

By Ammy (original by Digger)

(version 1.0.2)

"I have devoured five continents. I have slurped three oceans dry. The vast sky alone remains alone out of my long reach, for I am trapped in this body which lacks wings, hands and feet. I am the world serpent. I am Jormungand."

This is a place not too dissimilar to your own, Jumper. But there's still some differences.

H&C Logistics Incorporated is an immensely powerful transportation company, with one of its notable branches being its Europe/Africa Weapons Transport Division, spearheaded by the company CEO's daughter Koko Hekmatyar, a brilliant arms dealer with enough repute for the CIA to consider strongarming her into their service. Soon, she will recruit a young gun-hating child soldier named Jonah into her suite of bodyguards before she departs for Eastern Europe over a locked down shipment.

Little does anyone know that Koko is hatching something that will shake the very foundations of the world. Much like the world serpent itself, she will stop at nothing to grasp at the sky she so seeks...even if that means burning the world in her fires.

You'll start a week before Jonah joins the Europe/Africa team. And anyone wanting to get in Koko's way oughta have something to start them out; here, have **+1000 Logistics Points.** It's gonna be more valuable than liquid assets.

Location:

You can start in any location visited by Koko's team in canon for free. If you want somewhere else, like say the actual Pentagon, that'll cost you **50LP.**

Origin:
You can't come in here without being someone of *note.* So, who do you want to be?

Lost Song (Drop-In):
Dear oh dear, what's the matter? Did you lose your parents? Or have you spent most of your life with a gun in your hand and only the shouts of a militant to guide you? A lost lamb, you are. Perhaps you grew out of it somehow, perhaps you never did and still fight even with the number of friends you've lost.

Or maybe I'm completely wrong, and you have no past in this world at all, perhaps a legal presence but nothing more.

'Transporter':
If you stretch the meaning of transporting something, then you fit the bill. You just deliver guns, bombs, and jet fighters instead of random junk. You have a legal front you use to bring your guns around, a few connections here and there, but you're no big hitter like Koko. Not just on this alone.

Bodyguard:
Exactly what it says; you serve as a bodyguard. Whether it be to HCLI and either of the two actively travelling Hekmatyrs or the Chinese Daxinghai Company, you may be out of the service but you're still pulling the trigger on behalf of someone else's orders. Perhaps for the paycheck, perhaps because your new employer has goals you want to help achieve.

Operator:
You haven't left the military just yet. In fact, you've made enough of a splash that you're special forces material now, and working with your nation's black ops. Your country's expecting you to do their dirtiest laundry, so don't let them down...or go rogue. Nothing's stopping you.

Composer:
A Lost Song has experience, possibly. Bodyguards and Operators have training. A Composer is a hobbyist at the act of killing, and a talented one. Rare is it that people like you are told to *protect* anything; in fact, you don't recall a job where your sole objective wasn't to kill anything that wasn't you. You might not be born like this, but hell has its ways of making people like you.

Your age and gender are up to you, ‘long as it makes sense for the Origin; Jonah doesn’t exactly look like the kind of kid that’d massacre an entire base, but you wouldn’t see him as a decorated soldier just yet either.

Perks:

Lost Song:

Cuddlebait (100LP): Awww, what a funny little bear you are. Your presence tends to be quite calming, and even adorable, with a youthful face that can make even a legitimate threat sound precocious. You might even be able to use that to your advantage...

The Rain Transformed (200LP): The only home you’ve truly known is the battlefield; the smell of gunpowder, the feel of recoil in your hands...and the friends that rely on you, such things are why you’re still here. Fear won’t slow you down, not anymore. To anyone else, you might seem like lightning in even the darkest of storms.

Guns Don’t Kill People (400LP, discount also available to Bodyguards): They’re merely tools, and you are quite proficient in using these tools. Enough that you’re an equal to a well-experienced special forces operative. A team of them you are not, but against anyone lesser you may as well be their sunset.

Just a Kid (600LP): Not many look through the world with eyes like yours, so full of life even after the cynical cycles you’ve gone through, and it seems that energy extends to your mind; incredibly pliable, you pick up skills, protocols and anything you may need on the field at a rate few could even dream of. Jonah was able to keep up with the older and more experienced members of his team; now you can do the same.

Just don’t expect to pick up math as fast as that.

‘Transporter’:

More Guns than the Navy (100LP): Can’t call yourself an arms dealer if you didn’t. Indeed, you don’t just deal in guns, but bring in all the instruments of war humanity has devised against each other, and you have the savvy and connections to make sure you get your ‘deliveries’ and slip them to your clients. Whoever that is? Who cares, it gets you a living.

