Bullet Armors
The Jumpchain
By Deaderthandeath



In this world there are mysterious machines known as TREMORS. The reason they came to be, and just who built them are still unknown. The most mysterious part of the tremors, however, would be their ability to continuously EVOLVE. And in this world, a boy is on a journey looking for his missing father. Partnership with a TREMOR named Bullet, that boy, Ion, will find him and perhaps bring out a better world.

It's not all sunshine and rainbows though, this world holds many dark secrets and tragedy can be around every corner.

You will spend the next 10 years in this ruined world, and you will need this to survive:

+1000 CP

Origins:

- Roll a 2d8+10 for your age, and your gender can be chosen for free.

-Breaker (Free):
Humanity's primary defense force against the TREMORS, even if their cohesion is a complete mess. Despite their ruthlessness, they are a big reason why humanity has lasted this long.

-Breeder (100 CP):
Humans who have formed a partnership with a TREMOR, most often by activating a peculiar device. Unlike Breakers, Breeders aren't an organized force, being composed of individuals from all over the moral spectrum. Unfortunately, Breeders are feared and hated due to their partnership with a TREMOR.

-TREMOR (300 CP):
Mechanical life-forms with incredible evolutionary potential. It's unknown where they truly originated from or what they want, but even a single one can be a force to be reckoned with.

Perks:

- Origins get a 50% discount on their sections, with 100 CP options becoming free.

General:

-Survival Of The Fittest (Free):
If someone is going to survive in these wastelands, it is crucial they have the body and skills needed. Aside from basic survival and combat skills, this grants you a body fit for this world. Endurance to trek through the heat, less need for food and water, stomaching down even the grossest of food, and potential to achieve minor superhuman feats.

-Satisfactory Conclusion (100 CP):
Unfortunately, many stories do not see to completion, or reach their desired end. A father remains missing, secrets left uncovered, past trauma unresolved. However, with this you can see the end to those stories, the true end where all questions are answered. Altering the world, fate, and destiny to bring out that satisfactory conclusion with or without you. However, this cannot aid you in success or victory, merely providing the possibility of that perfect ending should it be reached.

-A Very Interesting Past (200 CP):
A Breaker turned Breeder, a human transformed into a TREMOR, and even a Breeder hiding as a Breaker. There are many with very interesting pasts and presents in this world, why skip out on the fun?



In

this and future jumps, you can buy another origin, however must pay a flat 200 CP plus its original cost.

Breaker:

-Single-Minded Focus (100 CP):
Breakers are very… *intense* individuals, to put it lightly. Focused on their work to an utterly insane extent, disregarding lives and basic respect. Basically, insane assholes with little regard for human life. You can enter a similar mindset on a whim, throwing aside all reason to focus on a single task, and leave it just as easily. Not good for everything, but it has uses.

-Ensure Their Loyalty (200 CP):
Unfortunately, even in this world, traitors to humanity are plenty. They seek to undermine your righteous work and destroy all that you hold dear. Thankfully, those such fools can be redeemed, to see the true path. Any who wish to betray you or your organization can be easily sussed out, except for the most skilled or lucky. However, this truly shines in shifting their loyalties to yours, whether through kindness or less… *humane* methods.

-Keep Them Together (400 CP)
Most Breakers are insane psychopaths, willing to do anything to kill a TREMOR, no matter what is in their way. To get them to work together requires one to be insane in their own right, and you're just the right amount of insane. You have both the charisma and skill to have even the most unlikely of allies and opposite personalities not just cooperate, but truly work together.



-Elite Soldier Unit (600 CP):
Literally since the moment you were born, you've been subjected to countless hours of training in nearly all fields of combat to become one of the most dangerous humans to walk the earth. The sheer amount of skill you have alone would allow you to destroy most TREMORs, and that's before you account for how your training forged you into a peak human. Bear in mind, there is only so far just your body and mind alone can take you, but don't forget technology does have its uses…

Breeder:

-Unorthodox Fighting Skills (100 CP):
Massive gauntlets, a trio of machine guns, claw legs sprouting from the back, TREMORs come in all shapes and sizes, and yet their partners can fight with them easily. Much like them, you can easily figure out how to use these kinds of ridiculous weapons and adapt your fighting style to them.

-Friends Old And New (200 CP):

Ah, the hallmark of shonen protagonists. You're basically a magnet for friendship, finding it easy to find and make friends and ally's. But, where this truly shines is that there is nobody you can't befriend. Those from all walks of life, from rivals to genocidal monsters, as long as you reach out a hand, the possibility for friendship is always there.

