Deadman Wonderland Jump V2.0

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Welcome back to Earth jumper, or kind of. This world is much like ours, except for the fact that a few people that were in the 2024 Japanese earthquake gained the ability to manipulate their blood from an unknown source, these powers are called the branch of sin. But this was brought about by a secret organization, one which does so because they can. These people made the branch of sin as an experiment to make an already existing blood user stronger. Because of this, people were sent to a certain prison called Deadman Wonderland. The prisoners have collars that constantly release a poison that if the antidote (which resembles candy) is not consumed weekly, you will die. Trying to take the collar off without the proper machinery results in death by the way. The prison has death match themed competitions called Carnival Corpse, in which the loser will relinquish a body part and experience excruciating torture. The winner however, is treated like a celebrity.

You enter this world in the year 2020, your goal is to survive for 10 years. Have a good game.

+1000cp

Location: Japan

Origins: Roll 1d8+14 to determine your age, or pay 100cp to decide what age and gender you want.

- Drop-In (Free): You enter the world with your gear, and whatever else you have. You were released from a nearby hospital in Tokyo after you suffered from amnesia.
- Scientist (50cp): You were a scientist in the Deadman Wonderland project. You are experienced in Biochemistry, chemistry, and physics and have a Ph.D. in at least one of those fields.
- Inmate (100cp): You were recently arrested for crimes you may or may not have committed. Expect to be in weekly death matches.
- Uber Priest (100cp): These deranged individuals work for the warden of Deadman Wonderland. They are people who used to be prisoners, but bought their freedom and decided the madness was fun.

Powers and Skills:

- Leader (Free Uber Priest) (100cp): Whether by charisma, looks, or by force you can get people to do your bidding.
- Endurance (Discount Inmate) (100cp): You can fight with blood loss, and still be able to think straight. 5ks are just a warm up for you.
- Aim (Free Uber Priest) (100cp): You can manage to get a headshot with a rifle, without even facing the target.
- Insane (Free Uber Priest) (150cp): You survived a traumatic event and went crazy. As such even seeing your best friend die in front of you is no more phasing than staring at wet paint.
- Chemist (Free Scientist) (150cp): You are a chemistry genius. You can figure out ways to make even negatively charged atoms bond.
- Biochemist (Free Scientist) (150cp): You are a genius in Biochemistry. Figuring out how to modify organs is like playing with Legos, too easy.

- Physicist (Free Scientist) (150cp): You can figure out the fundamental force behind almost anything. Even how the branches of sin work.
- Computers (200cp): You are an expert on computers. From hacking to creating websites, even the most knowledgeable groups are not a match to your ability.
- Regeneration (Discount Inmate) (200cp): You are were heavily experimented on as a child. Because of this you can regenerate from almost any injury in breakneck speeds.
- Bloody (250cp): For whatever reason you produce a very large amount of blood. More so than the average human. Maybe you can use this to your advantage somehow?
- Strong (300cp): You are very strong. You can punch through a wall and could probably hold someone from the ground by their throat.
- Lucky (400cp): While some people are strong you are lucky. You enemies might pass out before their final hit land, or you stumble upon something amazing. Either way, you are really lucky.
- Branch of Sin (Discount Inmate) (600cp): You can manipulate your blood in a certain way. Whether this be by using it as a projectile, blade or whip is up to you. You only get one type of use per purchase.
    - Wretched Egg (500cp): As a child you were experimented upon heavily. As a result you can now summon red crystals out of your blood that can give others the branch of sin. Also you are able to use your own blood in any way you can think of, and you can regenerate from dismemberment. You also gain a kickass bodysuit, your eyes become red and your hair white. You also gain a split personality that is a complete sadist and will actively try to kill everyone they love. Expect this personality to emerge at least once in this jump. Oh, and they are more skilled in all of your powers than you.
    - Snake (100cp): Through experimentation, you had the snake poison added to your body. This makes your branch of sin much more powerful. It can inflict excruciating pain upon contact and can be used to steal other's branches of sin.

Items and Companions:

- Pistol (50cp): You receive pistol that comes with 80 rounds.
- Money (150cp): The equivalent of 2,000,000$ is in an account in your name/stored inside the warehouse somewhere.
- Car (Free Scientist) (150cp): You gain a very nice luxury car. I would say what it is, but its name is only known to the upper .01% of the population.
- Prison Map (200cp): A map of the entire Deadman Wonderland prison, including secret areas.
- Worm Eater Weapon (Free Uber Priest) (200cp): This is a special weapon. It is known as a worm eater as it absorbs any blood based attack and has an extra function. You could have a guitar that shoots sound waves, or a claymore that extends like a whip. Either way it is terrifying.
- Worm Eater Armor (Discount Uber Priest) (300cp): A set of armor that absorbs any blood based attack and can use it to power the suit. Protects from practically every weapon.
- More Points? (300cp): You gain 200,000 Choice Points. This is used for buying items in the prison store in Deadman Wonderland.
- Candy (500cp): You will need this if you are planning on being in Deadman Wonderland. This contains enough candy to survive for the ten years you are here.

- Plans (500cp): A jump drive that contains blueprints to some experiment that could rival the Wretched egg in power. The means to do so are to atrocious to even mention.
- Red Stone (500cp): This stone contains what is known as the nameless worm. Planting it into someone, you can give them the ability to have a single branch of sin ability.

Drawbacks: Max of 600cp (or 800 if the three most expensive options and Framed are taken)

- Angst (200cp): You are very edgy, to the point where every line you spew and do is like an 8th grader wrote it.
- Bad Things (200cp): Whether being your unemployment or other matters, life seems to just get worse for you.
- Inefficient (200cp): You for whatever reason are terrible at using your powers. They are only 25% as strong as they should be.
- Framed (300cp): Whether from being accused of ratting someone out to revealing government secrets, you are number one in your enemy's shit list.
- Lost a Game (300cp): Whether from a game of Carnival Corpse that you lost, or from an accident you are missing either an eye, ear, hand, arm, or vocal chords.
- Yandere Lover (300cp): A being that has the same powers as you loves you to death. Expect them to remove anything, including your best friends or who you might love that would otherwise separate you from it.
- Romantic Tragedy (400cp): Someone that you love from the bottom or your heart turns to the opposite moral alignment of you near the end of your jump. You two must fight to the death, even while you still love them and the last words they say will leave an impact on you forever.
- Moral Tragedy (400cp): Whether a friend who dies in front of you or slowly to corruption, the person who you are the friendliest with will die an excruciating death because of you.
- No Help (600cp): Anything from a previous jump (including powers, skills, and companions) are inaccessible during this jump.

Now What:

- Go Home: You return home with all you have gained
- Stay Here: Maybe you enjoy the madness? You are stuck here for the rest of your life.
- Move On: You go on to your next jump.

Notes:

- The candies apparently taste like the worst thing imaginable.
- You gain some nice prizes from the Deadman Wonderland competition, including candy and Choice Points (CP).
- Choice Points are not what you buy perks with, they are the prison's currency
- You can buy almost anything with enough CP, even your own freedom. But buying other's freedom is not possible.
- Discounts are 50% off.