YASUSHI BABA IN COOPERATION WITH KODANSHA COMICS PROUDLY PRESENTS

GOLOSSEUM

NO. 1



INTRODUCTION

War has changed. Gone is the time where spineless bureaucrats could kill thousands with the press of a button. The age of blades, bullets, and nuclear bombs has ended. In this new age, power lies only in those who wield pure, simple, physical strength.

This was accomplished through the discovery of the golden disks by the Greater Russian Federation, led by Vladislav Putinov. There are three disks in total.

The first contains the blueprints to a special bracelet known as a Peacemaker, which renders the wearer immune to any violent attack that does not involve contact with the ground or another living being. This is the key to this new age.

The second provides directions for a special virus that can grant a living being superhuman strength. This ensures that whoever wields this knowledge has the advantage in this age ruled by muscle.

The contents and location of the third disk are unknown. However, it is believed that the only man who knows its location is Rasputin, the immortal mystic who once held great political influence in Russia.

This has made Rasputin the target of not only the Greater Russian Federation, but also the United States of America (who will quickly reverse-engineer the GRF's technology for themselves), and Japan where the monk is currently in hiding. It is believed that whatever this third disk contains must be powerful enough to solidify the position of whatever country wields it as the ruler of the world.

Protecting the monk is the "White Witch" a superhuman warrior with the power of prescience, and the "Grim Reaper" the brutal heir to Tennen Rishin-Style Kiai-Jujutsu. You'll be here for 10 years. Alternatively, you may choose to leave at any point before that, once the conflict around the third Golden Disk and Putinov's invasion has been resolved, whatever form that resolution takes. You may choose any country in the world to start, but the bulk of events of note will take place in the GRF, the USA, and Japan.

Take these +1000 Peace Points to ready yourself for the challenges ahead.

FACTIONS

Choose one. Your choice here will not affect your discounts, only your history in this world. You may choose a nationality or starting location that clashes with your faction of choice or even be a drop-in without any history. In that case, your faction of choice will reach out to you shortly after the start of the Jump. You may choose age and gender freely.

Putinov's Faction - 0 PP

You have the honor of being recruited into the army of the Greater Russian Federation. So far, you have a massive head start in this new age of muscle. The patriotism of the GRF is some of the greatest in the world, although they are rarely shown to hold human lives in very high regard, whether those of their enemies or even their own soldiers.

Billary Quintone's Faction - 0 PP

You have been drafted to fight for the (former) strongest country in the world, the United States of America. The introduction of Peacemaker technology has dethroned the USA for now, but they're already hard at work reverse-engineering the GRF's technology. The USA values their own people quite highly. The people of other nations… not so much.

Kanji Shishiki's Faction- 0 PP

You've been asked personally by the prime minister of Japan to help him defend against the GRF and USA who are soon to turn his country into a battlefield. Just know that Shishiki has a very proactive definition of "defense". So don't be too surprised by how many enemies you'll soon make, both inside and outside the country.

Rasputin's Faction - 0 PP

Serving under the mysterious immortal Rasputin is only a handful of elite warriors, which you can count yourself among. His foresight means he seems to be the only person on the planet who has the full picture. While he acts in mysterious and seemingly arbitrary ways, he is the key to the future of this world in more ways than you may yet realize.

ORIGINS

Choose one. These do actually affect discounts.

Outsider - 0 PP

You are a bit of an oddball. In one way or another, you don't really have a horse in this race. Whether that be because you're a regular civilian or because you're a foreigner from a country other than the big three power players. Still, this battle determines the fate of the world, so this is everyone's fight, even if most don't realize it yet.

Warrior - 0 PP

A soldier, an assassin, a bodyguard, whatever you want to call it, your job is to take care of anyone who gets in your way, or that of your boss, through old-fashioned violence. You can leave all the scheming to the politicians. You're the one who actually has their neck on the line out there. That gives you plenty to worry about without asking pointless questions.

Leader - 0 PP

A general, a monk, a politician. People come to you with questions, and you're expected to provide answers. You may not be the highest authority in your faction (yet) but you're generally the one people like that delegate to in order to devise strategies, distribute resources or manpower, and generally call the shots for everyone under you.