-Genocide Jumper (400 CP):
Not everything is sunshine and rainbows, remember? You're someone who seen the darkness and *reveled* in it. Or not. Regardless, any and all acts of your destruction are far more painful and harder to recover from. Attacks are far more painful, wounds heal stubbornly slow, a scorched forest refuses to grow back, and people find it harder to ignore it. Of course it's not impossible to push past the effects, but only the most willful or ignorant will be able to. Can be toggled on an off.

-A Power That Surpasses (600 CP):
Overdrive. An ability that only Breeder's possess, it allows one to temporarily evolve their partnered TREMOR to incredible heights. Usually only able to be accessed when their bond reaches a certain point, you gain access to an altered version of this ability.

Should you possess a bond (of the more supernatural variety) with another, when it reaches a certain point of cooperation and friendship, you can cause them to undergo Overdrive. Temporary transforming them, increasing all their capabilities and even adding new ones. However, this state is both temporary (only lasting a few minutes) and extremely exhausting on both sides. Thankfully, both the length and the exhaustion afterward can be trained, though Overdrive will never become permanent and will always need your energy.



TREMOR (Exclusive To the TREMOR Origin):

- Due to the amount of options and versatility of the origin, TREMORS get 4 unstackable floating Discounts that they can only use in this section.
- TREMORS can take any form they desire, so long as they have the right purchases. Standard form is a small worm-like entity.

-Mechanical Evolution (Free, Mandatory, and Exclusive to TREMORS):
The very thing that makes TREMORS so dangerous. Taking everything that standard evolution is capable of, and blowing it out of the water in both scale and time. This allows for a few generations worth of evolution to occur in just a few years, faster if the correct stimuli is applied. This even applies to any and all mechanical parts and abilities you have access to, improving them to the same extent.



-Melee Weaponry (100 CP):
Swords, drills, scythes, and fists. With a singular purchase, you can have any mundane melee weapon you desire built into your form. Further purchases will allow you to get more weapons, or upgrade existing ones. It's limited to a single one at a time, however.

-Ranged Weaponry (100 CP):
Shotguns, miniguns, rifles, and fingers. With a singular purchase, you can have any mundane ranged weapon you desire built into your form. Further purchases will allow you to get more weapons, or upgrade existing ones. It's limited to a single one at a time, however.

-Strength (100 CP):
Prefer to get up close huh? Through cybernetic muscles, pistons, or anything really, your strength is drastically improved. This can be focused onto individual sections to improve the output, but even across your entire body you would be able to lift around one ton. Can be bought multiple times.

-Locomotion (100 CP):
While all TREMORS have some form of movement, this option allows you to get specific ones. Spider legs, jet engines, wings, wheels, etc. Anything that would help you move can be taken here, though nothing too exotic. Can be bought multiple times.

-Armor (100 CP):
Every TREMOR has armor, primarily manifesting through metal plates, this allows you to get specific forms of defense. Full body armor, deployable force fields, steel plates, etc. Much like the earlier options, the less your purchase covers, the stronger it is. A dome shield would be weaker than a gauntlet, for example. Can be bought multiple times.



-Collapse and Expand (200 CP):
Waving around weapons all the time can be pretty dangerous, so this option allows you to hide or fold away entire parts of you at will. This might not have many uses, but a sudden chainsaw coming from your face will surely surprise anyone up close!

-Plain Sight (200 CP):
Taking the previous option one step further, this allows you to take on a human form, indistinguishable from the real thing. Well, on the outside at least. You are still mechanical, in the end.

-Hardening (200 CP):

Nanomachines, Son! Though it doesn't have to be through nanomachines, you can temporarily harden portions of yourself, increasing its durability by half again and allowing you to strike harder.

-Metal Colony (300 CP):
A rather unique ability, your entire body is a colony of fist-sized drones that can be split off at will. Each drone is controlled through a mental link, and each drone has around 5% of your cybernetic/mechanical abilities.

-Focused Power (300 CP):
Through redirecting power, shifting mass, allocating resources, or any other method, you can improve the capability of any of your functions by taking it from another function. This allows you to get more bang for your buck, but it's a trade-off in the end.

-Regeneration (300 CP):
Though every TREMOR has the ability to regenerate via their evolutionary ability, this takes it to the next level. Any amount of damage can be fully repaired in just a few minutes, so long as you're alive and sufficient mass remains.

-Gigantism (400 CP):
There is no way around it, you are very big, easily 20 meters tall. What's more, your massive frame grants you increased strength and durability, while also scaling up all your upgrades to your size. Bullets the size of people and blades the length of buildings, all without compromising their functionality and abilities.

