ICONOCLASTS JUMPCHAIN



Welcome to the world of Iconoclasts. This is a world where precious ivory is crucial to everyday life, as well as providing incredible technological breakthroughs. As such, the One Concern strictly rations how much ivory each settlement has access to and harshly regulates most other facets of life. But, rebellious pirates attempt to mine ivory for themselves, and the One Concern deploys biologically altered and mechanically enhanced Agents in order to track them down and stop them. You arrive in this world just before Robin, an illegal mechanic, goes to her brother's house to make some repairs. You'll be staying in this world for 10 years, but worry not! Here's 1,000 Choice Points to help you out. Spend them wisely, as ivory isn't the only resource that should be rationed.

+1,000 CP

LOCATIONS

Roll 1d8 for starting location, or pay 50 CP to choose.

1. Settlement 17: A small community in the Blockrock region, far away from bustling city life.
2. The Tower: A school for potential progeny that hope to achieve transcendence.
3. Isilugar: The underwater home of the Isi people, currently docked near the Glass Strait.
4. City One: The largest city in the world, and head of the church. Mother lives here.
5. Midway: A mining outpost on the moon controlled by the One Concern.
6. Shockwood: A dense forest teeming with electrical flora and fauna.
7. Dark Cave: You've found your way deep underground somehow. Be careful.
8. Free Choice: Lucky you, you must've found the fast travel system underground.

BACKGROUNDS

Starting age for Mechanic and Pirate is 17 + 1d8. Starting age for Transcendent is 17 + 1d8 x 10. Drop In is the same age as the previous jump. Gender is the same as in the previous jump. Pay 50 CP to freely choose your starting age and gender.

Mechanic: Those that keep the world turning, perhaps somewhat literally in fact due to the way the planet is structured. You're skilled with a wrench and can work with Ivory equipment with no problems. Decide now if you're licensed by the One Concern, or if you're a heretical freelance mechanic.

Pirate: The Isi, as they like to call themselves, are a small culture unaffiliated with the One Concern. As such, they come into frequent conflict with them, and have to rely on stealth to avoid being destroyed.

Transcendent: Someone who has gone through a transcender machine, spending months bathing in the purest ivory. Those that survive are forever changed, ivory replacing their blood and giving them mysterious powers some might call magic. Must take the Ivory Blood drawback, but you still gain points from it as normal.

Drop In: You arrive in this world with no past and no connections. Will you be able to live your life peacefully, or will you find yourself caught up in the coming conflict for the fate of the planet? Only time will tell.

PERKS

Basic Repair (100 CP, Free Mechanic): You know how to turn a wrench! And really, that's all you need for most repairs around here, somehow. With some well applied elbow grease and a few swings of your oversized wrench, you can get most technology up and running unless it was completely destroyed.

Parry (200 CP, Discount Mechanic): Not only can you turn a wrench, you can spin one too! In addition to looking flashy, if you time it just right, you'll be able to block and reflect some projectiles. This works mostly on physical things like grenades, and probably won't work on say, a laser or energy blast.

Jumping Skills (400 CP, Discount Mechanic): This wouldn't be a proper metroidvania without some jumping puzzles, and luckily you are equipped to do just that! You can easily jump roughly 10 feet into the air, and don't have to worry about fall damage unless falling from a truly insane height. In addition, you're able to roughly slam down from the air, destroying certain blocks, and crushing enemies that don't have proper head protection.

Friendship (600 CP, DIscount Mechanic): The power of friendship can help you through the toughest of battles, and also somehow make you more resistant to mind control. You can coordinate with your companions more effectively, and in situations where they might be turned against you (even within your own mind), the strength of your friendship will prevail and your friends won't attack you.

Swimming (100 CP, Free Pirate): Maybe not the most important skill to have, unless your society happens to live underwater that is. You're an experienced swimmer, able to hold your breath for minutes at a time, and dive down as far as you can hold your breath with no repercussions.

Slide (200 CP, Discount Pirate): A classic metroidvania ability, you can crouch down and slide forward a good 10 feet at will, without the need for any previous momentum, and ignoring friction. Use it at-will to travel around in true protagonist style. Remember, walking normally is for chumps.

Horticulture (400 CP, Discount Pirate): The Isi are masters of using the Ancestral Seeds of their people, as evidenced by the greenery covering their underwater base. With this perk you are a master of horticulture and botany, able to grow thriving plants from any seeds, even ancient seeds from another planet. Of course, this applies to mundane flora as well. Well, mundane flora in this world is ivory powered, and earth flora is considered exotic.