CZERNOBOG / PATRIOT

Human beings that have been "enhanced" by injections of gene-altering viruses that adjust their human-genome data after birth. Their muscle fibers are stronger than an average person's by a measure of several to several dozen orders of magnitude, giving them roughly the strength to fight—or even dominate—a similarly sized gorilla. Bone-extending operations and alloy-metal replacements also provide the chance of enhancing the body's inherent bone structure. Czernobogs are placed into "classes" between 100 kg and 300 kg, with Field Marshal Aleksandr Karelinkov, strongest of the Greater Russian forces, comprising the only member of the so-called "400 kg" class. You may only choose one, unless you select “Natural Born” which requires you make an additional purchase.

Unaltered - 0 PP

Your body has not been altered in any way through these methods.

100-KG Class - 100 PP

Talented martial artists or bare-handed combatants in the 100-kg weight range are injected with gene-altering viruses to enhance their bodies; no further operations are performed upon them. This class comprises 90 percent of all Czernobogs. Their Peacemaker-enhanced natural healing functions automatically restore their genetic data to normal, so they must undergo further viral injections on a regular basis (this will not be a concern for you). Since they are largely indistinguishable from the general public, they are deployed in a wide variety of infiltration ops.

200-KG Class - 200 PP

Enhanced fighters selected from the 100-kg-class forces. The 200-kg-class possess bodies that are impervious to the gene restoration performed by their Peacemaker's natural healing functions. It is believed that the Peacemaker "allows" for genetic alteration on bodies that, through some natural quirk or talent, continue to grow and strengthen through training until old age sets in. Their skeletal structures have been enhanced and enlarged by "extension" operations that harness the Peacemaker's rapid healing capabilities. The 200-kg class encompasses approximately 10 percent of all Czernobogs. Their role is often compared to that of tanks in the era of pre-peacemaker armies.

300-KG Class - 300 PP

The highest echelon of Czernobogs, selected from the 200-kg-class forces. These giants have been further enhanced through bone extensions and full skeletal replacements using metal-alloy bones. In the current "peaceful" era, their tactical strength is said to be equivalent to the atomic bombs or ICBMs of the pre-Peacemaker years. Unconfirmed intelligence states that the United States has also successfully developed fighters in this class. They comprise less than 0.0001 percent of all Czernobogs.

400-KG Class - 400 PP

Only one known example of this class exists. As such, there are very few points of reference for what exactly this class is capable of. What can be said for certain is that you are one of the strongest living beings on the planet, at least in terms of brute strength.

Giant Class - 500 PP, Cannot take with Natural Born

One of the secret weapons developed by the United States to give them an edge against the GRF. You are a colossus that towers over most buildings. Your body is composed of countless dead bodies, but your Peacemaker's regenerative properties prevent you from rotting and falling to pieces. Unlike the rest of the Giant Class, you aren't a mindless puppet. Whether by design or some freak malfunction, you somehow developed sentience and developed an immunity to whatever mechanism is used to control your kind.

Natural Born - 100 PP

Czernobogs born from genetic alteration performed on the sperm and egg prior to conception, with no need for gene-altering viruses after birth. Alternatively, it can occur in those infected by prolonged contact with Czernobogs. Choose another option from this section. Your brute strength is equal to your tier of choice, but with significantly greater speed and agility. Regardless of your choice, your external appearance is no larger than that of a 100-kg class or even a regular, unaltered human.

GENERAL PERKS

No discounts.

Just That Kind of Face - 0 PP, Optional

“I swear I’ve seen you before” is a phrase you'll hear often. Your appearance is almost identical to a real-world celebrity or politician of your choosing. You may decide at the start of each future Jumps whether or not to don this face once more.

Everybody Was... - 50 PP Per (First purchase Free) / 100 pp / +200 PP

With each purchase, you may select one real-world martial arts style. You have years of training in this style, enough that you likely could go pro if you felt so inclined. You can pay 100 PP to be trained in Tennen Rishin-Style Kiai-Jujutsu. This martial art has been perfected over generations as the ultimate Czernobog-killer. It is a strange patchwork of countless different martial arts, incorporating strikes, grappling, throws, and even some weapon use. Use of this martial art allows one to demonstrate seemingly supernatural feats, such as effortlessly lifting an opponent almost ten times your size above your head.

Alternatively, you can receive 200 PP to have zero martial arts skills, and even those you learned in past Jumps will be sealed away for the duration of this Jump.