As an added bonus, your personal quirks seem to be accepted more easily by your employees. Childish you may be, but that doesn’t diminish the fact that you can be a terrifyingly effective business(wo)man.

Got A Team So Damn Mean (200LP): Confidence can't take away a bullet to the head or a lost shipment, so all too often you settle for no less than the best. Luckily for you, you don't have to worry about finding it; like a web you attract incredibly talented people to you like flies.

Coming from all sorts of fields and backgrounds relevant to your goals, their reasons for joining may differ; perhaps it's the check, or that you seem to have a good plan for the future, hell, someone might just want someone to keep an eye on you; either way, you can be assured they'll be loyal like brothers and be extremely effective at the jobs you do hire them for.

Time-Time-Time-Time to Attack (400LP): Every advantage is something you can't just wait on, lest you be left behind to the wolves. So instead, like a proper bloodhound, you hunt for an edge that'll give your agenda a major boost; a potential asset, holes in your foes' plans, maybe even an ace up your own sleeve to play at the right moment. You may deal guns, but putting them where your enemies don't expect them to be while their pants are down is what you're best at.

L'ambition mélodique (600LP): You're no point shooter, but you know how to keep your veins cold under fire. You do have a bit of skill with guns as a backup, but your true talent is stringing together seemingly-random jobs and schemes into an unpredictable and cohesive whole. Long as you know or can guess the pieces on the board, you can predict just what they'll do in opposition to your plans..and how to turn that around to your advantage.

For you, they'll be frantically trying to figure out just ***why*** your smile just won't let up even when you seem to have spent everything and lost...because you know you'll pay out in *droves.*

Bodyguard:

Finnish War Goddess (100LP): Okay, you may not be a Finn or even a woman, but regardless, you have the physique and beauty of one Sofia "Valmet" Velmer. Or Jonah, if you happen to be male. After all, power is sexy, non? As a side effect, your strength and stamina have gotten a noticeable boost; taking care of your body this well's paid off. You could probably heft a LMG through a forest for a pretty long time.

Sense of Crisis (200LP): When you've spent as much time as you have in the business, you begin to realize that things can be, and are, unpredictable. For your boss, that's an issue, especially with how...*floaty* some of your employers can be. But you have it all settled; you can 'sense' a fight's coming even if there's no obvious clues of it, and get into the mindset for it regardless of what you're doing (even if you're in the shower).

Camouflage to Criminal (400LP): Jonah may have had experience fighting, but the training? Not quite. A Lost Song might be able to match an average operative, but within one area you *excel* well beyond them. Sniping, CQC, explosives; whatever it is, you have a specialty that makes you a *powerful* piece of the board. It may not even be directly combat-related, but it'll give you a hell of an advantage.

Hard Drive (600LP): You might be a badass on your own but without someone to watch your back, you won't last long; lone wolves never do. Luckily for you, you won't need to spend time getting a team to sync; up to ten people (including you) can be linked up and act as a well-oiled unit, sharing the best of each member's combat skills and able to execute ambushes and pincer movements without even a hand signal made. Alone, you might do great; together, you'll be like a dragon to those who cross you.

Operator:

We're Oscar Mike (100LP): Information is a powerful thing, so it's in your best interest to make sure it's delivered fast and on the downlow; your extensive knowledge of codewords and hand signals helps with this. You can even teach these to others, and for anyone who isn't part of your group, your communications sound like utter nonsense even when it logically should have been deciphered from the word 'go'. Something about how you do it, I guess.

Hexed Asset (200LP): Seems like your dedication to Uncle Sam (or whatever other country you pledge loyalty to) is so intense that your superiors and *their* superiors don't bat an eye at why you need an attack helicopter on short notice. If you need equipment or even manpower for a mission, you can get it pretty easily. Hell, if you word your requests right, you might even get a goddamn nuke. Please don't use it to start WW3 if you do get one. Or push your luck with it; some things are too egregious even with this backing.

Night Time is the Best Time (400LP): Regardless of weather conditions, if it's day or night, or even if there's foliage covering your view, your ability to find and hit someone will not be affected in any way, shape, or form. Out of anyone on Earth, you always have the best chance to hit your opponent with a gun, while they can't even shoot back well enough to hit *you.* Night time really is the best.

Fk it! (600LP):** HCLI may have operatives in their employ that make mince meat of even teams from Japan's SR Team, but they have nothing on SEAL Team Nine...and in return, Night Nine has nothing on *you;* you're basically a entire Special Forces team rolled into one person, with all the expertise and ability you might expect. Blend this with Guns Don't Kill People and Camouflage to Criminal, and you might be able to put them all on the ropes even if they all teamed up against you.