-Parasite (400 CP):
A rather insidious ability, this allows one to hijack the nervous system of a living organism, controlling its movements. However, this cannot access the brain, meaning the victim is still fully conscious though they cannot do a thing.



-Elemental Body (500 CP):
On purchase, choose a single common element or substance, from fire to something like scrap. Your body becomes entirely composed of this element, save for a core that functions as your brain, and you can control it to an extent, such as altering body shape, forming basic weapons, and stretching limbs. What's more, you can absorb your chosen element, allowing for the repair of damage, temporarily gaining extra mass, and even traveling though it at fast speed. You can assume your normal form whenever desired.

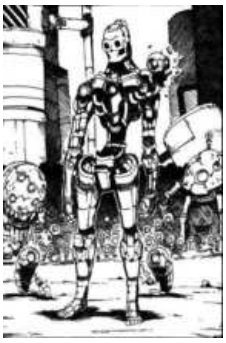
-Elemental Control (600 CP):
Through the usage of nanomachines, you become able to manipulate a single element of your choosing. The level of control is both incredibly precise and swift, allowing one to throw up walls

of earth or create a firestorm with a snap. However, this cannot create your chosen element, only control what's already there.

-Self-Overdrive (600 CP):
A terrifying ability, one that has never been seen before. You can access your Overdrive form without the need for a partner. However, as a result your Overdrive form is weaker than it should be than if you had a partner. The transformation is only temporary, and is incredibly draining, and cannot be used when already in use. Though that does not stop you from using it when in your standard Overdrive…

-Rebirth (Can't Get Destruction) (800 CP):
An incredibly powerful ability, one desperately sought by Genocide Gear. Rebirth grants powerful technopathy, allowing you to assemble all forms of mechanical devices in a matter of seconds, so long as you understand it. What makes it so useful however, is that it can repair all damage done to anything inorganic in the range of a city, even bringing back TREMORS on the verge of death.





-Destruction (Can't Get Rebirth) (800 CP):
An incredibly powerful ability, held by Genocide Gear itself, and what made it so powerful. It allows one to forcibly combine with other machines, even TREMORS. The fusion is permanent, but grants access to all of the functions that it had. There is one flaw however, and it's that you are unable to control the minds of those machines, and with enough willpower they can separate from you, or even take over your combined body.

Items:

- Just like perks, get a discount on your section, with the 100s being free.

General:

-Sweet Outfit (Free)
An outfit completely customized to your tastes and personality, it's capable of functioning no matter how nonsensical it is. The outfit quickly repairs from all damage and automatically cleans itself, and you can change it's appearance one per jump.

Breaker:

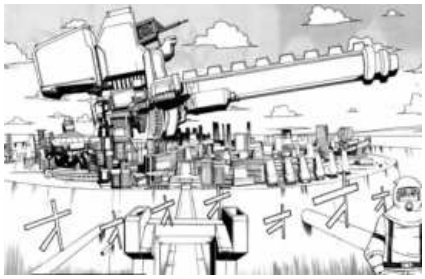
-Standard-Issue Equipment (100 CP):

The basic equipment a Breaker needs to start out. Baggy armor that looks like a hazmat suit, basic sensors, and a ranged and melee weapon. It's nothing incredible, it doesn't look pretty, but it functions well.

-Gaggle Of Fools (200 CP):
Around a dozen trained, if normal humans with the standard breaker equipment. They follow orders, if acting a bit zealous when carrying them out. If killed, they respawn a few days later and keep any upgrades to both their skill and gear. They count as Followers.

-Iron Cover (400 CP):
Contained within a suitcase, that uses experimental technology to fold space, is a set of armor plus a half-dozen weapons that represent the greatest of the Breaker's TREMOR Eradication Technology. Each a powerful and useful weapon in their own right, such as a lance capable of launching over a dozen missiles. The armor itself boosts the user's physical capabilities by a fair sum, and can be equipped with ease through its ability to fold into a metal plate, and vice versa.

-Techno Fort Sulejinova (600 CP):
The pride and joy of many Breakers, their Central HQ. Stretching out over an entire city, it has everything a Breaker could want: Training halls, bed rooms, bunkers, R&D departments, jail cells, basically anything. This comes with staff that keep everything clean and in working order, but you need to get the scientists/breakers/guards yourself.



Breeder:

-Rations and Camping Gear (100 CP):
A set of camping gear in whatever color(s) and patterns you want, and can be easily set up and taken down without the usual hassle. Included is a small regenerating supply of rations, just enough to keep you fed.

