

Gone With the Blastwave Jumpchain

Jump by Cyril Hendrix V1.5

Hello and welcome to Gone With The Blastwave, where ~~four~~ three armies are at war for no apparent reason, at least to the soldiers. The armies are the red army, the blue army, ~~the green army~~, and the yellow army. The world is a post-apocalyptic and irradiated wasteland, where animals are mutated and radiation is almost everywhere. The main story follows a pair of soldiers from the red army, who are more prone to getting lost than anyone else. You don't need to follow them, since there's a nebulously large city around you, which you can explore to your leisure. You won't be staying here the usual time, instead staying here for a single year, starting a few days more than a month before the "plot" of the comic starts. You may take this jump as a gauntlet if you wish, in which case your only objective is surviving the year.

Take this, and be on your way:

+1000cp

Origins:

Age and gender are completely irrelevant in this jump, so you may leave them alone or choose whatever you want with that.

Drop-In: The mandatory drop-in option. No one knows you and you know no one (personally at least). You are dropped here as you were in the last jump in a location of your choice. You can choose to be a civilian with this, in which case ignore the Army and Class sections.

Recruit: Maybe you're a civilian who just got grafted into one of the armies or just a guy fresh out of training, regardless, you're the new guy and aren't very experienced in your specialization, barring experience from previous jumps.

Soldier: You're not new to this, but you haven't been at this for a very long time either. A few months, at most. You're just another face in the war, and likely already joined up with a squad. You had some time to practice, but you're still about average for the army you're in.

Veteran -200: You've been at this for a while, and it shows. You're one of the best in your specialization, and are almost like an action movie hero. You have been assigned a sector to defend, and know the place like the back of your hand, and have a few safehouses to live in. you may have a squad, but this will degrade your personal skill due to having other people to help you. You may take the sector you've defended along with you as a property after the jump.

Location:

Choose your location freely, keep in mind that if you're an enemy, you'll be shot on sight.

Red Base: The HQ of the reds. You start inside a building in front of a mirror looking at the entrance of the base.

Blue base: The HQ of the blues. You start a few ways off from the entrance to the base.

Yellow base: the HQ of the yellows. You start a good distance from the entrance. If you're not a yellow, you should probably start running immediately before getting spotted.

Lost: Where are you? You start in a nondescript part of the city, and you will need to locate yourself if you want to go anywhere. If you stay in the general area of this, you'll come across a pair of lost red soldiers wandering around.

Army:

There are three armies fighting currently, and you can choose between them here. There's also the greens, but they're all dead because they didn't know basic safety standards.

Reds: A fairly disadvantaged army, what with having only standard equipment and almost all members being insane and having a death wish. It won't be particularly hard to survive if you have someone with you however.

Blues: A pretty average army, by real-life standards. They still get up to hijinks now and then but they have better equipment than the reds. They're otherwise not much different.

Yellows -100: Apparently of a different cultural background than the other armies, the yellows have superior numbers and training, which puts them above the others. Unfortunately, they don't seem to have much luck when dealing with the other armies, which is mainly the reason they haven't wiped them out already. You won't be able to talk fluently with the people from other armies and have a slavic accent when talking in english.

Greens +300: The former resident idiots. If you take this, you'll be the last green in the city, since all of the greens are dead. You won't be particularly skilled in anything. Hell, you might have been a civilian before all this, but you're alone for the jump. Let's hope you can survive long enough.

Specialization/Class:

What you specialize in, or your class, in simpler terms. They all receive equipment appropriate for them. I.E. medics get medkits, riflemen get rifles, and so on. You may choose what weapon you get as long as it fits with your class. I.E. sniper rifles for snipers, machine guns for gunners, etc. You can restock resources at the HQ of your army(if you find it) or take ammo from the corpses of your enemies.

Rifleman: The 'default' class, for lack of a better name. You get a rifle, a pistol, and enough ammo to last you a month. Your helmet doesn't have a symbol. You may change your class at HQ after a month.

Sniper: The long ranged option. You get a sniper rifle, a submachine gun for when your enemy gets close, and enough ammo to last you a few weeks. Your helmet has a crosshairs symbol on it.

