THE Antagonist

Jumpchain Supplement

Ver 1.0 By "u/flat_streak56"

Greetings, not-so weary traveler yet… Or should i call you jumper? Who i am is not important. I have a deal for you. Want to hear it?

…

Good. So i'll let you design your own antagonist! "Why would you do that?" For the challenge? To annoy and make someone suffer? To gain extra points to buy stuff in other jumps, gauntlets and supplements? Don't try to hide it, i know that last one got your attention.

This individual, entity, object, force, group… whatever you decide, will act as an "opposing force" to you, as if your chain was the story from whatever media you think.

You will begin with -1000 ap, those are "antagonist points". They are negative numbers because your total amount of ap, when finishing this supplement, must be 0 or higher. If it's higher than 0, you get whatever amount of ap you have as leftover. Maybe you want to do that on purpose? I do warn you though, the "purchases" of this supplement aren't toggleable. If you want to change them, you must make a new antagonist AND defeat your current one before doing so.

Parameters 'n Stuff

Benefactor (-200/0/+300 ap) Does your antagonist have a benefactor like a Jumpchan? If they do and that benefactor is detrimental for them, you lose 200 ap (gain -200 ap). If their benefactor benefits them, you gain 300 ap (gain +300 ap). If they don't have a benefactor at all, you gain no points, but also don't lose any. With detrimental i mean that they interact with your antagonist in negative ways, like annoying them, messing with their luck, giving them drawbacks, etc. and with benefit i mean the opposite of that. You can use a benefactor supplement or assign them an original one.

Nature (optional +300 ap) WHAT is your antagonist? Or more like, what was originally at least? Are they an individual? A person? A cosmic force? An abstract being that posseses others or one that wills itself into a physical form? Are they a small group? Are they an organization? An artificial construct? A meme given life? WHAT? If you make it so your antagonist's nature affects you negatively you will gain 300 ap. For example: If your antagonists becomes a cosmic force and you go to a jump where world-ending mechas are powered by some strange cosmic radiation, that same radiation could become hazardous for you (or more than before, if it was already hazardous) if your antagonist becomes that same force.

Physical Appearance (optional +100 ap) You must determine their physical appearance based on their nature. If you want to gain 100 ap, you can make it so they are attractive in some way, like the beautiful star of a movie.

Morality (-600/-300/-100/0/+100/+300/+600 ap) Chaotic good, lawful bad, bla bla bla. You know the deal. Assuming you were VERY good, (to the extreme) you would gain 600 ap if your antagonist is an absolute monster or one of the most evil villains. You would gain 300 ap if they were considered more or less a regular villian. Gain 100 for they to become a sort of anti-villain with some light in their heart. You lose 600 ap if they have the same morality as yours. Lose 300 ap and they could be considered a more or less regular "hero". For 100 ap, they could be a dark anti-hero. You won't gain or lose ap if they are neutral, true neutral… as in "the most neutral something can be" or just outside of our morality system.

Intelligence (-400/-200/0/+200/+400 ap) How Smart, how easy is for them to understand information, etc. You lose 400 ap if they are dumb like a gag character or some shonen anime protagonists "oh, the irony". You lose 200 ap if they are just on the dumb spectrum, not very bright certainly. Gain 200 ap and their are on the Smart spectrum. Gain 400 ap and they are Smart like a carácter from detective stories (take L and Light Yagami for example) or scientists from sci-fi stories. If they are average, then you don't lose ap, but also don't gain any.

"Physical" Prowess (-500/0/+500 ap) The more brute part of your antagonist. Their destructive potential, their more "hard" parameters. If they are something like a force, an abstract, a concept, a group, an organization, etc. they have probably more members, ones of greater quality or both, stronger effects or other results. For 500 ap, no matter what, the antagonist is somehow "weaker" than you and if it came to a contest of your prowess against theirs you will come on top without external help. Gain 500 ap if it's the contrary (they will be "stronger" no matter what), you would need external help if you want to win the "contest". For 0 ap, you both are more or less evenly matched.

Charisma (-300/0/+400 ap) Straight to the point. For 300 ap, they would have poor carisma. For no ap, they have average carisma. Gain 400 ap and they could be considered the child of THE Devil, a noticeably high amount of carisma.

