NES pack jumpchain

-

A jumper will visit a great many worlds during his journey. Joyous and grim, large and small, and some that overflow with nostalgia. Four worlds of a similar nature, small on their own, have been linked together to provide what for some will be a reminder of simpler times.

When saving the world meant being a muscle-bound badass who punches the shit out of aliens.

-

Among the four, the setting of Shatterhand is the first chronologically, and that is where you'll begin regardless of which game you favor. All jumpers here are effectively drop-ins, and instead of choosing an origin, you'll choose one game's perks to receive a 50% discount on, with the 100cp perk for free.

You'll have ten years to clear all four games - after defeating the main antagonist, you may stay for a while or timeskip ahead to the next setting. Be sure to give yourself plenty of time to clear each game.

-

Age is 20+1d8, your gender remains unchanged. Pay 100cp to change either freely.

-

Games

Shatterhand

In the year 2030, a group of military renegades known as Metal Command, led by General Gus Grover, are seeking to conquer the world by building an army of cyborg soldiers. The Law and Order Regulatory Division (L.O.R.D.) has assigned you the codename Shatterhand, and tasked you with the mission to defeat Metal Command. The General...could be an alien. I'm not saying he is a alien, but...

Kabuki: Quantum Fighter

In the year 2056, a virus has appeared in the main defence computer of the planet Earth. Your mind with be transferred in the computer to fight the virus directly, taking on the image of a Kabuki dancer...for reasons. Be wary, for the digital landscape has become littered with obstacles and hostile programs as a disturbing pseudo-biological contagion spreads through the system. Where did this virus come from? Three guesses.

Power Blade

In the year 2191 on the colony world of New Earth, and a supercomputer called the Master Computer regulates all aspects of life. A group of damned dirty aliens have taken control of the computer, and you must retrieve six security keycards to access the control center, destroy the alien overlord, and undo the alien's reprogramming.

Metal Storm

In the year 2501, an automated laser installation on Pluto has malfunctioned. Originally built to protect Earth from alien invaders, it has already destroyed Neptune and now threatens the rest of the solar system. You must storm the Pluto base, equipped with the M-308 Gunner, and enable the self-destruct device. I wonder who could be responsible for this.

-

Perks

Shatterhand

100cp - Just punch it

Want to punch something? Go ahead, you won't hurt yourself. Ever. Even if that object is red hot, spiky, covered in acid, or covered in red hot spikes dipped in acid. Unless something is specifically designed to harm an incoming attack, like point defenses, reactive armor, or a destructive aura, you can punch things without fear of any passive properties of your target causing you harm. Including, of course, that target being really, really hard.

200cp - Punchmaster

I can't understate just how good you are at punching things. Besides looking absolutely ripped, your strength is superhuman, your reflexes snakelike, and your talent for the sweet science of punching things at the pinnacle of what man can achieve. Comes with a free bronze tan the envy of beachgoers everywhere.

400cp - Skeleton punch

Don't have a key for that lock? Punch it. Don't want to damage it? PUNCH IT ANYWAYS. If you can exert enough force to destroy a lock, be it knot, mechanism or supernatural barrier, you can choose for it to be opened, unraveled, unlocked, etc. instead with no damage done to it. Some locks are monitored by science or magic, so just punch it with enough force to destroy it twice over! That way the security system will think it was opened by someone with permission to do so.

600cp - Punch that thing in particular

Some things can't take a punch, so they hide behind armor. That won't save them now. Whenever you punch someone, you may re-direct the force of the blow past the point of impact, bypassing armor to strike vulnerable organs and systems directly. You can also freely adjust the intensity and direction of the force applied, should you wish to punch someone in the foot to make their eyes explode out of their sockets. The force of your punches will lose energy depending on the distance you project them and how sturdy the material you try to bypass, but that's ok - it's traditional to destroy big enemies piece-by-piece.

-

Kabuki: Quantum Fighter

100cp - Hair whip

With a thought, you may extend your hair to up to twice your height. In this state your hair becomes razor-sharp and at least as strong as steel cable, and you have the skill and neck muscles needed to to use your new hair as a weapon. You won't get a headache from swinging your head around like this constantly.

200cp - Platformer

Running faster, jumping higher, and falling further without injury, you'll quickly navigate your way to your objective. And in case of conveyor belts, jets of flame or guillotine blades crossing your path at regular intervals, you have an excellent sense of timing to get past them unscathed.