Wisdom of the Ancients (600 CP, Discount Pirate): You've gotten the knowledge of the ancestors, whether from talking to as many people as you can about what they know, or maybe you were lucky enough to read the files of an ancestral vessel directly. The knowledge of the ancients tells you how to form, run, and ensure the survival of a new society. With this knowledge, some materials, and a group of settlers, you could form a new city in no time!

Brawling (100 CP, Free Transcendent): One thing that all Agents and Reborn are trained in is how to fight using their body as a weapon. Now, for most people that means hand to hand combat, but if say, your body was on fire and you could fly around, you'd have training on how to use that effectively as well. Either way, you can handle yourself just fine in a fight without weapons.

Ivory Healing (200 CP, Discount Transcendent): The most basic ability of all Transcendent, regardless of their level of bonding with the Ivory is to heal themselves by drawing in Ivory from the surrounding area. This makes them quite hard to kill if care isn't taken to actually finish the job before they get a chance to heal themselves.

Extra Hearts (400 CP, Discount Transcendent): You are incredibly durable. You could survive several point blank shotgun blasts to the face, and only be somewhat worse for wear. If you're taking this with Ivory Healing, it'll be almost impossible to hurt you enough to put you down before you're able to heal. Be warned that this doesn't make you invincible, as there's plenty of ways to win a fight besides just dealing damage.

Medium (600 CP, Discount Transcendent): You've achieved a perfect synchronicity with the Ivory during your transcendence, and can manipulate Ivory as if it were an extension of your own body. This allows you to directly interface with Ivory based technology, and even command the blocky plants of the world to grow. In effect, this gives you telekinetic control over anything with Ivory in it. You could, for example, turn a parade float into a giant mechanical cat to attack your foes with. In addition, this can be used to fire blasts of energy from the ground to attack foes or send them flying. Also turns your hair white.

Don't Mind Me (100 CP, Free Drop In): Whether it's due to a concealing helmet that you wear, or even just having a non distinct face, you can blend into the background and not ruffle any feathers. Even your direct bosses won't realize if you've been plotting to kill them, as long as you don't outright tell anyone about your plans or anything like that. This doesn't work once you've gotten some notoriety for yourself (such as if you actually go through with killing your boss).

Pilot (200 CP, DIscount Drop In): Whether driving a train, flying a helicopter, or even piloting a massive spaceship, you've got the skills to ensure smooth sailing. There's no mundane vehicle that you can't drive.

Secret Society (400 CP, Discount Drop In): Much like how the Chemico Contra are able to hide in plain sight amongst the regular Chemico chemists, you too have all the necessary skills at deception, subterfuge, and counterintelligence to form, run, and maintain the secrecy of a secret organization. What you do with that is up to you, but I'm sure that you can think of something to do with your new secret society.

Chemist (600 CP, Discount Drop In): The chemistry of this world is probably a good deal different than the one you're used to, thanks to the power of the Ivory that inhabits most things on the planet. With this perk, you've got expert knowledge of how exactly Ivory interacts with the world, living things, and other chemical processes. With this knowledge, you could make incredibly powerful ivory fuel, explosives, or even a way to remove ivory from a substance, given enough time.

ITEMS

Wrench (100 CP, Free Mechanic): An oversized wrench, capable of bashing in skulls just as easily as it turns bolts. No true mechanic would be caught dead without one. Can be temporarily electrified to power generators and other electrical devices.

Stun Gun (200 CP, Discount Mechanic): A useful sidearm, capable of rapid firing short range blasts of energy. It can also be charged up to fire a more powerful blast that could even propel you backwards (or upwards). It takes a few seconds to recharge after such a blast though.

Bomb Gun (400 CP, Discount Mechanic): A more powerful weapon, capable of launching bowling ball sized explosives that go off after a few seconds. It can also be charged up to fire a longer range missile, capable of traveling in a straight line across a large room before exploding. If your wrench is electrified, your bombs will be as well.

Usurper Gun (600 CP, Discount Mechanic): An extremely powerful weapon, capable of quickly dispatching most foes. Its true power, however, lies in its ability to teleport the user. If charged up, it can swap the position of the user with an object of roughly equal size, or an enemy of roughly equal size. Enemies with shields will be able to block the teleportation shot just as easily as they can block a regular shot, so watch out.

