And if you somehow obtain a Big, it will slowly kill you in the same methods as Alex Rosewater.

I'm Afraid… (+300): Unfortunately, you never seem to remember to refuel or re-arm your weapons and vehicles. You'll constantly be drawn into fights where you have no ammo. For the rest of your stay here, you'll have zero ammo in fights.

I'm Going to Show You the Mysteries of the Orient (+400): You have an urge to perform theatrics and complex moves, which only the most stupid of opponents will ignore. Everyone else will immediately beat the crap out of you afterwards.

Michael Seebach (+400): You've got to give Michael Seebach his severance pay, but of course Mr. Seebach has gone insane and will pursue you, ranting about the Paradigm Corporation and trying to kill you. He is the pilot of Big Duo, and will activate a few more Megadei to kill you, ensuring that even if you take him down strong Megadei will emerge to kill you.

Church and Corporation (+400): Somehow Paradigm has got it into their heads that you are the key to the memory core inside Big Fau. They will send agents and Megadei to capture you, and if these memories inside you are extracted, it will count as a death.

We Have Come to Terms (+600): Megadei hate you, and they will constantly remind you by seeking you out each week. At first, you'll be facing Megadei on the level of Dorothy-1 and the Construction Robot. The power of these Megadei grow in strength too, so near the end of your stay you will be facing Megadei much more powerful than a Big.

City of Amnesia (+600): What is jump chain? Why are you here? What is this place? For the duration of your ten years you will not be able to remember Jump Chain or the events of the Big O. You can still bring companions here, but you won't remember them and they won't remember you other than a creeping feeling than you recognize them.

Mind Fuck (+600): If the clones of Gordon Rosewater and the Chairmen are tomatoes, then why is everyone calling you a papaya? What the hell is going on here? Is that symbolism or is just something stupid? Why are your memories changing? What the hell is going on here? You will be subject constant symbolism that you won't understand, and you will be unable to stay after 10 years or return.

A Bird whose Wings have been plucked (+600): You've somehow acquired these scars on your back that almost look wings. What are you and what is your nature? After all a bird whose wings have been plucked will shed all its feathers and turn into the beast it was before it evolved into a bird. Your nature is something different, and you will find out in an earth-shattering revelation. Oh, and characters from across Jump Chain are here and are capable of harming you. Expect to see Kaiju if you've taken Pacific Rim, Zakus for Gundam, and a large amount of things from other Jumps.

Null and Void (+600): If somehow the world is wiped out and then reset, you won't survive. You'll die and it will count as a loss for the Jump Chain.

Metropolis (+1000): The book written on the final days of man as depicted by Gordon Rosewater has changed and you are a key element in all of it. On taking this drawback, the stage shifts and everything is arranged against you. On the first year, Megadei will come out daily just to kill you. They will increase in power daily, just like We Have Come To Terms. On the second year, the domes will shatter and the lights above the city will begin falling down on you. By this time, every single citizen in Paradigm knows that you are the cause and will actively begin to pursue you. On the fifth year, the memories you have start

to reappear. Old foes and allies will emerge from your memories to try and kill you. At the very end, right before your ten years are up, Big Venus will emerge and will try to erase you once and for all. You must somehow stop the hostile Big Venus before you can leave.

After 10 years you have the choice of:

Sure Promise: You return after the jump back to Earth

Breeker Street: You stay in the City of Amnesia. Maybe you'll find your answers after all. The skies also start to clear up afterwards, with blue skies and the sun shining down.

Stand A Chance: You continue on to the next jump afterwards.

Note:

If Big Venus rewrites Paradigm City, you survive with all of your memories intact.

An event occurred 40 years ago that wiped out all memories. Jumpers are not affected by it, unless they pick a background that is not Drop in and put their age above 40. This will not erase memories of outside information or memories, but will erase memories of things that occurred above 40 years ago in universe.

Senior Citizens are incapable of repairing Gauss Flayers. This is because no human in Warhammer 40k could repair a Gauss Flayer. Treat Senior Citizen Repair Crew as a group of elderly people suddenly obtaining memories of how to repair whatever you want them to repair, and they will work towards this because of the memories. The Senior Citizens are only human. They have a human intellect, a human mind, and human physiology.

The Archetype is a Megadeus and prototype of a Big. It is missing some key parts, but could feasibly be repaired into something like a Big if enough spare parts are around

All Megadei are identical copies of the original, although certain ones like Big Fau do not have the same issues the original had. For example, the purchased Big Fau has a memory core enabling it to function without going berserk and destroying the city.

You're so Sweet does not resurrect people. It just creates nearly exact clones that will live out those memories, and will die in a tragic way.

The regular 100-CP Memories are random, but will have some importance in the Big O. None of these memories can be harmful.

Metropolis created clones are not the real thing. They just want to kill you.

Changelog:

v 0.2:

Changed wording of Senior Citizen Repair Crew

Added CP Points to the Union drawback. This is totally deserving of 300 CP because your memories will get fucked up if you look at the sky at a certain moment

v 0.3:

Cleaned up some wording.

Added Griffin.

Added Constanze.

Added more clarification.

v 0.4

Put some more clarification.

Changed wording.

Switched amount of CP for drawbacks to 800 from 600.

Added Metropolis drawback.