Natural Quirk - 150 PP

In most cases, the Peacemaker will mistake any significant surgical modifications as “defects” that must be healed. However, a lucky few have some natural genetic oddity that causes their Peacemaker to “allow” such changes. By taking this, you possess a similar, but more general quirk. Simply put, should your body be under some kind of restorative or preservative effect, such traits now possess the ability to differentiate between “injuries” and intentional modifications to your biology. You won’t have to worry about your wounds closing up while undergoing a life-saving operation, or your immune system mistaking a super-soldier serum for poison and neutralizing it before you can see any benefits.

Oddly enough, this trait doesn’t remotely impede the effectiveness of such defenses against injuries, diseases, or modifications that you would not find beneficial.

Observer - 300 PP / 500 PP

You possess the same eyes as the immortal Rasputin. In truth, what you see isn't the "future" but the infinite strings of human behavior and interaction. The subtle causality of how every human action affects the actions of thousands, if not millions of others without even realizing it. By learning to parse these threads and how they act upon each other, you can form an impression of countless possible futures and what individuals will be involved in creating it. However, these are merely predictions, and only account for outcomes that are primarily brought about as a result of the actions of conscious actors. You can even slightly pluck at these strings to censor the gaze of those with similar abilities.

For 300 PP your eyes have been cloned from cells from Rasputin's severed phallus. These can't see anywhere near as far or as clearly into the future as the originals. You can see the strings themselves but can only gain the vaguest sense of how they all compound on each other. You might be able to track down objects, places, and beings that will play a major role in deciding the future, but you'll have no idea how, when, or why they're important.

For 500 PP your eyes are no less potent than Rasputin's own. Your understanding of these strings allows you to formulate schemes spanning decades or centuries to personally orchestrate a particular future. You are fully aware of the limits of your eyes, but you are so adept at using them that some might mistake you for being truly "all-seeing".

Recorder - 500 PP

The special ability of the "White Witch" Sasha Goundarenko. By viewing a person or a location that affected the lives of many people (like an old battlefield), you are able to view its past and record all knowledge of it into yourself. You can even "record" someone's skills and knowledge, instantly making them your own. You could master entire martial arts in this way by gazing into the past of an expert. Just be aware that this alone won't magically grant you the physical ability to act on these skills, nor will it inform you of factors the original owner of the memories wasn't consciously aware of.
People's behavior tends to adapt to their circumstances, but your "recordings" don't account for that. Behaviors that would earn you respect in one environment might just cause people to avoid you in another. Similarly, relying too much on copied techniques can make your fighting style inflexible, as you struggle to adapt to situations the original owners of these skills never had to deal with.

OUTSIDER PERKS

One 100 PP Perk Free for Outsiders and all others Discounted.

A Normal Schoolgirl - 100 PP

In such a strange world, just being normal is actually quite novel. As long as you don't do anything to shatter it, your image is that of unambiguous "normality". Whenever you stumble into some "abnormal" event (battles, conspiracies, rituals, etc.), as long as you aren't involved and haven't seen too much, you'll usually be given the opportunity to leave. Those entrenched in the abnormal often see you as a welcome anchor of mundanity.

Rapid Onboarding - 100 PP

There's no time to dawdle with war on the horizon. People tend to grow familiar with you unnaturally fast. Your standoffish coworker becomes your best friend overnight. Get drafted into a secretive conspiracy and you'll soon be treated like you've been there from the start. This doesn't make your relationships any stronger or healthier than they'd eventually become without this. This just lets you reach that point much, much sooner.

Unpolished Gem - 200 PP

Every defeat you suffer (and survive) greatly accelerates your development in that area. In the context of combat, you'll suddenly be struck with inspiration for new techniques and tactics while your training will be significantly more effective. This suffering doesn't even need to be competitive in nature. Suffer days of agonizing torture, and before long you'll have the pain tolerance to tear your own fingers off without so much as grimacing.

Waste Not, Want Not - 200 PP

A rather disturbing talent to possess. You have an odd knack for processing body parts (particularly human parts) into masterfully crafted weapons and armor. This is particularly effective if the body in question has abnormal qualities like hard scales or razor-sharp claws. The greatest challenge is getting rid of the fishy smell. I hope you're confident in your pain tolerance if you wish to use your own body as raw materials.

