ARENA SUPPLEMENT

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INTRO

Ding Ding Ding

Welcome, jumpers, to the main event! It's what you've all been waiting for, a chance to have a showdown with some of the biggest, the baddest, the strongest foes you could imagine. And not just that, you'll get to fight old enemies, past friends, maybe even some beings you never managed to meet at all! So come on in jumpers, and test your mettle in the Arena Supplement!

RULES

This supplement opens up a brand new connection to your warehouse, an arena where you can fight certain enemies without repercussions.

You and your companions cannot die in the arena. If an attack would kill you, you are instead booted out to the entrance of the arena, safe and sound. Once the battle has finished, all effects will disappear, both mental and physical. Yes, this does mean you won't be getting any stronger or eating/draining the beings within the arena. The only thing you can take is the experience of fighting the strongest, but that's more then enough huh jumper?

The Arena's size will scale with the power of an opponent or opponents. It might be the size of a warehouse if you're fighting some street-level thugs, but a Chaos God could extend it to the size of planet or more! Remember that this is only the area of the arena that expands, it would not actually turn into a planet.

These opponents are not the original, unless you are fighting your companions, and killing them will not affect the jump they are originally from. In all respects, they are exact clones of the originals.

Finally, the only actions possible within the arena are fighting. Once a battle finishes, you get kicked out of the arena's fighting area. If you try to get around this (Freezing a foe for years and using the

arena as a building area etc) the arena will lock you out for a year and a day. Attempting to store objects in the arena is similarly useless, as it is reset at the end of each battle and all items are replenished to their previous state.

And yes, you can have your companions fight in your place.

You have 100cp to spend.

Options-

What If?- 40cp

Haven't you ever wondered what it would be like if that battle went a little differently? If you had used a different move or been a tiny bit faster? Well now you can, as this option lets you add any being you have fought against before, win or lose, to your library of available opponents. Once you reach the end of a jump, all your past foes from this jump are then added to the library. They are exact copies, so they might have abilities you never knew about.

Extra Opponents (10cp per purchase)

Now, with the above, you can fight your past opponents, but what about those guys you never got to fight in the first place? With this, you can copy one opponent to your library per jump, whether you have fought them or not. They are added at the end of the jump they are in, and extra choices per jump can be bought.

Video Playback- 10cp

Who doesn't want to see their own battles in all their glory? This'll give the ability to replay any of your fights in the arena from any angle, with functions such as Slow-motion, Thermal, Zoom functions and the like.

Spectator Seating- 10cp

This adds a Colosseum like seating arrangement around your arena, protected by invulnerable force fields, that allow all your companions or other guests to watch you battle. There are viewing screens available for when the arena must expand to huge lengths, and food and drink stands are provided for no extra charge.

Match Modes -10cp

Before, you could only have 1v1 battles, but now, any match mode or battle style you can imagine is possible. Team battles, Horde modes, one against one hundred and so on. More unique matches such as Capture the Flag, Tag or King of the Hill become available for an extra 10cp.

Dark Jumper/Dark Companions- 10cp

This option lets you fight mirrored versions of yourself or your companions. For an extra 10cp, this can be any past version of yourself/your companions, with any combination of powers you or they possess.

Terrain Adjustment- 20cp per level

Originally, the arena is a blank, dull and rather brown affair, effectively a dust bowl. With this you can change the terrain, and there are 2 purchase levels.

1st Purchase- Any location naturally found on earth is possible, from Jungles and Deserts to the heart of a volcano. Going further, both Outer Space and even other Planets are valid locations. The weather can also be manipulated, from mere wind and rain, to full on hurricanes and earthquakes. Stellar Phenomena such as meteor showers or black holes may be similarly created.

2nd Purchase- You can now use the location or weather of any of your previous jumps. Want to battle on Holy Terra or in a Warp Storm? The streets of Konohagakure or the Etherwind of Elona? All are fine, so long as you have been to the jump in question, even if you haven't personally experienced the specific location or weather.

2-D Fighting Mode- 10cp

This gives you a switch that can turn the battle into an arcade fighter. The battle becomes 2-D, complete with Health Bars, Energy Gauges and even a Combo Meter. This does not improve you or grant you extra health/energy, merely translates your abilities into 2-D form.

Battle Options- 40cp

Optional switches to make battles interesting, or for when you want to let off some steam. These switches allow you to place conditions on the fight, such as No Magic, No Physical, Time Limits or even Handicaps! It should be noted that using this to train against powerful opponents would obviously have misleading results.