-Seal Patches (200 CP):
Considered the key to Overdrive, Seals are special symbols that appear on a TREMOR bonded with a Breeder. What you have is a tad bit different, a small bag with stickers in the shape of these Seals. These can be applied to items you own or being you are bonded to. They grant a small, but noticeable boost in power especially in a specific 'stat', whilst also boosting further growth in that area. However, these Seals lack the ability to activate Overdrive.

-Hideout (400 CP):
Well, to be more accurate a bunker. Not quite the castle that Death Legion owns, but it's hard to find except for you and any you lead to. It has enough room and supplies to host around a dozen or so Breeders and their TREMORS.



-White Beacon (600 CP):
The core of a TREMOR, when activated it attaches to a nearby machine, or pulls in scrap to create a body. The resulting machine is a newborn TREMOR, bonded with the one who activated it turning them into a Breeder. Any TREMOR created through this Beacon ensures that the resulting TREMOR will be initially loyal to whomever activates it, and have incredibly high potential for evolution. You get another one every jump, allowing you to stock up on them.

TREMOR:

-Infinite Oil Can (100 CP):
A rather old-fashioned oil can, it never runs out. Perfect for a growing TREMOR!

-Infestation Of Machines (200 CP):
You don't know where they came from, they just started following you around like ducks one day. Around a dozen 'wild' TREMORS, they follow your every order, though they are pretty dumb and evolve much slower than average. Should they be damaged or destroyed, they will pop back up a few days later retaining all changes. They count as Followers.

-Black Beacon (400 CP):
Well well well, what do we have here? Completely matching the TREMOR Core used by Breeders, except this one is colored black. On activation, it forcibly fuses with any biological organism and transforms then into a TREMOR. Though they keep their original appearance, they become a perfect TREMOR, gaining access to **Mechanical Evolution** and the potential to develop a powerful ability. However, it cannot be used on you, Jumper.



-Lost Origin (600 CP):
The theoretical origin of TREMORS, it can take any form: a lab, a meteorite, a bunker, etc. It may not actually be it, but nobody will really care after seeing what's in here. Well, they will but it will be more panic and terror. Contained within are detailed notes on the creation of TREMORS and how to create and improve TREMOR cores. Please be careful Jumper, as you can see the effects these terrifying machines have had on the world.

Companions:

-I Brought Some Friends (50 / 300 CP):
Import or create a companion for 50 CP, or pay 300 to do the same for eight. Get 600 CP to use.

-Bonds Of Fate (50 CP):

A single purchase allows you to take a single canon character as a companion. You are guaranteed to meet them soon after you enter the jump, and have a good first impression. However, they still must agree to come with you.

-Partner 'Till The End (Free, 200 CP, or 600 CP):
Your partner for life, the Breeder to your TREMOR, or the TREMOR to your Breeder. Breeders get this option for **Free** (though it's mandatory), TREMORS can get this for **200 CP**, while Breakers can buy this for **600 CP** but must also take the drawbacks **Interesting History** with the Breakers as the target for no points.

- Breeders and Breakers get a TREMOR with 800 CP plus discounts to spend on the TREMOR section, and counts as both a companion and item for future imports.
- TREMORS get a Breeder that they are bonded to, which grants access to Overdrive without the need for **Self-Overdrive**. The Breeder has the entire Breeder perkline, item tree, and General Freebies save for **Genocide Jumper** and **Hideout**. They can also be imported for free in future Jumps.

-Knight In White (100 CP):
A rather paranoid old man, dressed entirely in a white version of the standard Breaker outfit. Contrary to his appearance, he is quite high on the Breaker totem pole, and is an incredibly terrifying combatant. Due to an incident in his past, he hates TREMORS (and anything that would harm humanity, really) with such a passion that even the most zealous of Breakers would balk at. Comes with **Survival Of The Fittest**, **Single Minded Insanity**, **Keep Them Together**, and **Best Of The Best**.

-Frontal 'Till Dawn (200 CP):
A curious Breeder and TREMOR pair, they can be described as a 'bandit with honor' and 'ultimate good' respectively. The Breeder is incredibly skilled with a variety of mundane weapons, and the TREMOR possess enhanced physical abilities along with tthe ability to transform their gauntleted hands into any shape they can think of. Both have achieved some decent control of Overdrive, taking the form of a building-sized mecha. They both count as a single companion, coming with **Survival Of The Fittest**, **Unorthodox Weapons**, **Bonds Of Fate**, and **Mechanical Evolution** respectively.

-Wandering Puppet (300 CP):
An odd TREMOR, one that evolved to the point where it became indistinguishable from a normal human, save for his joints visually sharing a few traits with a doll's. Despite his youthful appearance, he is an incredibly old TREMOR, perhaps one of the first, though an incident in his past left him with few memories of who he was and entirely without his formal power. That's not to say it's all gone, however… Comes solely with **Survival Of The Fittest** and **Mechanical Evolution**, but has incredible power locked away.