Moe Damsel - 400 PP

You have an odd ability to awaken other's protective instincts, who then demonstrate an uncanny ability to show up right before you're in serious danger. Usually, this will manifest as allies being conveniently nearby when you're under attack. Some allies will be more proactive. Rather than directly intervening, they'll provide you with the means to defend yourself, whether that be a special technique, a weapon, an escape route, etc. Even some exceptionally sentimental enemies will be hesitant to cause you undue harm.

Dragoon - 600 PP

You are one of only two survivors of "Operation Dragoon", an experiment from the People's Liberation Army that sought to create enhanced human cyborgs to dominate this new age of muscle. With an exertion of will, you can transform your skin into dragon-like scales that are strong enough to shrug off most firearms even without a Peacemaker, and sharp enough to effortlessly carve through iron. These scales even retain these properties if removed. However, these scales are just one manifestation of your ability to restructure your own biology. In time, you'll find other applications, like adding extra joints to your skeleton for whip-like strikes or even disguising yourself as someone else.

WARRIOR PERKS

One 100 PP Perk Free for Warriors and all others Discounted.

Killer Body - 100 PP

You're an exception to the trend of mighty warriors being brutish walls of muscle. Not only do you have the face of a supermodel, your physical might has a negligible impact on your external appearance. Even if you have enough muscle to suplex a building, your muscles are never any bulkier than you want them to be. Even without a Peacemaker, your body rarely scars and ages unnaturally gracefully, allowing you to look 21 clear into your 90s.

One-Trick Stallion - 100 PP

Like many fighters, you have mastered a specific "signature move" to a superhuman degree. One that will continue to grow stronger as you do. It could be a right hook with the force of a cannonball, a tiger claw that can carve channels in stone, a spear hand that can pierce solid concrete, etc. This is so powerful that Peacemakers will briefly mistake it as a weapon, but they'll recognize their mistake before attempting to block it.

Tactical Madness - 200 PP

You have an odd ability to understand how people think. With a glance you can determine if someone is soft enough for a hostage to be effective, or arrogant enough to be lured into an obvious trap. Your quick-thinking allows you to figure out how to twist these weaknesses to your advantage in the heat of battle. With enough time and drugs, you can brainwash weak-willed individuals serve you with suicidal ferocity.

Omen of Death - 200 PP

The human body isn't that well made. The longer one spends fighting you, and the more intense the battle, the faster their stamina is drained from them and the more strain their body accumulates. If a battle only lasts a couple minutes this is hardly noticeable. But after 10 minutes most normal humans will struggle to stand. Even those with regenerative abilities will find their healing more exhausting and less effective as the fight continues.

Grim Reaper - 400 PP

You're no human, you're death itself. As long as a weapon or technique was created with intent to take lives, you can master them as easily as breathing. Even if an opponent demonstrates strange techniques or abilities, you can instinctively adapt your martial arts to be able to counter them, if such a thing is possible. Additionally, you'll find that every single life you take through a certain method slightly improves your mastery of that method. The stronger the opponent, the greater the improvement.

Infectious Might - 600 PP

The strength of Czernobogs is the result of an engineered virus. Should a regular human be bathed in enough Czernobog blood, they will be "infected" by that strength. In future Jumps, by killing enough of a certain type of organic enemy, you will become similarly "infected" by any physical advantages they hold over you, even if those traits are the result of artificial modifications. This only applies to raw physical stats like strength, stamina, speed, durability, etc. and only if your opponent surpassed you in that category. This boost is permanent but requires you to be exposed to the freshly spilled blood of dozens of the enemies in question. Oddly, these changes have no impact on your external appearance.

LEADER PERKS

One 100 PP Perk Free for Leaders and all others Discounted.

A New Battlefield - 100 PP

Whether verbal or physical, a fight's a fight. You find it bizarrely easy to make the transition from combat sports to politics. A long enough career in the former will somehow improve your odds of breaking into the latter. You also find it effortless to help others make that transition themselves. Before long, your entire cabinet will be filled by nothing but ex-wrestlers, even if they aren't especially good at their jobs.

Stiff Upper Lip - 100 PP

How can you expect to lead anyone if you're always cowering in fear? You have the kind of willpower that makes you almost impossible to intimidate, and the discerning eye to see through most bluffs. This boldness allows you to take actions that most politicians would write off as insane, like photographing yourself giving an Enzuigiri to the president of an enemy nation. Of course, only time will tell whether such boldness will pay off.