Medic: The healer option. You get a medkit with enough resources to last you a few months if you don't restock it at HQ, a rifle, and a pistol, and enough ammo for a week. Your helmet has a red cross symbol on it.

Gunner: The heavy option. You get a choice of minigun, machine gun or full automatic rifle, and a submachine gun for close range. Your helmet has a bullets symbol on it.

Pyro: The close range option. You get a flamethrower, a pistol and enough ammo for a few months. Your helmet has a fire hazard symbol on it. Pyromania not included.

Spec Ops: The stealth option. You get a silenced pistol, a knife, and night vision goggles. You don't have a helmet, having a cap hat instead.

Perks:

Perks of your own origin are discounted, except 100cp perks, which are free to your origin.

General

Post-Apocalyptic War -0: This place is after the end of civilization, and this is clear. You're able to take all the regular horrors of this kind of setting in stride, from all the death to the horrible living conditions. You have your limits, but barring you purposefully searching from them, you won't find the things that do faze you regularly.

Gotta Survive Somehow -100: How the hell are people living in this irradiated wasteland of a city you ask? They deal with it. You're now able to follow their example, being able to stomach things you probably shouldn't eat, from three headed bunnies to horrifying insects that will give you nightmares for years, and even animals that are obviously irradiated, like a rat that glows purple. You really shouldn't eat something like that though.

Well, That's Depressing -200: There's a lot of black humor here, and now you can enjoy too, if you couldn't before. It's not like there's much options for entertainment here. You can now enjoy all kinds of humor, from the most racist joke ever told on the universe to the most cringe-worthy pun in existence, you can be entertained with them.

Deus Ex Machina? -400: You should be dead by now. How do you do it? You now have a very specific plot armor, that will only 'kick in' when you're about to die. What this does is trigger a separate event that saves you somehow, like triggering a skirmish on the streets when you are being held hostage by someone, that kills your kidnappers or leaves them otherwise too busy to notice you've escaped. This can only do so much, so if you're careless you really WILL die. This will ALSO 'kick in' when you are acting like you're weaker than you are, so it will still work even if that bullet to the head would be a minor annoyance to you if you're disguising yourself like a normal human.

Drop-In

I Built it Myself -100: You know how to build decorative pieces of art. It's not very useful, and it won't distract soldiers if they're alert, but at least you have something to do inbetween the brief periods of action.

This Is Getting Interesting -100: I see the reds appeared. You are very lucky when finding vantage points where you can perfectly spectate an event or location. You can use this for sniping but you won't have a very good angle as this is meant to passively observe.

I Got This From a Dead Guy -200: Mind if i join? You're now able to join any organization quickly as long as you're already wearing the necessary uniform and present a logical argument of why you should be able to join. This works even better when the organization is looking for recruits or is short on manpower. You'll be shown the ropes and given a role, after that you're just another one of the goons, with all good and bad that entails. You can do this as many times as you want but only once per organization unless you have a very convincing disguise.

Civilian -300: You aren't part of this war and people recognize this. They'll leave you alone as long as you act completely neutral to them and their opponents. If you actively help them or their enemies they'll treat you accordingly. You can still be friendly with anyone, you just can't help them in their goals.

Here's Where I Live -600/-900/-1200: They're rare, but there are in fact civilians living here. You're able to survive in extremely hostile environments, like a post-apocalypse city full of irradiated animals. You're able to find edible food and water and know how to cook it. You'll adapt to the local wildlife if there is one, and are able to make your way across the environment easily, but not to the extent of someone that has lived in the place for a lot longer than you. Also, for an extra undiscounted 600 cp this ability will be raised to be ridiculous, with you being

able to settle down literally anywhere you can survive for little more than a year, and find out how to keep yourself alive for longer if you couldn't already. This includes(but is not limited to): *very* deep underground, the center of planets, Gas giants, the surface of a star(or deeper if you can survive), neutron stars, and even black holes. The only limit to this is that you must be able to survive for a year and a few weeks unaided to be able to settle down and live there.

Recruit

I'm New Here -100: You don't know what to do so maybe you could ask someone. When you are new to an organization you can always find someone who will teach you everything there is to know about it, from what to do in your position to the various groups of friends you can join to get to know more people. There are limits of course, this person can't tell you classified information but you'll get enough to get by.

