Metal Wolf Chaos

v0.2d Jumped by Veav



By the end of the first quarter of the 21st century, freedom was dead in America.

Beginning with a large-scale military coup d'etat that erupted in various cities throughout the nation the rebels seized power in all the central institutions of government...

The entire nation appeared to have fallen completely into the hands of the coup d'etat forces. However, one final hope in opposing the coup d'etat forces remained.

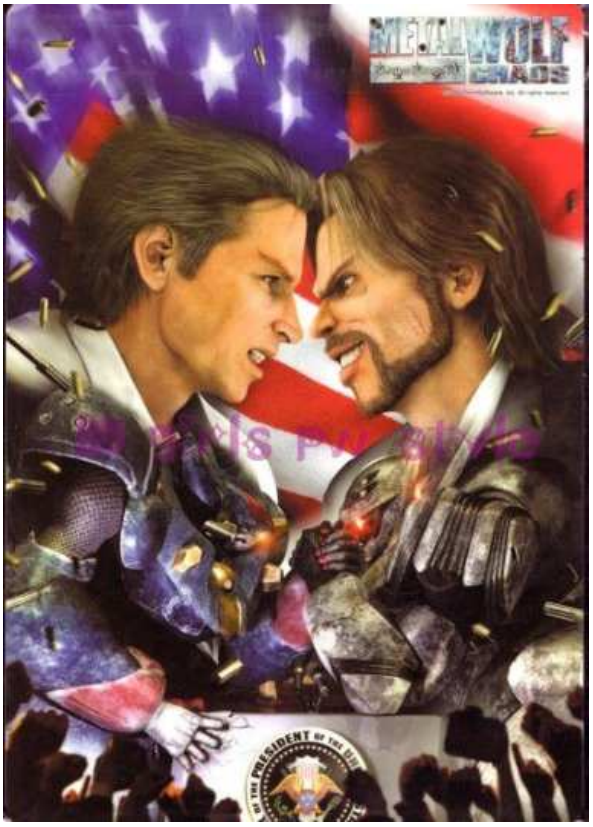
This final hope being the US President himself.

Michael Wilson, the 47th President of the United States equipped with a special mobile armored ops suit developed in secret by the military boldly waged his own "personal" war alone to take back America's freedom.

Take 1000 CP - and believe in your own Justice.

Identity

Whose side are you on?



Team Jumper: 0 CP

Drop-in. No allies, no targets painted on your back.

Team Barbas: 50 CP

A reporter, news anchor, or someone else on staff at DNN, the world's premier news network. Promote truth!

Team Richard: 100 CP

Be the Vice President, or become one of the Vice President's insurrectionists. Uphold American justice without fail!

Team Michael: 100 CP

Be the President, or become one of the President's loyalists. Take back America's freedom!

Team Michael allows you to be President, and Team Richard allows you to be Vice-President. But you're not required to take those roles. You could also be a cabinet member, White House staff, Senator or Congressman, Supreme Court Justice, military man, or simply a real American who fights for the rights of every man. Whoever you become: you get the title, the prestige, and a certificate on the wall. You get no relevant skills OR responsibilities.

I'll leave the age roll up to you. Pres and Vice Pres could require 34+1d8, but I wouldn't worry about technical accuracy for this Jump... it'll only slow you down.

Location

Roll 1d8, or spend 100 CP to choose.

1 - San Francisco, CA

Chinatown has been secured by the Dorsey Heavy Assault Tank, and the electromagnetic cannon on Alcatraz protects the west coast from terrorism. San Francisco has never been more liberated!

2 - Grand Canyon, AZ

Heavy Assault Helicopter Castina patrols the canyons of this historical landmark, while Optical Camo Special Armor operatives Shack, Paul, and Randy scour the old forts of the Arizona Insurrection for insurgent activity.

3 - Houston, TX

America's space program is thriving! And safer than ever, thanks to the watchful eyes of Super Heavy Assault Helifortress Olijawon.

4 - Miami, FL

Brigadier General Robert Forrester, President Wilson's former military commander, maintains a vigilant watch over America's shores from his mighty command cruiser.