Count the Medals - 200 PP

The knowledge behind one of Rasputin's custom upgrades to Peacemaker technology. With it, you are able to install special "medals" into accessories. Each medal contains the knowledge of a single specific physical technique you know. The wearer will be able to safely and reflexively utilize this technique perfectly in times of need, even if they have no knowledge of the medals and should lack the physical abilities to do so safely.

The One True News - 200 PP

Despite their monstrous actions, Putinov and his generals are seen as heroes by their people. You have a similar mastery of propaganda. You have the skills to twist even the most blatantly one-sided narrative in whatever form you please, as long as the evidence isn't too blatant. Once someone is roped into your cult of personality, they'll jump through whatever mental hoops it takes to justify your actions and demonize your enemies.

Borrowed Brilliance - 400 PP

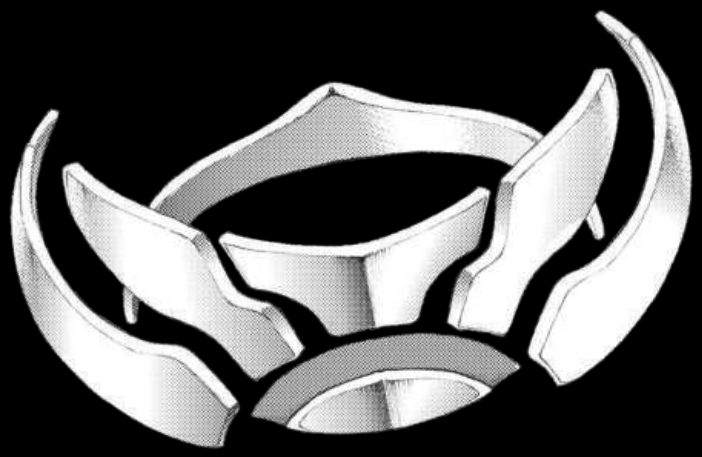
For the GRF's obsession with physical strength, their dominion would be impossible without the hard work of their researchers. Any efforts to reverse-engineer technology (whether done by you personally or just those working under you) are exponentially more effective. Oddly, figuring out how a piece of technology actually works is completely optional to figuring out how to mass-produce it. Of course, this comes with risks of said technology having hidden functions or flaws that can be used against you.

Imperfect Power - 600 PP

If you purchased any tier of Czernobog, this is now the result of regular training, instead of genetic modifications. However, rather than leaving you weaker, the "imperfection" of your strength makes you unpredictable. Even if someone has fought you 1000 times or could copy your fighting style from your own memories, they'd always struggle to predict your next move. In an inversion of conventional wisdom, the more "perfect" or "artificial" an opponent's power or fighting style is, the more effortlessly you can counter it. This doesn't scale infinitely, but you could trivialize an opponent that dwarfs you dozens of times over in strength or skill, as long as their power is unnatural or simply too perfect.

PEACEMAKER

Free for this Jump. Will cease to function post-Jump unless you pay 200 PP. The paid version is free if **The First Disk** is purchased.



A mysterious material that has brought new order—and new chaos—to the world. They take the form of a protective bracelet which can be worn in "normal" mode on the right hand or "extreme" mode on the left. Normal-mode bracelets (mainly worn by Czernobogs, martial artists, and important figures) teleport any bullets, blades, or other objects that damage the human body into another dimension. The effect works solely upon the wearer, and there are no time limits on its effectiveness. Extreme-mode Peacemakers (mainly worn by fighter pilots, mechanized forces, or the security forces of vital facilities) can neutralize any nuclear, biological, or chemical weapon within 100 meters of the wearer A "human shield" of several Peacemaker wearers positioned in 100-meter intervals can neutralize almost any large-scale weapon. However, constant usage for over three seconds requires a subsequent cool-down period of approximately one second. The wearer can change modes by placing the insides of both wrists together, causing the bracelet to automatically switch hands.

Attachment and Removal - A Peacemaker cannot be removed from a wearer's wrist until their heart has stopped (cardio-pulmonary arrest).

Non-Defendable Attacks - Strikes made by bare hands. Kicks and locking techniques. Throws and choke holds executed by grasping clothing. Weapons made from human corpses or parts, such as frozen fingers. However, such weapons, when traveling at over 100 m/s, have been observed to be treated like bullets and teleported away. If clothing, shoes, or other equipment is not made or enhanced with human skin or hair, it will be teleported into another dimension. Metal can make contact if treated with powdered bone, but the circuitry will respond to any strikes that are fast enough to cause injury.