Water Scooter (100 CP, Discount Pirate): Just what it sounds like, a scooter with seating for two that can travel over water. Can reach top speeds of 50 miles per hour, and it's powered by ivory just like most machines on the planet. Try not to get it blown up within 10 seconds of getting it.

Shotgun (200 CP, Discount Pirate): An inelegant weapon for a tumultuous age, this shotgun works as most shotguns do, requiring you to aim and pull the trigger. Though, it may be more accurate to call this a rifle, as it only fires a single bullet at a time. Never runs out of ammo, and you can use it as a blunt object in a pinch.

Ancestral Seeds (400 CP, DIscount Pirate): This bag of seeds comes from the Isi's Ancestral Vessel that they first came to the planet with. While they can be used for fairly mundane gardening (which is itself unusual since they produce round leaves when every plant on the planet has blocky leaves), their true value is that they react violently to the presence of ivory, growing rapidly out of control. Shove some in an ivory powered door and it may just explode! Or, it might simply grow a tree around the door. And, if you were to shove some into the open wound of someone with ivory blood…well, the results wouldn't be pretty.

Boat (600 CP, Discount Pirate): What good is a pirate without a fine vessel to sail upon the ocean blue? This boat is large enough for a crew of a half dozen or so, plus room for the captain's quarters. Incredibly durable, this could survive being thrown onto (and falling through) a mountain, and still remain seaworthy with a few minor repairs. With a ship like this, you may even be able to chart the seas of the whole world! If only they didn't keep changing positions.

Ivory Prosthetic (100 CP, Free Transcendent): It's common for Agents and Reborn to be missing parts of their bodies, everything from limbs, to faces, to even all of your skin. Well, this ivory powered prosthetic does a pretty good job of replacing whatever it is that it's meant to replace, functioning just as well as a flesh and blood limb (or whatever else it's replacing).

Parade Float (200 CP, Discount Transcendent): A large parade float, powered by ivory and capable of floating. It comes decorated to your specifications, and everyone who sees it will feel a sense of awe should you deign to approach them in it. Can be conveniently reassembled into a giant mechanical cat, should you possess extreme levels of control over ivory, such as from the Medium perk..

Helicopter (400 CP, Discount Transcendent): An ivory powered helicopter, decked out with all sorts of weapons. Missiles, lasers, mechanical arms for some reason, it's got it! Other than that, it's a helicopter. So, it flies. That's about it.

Spine Controller (600 CP, Discount Transcendent): This ancient piece of machinery resembles a massive buzzsaw about 15-20 feet tall, with a central eye. It has terrifying destructive capabilities, but its true power is in its ability to reshape the matter of The Planet for terraforming. Rivers can become grass, mountains become lakes, and so on, given enough time.

Crafting Table (100 CP, Free Drop In): Every builder needs a place to work, and this is the perfect spot for it. It contains all manner of tools for engineering, mechanical repair, and even chemistry, despite being no larger than an average desk. Isn't science amazing?

Crafting Materials (200 CP, Discount Drop In): Every week, you'll receive a shipment of Improvium, Metallium, Technium, and Ivory Oil, about enough to make one Tweak with, or something of similar complexity. Of course, nothing's to stop you from piling up a stockpile of these materials to make something truly impressive, if you have the know-how.

Elro's Compound (400 CP, Discount Drop In): This syringe contains two distinct liquids that, when injected into any substance containing Ivory, immediately cause the ivory within to rapidly evacuate, leaving behind only a purple detritus dust. If used up, you receive another syringe within a week.

Star Worm (600 CP, Discount Drop In): Much like a certain birdman, you've got possession of your very own Star Worm, a massive biomechanical Ivory powered starship the size of a tractor trailer. Fully capable of interstellar flight, this ship is enough to instill fear and awe in primitive societies that don't understand such things. Why, you might even be mistaken for a god if you were to pilot this near a planet of those who were unaware of its true nature. Comes with a free set of fuzzy dice to hang in the cockpit.

TWEAKS

I'd be remiss if I didn't give you the option to buy some Tweaks directly if you have no interest in crafting your own. Tweaks are helpful mods, sort of like Perks, though you can only have three equipped at a time, and if you get hit one of them will break. Worry not, with a bit of repair they'll be good as new! This happens automatically by absorbing Ivory from slain foes, but in an Ivory-less environment you can also spend a moment to repair them yourself. If you want to swap out your equipped Tweaks it just takes a few moments of rest at a safe location. Each Tweak costs 100 CP, and you have an extra +300 CP to spend in this section only, enough to give you a full loadout.