400cp - Weapon adaptation

If the event you ever get turned into data and sucked into a computer, you may find that your existing weapons don't work anymore. After all, even if your brain perceives the computer virus as a giant acid-spitting brain, just hitting it with your non-existent fists won't do anything, right? Wrong. Should you ever find yourself transformed, any weapons or equipment will be just as effective in your new environment. Get turned into a fuzzy animal or data, and that sword will become a sharp horn or anti-virus program.

600cp - Percussive maintenance

When something is damaged, you may draw out the flaws and embody them as a monster that will immediately attack you. The greater the damage, combined with the power, complexity, and age of the item determines how powerful the monster is. Each is unique, though common themes run among similar forms of damage and types of items. Fixing a flat tire might spawn a slime that will require only a quick stomping, while trying to fix the work of the divine or something impossibly ancient may create a demon that can consume the world if left unchecked.

-

Power Blade

100cp - Armor up

Armor is essential for staying alive, but putting it on can be a lengthy process. So just touch an unattended suit of armor, and it will instantly cover you with everything properly set. Existing clothes or armor will be deposited in your warehouse, and reappear on you when you want the armor removed, which is equally instantaneous.

200cp - Throw and return

You have a fantastic throwing arm and superb skill with all weapons designed to be flung around. If you wish, anything you throw that misses the target can curve around and return to your hand.

400cp - Pssst

Spying requires sneakiness. You'd think that wearing, say, armored pants, a baby-blue muscle shirt and carrying a giant glowing boomerang would be counter-productive. Not at all. No matter how odd you are, people tend to just...gloss over your strangeness. Even people on the lookout for you specifically or intruders in general may ignore your presence if you're just standing around and doing nothing to draw attention to yourself. You may turn this effect off if you wish, and may designate people who are excluded from it so that they have no problem recognizing you.

600cp - Locked out

To protect an area, you can shift it ever-so-slightly out of phase with the rest of reality. Between one to three key-esque objects are generated in this process, each of which must be collected by someone who wishes to break the effect. It is impossible to access or interact with a protected area otherwise, even for you. You can only have one such area protected at once, at about the size of an apartment building. The keys must remain in the same dimension at the protected space, and cannot be further away than one hundred kilometers from each other or the target area. Finally, to prevent any sort of cheap 'cancel and reset' nonsense, you cannot end the effects of this perk unless you are in possession of all the keys.

-

Metal Storm

100cp - Giant robot pilot

As an experienced pilot, motion sickness is a thing of the past. Also, when piloting a giant robot, shapeshifted, or working through any kind of proxy different from your own body, you immediately adapt to working on a new scale and don't get confused about the changes to size and reach.

200cp - Gravity flip

You can reverse your personal gravity, causing the nearest source to repel instead of attracting you. You have a rough 'gravity sense' to indicate the direction and strength of such energies.

400cp - Personal shield

In a universe of short health bars and precious few hearts, a shield is a lifesaver. Internalizing this principle, you've learned to shrug off small amounts of incoming damage that would otherwise build up and threaten your life over time. While you can't laugh off capital-scale weaponry, lava pits or spikes of doom, small attacks and 'scratch damage' that would inflict (in numerical terms) less than 10% of your total HP do no damage at all.

600cp - Immortal defender

You will defend Earth forever! You are immortal with no biological needs, you will never grow fatigued or need sleep, and you will never lose your focus or succumb to madness or boredom from waiting for any amount of time with nothing to do. Also, by designating something as under your protection, you will instantly become aware of any that approach it with hostile intent and can teleport to immediately interpose yourself between your charge and the threat. The focus of your protection can be anything from a small object to an entire world. In the case of protecting an entire world, you won't be aware of every single ne'er do well, unless one of their plans has wide-reaching consequences.

- - - - -

Items

50cp/Free for Kabuki - Kabuki costume

A stylish red-and-white Kabuki costume that helps get across whatever emotion you wish to convey. No one will question you for wearing it, no matter the situation. By striking a pose, you may herald your appearance with the traditional Kabuki 'drums and Yooooo' sound effect.

50cp/Free for Shatterhand - Coin wallet

A thick wallet that can hold a remarkable amount of gold coins. Any other kind of currency put into it will be converted into gold coins, and the coins will be accepted by any vendor or machine that deals in hard currency.