5 - Manhattan, NY

The titanic multi-legged mecha Casparaitis and Brooklyn Bridge-spanning mega tank Warner are the new symbols of liberty and freedom in the Big Apple.

6 - Washington, DC

The White House, that bastion of democracy, has been fortified against the despicable evils planned by the traitor Michael Wilson. These glorious columns will not fall on Richard's watch!

7 - Las Vegas, NV

But if evil prevails - if Michael Wilson is about to drag our great nation into a thousand years of darkness - the Ultimate Weapon will destroy America rather than see it fall into the wrong hands.

8 - free pick

Choose any of the above or some other place entirely, as long as it's somewhere within the continental United States of America, the greatest nation on Earth.

Perks

Discount grants 50%.

The President Spirit (free): the Metal Wolf Chaos soundtrack. You know the drill - plays on demand, turns on and off at your whim.

Revolution X, 100 CP (free Jumper): for whatever reason your enemies have a thing for imprisoning your favorite bands (or other artists, if you'd prefer). Rescuing them is a good way to get autographs and impromptu guitar riffs. But if you don't, they'll be forced to produce lame propaganda, and it'll be all your fault. BE SAD.

If It Were Destroyed, 200 CP (discount Jumper): a very specific form of charisma. You're innately gifted at convincing people to not care about property damage, even to their personal belongings or cultural heritage. Sure, you spent ten years building that convention center, but that explosion was hella cool!

Libera Me, 400 CP (discount Jumper): alpha strike, salvo, death from above - whatever you call it, you're good at it. Any devastating super-attacks you have or pick up get devastating-er.

Enchanted Arms, 600 CP (discount Jumper): either Michael Wilson or Richard Hawk (choose one) becomes an assist character in your hour of need. He'll drop in out of nowhere, howl the name of your nemesis at the top of his lungs (whether or not they're present), hit your problems with his best shot, then leave.

You can also opt for Jody Crawford. She's pure support; she'll come on the line to call out your enemy's weak point or source of power. If there is no weak point she'll ramble about historical trivia that may or may not aid you in defeating your enemy. She'll also remind you of upcoming appointments and sass you something fierce.



Weathervane, 100 CP (free Barbas): no one takes it personally when you switch sides. Whether you're a traitor to your country or a mouthpiece of the government, everyone takes your heel-turns in stride, and you'll face minimal downstream resentment.

Expense Account, 100-300 CP (discount Barbas): for 100 CP you have an expense account on which you can charge taxi rides, chartered flights, train tickets, hotel rooms and meals. Only works on coach-class accommodations and only covers one additional guest. For 200 CP this upgrades to business class, chartered cars, and four guests. For 300 CP this upgrades to first class, limo rides, penthouse suites, and a dozen guests.

Government Policy Promotion Department, 400 CP (discount Barbas): DNN constantly issues press releases with sexy editing that spins all your public actions in the best possible light. Good for steering public discourse over time, or at least sending the message that you can do whatever you like.

Power To The People, 600 CP (discount Barbas): you're a very good dissenter. You could potentially gather like-minded souls to your cause despite martial law, coordinate an international effort to support an enemy of the state, find their personal phone number and convince them you're serious. Only works when you're undermining The Man.



Graydar, 100 CP (free Richard): you can tell at a glance who's only here to pull a paycheck. You might have to butter them up, hire them, threaten them, bribe them or beat them into submission, but you'll always know who CAN be bought and get an idea of how much trouble it'll take.

Fight House, 200 CP (discount Richard): upgrade one monument of your choosing into a stationary boss fight with armor plating, turrets, artillery, sandbags, minefields, trenches, and reinforced exteriors. The defenders are loyal to your justice, will hold out against any force without a named character, but will always lose to any named character.

Coup Noodles, 400 CP (discount Richard): troops, helicopters, tanks, security checkpoints, poorly-defended radar towers. Consists of defectors from the military. Like Fight House, your personal army is loyal and effective against the faceless masses, but are utterly ineffective against named characters. Good for securing resources not protected by plot armor. They won't make their play until you give the word.

Moduration City, 600 CP (discount Richard): you're a very good politician. You could potentially overthrow your government overnight, seize absolute control of the media, command the armed forces to attack their commander-in-chief and make it work.