Composer:

Note of Sanity (100LP): It might surprise someone like you, but having a slasher smile on your face 24/7 doesn't really help you stay hidden. Or maybe not, as with this you're able to downplay and hide any otherwise disturbing personality traits, perhaps to the point where people might actually find you amusing and quirky. Be 'innocent' enough and have the right setup and you might even get away with murder in broad daylight.

Cruel Mix (200LP): You don't quite have the paycheck or reputation to be able to get some really big guns like rocket launchers and LMGs. So you just build your own alternatives! You can create IEDs, basic but effective timers, shotgun traps, and anything your twisted mind can think up...at least within these constraints; if it's for killing, and you can make it with the contents of a toolbox, garage, and kitchen, you can make it.

Mad Symphony (400LP): The sensation of keeping your trigger finger firmly glued to the back and letting the bullets fly is *exhilarating.* Luckily for you, the fun ride doesn't have to end early! While you have at least a cop's training with this, the real draw is that as long as you keep firing without caring precisely where the bullets go other than in the general direction of the 'bad guys', whether it be holding the trigger down for automatics or yanking it like a madman for semis, your magazine won't run out. That does mean you'll be empty when the fight's actually over, and guns still run hot; you might end up melting your gun from the sheer amount of heat generated.

Orchestral Prodigy (600LP): ...Sometimes some people are just born to kill. It's a sad truth, and it's one that can come from anywhere; even a scared little kid who just survived a mass shooting. You fight by instinct, and as long as your focus doesn't waver you can outfight an entire SWAT team even if you have never held a gun before in your life.

The catch is that your focus is typically maintained through a...*odd* action, something like needing to go commando. If you don't follow this action, the effectiveness of your instincts will be muddled heavily.

Items:

Weapons come with several boxes of ammo and all items will restock within 24 hours unless otherwise specified. You can also import any item that fits into the ones here at no extra cost.

Lost Song:

Childhood Friend (100LP): Probably the only friend that's remaining today, this lucky charm almost seems to do its job. It's not enough to win fights for you, but you tend to find safe locations in a fight faster with this thing around.

Pineapple Surprise (200LP): It's a crate full of grenades. Not that unusual, except they tend to get within even the smallest of openings when thrown. They're also rather disportionately effective against vehicles, especially ones in motion.

Hope Rides Alone (400LP): Sometimes being alone's best. And what better way to travel alone than a chopper? It's a high-quality motorcycle with storage boxes for weapons and ammunition on the sides. No fuel's required for this baby, and bullets seem to just bend around it and its rider when it's going close to top speed.

'Transporter':

Makes the World Go Round (100LP, 10x free to Transporters): The almighty dollar! You have 500 thousand USD's worth of cash with a singular purchase. An 'Transporter', of course, has five million. It's not much compared to any of the Hekmatyars, but it's pretty substantial starting capital.

Memories of Full Moon (200LP): You might not want to spend time keeping your ears to the ground looking for who's actually buying. This little black book's a who's who of anyone who wants your product and will let you make a profit from, from warlords in Africa to government officials in Europe, and it updates itself every month to make way for new players. Makes your job easier.

Märchen (400LP): It's not the actual Märchen, but something close; a seemingly unaffiliated company that sells military-grade electronics but covers it under a legitimate front like, say, a toy company. You might just be able to build your own little version of Koko's pet project in time if you had the right people here…

Also comes with several delivery trucks that can't be traced and are heavily armored besides. Perfect for transporting guns through the desert. If a truck is lost or destroyed, one will reappear within a week.

JCLI (600LP): Short for Jumper & Co. Logistics Incorporated...or whatever else you wanna call it. Now you're playing with the dragons of the world with a globe-spanning megacorp that rivals HCLI in every way, with the bank account and connections to boot. For comparison's sake, HCLI has a paramilitary arm that may be in talks with training with the Dubai Police Force, *and* a functioning aerospace division. The HCLI satellite network also has 126 navigation and communication satellites...compared to the entire US military navigation network's measly *24.* Now you see why even the CIA wanted even a small slice of the pie with Koko.

Bodyguard:

Have Gun Will Travel (100LP): A soldier's oldest friend is the gun in his hands, and the one in yours is practically bonded with you; less recoil, more damage, faster reloads, and you'll find it wherever you want to pull it out, even if you've been frisked down completely. Never be without an ally.

Different Kind of Camouflage (200LP): Walking around in full tactical kit isn't very subtle in public, you know. This set of regular ol' clothes doesn't seem like much, but it's about as durable as a full suit of riot gear. If they think they can put two in your back and be done with it, they'd be proven wrong very quickly.

