METALOCALYPSE

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Okay, just, just sit down and shut the *screech* up so I get this straight in my head. So you met this wicked god-thing, and it decided to send you on the most bullsh-*screech* journey every. Like, bathing in the blood of armies, slaying giant messed up horror creatures from children nightmares, snortin' all kinds of bullsh-*screech* from elf bones to dragon dust or whatever they have, and banged like, I dunno fifty or so hot chicks or dudes depending on the equipment you had? And after all that you still want to go through things and like, eat power or sh*screech* lightning or whatever it is all these worlds do to you, and now you're here to rock it with us. ...dude.

That's f-*screech*-in' brutal.

Gain +1000 Band Points

Origin

- Fan (Free)
  - You have no memories. This isn't because you're a drop-in, but because you're a minor character barely seen and nobody cares about you. Especially not the band.
  - + No memory remixes.
  - – The Band doesn't care about your song.
- Singer (100)
  - The Face of the group. Everyone knows who you are, and you know exactly how to respond to make them like you. You seem to have an odd scratchy voice when you talk though, maybe you need a lozenge.
  - + Talent with people.
  - – Less combat ability.
  - +/- Everyone wants autographs.
- Guitarist (100)
  - So's like, you gets to be this Nordic guys. Blondes hairs, blues eyes, and a little bit of a thing for older women. Everyone digs your accents, and you can play like no others.
  - + Ridiculously fast.

    - – Hard to understands.
    - +/- Possible GMILF addiction.
- Bassist (100)
    - Thish position is just f*screech*ing annoying. You're an integral part of the band for chrissakes! Why can nobody else play your part, or even know what you do?
    - + Easier to get around undetected.
    - – Who the fuck are you? Are you Ron Jeremy?
    - +/- You have time for hobbies.
- Drummer (100)
    - Yeah, you know your only talent is hitting things on a regular basis right? You use drugs. All of them. To the point where you've got to get the really weird stuff in order to feel right. On the plus side, you've got a high resistance to toxins of all kinds.
    - + Drugs.
    - – Drugs .
    - +/- Drug purchases provide 2x the amounts forever.
- Manager (200)
    - Backroom politics, price gouging, and making sure those lazy bastards are sober enough to play a goddamn tune. Well. At least you look nice in that suit.
    - + Holy f*screech* are you intimidating.
    - + Holy f*screech* are you snazzy.
    - – The band never listens.
    - – They also never get the song from their songwriter, the new guy up there.
- Age and Gender
    - Roll 2d8+17 for Age. 50 CP to choose your age.
    - Default Gender is your last jump's Gender, 50 CP to choose.

Skills (Discounts are 50% cost)

- Songwriting (100, Free Fan/Manager)
    - You have some talent for melody and rhyme. Enough that you can at least not rip off the great composers of the world, though whether or not it's catchy will take years of work.
- Musical Ability (100, Free Singer, Guitarist, Bassist, Drummer)

    - Unlike that hack band that plays in the average high school, you know how to carry a tune in a bucket and actually use the instrument in your hands.
- The Face (100, Free Singer)
    - You understand how to charm people. Small mannerisms make people think they've become your closest confidantes, a smile is sure to thrill people, and the smallest of personal secrets seem as though something they would treasure forever.
- Timekeeper (100, Free Guitarist, Bassist)
    - Whether keeping time in a song, making appointments, or just knowing the optimum moment of when to move, you have down the concept of an internal metronome with which you can pace your entire life.
- Big Brass WHAM! (100, Free Drummer)
    - Accuracy and force are the key skills for drumming. You can choose the way to strike something for maximum effect with minimal effort.
- Contract Law (200, Free Manager)
    - The intricacies of contracts, negotiations, and skinning a sheep all the way down to its hide (whether that's figurative or literal is up to you) are what you know. You could negotiate with a Senator and come off with a better deal.
- Metal Looks (300, Discount Fan)
    - You understand the science of the Metal Outfit. Just covering it with spikes and chains isn't enough, it's got to have Style! It's got to have Leather! And most of all, it somehow is going to give you a Magical Girl Transformation Sequence for metal outfits!
- 80's Rock (300, Discount Singer)
    - Studying the ancient past has led you to a discovery, of music full of just as much anger while being more upbeat. Your music drives the audience to untold rages, and may now act upon it.
- Speed Metal (300, Discount Guitarist)

    - In your attempts to perfect your skill you surpassed the normal limits of a guitarist, and learned the art of Speed Metal. Combining this with the brutality of death metal will leave audiences stunned in half the time with twice the music.
- Blues (300, Discount Bassist)
    - While coming into a deep, deep funk you met a man. The man made you an offer, your soul in exchange for blues fame. The contract is before you, the deal is ready. All you have to do is take a pen to that dotted line.
- Glam Metal (300, Discount Drummer)
    - Fabulousness cannot be denied. Through the magic of bright outfits and upbeat tunes you have disguised your metal from the disapproving masses to make it more appealing, allowing you to reach audiences that were not receptive before.
- Will of Iron (300, Discount Manager)
    - Negotiations are always a trade-off. What you want vs. what they need. By sheer force of personality you can wear down your opponents, getting them to settle for less and less in the pursuit of what you're offering.
- Metallica (600, Discount Fan)
    - The concept of Metal is ingrained into you body and soul. You now can transform into a creature of solid iron, and use your nigh-indestructible form to wreak havoc upon the world!
- With a Metal Yell (600, Discount Singer)
    - Years of practice, of suffering vocal cords, of demanding music perfection, have trained your voice to uncharted levels. You can unleash a glass shattering, ground-shaking screech at will.
- Running With the Devil (600, Discount Guitarist)
    - The horrors you have seen have made themselves manifest, and serve your bidding. You may summon lesser demons to do your bidding. Many greater demons such as Pazuzu are out of your control, but some are not. Summoning them may cause them to attack.
- Shroud of Darkness (600, Discount Bassist)