Healing Ability - External injuries like lacerations and burns, along with internal or infectious diseases, poisoning, and more are healed within several hours to several days. However, healing in cases such as heart stoppage, cerebral contusion, organ rupture, or other situations requiring immediate surgical attention will not complete in time to save the patient.

Body Enhancement - The Peacemaker can restore the wearer to the age and state at which their physical form was at its healthiest. It performs the necessary bodily rebuilding in approximately one year. Some younger wearers have been observed to reach maturity instead, the Peacemaker calculating what kind of body they would possess at their prime based on their current level of fitness and lifestyle.

Production - The material used for the outer shell is completely irrelevant. The active component is an organic substance. Once you have a sample, more can be effortlessly cultivated like a kind of fungus. Be aware that after this Jump, Peacemaker’s cultivated in this way will be powerless, unless you also purchased **The First Disk**.

ITEMS & ALLIES

One Discount per price tier. Discounted 50 PP and 100 PP Items are Free.

Volunteered Recruits - 50 PP, Can Purchase Multiple times

With one purchase, you may import or create a companion with 600 PP to spend as they please. Each additional purchase doubles the number you can import/create.

Drafted Recruits - 50 PP / 150 PP, Can Purchase Multiple times

With one purchase, you receive a slot that can be used to recruit a native of this world as a companion. Each additional purchase doubles the number of slots. If the character owns a Peacemaker, you must pay an additional 100 PP for it to function Post-Jump.

Neck Guard - 50 PP

A special armored braced designed to protect against impacts to the head or neck. Far from indestructible, but strong enough to block anything weaker than a cannonball.

Wild Western Wheels - 50 PP

A pair of contraptions resembling a bizarre combination of a segway and roller skates. These allow even an exceptionally large combatant to ride into battle at great speeds.

Training Dummy - 50 PP

The perfect tool to practice anti-Czernobog combat. This training dummy weighs 400 kg and is durable enough to take just about anything you can throw at it.

Monster Cocktail - 50 PP

An ice bucket, a bottle of whisky, and a variety of gourmet cakes. Blend them together and you will have a cocktail clocking in at 3,000 calories. Ingredients are replaced nightly.

Ultimate Defense - 50 PP

An armor that preys on the conscience of the attacker. This harness allows you to strap a variety of adorable small animals (included in this purchase) to your body.

Anti-Peacemaker Weaponry - 50 PP / 100 PP / 150 PP, Can purchase multiple times

The only weapons shown to be effective against those wearing Peacemakers are weapons and clothing crafted from human flesh. Well, logically unprocessed animal flesh would work just as well, but for some reason most default to human flesh for this. In any case, you have one such weapon or article of clothing. Normally, weapons made of human remains have a brief window before Peacemakers cease to recognize them as "flesh". For some odd reasons, weapons purchased here have no such time limit.

For the basic 50 PP, this retains the physical properties of flesh, giving it very little piercing power or protective merit. Something along the lines of boots made of human skin, a scarf made of human hair, arrows tipped with petrified human fingers, etc.

For 100 PP, this is made from the scales of a genetically modified human. A bodysuit made from these scales would be equal to Kevlar in its protective properties, while a sword made from these scales is no worse than the steel equivalent, if not slightly better.

You can import a weapon or article of clothing you already possess for free, as long as its capabilities aren't significantly greater than what is described above. For 150 PP, you can import whatever you want. It will retain its full capabilities, while gaining the additional trait of being able to bypass Peacemaker defenses.

100 Man Noose - 100 PP

An obscenely thick metal chain or similarly sturdy bull whip. A devastating weapon in its own right. A certain Czernobog has been known to use such a weapon to suplex 100 men simultaneously. Of course, such a feat itself requires superhuman strength.

Waste of Points - 100 PP

A seemingly endless supply of guns, knives, bombs, and so on. Of course, these are all weapons from before the age of muscle, making them useless against anyone wearing a Peacemaker. Of course, the same can't be said for civilians.

Stunt Double - 100 PP

This suicidally loyal companion has been surgically modified to make them an almost perfect (if powerless) body-double of you. If you took any version of Czernobog / Patriot, then they receive the same tier as you, but at a somewhat reduced potency.