SAMPLE OPPONENTS

These opponents are provided free of charge, to get you started off. Remember that these are not the original being, and that killing them will have no effect on other jumps. In fact, they may be even stronger in other jumps, depending on various factors.

Majin Buu (Dragon Ball Z)

A pink majin spawned in the distant past by a wizard. This creature, in all his pink-bubble gum horror, is a truly formidable opponent. Capable of almost instantaneous regeneration and body manipulation. Majin Buu can literally tear off a piece of his own body and use it as a weapon. He can harness large amounts of energy for his various attacks, such as chocolate beam, which changes the form of anything into whatever he desires. He also has the gift to mimic whatever ability he sees. Not only that, but even in one of his weaker forms, he still possessed the ability to destroy an entire planet with ease.

Majin Buu can absorb any form he can envelope, so careful what you summon. He also has access to any form he has previously absorbed in the Dragon Balls series.Depending on what form he takes, his intelligence can vary from toddler-like, to genius IQ levels. Majin Buu also is kind of a masochist, any pain he is inflicted won't slow him in the slightest. Always keep in mind that this the strongest villain in Dragon ball Z.

Dagon (Lovecraft)

Father of the Deep ones and servant of Cthulhu, this creature lives underwater and is worshiped by his legions of Deep ones. Resembling a giant humanoid fish creature. razor teeth and claws. Capable of summoning an arrangement of Deep ones to his beck and call, Able to swim at high speeds and call upon eldritch magic, this guy has a knack for surprise attacks.

Although his agility, magic and physical strength are nothing to scoff at, his pride makes for his greatest weakness. Dagon is not one to back out of a fight, his pride often keeps him from just summoning endless hordes of minions and staying in the background.

Ancalagon the Black (Lord of the Rings)

An ancient dragon that was supposedly so massive it destroyed the massive towers of Thangorodim will his death. He wields the hottest flames of all Middle earths dragons. And his hoard is glut with the treasures of the Noldor. He is practically a god to all dragons, seeing as he was created by Morgoth, leader of the Balrogs.

Cthulhu (Lovecraft)

One of the most recognizable faces in all of horror. Cthulhu is the High Priest of the Lovecraftian Gods and a powerful being in his own right, whose very visage can make even teh hardiest of men turn into gibbering lunatics. He posseses powerful eldritch magicks, and towers into the sky. Nor is he alone, for his servants, the Cthuli and the Deep ones crowd around his feet, protecting their lord.

The Balrog lord Lungothrin (Lord of the Rings)

One of the first Great Lord's of the Balrog on Middle-Earth. He is guarded by four other Balrog sentinel guards which wield similar magics as to that of their lord. Lungothrin commands shadow and hellfire magic which he can shape into weapons or projectile blasts of energy. Standing at a giants height, Lungothrin is a fierce opponent. Shrouded in shadow, an aura of fear and darkness encompasses his visage.

Archaon, Favored son of Chaos (Warhammer Fantasy)

The chosen of Chaos. A warrior without equal, wielding the six artifacts of chaos.

The Mark of Chaos Undivided, giving him an aura of unparalleled chaos and power.

The Slayer of Kings. A sword possessed by a daemon of Khorne named U'zhul. This blade is sharp, and when we say sharp, we mean SHARP.

The Armor of Morkar. a menacing black set of mail that will protect you against anything up to a nuke.

The Crown of Domination, a symbol of absolute authority over the forces of chaos.

The Eye of Sheerian. This bauble, when place in the gem setting of crown, it bestows the wearer with powers of prophecy and omniscience.

Dorghar, Steed of the Apocalypse. A black nightmare that trods upon the ground in horror, every step, another ear to hear the herald of the end times.

Archaon is an unparalleled warrior. His prowess is both martial and magical, able to call upon all the magics of his indescribable patrons. He is also capable of knowing your every move, so if you mean to kill him, do it in one blow. The longer you fight, the more certain your fate will be, as his near omniscience is his greatest strength.

Dragon Slayer Ornstein and Executioner Smough (Dark Souls)

Two of the legendary knights that once foguth under Lord Gwyn, and still serve his memory, even to this day. The duo compliment the other's fighting style. Ornstein is fast and precise, with the ability to wield lightning to devastating effect. While Smough is large and destructive. When one is killed, the other will absorb their fallen comrades soul, not only regaining all their strength and returning to optimal health, but also gaining the power of their partner. Ornstein will become large and more powerful, while Smough will gain the ability to control lightning.