I Have To Do *This*, Right? -200: Whenever you are training towards a particular skill set, like, say, a class, you are able to teach yourself on what to do without needing a mentor, as long as you know both the general idea of the skill set and know someone as an example. Additionally, when training this way you learn faster than normal, to the point that you might get good at it in a month when it would normally take a couple of years.

I'm Just the New Guy -300: How could you be the one behind our troubles? You find that as long as you're relatively new to organizations, they'll never think that you're a spy or saboteur, even if it's almost obvious(though that's stretching it). Just act like you don't know what's going on and not only you won't be a suspect for anything going wrong(actually being your fault or not), but if someone more experienced sees you, they'll explain what's happening and what you should do, which lets you know the organization's perspective on emergencies.

Teach Me Everything -600: There's a reason mentors are a thing. Now, whenever someone is teaching you something they know, you'll soak up knowledge like a sponge does water, learning in weeks what would normally take years and never forgetting what you learned. The only limit to this is that the mentor must be willing to teach you, and even if they don't know how to teach, they'll get insights on how to communicate the subject to you. This also gives you the willpower to go through boot camp smoothly, learning everything you need to learn quickly.

Soldier

What's The Point? -100: Money? Land? Religion? No, it's to win the war. Whenever you are questioning your own actions or events you are able to give yourself a simple reason to go on. This also increases your willpower as a side-effect. Additionally, if you tell other people this simple reason they'll get the benefits of it.

Why Am I Participating In This Bet Again? -200: Because you're bored. Whenever you want, you can make a bet. This bet can be anything, from how long it takes for a bullet fired at the sky

to fall back down to whether the enemy will notice a tank being dropped on them. People will always take and respect the bets, and if they wouldn't normally they'll be complaining every few minutes. The bets are guaranteed to entertain you in some way. However, if the perks seriously endanger someone taking part in it, people will be able to back out of it, so no betting who can survive something.

Extreme Marksmanship -300: You've had time to practice. Now your aim with ranged weapons is nothing short of legendary. You could flawlessly headshot the pilot of a moving fighter jet. You just need to focus for a moment and you're almost guaranteed to hit your target unless you either can't see your target or are unable to guess it's location.

Come On, Let's Go -600: Wait, are you lost again? You find yourself having an interesting life, in the chinese sense of the term. You'll encounter quirky and sometimes downright bizarre people, come across enemies almost regularly, and see lots of weird sights. If you ever have grandchildren, you'll have the most interesting stories to tell them(if you survive that is). These events make you more experienced than you otherwise would be. You could perfect your aim in a single month, and no one can claim to have seen the things you have seen.

Veteran

How Long Have You Been At This? -100: You've been at this for a while, and this is clear. You are an expert within your field, easily part of the top 1%. You could take on entire battalions of enemies alone and win(or, if you're a medic, you can cure otherwise lethal wounds with some work), you're definitely a big part of your army, but no one knows you because central command has been disbanded years ago.

Is That A Goddamn Spike Trap?! -200: Yes, yes it is. You've taken the time to make traps around your sector, and they're especially deadly near your safehouses. It's a good thing you know them, then, since you have eidetic memory when it comes to traps you made and can circumvent them with ease. You could lead a large group of people through the place with very few people dying or getting injured.

Where's Your Squad? -300: Squad? What squad? You're able to live for years without human interaction more complex than 'kill on sight' and be the same person coming out that you were coming in. Loneliness and isolation won't affect you, and your social skills won't degrade. You will still be capable of holding a conversation even when you haven't talked at all for years.

We've Been Defending the Place -600: And you're still standing strong. When you're in a group defending a particular location, the teamwork of everyone increases greatly. You could completely rebuild a building for you to live in in a few years with extremely limited resources, and you can effortlessly communicate and fight alongside each other in battle, making your team almost unstoppable when fighting together. Alternatively, when you're defending a place alone, you're almost like an angel of death in combat, able to plough through your enemies like

they're not even there. However, this only applies to a small area, like, say, a mansion's grounds, or an apartment complex. If you move beyond this area into the rest of the sector(which are a lot bigger), this perk gets downgraded, to 'merely' being extremely dangerous to your enemies.

Items

You receive 200 cp for the item section only.