Convoy (400LP): While Märchen might provide you a way of transporting weapons around, this gives you a way of transporting *people* around: A couple of high-speed, armored-up sedans, SUVs, and vans that conveniently allow its occupants to shoot from it as accurately as they would be standing still, even with the accelerator pushed to the floor. Don't ask how that works. Nor how these always seem to be nearby when you need them, like say for a getaway.

Operator:

Time to Rock and Roll (100LP): Special ops need special gear. You've got yourself Night Nine's standard issue kit; everything from their uniforms to the GPS and NVGs. Everything's proofed against hacking and jamming, so no being nearly duped to causing an international incident for you.

Arms of the World (200LP): Sometimes you gotta arm a lot of people real quick. So you have a full battalion's worth of weapons, from assault rifles to LMGs to anti-vehicular weapons like rocket launchers. Anything under the sun that a modern military needs. You'll find this elsewhere if you end up exhausting the armory or lose it to someone else (please don't).

Enraged Apache (400LP): Not actually an enraged Native American nor the American attack helicopter...well, it *is* an American attack helicopter, just not the Apache. This is a modified MH-6M Little Bird, with no need for fuel nor resupply. Covert, quick, and yet frighteningly effective against most targets that aren't an armored vehicle. And some that *are*, though that is an admittedly small list.

Composer:

Masquerade Mask (100LP): Are you lost? This isn't a horror film...although I suppose you could make your own here, as this mask, appearing however you want it to, instills a sense of dread to anyone who sees it, and removes pain and fear from yourself.

Conductor's Batons (200LP): ...How did you even get a hold of these many blades? That's gotta slow you down. And yet these knives and machetes don't seem to do a thing to your speed, even when you're carrying dozens of them on yourself. They seem more fit for throwing, too, judging by how they impact and penetrate deeper when thrown.

There also seem to be knife modules for mounting on pistols amongst these...how odd.

Instrument of Choice (400LP): Okay, how did you get your hands on a heavy machine gun? This usually tripod-mounted .50 caliber tool of death can be put on the back of any vehicle, where fate seems to favor it and its user with more destruction than even its powerful rounds should be capable of and even concentrated automatic fire directly at its user failing to hit its mark. Even if it's on a pickup truck in open air.

This doesn't do much for the vehicle it's attached to, though, so...be mindful of that.

Companions:

Jumper's Team (Variable): You got some old friends you wanna bring in, or do you not feel secure with the potential randoms you might recruit? You can either import or create two companions for 100LP. They'll each have a background and 600LP to spend on perks and items.

Pony up 400LP upfront, though, and you can have a full eight slots filled at no extra cost.

Brothers in Arms (200LP): Taken a shine to someone? With this one purchase, everyone you convince to come with you as a Companion will become such after this jump. Like Koko's cold yet childish genius? Has the energetic Schokolade given you a need?

...You might need some legwork on Hex; she's kinda gone absolutely insane from her fiance's death in 9/11. If you're willing to waifu a crazed CIA agent who even her superiors think is little better than the jihadists she fights.

Scenario: The World Serpent

Koko Hekmatyar may seem like a callous and childish yet successful arms dealer to the outside observer, but in reality she is...everything *but* callous. Everything she does, she does so in a calculated manner that gets her what she wants.

And what does she want? She's foreseen that the political relationships between the world's countries will collapse within half a decade, and has thus been spending an indeterminate amount of time preparing her ultimate plan: Jormungand. Her endgoal is to use her own self-titled quantum computing system to effectively end all air travel in the (frankly deluded) goal of 'world peace'.

So what's someone to do about that? *Hijack the plan for themselves.* And that's what you have to do. Either kill Koko, a difficult task given her team's composition, or convince her to hand the reins to you, even more difficult to perform since she's dead set in her path and she's not just going to spend several years of her life just to hand the end result to someone else.

Then you'll make sure that by the time your sixth year is up, the world isn't imploding on itself. China and Indonesia won't be basically third-world entirely, a new Cold War isn't happening, and the Indo-Pakistan Conflict hasn't restarted. This is not for the faint of heart, Jumper.

But if you manage to pull it off...then I think you're deserving of one thing.

Jormungand: A series of quantum supercomputers both on the ground and in satellites orbiting Earth that together have the ability to completely and utterly control any electronic device in the world, even through the 'most advanced' and 'complex' of security, government or otherwise. With this, Koko would have become, bar none, *the* most powerful person on Earth, a goddess of information within a heavily electronic world.