Luck (-200/0/+200 ap) For 200 ap, they have remarkably por luck. You can gain 200 ap and now they almost seem blessed by God. For 0 ap they have more or less neutral luck.

"Guts" (-500/0/+500 ap) Their willpower. For 500 ap, they have low willpower. You gain 500 ap and now they have willpower rivaling that of some shonen anime protagonists.

Amount of Hate (-200/0/+300/+600 ap) For 200 ap, they even like you a bit, if you fight it's probably thanks to fate or some major force. Gain no ap, but don't lose any either and they don't like you, but they don't hate you. Gain 300 ap and the antagonist will have some hate for you. Gain 600 ap and now their hatred for you is ungodly.

"Work Schedule" (0/+200/+400/+600 ap) How active the antagonist is in being… antagonistic. You won't lose ap with this, but you won't gain any if they aren't doing their job unless they are "forced" to do. Gain 200 ap and they will actually try to be the antagonist. Gain 400 ap and they will become noticeably active. I can give you 600 ap if you make them so active you could say they are plotting and attacking you 24/07.

Budget (-400/0/+100/+300 ap) How much starting points do they get from documents like jumps, supplements and gauntlets. For 400 ap, they won't get any starting points. 0 ap and they will begin with 50% of the starting points a documents grants. Gain 100 ap and now they get the 100% of whatever amount of starting points the documents grant. Gain 300 ap and now they will have 50% more starting points from the documents.

Informant (-400/-200/0/+100/+200/+400 ap) How much information do they have about you. For 200 ap, they don't even know you exist and if you pay 400 ap, at the end of each jump, they will forget whatever information they could get concerning you. For 0 ap, they will have bits of information about you such as your existence, but nothing else relevant. You will gain 100 ap if they are aware of your nature as a jumper and some of the obvious boons that come with it. You will gain 200 ap if they somehow got their hands on your personal strengths and weaknesses, maybe all of them or maybe only some. You get 400 ap if they now have some serious Intel on you such as your perks, powers, artifacts, companions…

Personality Archetypes

Ah, yes, the sauce of our dear conflict-creator. Here you will be able to choose from different archetypes to give your antagonist some extra flavour.

- **The insane comedian**: This one is crazy! Or at least they seems so. They just love to make pun or tell dark jokes to instill fear in their enemies. They might have some sort of laugh that screams "look at me, i have gone grazyyyy!!!". They will always, or most of the time, appear cheerful and smiling. Characters like DC's Joker, Marvel's Green Goblin (Norman Osborn) and Nui Harime fall here.
- **The Mad Scientist/Ancient Wizard**: Their evil schemes or like of mischief is ever present, with a not-so evil laugh. These guys will probably try to solve their problems with more brain than muscle and they usually end up acting more like a comedic relief or

lighthearted individual than a serious character. Mayo or may not be flamboyant and eccentric. Dr Doofenshmirtz and Dr West are good examples.