Petmaker - 100 PP / 200 PP / 400 PP, Can purchase multiple times

The effects of the Peacemakers aren't exclusive to humans. There have been countless experiments on weaponizing Peacemaker-equipped animals. You have one such case as a loyal pet. Feel free to import a pet you already own, as long as it fits your tier of choice.

For 100 PP, this is a very small animal like a puppy or a turtle. Even if the Peacemaker makes it far more dangerous than it would otherwise be, it can only do so much.

For 200 PP, this is something more powerful like a horse, bear, or even a gorilla. Even without further enhancements, this beast would be a nightmare on the battlefield.

For 400 PP, this is something enormous, or maybe even a creature that shouldn't exist, like a cloned wooly mammoth, or a mutant shark the size of a building.

Overclocker - 200 PP

An armband designed to serve as a booster to the Peacemaker's regenerative abilities. Injuries that the Peacemaker would need hours or even days to heal can be recovered in seconds. However, this doesn't have any mechanism to extract foreign bodies or even shards of your own broken bones, and its fruitless effort to heal such things will result in agonizing pain. This has somehow been modified to function even without a Peacemaker.

Armor of Peace - 200 PP

Even when not being worn by a living being, Peacemakers are practically indestructible, even against bearings wearing Peacemakers. Some have taken advantage of this trait by creating cages or armor for their ships made entirely of Peacemakers. With this, you may either receive a cage made entirely of Peacemakers or take a sufficiently large structure or vehicle you already possess to grant it this indestructible Peacemaker armor.

Peacemaker Radar - 200 PP

A complex radar system that can be used to pinpoint the location of any Peacemakers in an enormous range (large enough to cover almost all of Japan). Post-Jump, this will be able to detect similar pieces of alien technology. The less similarities a piece of technology shares with the Peacemakers, the less precise the radar is at detecting them. For something that isn't even superficially similar, you'd at best be able to tell what city it's in.

Behemoth Blueprints - 400 PP

The research notes used by the U.S.A. to create and control the dreaded Giant-Class Patriots. Unlike normal Patriots or Czernobogs, these skyscraper-sized monsters are simply mindless puppets composed of hundreds of corpses. An unknown party has added additional instructions on how to modify the process so these giants can sustain themselves even without the regenerative power of a Peacemaker.

Water Wings - 400 PP

Naval combat has not remained stagnant in this new age. You are the proud captain of an enormous cutting-edge battleship comparable to the U.S.S Super Missouri. It comes fully equipped with Peacemaker armor, several human-bullet launchers, a large Peacemaker drill, and deployable wings that can allow the entire ship to take flight for several seconds. Comes with a mundane human crew to help operate it.

The Golden Records - 200 PP / 400 PP / 600 PP, Can purchase three times

In the past, humanity sent a golden record into space in hopes of contacting alien life. A highly advanced alien race discovered our disk and sent down three identical disks containing encrypted information. They even seemingly sent them back in time. These three disks are completely indestructible.

The First Disk - 600 PP, No discounts - Contains the information regarding the creation of Peacemakers. Purchasing this is the only way to create functional Peacemakers after this Jump. Even if you somehow reverse-engineer the technology, they will simply refuse to function if you haven't purchased this.

The Second Disk - 200 PP - Contains information regarding the creation of super-soldiers like the Czernobogs or Patriots. Relatively speaking, the contents of this disk are the least impressive, hence the price.

The Third Disk - 400 PP - The mysterious third disk held by Rasputin. This disk has special properties that allow it to somehow merge into your body, sustaining your life force. As long as you remain in possession of this, you will not age and can regenerate from wounds not even a Peacemaker could easily heal. Should you also possess **The First Disk**, this will have one final ability. You are able to release a signal that acts as a global kill switch. Any Peacemaker technology will cease to function for the remainder of that Jump.

DRAWBACKS

No Drawback cap.

The Ride-On King - +0 PP

Occasionally, you will fall into a deep slumber where you will experience an impossibly realistic dream where you are transported into a generic fantasy world. Many beings in this world will look suspiciously like people you know in real life.

Welcome to The Circus - +50 PP / +100 PP

You have some kind of eccentricity that isn't immediately apparent but is off-putting to anyone who gets to know you more closely. Maybe you insist on drowning anything you eat with alcohol or can go off on rants about dating sims with barely any prompting.