And now, Jormungand, alongside blueprints to expand the network, will follow you wherever you go.
Show the universe the might of the World Serpent, Jumper. Let none stand in your way, for even the skies have proven to be in reach for you.

Drawbacks:

Too Slow (+100LP): Are you fucking insane? 'Bullets too slow'- What?! It seems you've decided to engage only in melee combat, either because your aim actually

sucks so bad you can't hit the broadside of a barn with a shotgun or just out of personal preference. Considering how dangerous some people here are in spite of that, this isn't as bad as it should be in a world dominated by guns.

Old Troubles (+100LP): Seems your transition between lives wasn't so smooth; trauma and guilt settles in while you try to sleep, making for some sleepless nights. Let's just hope you don't fall asleep on the job.

Sex with Hex (+200LP): *No,* you didn't actually have sex with Hex. Instead, it seems you've got your own personal Hex; an Operator with all the perks associated with the origin and the free/discounted items. They think you're a major security threat to their nation and will even be willing to blacklist themselves if it means doing what they believe is right. Even if you take them down, even *talk* them down, they'll have set up enough splinter cells that their efforts will be a pain in the ass long after they're dealt with.

If you're crazy enough to actually settle things peacefully with them, you can take the agent along with you as a Companion free of charge.

Essentia (+200LP): Hmm, perhaps that agent might have something going for them, because you've been marked as a target of interest by a certain country, which will be the same as the Operator in the above drawback if it's taken. Thankfully they'll mostly stick to hounding you to give their resources to them, not wanting to completely alienate you, but they'll hold you under a microscope for anything that would make you a liability otherwise. If you're marked as such...well, that's when the kid gloves come off.

The War Economy (+400LP): Hmm...maybe a Japanese game director got mixed up somewhere. Your first year here won't be too different from canon, but starting from your second, military technology ramps up in advancement quickly. By your fourth year you'll be facing mooing bipedal weapons and nanomachine-using PMCs. Given the direction things go in three to four years, this is going to end poorly unless you interfere on the world stage.

World in Conflict (+400LP, incompatible with Scenario): Uh oh...while previously you would have at least some time to deal with the shitshow that is the world of Jormungand in the ending timeskip, you don't have that luxury now. Everything's gone to shit as Koko's predicted, but *earlier.* Jormungand's not ready yet and likely never will in these conditions, meaning a nuclear holocaust may be imminent, and the wounds are too deep to repair for all but the most saintly. I hope you know what you're doing, because very few will be surviving these last few days.

Please don't take this with The War Economy. I don't see how anyone could survive that.

Her Name is Koko, She is Loko- (+600LP): I said *Oh no!* You've managed to get yourself in the crosshairs of one Koko Hekmatyar. Either you pissed her off or she just sees you as a threat to her plans, and to make matters worse she's...gotten hold of some stuff she really shouldn't have gotten. More specifically, tech from other jumps you've been to. Any and all weaponry used by a military force. And her team has now been trained in anything a normal human being could have learnt. Best hope you got what it takes to go up against a dragon.

Koko has all of the 'Transporter' perks, while most of her team has the 'Bodyguard' perkline, Jonah instead having 'Lost Song'.

...So that's it then. You've made it. Through the hellscape that's the world 4 years on from now, or perhaps not if you intervened on that scale.

Regardless, your choice here.

Go Home - The madness of a blue-eyed albino enough to drive you to this?

Stay - Are you being serious?

Move On - Good, good! Let the dragon's wrath continue ever onward.

Notes:

- Yes, I am aware this is mostly a repeat of Digger's own jump.
- This is mostly to refine language and formatting while adding some options I felt were missing from this jump considering the original property.
- Various perk, item, and drawback names were drawn from the Jormungand anime's OST, for Season 1 and 2, as well as tropes and one notable faction from the series.
- This jump itself is named after the anime's second season, PERFECT ORDER.

Changelog:

Version 0.1:

- Added start time.
- Redone locations.

- Most perks renamed and given anime OST names.
- Added “Camouflage to Criminal”, “Märchen”, “JCLI”.
- Remade “Light Up the Night”, “Heavy Metal”, “Ride of the Valkyries”, “Vengeance”, and “Killdozer” to “Convoy”, “Time to Rock and Roll”, “Enraged Apache”, “Conductor’s Batons”, and “Instrument of Choice”.
- Overall rewrite.

Version 0.15:

- Slight formatting changes
- Added “Essentia” and “World in Conflict” Drawbacks.

Version 0.16

- Clarified item import rules.

Version 1.0.3

- literally a number set change
- Also tweaked a word in “Arms of the World”.