- **THE Mad Scientist**: Ok, now we are serious. This one may be an intelectual, but they are very willing to get dirt on their hands. Some even might practice martial arts and be built like a tank. They are serious, badass, strong willed and usually charismatic. Examples of this archetype would be Dr Saotome from Getter Robo manga and Dr Hell.
- **The Husk**: No emotions. Or at least it looks like that. They aren't the best at communicating their emotions, if they have any and even though they may be capable of experiencing them, others often see them as cold people. They are sometimes shy or oblivious to the stuff they say or do that comes as "rude" to others. They may be constantly bored. Rei Ayanami, Saitama and Jon Osterman (Doctor Manhattan) are good examples of this archetype.
- **C. C. C.**: It stands for Cold, Calm and Calculating. These people can be perceived as similar to the previous archetype. But these are very capable of experiencing emotions. They usually don't talk more than necessary, unless they want to start monologuing. They are usually relaxed, calm, as if everything was going according to some secret plan of theirs and nothing could make them lose their cool… except when it does. Some examples of this would be Hayato Jin and Dio Brando.
- **The Shonen**: Ah, another classic. Almost always cheerful, with a hearty laugh and a big smile. Hotheaded and sometimes even foul-mouthed. Probably they will talk about the power of friendship and "guts" at some point. Examples of this are many shonen anime protagonists like Monkey D. Luffy and Ryuko Matoi.
- **The Happy and/or Chaotic ball**: Ah, yes. Unpredictable and always seem to never get out of their most prominent mood, unless it's a special situation or their are just acting. By default they are laid back and care little for problems, sometimes cheerful, Examples that fall in this one are Deadpool and Mako Mankanshoku.
- **The Mom/Dad**: Similar to the one above. This one may not be chaotic, but it is very hard for them to acto ut of character. Calm, relaxed and with a smile on their face. People could see them as someone to ask for advice. Quetzalcoatl from dragon maid is one such example.
- **The "Evil" "Twin" / "Clone"**: Or maybe more like an alternate reality versión of yourself. This one is, to put it simply, you. They share your personality quirks, your mood, your attitude. It's like staring into a mirror, maybe a bit distorted, but a mirror none the less.
- **The Eldritch Brat**: This one here holds some innocence… or they are detached from your usual morality system. They are self-centered, sometiimes apathetic and narcissistic. Probably would use the "puppy eyes" if they can. Spoiled brat might be a title they could earn pretty quick.
- **The Noble Lady/Gentleman**: Polite, educated, respectful, strongly follows a "code" that sets their choices, their way of thinking and acting. They live by this "code", it governs their life. Characters like Jonathan Joestar, Jack the Samurai and Lalatina Dustiness Ford (Darkness) can fall in this category.
- **The "American Way"**: Also known as "The Freedomist", are those who seek to do anything they want in their moral compass with whatever method, resources, tools and connections they have at hand. They may try to make evidence disappear, bribe public

workers, etc. They often seem to care Little for the resta round them. May or may not act as if they were royalty (like the trope) that must be served. Characters like Dio Brando and Jack Sparrow fall in this archetype.

- **The Cunning "Teenager"**: Oftenly aggressive (specially when things aren't ggoing their way), sometimes proud and arrogant, as if they were going through their puberty. They also have a tendency to try to tempt others to do their biding. Those like Katsuki Bakugo can fall here.
- **The Prideful Badass**: The name says it. They might not be a badass always, but they mean serious business. Confident in their abilities and they strongly believe in the power of oneself, as opposed to "The Shonen". Vegeta and Seto Kaiba are good examples of this archetype.
- **The Glory-hound**: This one feels an overwhelming need to get some kind of fame. From leaving clues of his deeds to monologuing, they love attention. Sometimes they might be looking for more direct praise.
- **The Religious Fanatic**: They are very devout. To what? I don't know, maybe you should ask them (or maybe not). They blindly believe in something and they would do mental gymnastics if it was necessary to keep their beliefs. Watch out for their anger outbursts when somene insults their object of devotion or question it.
- **Garfield the Something**: Loves lazing around, inhale food like a vacuum and taking naps. They are probably chill and prefer mental tasks over physical ones.
- **"Bro, trust me!"**: Ah, the compulsive, but cunning liar. Always doing their best to hid their information from others and/or even lie to them. Can they be trusted? Are they actually telling the truth this time?!
- **THE YANDERE** (200 ap if taken with "This is love~"): Jumper, you know the drill.
- **"HERE COMES A NEW CHALLENGER!"**: Got an archetype that doesn't fall into any of these? Did i forget one? This option covers anything that has not been listed already in this section.

Goals

Your antagonist wouldn't be complete if they didn't have a major goal, right? Here you will choose one for them… or more… as much as you want, but watch out!

- **"This is love~"** (200/400/600 ap): Well, jumper. It seems like your antagonist wants to r*pe the sh*t out of you, literally. You will gain 200 ap for taking this goal. But if you want 400, you can make it so that they also want to break and "train" you, turn you into a toy, slave, whatever. If you want even more points, for a grand total of 600 ap, they won't be happy with just breaking you, no, they don't even want that. What they want is for you to marry them and they will do anything to make you theirs and finally get your "happy ever after".
- **Hired "Gun" / The "Blackmailed"** (-400 ap): This one is not actually going for you out of their own will, at least not at first. They have been hired or forced to hunt you down, ruin you or whatever, so their "employer", benefactor or something is the one that you should direct your anger to and the ones that have the true reasons for this conflict.