Iron Heart (Can be taken three times): Each equipped Iron Heart tweak will protect you from one hit before breaking and needing to be repaired as normal for Tweaks. Some attacks that last longer than a second or so, such as a powerful laser or other area of effect, will count as more than one hit.

Tool Assist (Can be taken three times): Pretty simple, each of these Tweaks improves the damage you do with melee weapons. The effect stacks if you have more than one equipped.

Fleet Foot (Can be taken three times): Another simple effect, each of these Tweaks slightly improves your movement speed. The effect stacks if you have more than one equipped.

Spindle (Can be taken three times): For each of these equipped, you can spin your Wrench to parry a little bit longer before you get tired and need to stop. Applies to non-wrench melee weapons as well, if you're capable of parrying with them.

Cooldown S.: Reduces the cooldown on your Stun Gun from overheating, or any other gun-like weapon that requires a cooldown.

Cooldown B.: Reduces the cooldown on your Stun Bombs from overheating, or any other explosive device that requires a cooldown.

Wavey Beam: Allows the Usurper to fire through walls. If you have another weapon capable of normally penetrating through enemies, but not walls, this will allow it to penetrate through walls as well.

Shock Value (Can be taken three times): Allows your wrench to stay electrified for a longer time. This applies to any other weapon you have that needs to charge up for a limited time. The effect stacks if you have more than one equipped.

Breathless (Can be taken three times): Allows you to hold your breath for longer, essential for any diving. The effect stacks if you have more than one equipped.

Detonator: Allows you to remotely trigger your bombs or other explosive devices instead of waiting for them to explode on a timer or hit something.

Blast Radius: Increases the area of effect for your bombs or other explosive devices. Careful!

Dodger: Allows you to perform a forward roll to dodge out of the way of attacks.

Meditation: Allows you to meditate (obviously), and while meditating, your damaged Tweaks are slowly repaired automatically.

Sleuth: You gain a sixth sense for finding false or secret walls that you're able to pass through.

Featherweight: The most coveted ability in any metroidvania, you can now double jump. Really, I should be charging you at least 500 CP for this, so consider 100 CP a steal.

POWERS

The powers here are those demonstrated by Agents and Reborn in the game. Not every transcendent has powers, and some are much weaker at using them than others. It'll be up to you to train your powers in order to use them effectively. Each power costs 600 CP. Transcendents receive one power at a discount for half CP.

Invisibility: Simply put, you can turn invisible. This doesn't work if you attack or are attacked, which will temporarily disable this power. Be warned, invisible doesn't mean inaudible.

Flame Body: You can wreathe your body in flames that are harmless to you. In addition to the obvious benefits of lighting yourself on fire, you're also able to propel yourself forward with fire, similar to a jetpack.

Super Speed: You're able to quickly move your body faster than the average person's eye can track. They'll barely be able to see an after-image of you as you run around. If you really push yourself, it may even look like you're teleporting!

Laser Eyes: You're able to fire beams from your eyes, in two varieties. Heat rays which can light objects on fire and melt things, and freeze rays which can freeze things and make pathways slippery. If you become very skilled, maybe you could even use different beams in each eye. Somehow, you are able to still see while doing this, so you're not firing blindly.

Power Punch: Your fists have been augmented, giving you incredible punching power. You can easily pick up and throw people around like they were nothing. You could even punch the ground to produce powerful shockwaves to knock people back.

COMPANIONS

Full Party (200/400 CP): It's a harsh world out there, and even villains can use some friends. For 200 CP, you can create or import 4 companions and give them each 600 CP to spend on perks and items, with discounts based on their background as normal. For 400 CP, you can instead get 8 companions to go on your grand adventure with.

Cat (50 CP): A big fluffy cat named Catigone. Maybe it's related to Mother's cat Oedipuss, who knows? Doesn't really do much besides normal cat things, but it may provide some comfort in case the end of the world starts to arrive in the next week or so from starting your jump, however unlikely that may be.

DRAWBACKS

Infertile (+100 CP): For whatever reason, maybe genetics, maybe injury, you are unable to sire or bear children. To some this might even be considered a boon, but the world's population is pretty low at the moment, so both cultures have a healthy emphasis on raising children, especially the Isi.

Stinky (+100 CP): There's not really a delicate way to put this. You stink. Bad. Maybe you just don't bathe enough, or maybe it's just genetic. Either way, it's quite noticeable. You can try to cover it up with deodorant and perfume, but that's only gonna mask the problem. Hopefully you won't need to hide from anyone with a good nose.