    - Shadows and shades bend themselves to your will. Stepping through the shadows to places you have been, or places within sight is easy, and binding the spirits of the unquiet dead to serve you before they take their final rest
- Forewarned is Four Armed (600, Discount Drummer))
    - Your years of drumming have led you to the realization of your limits with only two arms, and you have channeled the spirit of all the drummers that came before you to grant yourself an extra set of arms at will, which you use instinctively as well as your natural ones.
- We are Many (600, Discount Manager)
    - The Fans, the Followers, the Companions. You have come to the realization that all are connected, and all is one. And now, you have the ability to make one into many. You may have up to 8 clones, each with a maximum power of 1/4th your full power

Stuff and Junk

- Money (50)
    - About $20,000, unmarked, small bills. We're not saying you got this from drug dealing, since it's kinda obvious you did.
- Cocaine (50, Free Drummer)
    - COCAINE! One kilo. Recharges every jump, just don't keep it next to the powdered sugar or your waffles are going to become hell.
- Methamphetamine (50, Free Drummer)
    - Wakefulness at the cost of Teeth! Half a kilo, highest grade. Guaraneed by the local chemistry teacher. Refills every jump.
- Metal Sheet Music (100, Free Fan)
    - Music you've written themselves, copies of Dethklok's greatest and obscure hits, even a little bit of Sabaton and Mastodon.
- Duncan Hills Coffee (100, Free Singer)
    - An infinite supply of Coffee, appearing in a drawer in whatever home you have in your jump. Colombian grown,

and roast from light to dark, and always the freshest it can be. Explodes on contact with Starbucks paraphernalia.

- Melodious Strings (100, Free Guitarist)
    - A string that acts in the perfect manner on whatever item that can take strings. Instruments, Cats Cradles, even Bows. And they make the sweetest of sounds when plucked.
- Combat Boots (100, Free Bassist)
    - Heavy, well made, comfortable, and completely quiet on any floor due to their special textured rubber soles.
- Closet of Suits (100, Free Manager)
    - A closet of well made suits. The more wealthy you get, the more the suits upgrade in variety and material. The poorest are of cotton, the wealthiest are of hand spun silk and Italian leather shoes.
- Driving Gun (200)
    - An immaculate pistol chambered in 9mm Luger.
- TASALS v1 (250)
    - Totally Awesome Sweet Alabama Liquid Snake, a psychotropic drug that gained fame after Snakes N' Barrels lost their mind onstage with, allows for mind erasure and control of a victim. Caution: Exposure to bright lights, sounds, and pyrotechnics may cause Snake Demons to appear from all your orifices, who will then seek out a victim that will receive the same effects.
    - One Dose.
- Metronome (300)
    - A finely crafted metronome made of rare gems, accurate to within 1/1,000,000th of a second per every beat.
- TASALS v2 (500)
    - A military grade version of the drug, with stronger hallucinogenic ability at the loss of mind erasure/control. IF the hallucinogens are survived, a demon snake may be summoned by the user once per week to attack a target, giving him the symptoms of the drug.
    - One Dose
- Tryouts (0/150/600)

- You may import up to 8 companions to make your band instead of accepting whatever the universe throws at you. 0 CP nets each companion a single 100 CP perk. 150 CP gets each companion a free origin (except Manager), discounts and 150 CP. 600 CP allows for any origin free, 450 CP, and discounts/freebies, including items.

Drawbacks (Take up to 2, or 600 CP worth)

- Tribute (+100)
  - None of your original songs will be successful here. Your best bet for fame is to be a Dethklok tribute band. If you're very, very good you will one day meet the band. Unfortunately you'll probably be living on bar peanuts and tap water until then.
- Child's Play (+100)
  - Children are your biggest fans, and they're annoying. Snot nosed, wailing, screaming at each other, and just generally annoying you. Adults never take you seriously because of this.
- Collateral Damage (+200)
  - Every concert you do ends the same way. Someone gets hurt somehow due to whatever you've done onstage. And they're not that happy with it. Let's hope they don't figure out how the legal system actually works, shall we?
- Carpal Tunnel (+200)
  - Due to an intense week with no attractive people anywhere in sight, you seem to have gotten Carpal Tunnel Syndrome. If you play too much, or too fast, you might lose the ability to use your hand.
- Bon Cafe (+300)
  - Due to an insane accident, you are now covered in weeping scars. Every moment of your life is filled with the pain from what happened, your clothes are crusty and ragged from the fluids, and all you got out of it was a metal looking album cover.
- Quicksilver (+300)

    - In an attempt to either obtain immortality, learn the secrets of haberdashery, or simply eating the wrong cake, you got a little bit too much mercury in your system. This will cause you to go slowly insane, possibly die if you continue. On the plus side, everything is starting to get REALLY metal.

Notes

- Contract Laws: Senators have about the same level of skill as Satan, they just don't hold to deals as well.
- Tribute: If you impress Dethklok enough, they may ask if they can come with you for song inspiration. They won't be a companion of any use however, and will take up no slots. They will however make constant noise in the background when they're with you, tormenting each other or making fun of the boss.
- Blues: You can argue down the price of your soul if you want, whether or not you succeed depends on your arguing skills. Taking Contract Law will make you automatically sell something valuable other than your soul for Blues fame and talent.