Smart Bomber, 100 CP (free Michael): you can wreck stuff without hurting anyone. This includes shooting handcuffs off wrists, raking jail cells with heavy machinegun fire to blow out the walls, blowing up power plants without endangering the workers, etc. Yes, it's a voluntary effect - you psycho.

Golden Age, 200 CP (discount Michael): anytime you find a scientist in trouble, they'll inevitably have a folder or USB drive containing research relevant to your interests, either on hand or somewhere you can easily access. If you've been working on a project they might as well have been on your payroll for months.

How Do You Like Me Now, 400 CP (discount Michael): your ability to bust through walls and bring down buildings is bolstered by disparities in scale. You could potentially collapse a sprawling casino with a few grenades, batter through a dam with a pile bunker, or giant swing a supertank off a bridge. You are empowered when you face juggernauts.

Metal Fighter, 600 CP (discount Michael): you're a very good mecha pilot. You could potentially take on a dictatorship single-handedly, overcome a dozen or more elite bosses, cause billions in property damage and ride a space shuttle into orbit.

And The Reason Is, 100 CP (free President of the United States of America): you can do the impossible, see the invisible, touch the untouchable, break the unbreakable - simply by declaring your position as Commander in Chief. Only works if you are, at that moment in time, the President of these great United States of America.



Gifts

Discounts grant 50%. You have basic operational knowledge of anything you snag.

Campaign Contributions, 50 CP (1x free Barbas): $250,000 to spend in this Jump, tax-deductible. Enough to rent a candidate for your very own private speech!

Modchipped Xbox, 50 CP: because it never came out in your country and you're not spending hundreds of dollars on ebay. Preloaded with older-generation emulators and the image for Metal Wolf Chaos. Yes, this is the original Xbox. Don't take it online or you'll get bricked.

Scale Weapons: weapon designs that can be scaled to meet many needs, whether they be giant siege cannons in mecha hands, conventional firearms in bare hands, or tiny airsoft guns in stupid baby hands. You receive one of each weapon at human-scale, one of each at any other scale needed for mecha you buy in on, and the blueprints needed to make more at any size.

Concoct your weapons of choice by applying upgrades to frames. If you have the Light Frames and Light Upgrades, you could have a burst shotgun, a shock assault rifle, a deployable turret flamethrower, etc.

- **Light Frames**, 100 CP (free Richard, free Michael): handgun, shotgun, machine gun, assault rifle, flamethrower.
- **Heavy Frames**, 100 CP (discount Richard): rocket launcher, grenade launcher, sniper rifle, railgun, micromissile pod.
- **Light Upgrades**, 200 CP (discount Michael): burst, flame, long-ranged, explosive, shock, armor-piercing, deployable turret.
- **Heavy Upgrades**, 200 CP (discount Jumper): homing, harpoon, minelayer, flak, MIRV, chaff, junk launcher, portable.

Desk Pop-arazzi, 200 CP (discount Barbas): you have accurate knowledge of where all the above frames and upgrades can be sourced, including some hitherto unknown designs such as shark launchers and bubble blasters. They're scattered about - have fun chasing them down.



Cavalry: technicals that follow you around. Most cavalry has no plot armor but, if destroyed, another one shows up after a few minutes. Only Metal Wolf and Flame of Justice can stand up to a real mecha or act as a one-man army. Comes with a personable operator, who is competent and loyal but not otherwise remarkable, and will happily turn over the keys on request.

M1 Abrams, 200 CP (discount Jumper): the pride of the United States military. I never thought they would join the fight!

Black Hawk helicopter, 200 CP (discount Jumper): also the pride of the United States military, as it turns out.

Eye In The Sky, 100 CP (discount Barbas): a noncombatant helicopter follows you around at all times, either to stream your activities on Twitch or keep you posted on traffic conditions. Paper-fragile.

Red Carpet Special, 100 CP (discount Barbas): your very own limousine. Follows you around, but surely you'd rather it give you a lift? Mundane but super comfortable.

Power Armor, 200 CP (discount Richard): ten feet tall, glowing red eyes, segmented armor and a free scale assault rifle. Grants enhanced strength and jet-assisted jump maneuvers.