Armor -50/First Purchase Free: You've got a set of armor relating to your choices here; if you chose red army, you armor has red decals, if you chose sniper, your helmet has a crosshairs symbol on it, etc. Additional purchases lets you buy the different possible sets.

Loadouts -50/First Purchase Free: Your basic loadout, what you get is mentioned in the class section. Additional purchases let you get other loadouts.

Map -50: It's a map of the city. It doesn't cover all of it, but it's useful nonetheless. Remember to check if you are reading it correctly.

Moth -50: It's a moth. Ignoring the fact that it's nightmarishly large, it's kinda cute, if only because it just stands in your head most of the time. It's harmless and won't annoy you much, and you can find it anywhere if you want to.

Unhealthy Food -100: Why? The term 'unhealthy food' didn't mean much back before the bombs dropped, but now it's a sign of things you really shouldn't eat. You can choose which kind of irradiated animal you want, as long as it's small. Like a rat, for example. They'll glow a random color, like purple or green, and if you eat it you'll get hallucinations. Really, if you actually want to eat such a thing you must be either desperate or was pressed to do it. Be careful to be in a safe place when you do.

Binoculars -100: What it says on the tin. This an ordinary set of binoculars. They'll keep themselves clean and are very tough. Not much more to say, really.

Food -200: Not really an item as much as a guarantee of finding them. Whenever you are hungry(or just want to eat something), you'll find some small animal around you can kill and cook without much work. It's always enough to keep you and anyone with you fed.

Ammo -200: Same as above. Anytime you're running out of ammo you'll find some way to restock, whether this be finding spare ammo randomly around or looting it off your enemies, you won't be particularly wanting of it.

Tank -300: It's a goddamn tank. It can be a model of your choice if you know about tanks but otherwise it's as generic as can be. It's painted in the color of your army or, if you aren't in an army, it doesn't have paint. You have enough ammo stored in there to last you several firefights.

Nuclear Bomb -600: This is very dangerous and should probably be left in the warehouse. It's a nuclear bomb, with your choice of yield (You can go bigger than the Tsar Bomba itself if you want). You probably want to take the lower yields if you can't escape on time. It comes with a manual on how to activate and defuse it, if you have the time. It respawns in a week in your warehouse if stolen or lost (the other one is still out there, so be careful), and won't reappear until a year has passed if you detonated it. You can change its yield anytime it reappears.

Companions

Import -200: The mandatory companion import. You may import up to 8 companions to be part of your squad. They get 500 cp and one class for free. You can give them cp at a 2:1 ratio, I.E. every 200 cp you give them, they get 100 cp to spend.

Canon -100: You may take one of the canon characters as a companion, you'll be guaranteed to meet them in friendly terms, and have to convince them to follow you, which won't be very hard seeing as everyone wants to get out of this city. If you take the main characters of the main story, you may take them both at the price of one, and they'll occupy one companion slot.

Drawbacks

You receive a limit of 800 cp from drawbacks, unless you take Archnemesis, in which case you can take up to 1300 cp.

WHAT?! -100: HOW?! It seems that the whole world being a wasteland wasn't true at all, and in fact the city you start in is a memorial to the horrors of nuclear war. If you manage to find one of the exits you may either end the jump early or explore the sprawling utopia for your remaining time. If you follow the main characters, you may be able to end the jump in a few months, which, if you chose to take this jump as a gauntlet, makes it a lot easier to survive. However, if you take this drawback when doing this jump as a gauntlet, you receive half cp from the rest of the drawbacks.

April 1st +0: Well, it seems the world has gotten a bit weirder. You may make any of the april 1st comics canon. These include one of the main characters being a wolf-man furry, the characters being hot lesbian women that make out when bored, and the world working like a pay-to-win MMORPG.

Legends +0: It seems that the war has been going on for longer than everyone thought. With this, you get thrown to the far past, the medieval ages to be exact. Magic is apparently a thing, and witches are very real and very dangerous. Everything is an epic fantasy equivalent of itself,

and you may follow D&D rules if you want, seeing as there's not much known about this era. Thankfully, a pair that mirrors the main characters exist here, and you may join them in their fantastic adventures if you're part of red army too.