50cp/Free for Power blade - Power blade

This razor-sharp boomerang with always return to you after bring thrown if you desire it, moving on its own to avoid obstacles. If prevented from returning to you or destroyed, it will simply reappear back in your hand. You may import a weapon you already own to gain these qualities.

50cp - Flying spiky ball

The size of a baseball with the mass of a wrecking ball, these spiky balls can be programmed with a thought to tirelessly fly in a pre-set pattern. The balls are indestructible, and can be recalled whenever you wish. You may purchase this option multiple times.

100cp - Spike seed bag

Applying one of the seeds from this bag will cause a square meter of the surrounding surface to sprout spikes. The spikes are only as dangerous as the material used to create them. The bag holds about 100 seeds, and will replenish after 24 hours.

200cp - Chips

A pouch of softly glowing hexagons is left in your warehouse. These chips act as universal ammunition, able to recharge/reload any weapon you could think of. Each chip is worth a full magazine/quiver/charge/etc. for any kind of handheld weapon, and a single shot for things like air-to-air missiles or battleship shells. The pouch holds 10 chips, and spent chips regenerate after an hour has passed.

300cp - Extra life

Should you die, having one of these will revive you at full health in a safe place, and prevent your chain from ending. Extra lives are kept as you move on, but they are one-use and do not replenish. You may purchase this multiple times.

300cp - Satellite

This robotic sentry will hover over you, automatically attacking all hostile creatures in sight. It can carry an assortment of weapons, from flamethrowers to a simple sword, but you can provide the torso-shaped robot a man-portable weapon of your choice for it to defend you with. If destroyed, will respawn in an hour, with whatever weapon it was carrying last.

600cp/Discounted for Metal Storm - M-308 Gunner

The M-308 gunner is a stubby-legged, three-story-tall mech-suit. It's highly rugged, durable, and surprisingly agile. It is equipped with a forward-facing energy shield that can repel tank shells, missiles, anything not carried by another machine of equal size or advancement. The M-308's only weapon is a pulsed-plasma rifle that fires tightly-focused shots that can easily pierce thick barriers and penetrate multiple enemy machines. The most unique feature is the upgraded gravitic control device. Activating it will cause local gravity sources to repel instead of attracting you, and also creates a pulse of chaotic gravity that can shove away or even shred nearby enemies.

- - - - -

Companions

200cp - Multiplayer

There's no shame in admitting you might need a little help here. You may import up to 8 companions, each receives a favored game and 500cp to spend.

- - - - -

Drawbacks

You may take up to 600cp of drawbacks, or 1000cp if you take 'Nintendo hard.'

100cp - Small hitbox

Enemies are just a little bit smaller than they appear to be. Aim for center-mass, or you may find your attacks passing through them harmlessly.

200cp - Large hitbox

You're larger than appearances dictate. Dodge wide, or you'll feel the pain from incoming attacks that should have hit nothing but empty air. Don't worry, you're not fat. Technically.

200cp - Offscreen teleportation

Enemies move freely among places you don't have a line-of-sight on. Rooms you just cleared, behind that crate you're approaching, the corner you just turned...expect enemies to pop up in the strangest places.

300cp - Small screen

You can see about fifty feet in front of you. That's it. Nothing, not even out-of-jump abilities can extend your perception beyond this. I hope you have good reflexes, because the enemies with guns can see you just fine.

300cp - Bit player

Your companions are locked into a supporting role. Scattered among the levels you'll find icons that represent them - collect one, and a companion will appear, floating over your shoulder. Their abilities are now more limited in scope and greatly weakened, and you can only have one companion following you at a time.

400cp - Three lives

All durability perks are suppressed - a single hit from an enemy weapon is enough to kill you. On the upside, you have three extra lives, losing the chain only on the fourth hit. If you've purchased any kind of 'extra life' perks here or it another jump, they will be consumed on death after the three lives provided by this drawback are gone. Any extra lives gained from this drawback are discarded at the end of the jump.

+400cp - Nintendo hard

In addition to 'Three lives' the cosmic warehouse is sealed, and all perks from other jumps are suppressed. If you manage to survive the jump, any of the three bonus lives provided by the above drawback still remaining are not discarded at the end of the jump, and are yours to keep as you continue in the chain.