Flame of Justice, 600 CP (discount Richard): a custom mobile ops suit. Comes with an assortment of eight upgraded Heavy Frame weapons, shoulder pods capable of housing your full armory and swapping out on demand, force fields, is rated for space, jet-assisted mobility and extending arms, alpha strike mode, and a concealed uber-railgun in the chest.

Air Force One, 200 CP (discount Michael): your own 747. Has a command room, sleeps you and your retinue, and always gets priority landing clearance. Packs defensive countermeasures including but not limited to: flares, chaff, bulletproof hull, escape capsule, JATOs, and rear deck skydiving access.

Metal Wolf, 600 CP (discount Michael): a custom mobile ops suit. Comes with an assortment of eight upgraded Light Frame weapons, the shoulder pod armory, a force field, is space-rated, jet-assisted mobility and extending arms, and alpha strike mode. Shoulder pods have a riot shield mode (which exposes the armory), are vibranium-tier indestructible, and are emblazoned with the official seal of the President of United States of America.



Boss Rush: no discounts or respawns for these (though they show up in your Warehouse as usual if destroyed, and like Cavalry do come with their own operator). It's the order they show up in the game and should give you an idea of how tough they are; 400 CP lightweights, 600 CP bruisers, 800 CP giants, and the 1000 CP final boss. 800 CP is when the game genuinely gets hard unless you've been grinding gear.

- Heavy Assault Tank **Dorsey**, 400 CP: two rocket batteries and a large energy cannon. Big and brutish but not super effective.
- Heavy Assault Helicopter **Castina**, 400 CP: pods and pods and pods! Delivers massive missile salvos capable of razing large buildings.
- Optical Camo **Special Armor**, 600 CP: trades the diverse arsenal of Metal Wolf for radar jammers and optical camouflage. Rocks missile pods and gatling arms. Comes in a three-pack!
- Super Heavy Assault Helifortress **Olijawon**, 600 CP: an overwhelmingly-large air carrier bristling with weapons and launch bays.
- Brigadier General **Command Cruiser**, 600 CP: your very own battleship, complete with naval artillery, long-range radar and numerous point defenses. Somehow still only requires one pilot.
- Super Heavy Assault Mecha **Casparaitis**, 800 CP: a multi-legged mecha sporting a straight-up death laser, so powerful it requires charging stations to operate (one neighborhood's worth included).
- Super Heavy Assault Tank **Warner**, 800 CP: big enough to span the Brooklyn Bridge. Combines the firepower of the command cruiser with the unstoppability of Bagger 288.
- **Ultimate Weapon**, 1000 CP: it's the Shagohod, complete with a superweapon capable of destroying America: the Merry Christmas ICBM. You get one.



Being on Team Richard means the boss rush is on your side, but the only way to have one of your own is to pay the points. I mean, you could punch out the pilot and hop in the cockpit, but that pretty much guarantees your immediate and unconditional retirement from Team Richard. Your final paycheck will come with a bonus! Of BEING SHOT AT.

Ultimate Weapon canonically hangs out in orbit. The President cowboys his way up there on a space shuttle (launched from the Strip in Vegas - don't ask me, it was Richard's idea). If you buy in on having your own Ultimate Weapon you can have it show up on Earth instead. Or just leave it up there and have robot wars in space. Your call.

Companions

Buying in on any Cavalry or Boss Rush lets you **import a Companion** for the operator role at no additional cost. They gain the appropriate identity and expertise in operating/maintaining their vehicle. For 100 CP apiece you can elevate their skills to top-tier levels, putting them head and shoulders above nearly anyone else operating a similar vehicle. (Feel free to bring in three pilots for the Optical Camo three-pack, but the 100 CP adder has to be spent per pilot.)

If you pick up Metal Wolf or Flame of Justice, for 200 CP more you can pick up **Michael Wilson** or **Richard Hawk** as a companion, respectively. Assuming they survive the Jump they're both gifted politicians, war veterans, capable of overthrowing and/or restoring democracy, and superb mecha pilots. Both are also overconfident blowhards and won't take well to playing second fiddle so, y'know, have fun with that.