250k +0: Well, talk about war never changing. It's 250,000 years into the future, and civilization has long since recovered from the apocalypse and has expanded across the universe. However, it seems that things have quieted down, what with there now being a whole universe to house the three opposing sides comfortably without coming across each other. Cybernetics may or may not be a thing, but megastructures definitely are. There's also an equivalent of the main characters here, who travel across the galaxy and explore the place. You may join them too.

Gone With the Blastwave (Requires Legends and 250k) +300: So you want to see it all, eh? Very well. Now you won't be staying a year in either timeline, you'll be staying in this jump for the entirety of the war, from the time it starts (you can fanwank it started anytime from the start of humanity to the fall of Rome), to the time it finally ends (during 250k). You'll always find an equivalent to the main characters, and may choose to join them in their adventures, which are always something new. Alternatively, you can make the main characters into a pair of immortals that lived all throughout the war, and you can be a third immortal accompanying them. It'll be interesting at least. Just try to survive.



Unlucky +100: You're not very lucky, are you? You seem to always get the short end of the stick, constantly getting into bad situations. This won't be enough to outright kill you but you will die if you're not careful.

Sociopath +100: Oh, you just accidentally sent one of your teammates to their death, oh well, what's done is done. You now have as much care for the well-being of others as pretty much almost everyone else in your army, that is, none. You could accidentally shoot some random teammate on their leg and you would be more concerned that he would hurt you than the fact that you hurt him. If taken with 'Death Wish' you receive an extra 100 cp for this drawbacks, for a total of 500 cp combining them

Death Wish +200: Let's face it, this isn't a world any remotely sane person would like, danger lurks at every corner and life in general sucks. In short, now you want to die. Which is why you're now perfectly fine with suicidal actions and it may in fact keep you from backing out of them when other people suggest them. You won't be actively trying to kill yourself though. This will be a hinder to your goal of survival, so take care. If taken with 'Sociopath' you receive an extra 100 cp for this drawback, for a total of 500 cp combining them.

Dumb +200/+400: Is this really worth the points? Now you're stupid when it comes to safety, to the point that you may end up trying to crack open a primed landmine by banging it against a rock. Only the greens were more stupid than you, and then again, not by much. You are a serious danger to yourself and should probably have a companion along with you to keep you from accidentally killing yourself. For an extra 200 cp, you'll now be just as stupid as the average green, which is extremely dangerous. You should definitely have a companion watch out for you now, since if they aren't, it's almost a guarantee that you'll kill yourself eventually. There's a reason the greens aren't around anymore.

VIP +600: You're a very important person, and this is a bad thing. You'll be hunted by some of the best soldiers of the enemy armies for the entire jump, and you won't get much rest, as they will find you within a month if you don't keep moving. You may be able to barricade somewhere and fight them off, but this will require effort, even if you're a veteran. Let's hope you can survive an entire year of this

Archnemesis +800: Someone hates you, and has dedicated themselves to killing you. They will be a perfect counter to the build you bought in this jump and will quickly find out you have more than that if you show even the smallest hint of it (he may or may not be able to do anything about it though). They are aware of your general fighting style and will react accordingly. If you're a recruit, he is too, if you're a soldier, he is too, and if you're a veteran, he is too. He is going to be extremely dangerous unless you're using supernatural or superhuman abilities from outside this jump freely. He wants you dead more than anything, and cannot be convinced to stop trying to kill you, or even to be more friendly about it. They're otherwise a very amicable and kind person, being respected even by enemy soldiers. You cannot take them as a companion, as they'd never agree to spend time with you that is not spent trying to kill you. If you take this drawback and VIP, he leads the group of elites and trains them to his level, effectively making them just as dangerous as him.

The End

You've survived for a year or maybe more. Now it's time for a choice.

Go Home: You've had a long journey and want to go back. No shame in that.

Stay: Really? Alright, you stay in this world, all drawbacks are withdrawn, except Archnemesis. You'll have to deal with that guy yourself.

Continue On: Who said your journey ended here? Not you, that's for sure. Keep jumping and bring your stuff along with you.

Changelog

V1.5 Feedback received and major changes done
V1.0 Feedback received and "Dumb" drawback expanded
V0.5 Finished self-checking
V0.1 Jump created