Drawbacks:

- No limit on how much CP you can get here. All drawbacks will stop affecting you after the jump ends

-Single-Minded Insanity (+100 CP):
Regardless if you are a Breaker, you drank a bit too much of that Kool-Aid. The only thing driving your actions is the desire to destroy TREMORS and prove humanity superior, to the point where you will disregard anything else that gets in your way unless it's incredibly important.



-Traumatized (+100 CP):
In your past, *something* happened and it traumatized you for life. Remembering this will cause you to freeze up, and the more something reminds you the worse this gets, to the point where you will lose control over your powers as you are swallowed by your memories.

-Parental Void (+100 CP):
When you were young, your parents left you. Maybe they abandoned you or died, but regardless this parental lack has left you innocently unaware of how the world actually works. However, this will eventually go away should you properly experience the world, but this naivety will still get you into trouble.

-Rival Problems (+100 CP):
You have a rival! Not the good kind though, one that obsessively chases after you both metaphorically and literally. They are willing to do anything that would get them more power just to beat you. And should they do that? They will most definitely kill you. They are also really hard to put down for good, always popping back up sooner of later.

-Technophobe (+200 CP):
You both fear and hate technology with a passion. And I'm not talking about just TREMORS, I mean *all* technology. You would happily spend your decade living as a hermit, and using the 'old fashioned way' should you need to fight, and will do so against those metal-loving bastards with extreme prejudice.

-Interesting History (+200 CP):
You betrayed a faction, pissed one off, etc. Will go to extreme lengths to find you, should they find you, you'll be captured at best and killed at worst.

-Let's Start A Genocide (+200 CP):
It doesn't matter if you are one yourself, you hate humans with a passion. You will actively go out of your way to ruin their lives, homes, and even take their lives. Only those with the same general attitude about humanity are exempt from this, but even then only barely.



-Walking Earthquake (+200 CP):
Something about you attracts TREMORS of all kinds, and focuses their destruction on you. Mind you, a majority of TREMORS lack the strength of their stronger brethren, though some do wield strange abilities. Thankfully for you, you won't attract the truly powerful ones, like Genocide Gear. Well, through just this alone.



-Genocided Jumper (+300 CP):
Even if you are a TREMOR or otherwise on it's side, Genocide Gear is after your life. Genocide Gear is an absolutely massive TREMOR, made from thousands of different TREMORS fused together in one body. What's worse, it's hatred of you exceeds its own hatred of humanity, meaning it will chase you to the ends of the earth. This very same hate makes Genocide Gear extremely difficult to permanently put down, as somehow a piece always remains.

-Traitorous Intent (+300 CP):
During your time here, you will surely meet many people whom you will become friends with, but unfortunately for you one is not who they seem. They will betray you at the worst possible time for you, and no matter who it is, the betrayal will hurt you mentally and most likely physically. Also, you will have no memory of this drawback.

-That Old Chinese Proverb (+300 CP):
'May you live in interesting times' sums up your next decade. From here on out, your life basically becomes a shonen manga, with you as the so-called 'main character' without the benefits of that position. You will be constantly dragged into conflicts against increasingly dangerous enemies, all scaling to be stronger than you.

-Everdistant Ending (+300 CP):
You never seem to accomplish your goals. They sputter and fade out, the ending you want seems impossibly far away, your hated enemy will never disappear, etc.

End:

- Your time here has ended. What will you do now? Regardless of your choice, you will keep everything you bought from this world and the previous ones, and your companions will follow you wherever you may go.

For Someone's Sake
(This world taught you a few lessons, for better or for worse. Might you want to bring those lessons home?)

I Can't Just Up And Go!
(You've gotten attached, huh? Can't blame ya, there is still so much to discover here. Don't worry about your home and your family, I got you fam. Here, take one last present from me: **+1000 CP**)

Or

I'm Off…!
(Heh, what other option is there? Well then, come on, unto the breach!)

Notes:

-Custom companions are expies of White Knight (Generator Rex), Yamato Agrai and Ultimo (Karakuri Doji Ultimo), and Scaramouche/The Wanderer/Babygirl/Whatever you named him (Genshin Impact)

-There wasn't a lot of content in the manga, as it had only a two year serialization so I made some stuff up that fit the setting.

Version History:
-Version 1.0: Created the jump
-1.1: Fixed typos, clarified some parts, added a general item, renamed a few things, and added images.