Kerafyrm the Sleeper (Everquest)

The first prismatic dragon of Norrath, born of the union between a red and blue dragon. He was betrayed by his four lieutenants, each representing a classical element. He was put into a deep slumber by those that betrayed him during a great civil war. He will awaken only after his four lieutenants are slain. Whence he will rise from his sleep and confront you, And will tower above you in his ancient glory. Kerafyrm is immune to all kinds of powers that he is targeted by. His skin is tougher than diamonds and thicker than a titans hide. Because he is immune to magic, he cannot use magic himself, or any breath weapon.

Yisun (Kill Six Billion Demons)

The god of an expansive multiverse. Or he was until he committed suicide.

Though he is supposedly “God” he is far from it. But he is still incredibly stronger than anyone you have ever met. He has near omniscience and great wisdom, though he is plagued by a sadness that made him end his own life.

Yisun has two aspects. The Dark flame Yis. And the Cold Void Un. He is capable of splitting himself in two and then recombining into Yisun. Yisun will use his unmitigated power against you. If you do manage to kill Yisun, he will split into his two weaker, albeit still powerful forms Yis and Un.

Slaanesh, She who thirsts. (40k)

This being is probably the weakest of the four chaos gods, but make no mistake, it is still unimaginably powerful. It just wants the rest of the world to have a little fun, unfortunately it's version of fun makes even the most extreme deviant squirm in horror. Beside the fact it is the avatar of indulgence, hedonism, debauchery, and everything your parents warned you about as a child, it is also capable of knowing your deepest charnel desires, using them to your own instincts against you and appearing as whatever would seem most attractive to you, or taking the appearance of your loved ones. It will cause you to hallucinate, give you a wicked buzz and then an even worse hangover. It is surrounded by daemonic attendants that will confound and confuse you, causing you debilitating pleasure and equally strong pain.

Nurgle The Plague father (40k)

A fat, bloated corpse-like creature that bellows, coughs and wretches continuously over himself. With a wave of his hand, noxious fumes obscure his shape from vision, and then, from the corpulent ground, rises horrors fleshy and fat with puss, sloughing flesh and tearing, bloodshot eyes. Nurgle harnesses all the terror of illness, and all the air in the room is filled with disease. Everything is contaminated. Nurgle can summon hordes of infected vermin minions and what were once human things from the ground, ceiling and walls.

Khorne The Bloodthirster (40k)

The chaos lord of violence and rage, A great red giant who's violence knows no limits nor boundaries. He is stronger than you, tougher than you and faster than you, and is certainly angrier than you. This giant feeds off of the very act of combat itself, and defeating him will not simply be a mere physical battle, but will require all your wits.

Tzeentch the Changer of Ways (40k)

You must be truly mad, you know that? Possibly one of the strongest of the chaos gods, he wields all magicks conceivable and otherwise, and will destroy you in an instant if you are not on a world smashing level of power at least. He can do practically anything he wants with the kind of magic he wields, and his strategy is superb, being the embodiment of scheming.

The Koolaid Man (Television)

You better know this red horror from the depths of commercial advertising history, or you had no childhood, and more than likely missed out on some great comedic opportunities He has amazing strength, and can shoot the contents of himself as a weapon.

Lord English (Homestuck)

Time travelling hulk with a peg leg, a cairo overcoat that is constantly shifting colors, and a walking stick that can turn into any weapon imaginable. This guy is screwed up, and when we say screwed up, we mean, kill his twin sister that lives inside his brain, with whom he was attracted to with a hate boner rivaling Khorne's bloodlust. He can time travel, appearing where he wasn't mere moments ago. And use high powered weaponry. He is violent by nature, he simply feels compelled to murder lesser beings, which is everyone besides him.

Unicron (Transformers)

One of the greatest foes of the Transformers Universe, this planet sized robotic abomination feeds on entire universes. He is capable of devouring existence, regeneration, energy manipulation, you name it and this guy has probably got it. His whole existence revolves around the destruction of existence. He has destroyed approximately 22.56 % of the known universes in the Transformers multiverse. Unicron is capable of changing his size to anything he wants, so just be prepared.

Death Wing (World of Warcraft)

One of the five aspects of the dragon, corrupted by titans in his subterranean lair, he emerged from his caves to wreak Armageddon upon Azeroth. Deathwing embodies the word massive. His large, obsidian hide contoured by deep veins of lava make his terrifying visage all the more imposing. Deathwing single-handedly reshaped the world of Azeroth. His destructive force is unmatched, perhaps only by yourself.