For double the payout, this quirk is a craving so intense that it often clouds your judgement and causes you to take unnecessary risks. Maybe you have an obsession with "riding" pushing you to seek out deadly animals, or are absurdly weak to romance, to the point that even the most insincere advances can seduce you on the spot.

Splash Hazard - +100 PP

You are an abject coward. You tend to either run or freeze at the first sign of danger, and you invariably wet yourself during any such occasions.

Butt Monkey Style - +100 PP

You just can't catch a break. For some reason, even your own allies feel the need to insult you at every opportunity. It's not enough to break you, but it always hurts a little.

Punchable Face - +100 PP

No matter how much of a "don't fuck with me" aura you give off, you can barely go a single day without multiple people picking a fight with you for barely any reason.

Brainless Brawn - +200 PP

Whether due to the after-effects of a surgical procedure or just natural stupidity, you aren't the brightest bulb in the trash can. You can still function, but clever opponents will find you exceptionally easy to outsmart and even easier to instigate into a blind rage.

Butchered Like a Pig - +200 PP

For some bizarre reason, you will find yourself in situations where you need to mutilate yourself on an almost daily basis. This ranges from cutting off your fingers and toes to removing all your skin. The Peacemaker can heal such wounds in hours, but it still hurts.

Gas Guzzler - +200 PP

The body really isn't that well-built. You'll find that you can't handle more than a few minutes of continuous combat at a time. Any longer, and your own body turns against you, causing you to become lightheaded and making your movements sluggish and imprecise.

Innocent Blood - +200 PP

It would appear you aren't fighting entirely of your own volition. Your faction of choice is holding a loved one of yours hostage in order to force you to obey them unconditionally. You'll find it impossible to free them without external assistance.

Monk Madness - +300 PP

Turning against his sworn Neutrality, Rasputin has decided to utilize the full extent of his connections, resources, and foresight to orchestrate your destruction. Before long, he'll be able to convince the rest of the world powers to join him in this goal.

Peace Making - +300 PP

In case this wasn't already the case, you'll find that Peacemakers are able to negate any powers, perks, or technology you brought from other worlds. If you aren't going to play by the Peacemaker's rules, you aren't going to be playing at all.

The Only Way to Win... - +300 PP

… Is to not play. You have adopted Rasputin's self-destructive neutrality. You feel you have no right to intervene in this world directly, even if it leads to your own doom. The most you can do is groom a champion who will make the decision to change your fate for you.

ENDINGS

So, what does the future have in store?

A World of Gunpowder - Go Home

After everything you've seen, maybe the devil you know is better than the one you don't. Or maybe you're so inspired by this new paradigm you can't wait to implement it back home? In any case, you've chosen to end your Chain and return to your original world.

A World of Muscle - Stay Here

After all that nonsense, there's still so much left to do in this world that you just can't bear to leave it in the hands of the idiots that run this place. Inspiring, in a short-sighted kinda way. You've chosen to end your Chain and remain in this world.

An Unknown World - Move On

If the Golden Disks are the toys of just one alien civilization, who knows what other crazy shit can be found in the wider multiverse! It's been real, but it's time to say your goodbyes. You've decided to continue your Chain and bravely charge into a new world.

NOTES

Jump by Gene.

I've been trying to make this Jump for years. But I always ended up running out of steam halfway through and scrapping my WIP. I was hoping to image this Jump, but I figured the fewer excuses I have to drag this out the better. If inspiration strikes some point down the line, I left plenty of awkward blank spots in this Jump that would be perfect for that.

If you purchased any items other than the basic Peacemaker purchase that somehow incorporate a Peacemaker, they'll only continue to function as long as these Peacemakers remain in their intended context. Those from **Petmakers** will only work on the animal they came with, just as those incorporated into **Armor of Peace** will lose all functionality as soon as you try to pry one loose. This limitation no longer applies if you purchased **The First Disk**. Because at that point it really doesn't matter.

Going by the precedent set by **Petmakers**, if you pay for a canon companion to retain use of their Peacemaker, it will only function as long as they're the one wearing them.

Regarding **Grim Reaper**, the killing method being mastered doesn't need to be completed. You can even use the act of killing to gradually perfect a completely new martial art.

Regarding **Armor of Peace**, I don't think it's outright stated, but it is heavily implied that even without the protection of the "Peacefull Energy" the Peacemakers themselves are totally indestructible against anything other than a drill made entirely of Peacemakers.