If you pick up Air Force One, for 200 CP more you can pick up **Jody Crawford** as a companion. Assuming she survives the Jump she's got on-the-job experience as a personal assistant to heads of state and providing overwatch on military maneuvers. She's also a bit of a sociopath; she's a relentlessly bubbly chatterbox, even in the face of genocide.





If you take Michael, Richard, or Jody as a companion AND as Enchanted Arms, they benefit from both companion-type perks and minion-type perks. You can call them to your side at any time. Cool, huh?

Drawbacks

Maximum 600 CP. Unless you want more. Not like I can stop you.

The President Spirit Within (0): now the soundtrack can't be turned off. The playlist giveth and the playlist taketh away.

How Do You Know If Someone's The President? (+100): you have a pathological need to dramatically identify yourself as a part of every conversation, even to someone you've known for years.

Metal Wolf Adventures (+100): you are now 8 years old. You stumbled onto whatever you've got out of sheer dumb luck and no one will take you seriously for the rest of the Jump. Go home, kid!

Never Stop Tweeting @fromsoftware (+100): even though everyone speaks english, all signs and instructions are in a foreign language you don't understand. Get used to working things out through trial-and-error.

Tick Tock (+200): anytime you enter a combat zone, some asshole has set up a Doomsday clock. Whether it's time bombs, slow-release canisters of poison gas, a giant electromagnetic cannon being charged or a ICBM missile counting down to launch, you need to do something about it or innocents will die. Even if you survive the event and kick the boss's ass people will still be sad at you.

The True Metal Wolf Chaos Starts Here (+200): no Warehouse access, no gifts or perks you didn't acquire locally. Any companions you import likewise start from scratch. Good luck!

Florida Recount (+200): the resistance is all enemy spies. All of them. There are no loyalists and you're on your own. If you go Team Richard, then your coup was a huge failure and you're universally known as public enemy number one.

Red Menace (+300): how did you...? Michael Wilson and Richard Hawk have set aside their differences solely for the purposes of destroying YOU. The coup d'etat, the resistance, and the military forces of the United States of America are now united and aimed like a gun at your head. Believe in your own justice!

Ninja Blade (+300): Michael Wilson isn't just the President of the United States of America anymore, he's the head of GUIDE, Global United Infestation Detection and Elimination. Alpha-worm infestation is spreading across the world. Team Michael has ninjas, but Team Richard has Ourobouros. Good luck with that.

Merry Christmas (+300): You failed to stop the superweapon. This is now post-apocalyptia. Most mecha have broken down or run out of juice, including anything you bought. Same goes for weapons and ammunition. You can have one handgun and 1d8 bullets.

No Fate But What We Make (+600): a package deal for The True Metal Wolf Chaos Starts Here and Merry Christmas. Take both and you get a 100 CP bonus, but... you won't be having fun.

Endings

The password is:

We Love Richard Hawk

Stay forever.

No More Metal Wolf

Keep going.

Overflowing Love and Benevolence

Go home.



Cool cats don't- wait no that's the other guy.

Post-Jump

- Enchanted Arms: anyone you take Enchanted Arms for becomes a viable option in your favorite summoning system, e.g. if you ran through FF7 you receive Metal Wolf Materia. This is available *during* this Jump, so you could end up in a Metal Wolf/Metal Wolf duel situation if you're so inclined.
- Expense Account: converts to an appropriate currency and format in each Jump. Charge card, letters of marquee, having the right last name, whatever makes it work.
- Government Policy Promotion Department: applies to a well-known source of information in any Jump. Like any propaganda, it's most effective on the gullible, but hey! The gullible vote.
- Coup Noodles: applies to the primary military force of any Jump.
- Fight House: applies to one monument per Jump.
- And The Reason Is: requires you be the democratically-elected President of a recognizable post-1776 United States of America - not the "well there's no Earth in this Jump so I must be it" President or the "kneel before Zod" President. You have to follow the process. You're welcome to cheat your way through it, everyone else does, but you need to have done the thing with the elections and be widely acknowledged as being the legitimate ruler of the free world. If you've got some OP historybending power or declaration-of-concept power that makes you God of Being President then... sure, that counts, you've already blown that power curve.