- **I AM YOU**: Your antagonist's goa lis to take over your life. They will take your stuff, your house, your Friends, family, followers, job, everything.
- **Neutralize Target** (200 ap): For some reason, your antagonist "must" destroy you… or just incapacitate you somehow, but it must be enough for you to be "contained". Seal you inside another "dimension" and/or artifact, send you to jail or lock you in some dungeon, kill you, erase you, etc. Your neutralization must be very important to them somehow (although it will be relative to them)
- **"I am the one who will show you hell"** (400 ap): This one wants to ruin you, to humiliate you, to make you suffer, to break you. They will aim to cripple your reputation, to torture you in a physical, psychological or both ways. And they will make sure you don't enjoy it, no matter how masochistic you are.
- **Conquest!** (200/400/600 ap): They are in a crusade… or maybe not. Maybe, instead of wanting to spread the Word of their religion or something, they want to just conquer, get political and economical power. If you set their goal's limits to a single country or bunch of them, maybe an entire continent, you will get 200 ap. If you want 200 more points, you can set their limits as the current world (planet) plus the local star system or even the galaxy. If you want another 200 ap, for a grand total of 600, they will have no fixed limit in their goals of conquest/expansion.
- **"My goals are beyond your understanding"**: This option is for any goal i may have forgotten to list. You won't get any points with this option and if the goal proves beneficial to you in some way, you will spend 300 ap.

The isekai method

Also known as the "Isekai Formula". This is the method your antagonist is subjected to in order to fulfill this supplement's purpose, how they follow you through your chain.

- **Reincarnation**: Good ol' classic. Your antagonist is like you, whenever you take an origin. The jump ends and they reincarnate to have their own background in the next jump. They obviously retain the information they have gotten or recover it when the jump actually starts (unless you payed 400 ap in "Informant").
- **Resurrection and Summoning**: Similar to the one above, but they aren't reborn. May or may not be transported thanks to someone doing a summoning ritual of sorts.
- **Legacy of the look-alikes**: Every jump, your antagonist is replaced by someone similar to them. The choices in this supplement are all the same for them, but their personality and appearance may vary. They will get whatever perks, items and etc. their predecessors had. They will obtain any information about you that the others managed to gain (unless you payed 400 ap in "Informant")
- **The one-time affair**: Your antagonist will last only for one jump/gauntlet of your choosing and you can only gain up to 1000 cp for that jump/gauntlet by using this supplement.
- **Attack of the clones**: Dear and loved genetics… The kaminoans, the getter army or whatever must have done a damn well job cloning your antagonist. Each time one is released, it's usually better than the previous, they even get their previous powers, items

and other stuff! On top of information about you (unless you payed 400 ap in "Informant"). It's a good thing only one will be released at a time.

Scenarios

(none of the scenarios can be taken with "The one-time affair" method)

(scenarios can't be cheesed, since you will fail your chain if they win, so you can't select "This is love～" and "just" marry them)

THE Final Confrontation

This is it, jumper! Prepare for this, because it will be the last time you will see this antagonist!!! At some point in your chain, the two of you will fight with everything you got, it doesn't have to be a physical fight like two samurai fighting to the death, it's relative to both your antagonist and you. If you lose, your chain is over. If you win, your reward will be whatever you can take and it will be fiat-backed. If you have the means, you can taker your antagonist's powers, perks, ítems, followers, companions ore ven aquire them as a companion/follower. You also get 2 special perks from the reward list that is downward and you will no longer gain the leftover points of the supplement since your antagonist was finally defeated (unless you take this supplement again).

"The enemy of my enemy is still my enemy"

A third player has arrived! Prepare for trouble and make it double!!! Another antagonist has appeared, but they won't be joining you or your antagonist. Now this is a 3-player battle royal. You MUST defeat this newcomer to succeed. Maybe you could make a temporal Alliance with your current antagonist to defeat this new one. The rewards are similar to the previous one, but now you also win 3 perks from the reward list downward.