Prophetic (+200 CP): You are blessed to receive revelations from the divine, in order to guide you down the correct path in life. At least, that's what you believe. In reality you're so deluded by scripture, either the One Concern's or the Isi's, that you'll see signs out of random meaningless events and interpret them as you wish.

Pacifist (+200 CP): You're a nonviolent person, and against killing other people. Even your weapons, should you take any, will be modified to only function on a 'stun' setting. Yes, even blunt objects, lasers, and shotguns will only stun people instead of killing them. You have no qualms about killing animals or robots though.

Reborn (+300 CP): Part of coming into this world has forged your body anew, without any of the powers of your old life. Speaking plainly, you don't have any of your perks or items from previous jumps to help you out, only what you've purchased here.

Ivory Blood (+300 CP, Mandatory for Transcendents): Whether from a transcendence or some other quirk of biology, you don't bleed red like everyone else. Instead your blood is almost entirely pure white ivory. Ordinarily, this would be an advantage, but there's a fatal weakness. If any of the Isi pirates' ancestral seeds are exposed to your blood, they will rapidly grow out of control, killing you in the process. The same goes for the mysterious Eyes in the planet's core, which can take over anything with ivory in it. And, it's rumored that there's a mysterious compound which can eject all ivory from matter. As your blood is made of ivory, this would prove quite fatal.

Partial Transcendence (+300 CP): Whether or not you actually went through with transcendence or not, this drawback gives you one of the most common side effects of the process: parts of your body are not formed correctly, or are missing. This could mean many things, from being blind, to suffering constant headaches, or severe disfigurement. Prosthetics can help alleviate some of these problems, but they cannot be cured completely.

Roulette (+600 CP): Now why the hell did you install this Tweak? And you're telling me that it works even when broken? Well, shit, in addition to eating up one of your Tweak slots, you also have to deal with a random effect changing every minute or so. Some of these are outright terrible, like being forced to constantly shoot or jump, or reducing your damage by 75%. Some are a bit more tolerable, such as turning invisible, or the whole world moving in slow motion.

Since I'm nice I'll say that the effects only happen when you're conscious, so you're not shooting people in your sleep.

ENDINGS

Stay Here: I'll be honest, unless major changes are made to the planet, things are looking grim for them. Maybe you can stay behind with all of your powers and help rebuild? Or maybe just explore the galaxy, it's up to you. Your drawbacks are removed.

Go Home: All this talk of family has got you missing your own. You head back to Earth with all of your drawbacks removed.

Journey Onward: There's plenty of worlds out there yet to be discovered, and hey maybe you can even make a map of the multiverse while you're at it! You continue on to the next jump with all of your drawbacks removed.

NOTES

By GW2Anon !3ZmXiJrYAI

Version 1.0: Jumpable
Version 1.1: Slightly expanded on what Medium can do to clarify things.

On Ivory: So, ivory is a pretty big deal in this setting, as it's the main plot device that everything revolves around. So of course most of these powers and items are fueled by ivory, but that doesn't help if you go to any other jump that doesn't have the stuff. So, post-jump, any local 'magic' or 'super science' plot material can take the place of ivory to power your perks and items that rely on it, whether that's magic crystals or nanomachines, or whatever else happens to be that setting's special thing.

So for example, Elro's Compound could violently shove the Mana out of an object in a standard fantasy world, and the Ancestral Seeds could react violently to someone who has dragon blood. Pour some liquid sunlight into your helicopter to make it fly, whatever.

What can ivory do? Well, at its most basic, it's a fuel source. The One Concern and the Isi both use it to fuel basically everything in their lives, and alternative sources of power like electricity are explicitly worse than ivory. It also has biomutagenic powers, as it's able to Transcend humans into beings with ivory blood, giving them strange abilities in the process and massively extending their lifespan. As for anything else specific it can do? Well, we know the technology incorporating it is on the level of interplanetary spaceships, so use that as a baseline.

What if I want to use a Transcender without taking the appropriate background? Well, you can certainly try. The process takes months of being bathed in ivory, feels like you're on fire, and is likely to maim if not outright kill you. There's mounds of melted corpses underneath those machines, and that whole bit about becoming a spirit guardian if you don't make it is almost

certainly propaganda. Really, you’re taking a months-long bath in magic rocket fuel and hoping for the best.