"Behold my mighty hand!"

4 more antagonists, either previous characters you encountered in your chain or not, are working together to bring you down. They will go after you, 1 on 1, but augmented with the help of the others (a mage could enhance the powers of an esper while a scientist could give them a special weapon) until you lose or defeat them all. If you defeat the 4 of them plus your current antagonist made with this supplement, you will have to face this antagonist after they merge with the other 4, granting them all their gear and powers, combining them and increasing them to the next level in an efficient way. The rewards are, again, similar to the first scenario: you can gain the other 4 antagonists as followers/companions and your now improved and augmented main antagonist as a companion… or take their powers, perk and other stuff, plus 5 perks from the reward list downward (this scenario replaces THE Final Confrontation)

"Antagon Awards" (can be taken several times)

At the end of a jump, a gala will be held in some pocket realm. Depending on your antagonist's morality, All villains or "heroes" will be present, as if they were famous movie stars. Your task is to be nominated and win for categories of Atagonistic Roles. How? You first must make it so your antagonist considers you as THEIR antagonist. The rest is kind of self-explanatory. One

villain/"hero" or antagonistic force local to the setting will be the host, for example, the Joker would be said host and announce the winners if it was a DC jump if your antagonist was a good guy, but you a baddie. There will be an after-party and many events. Among the rewards for completing this scenario are an award for "Antagonistic Excellence", splash page pictures of you on the definition of Antagonist whenever an enciclopedia and dictionary is opened. Heroes will see you as a frenemy more often, villains won't backstab you as much as they would do normally and even "pure"-evil/less sane individuals would act more sociable around you. If there is a omnibadguy, you are in a shortlist of posible partners, or if there is a world-ending type of plan, you will have a warning and an exit plan.

Reward list:

- Snake Your Way UP: Begging for mercy creates opportunities to surprise your foes and take them down. Patheticness and shamelessness will become your friend to survive. "When you are at your lowest, the only way is up!"
- Justice is Blind: You will be innocent until proven guilty. If someone accused you of a bad deed, people won't think is true until solid proo fis found. If someone takes rash actions, they will be labeled as a criminal.
- Post-Truth Society: Misinformation is spread like wildfire when wielded by you. With enough effort and time, you could drown people in it and make them believe it's the actual truth.
- Totally-NOT fiat-backed Reputation: Damn, your image consultant or whatever must be doing a damn good job, because now you have a VERY good reputation by default. People immediately think you are a pillar of the community, until you or someone else proves the opposite.
- Money, Money, Money!: You are now a master at bribing. Want to bribe that guy into giving you a baby? Making that cop let you go? Making a deal with the mafia? If you have the resources, it might as well be done since yesterday! This is not only bribing, you also are very skilled in the infamous art of blackmail.
- Top Dog: Now the baddies think you are biggest fist. If you were in some group like a gang or have a reputation of street fighter, for example, others would think you are the biggest, baddest and the most fearsome. Good guys would also be intimidated by you and your position, but it's relative to the context.
- "You see, i used to be like you-": Ah, yes, good ol' "Talk no Jutsu". You are good at convincing people, mix some good fallacies with your solid arguments and you could make the big baddie into your spouse… or turn the hero into your right hand and best friend… with enough time.
- "Please, oh my lady, strike down my enemies": Ever prayed the downfall of your foes to a deity you genuinely worshipped? Now they will be more willing to fulfill your request. Pray to God that your next attack on Darth Sidious is successful and you will find it is more likely to cause his demise. Or pray to Darkseid and find that your are slighlty empowered. Really, anything is fair game as long as you truly worship your god or gods and what will happen will be something that's in their power.

Notes

20/03/2022 – Initial Version released

Special Thanks

Reddit users:

ZAVAZggg

LuckEClover

-Frog-Queen-

ryytytut

Megamage854

Low_Hour

DeathmetalArgon

ArbitraryChaos13

arthcraft8

zombielols

Nerx

ichwitoek

ICastPunch

MrCogs

And everyone that gave their piece of review and support