
METAL GEAR RISING
REVENGEANCE

Metal Gear Rising: Revengeance

By FutureMobile4

Welcome To the World of Metal Gear Solid, home of the legendary soldier Solid Snake. This story is not about him but about Raiden, a former soldier turned cyborg trying to change his ways and escape from his bloody past. However, he will soon become involved in a conflict that threatens to tear both America and the world apart, so in order to stop it he will have to rely on both his allies and his own dark past to save the day.

Here's **1000cp** to prepare for this jump.

Location

Roll 1d6 or pay 100cp to choose.

1. **Nevada:** Home to the headquarters of Maverick Security Consulting Inc. a private military company. This company primarily focuses on security, VIP protection, and military training. You end up in front of their building with a recruitment card in your pocket.

2. **Delaware:** The PMC Desperado Enforcement LLC. calls this place their home and they have a large amount of mercenaries and robots under their control. They primary focus on destabilization of peaceful regions via assassination. Like before you end up in front of their main office with a recruitment card.

3. **Denver, Colorado:** This city is home to World Marshal Inc. the largest private military company and supplier of cybernetic parts in the world. As a result, they have a very strong presence in the city with all of the police under their control. There have also been rumors of a certain senator having connections to World Marshal.

4. **Guadalajara, Mexico:** This small rural town located in Mexico hides a dark secret. There have been multiple reports of street kids being abducted from the street by "monsters" and brought into the sewers. What's happening down there is anyone's guess. You end up on the sidewalk near a sewer grate with some suspicious sounds coming from it. Will you investigate Jumper?

5. **Shabhazabad Air Base, Pakistan:** Unless you're a politician or soldier you had best leave before the forces here attack. In a few days this base will be visited by the President unless of course a certain senator's plan goes through.

6. **Free Choice:** How lucky you are. It seems you get to choose where you land in this crazy world.

Origin

Age and Gender can be chosen freely.

Drop-In: You land here with no memories and whatever you've purchased here. Perfect for keeping a low profile but bad if you expect people to trust you.

Mercenary: You prefer the term "private military contractor" and as such you make a living selling your skills to the highest bidder. Unfortunately, regardless of what you call yourself people tend to look at PMCs with distrust and see them as nothing more than killers for hire.

Scientist: The "Doktor" will see you now Jumper. You're more comfortable in a lab than in a battlefield and as such you enjoy building new weapons and parts to test on "willing" subjects. This may make others see you as eccentric at best and crazy at worst.

Politician: MAKE AMERICA GREAT AGAIN!!! Or whatever country you're part of if that's what you're into. You prefer to use your words rather than your fists and charm people with your natural charisma. Just be prepared to be scrutinized by the media if they catch you doing anything illegal.

Perks

Origins have their 100cp perks for free and other perks are discounted 50%.

General Perks

100cp - Functional and Fashionable: Why have one when you can have both. Whether you're a cyborg, a mutant, or an eldritch horror, your form will shift into one that is visually appealing with no loss in abilities and power.

200cp - S-Rank Style: Whether it's fighting cyborgs, running through the street, or baking a cake you will do so in a way that elicits awe and wonder in those that see you ensuring that they'll remember you for a long time.

300cp - Good As New: It seems you can heal up simply by defeating your enemies. Whenever you kill an enemy your health and energy levels will be recharged based on the power of the foe. A common foot soldier will only heal cuts and bruises but killing a building sized monster will bring you back from the brink of death.

400cp - Cyborg: You've been enhanced with state of the art cybernetics and as a result are more powerful than your standard soldier. Grants 1200 Build Points and access to the Cyborg supplement below.

500cp - RULES OF NATURE!!!: When the music kicks in you know things are about to get crazy. You now have your own theme song and whenever you listen to it you find your abilities and power doubled and when played during intense fights your abilities are boosted exponentially. You can choose who can hear this song beside yourself. **This perk acts as a capstone booster.**

Drop-In

100cp - Cyborg Swordsman: Despite guns being everywhere the sword reigns supreme and you are living proof of that. Your skill with bladed weapons is such that you can take out entire squads of cyborg soldiers with ease and can deflect and block gunfire.

200cp - Targeted Cuts: Why cut your enemy 100 times when 1 cut is enough? You now have the ability to sense and detect weakpoints in your enemies and deliver massive amounts of damage when striking them. Just make sure to remember that just because you find their weak spot it doesn't mean getting to it will be easy.

300cp - Cut At Will: The one downside to having an amazingly sharp blade is that you may end up cutting something you're not supposed to. But with this perk that problem is now a thing of the past. Now no matter how sharp the blade in your hands you will only cut what you desire. This will help prevent any collateral damage that may happen as a result of your crazy swordplay.

400cp - Perfect Parry: In this game parrying is important and unless you learn how to do it you're gonna be in trouble. Now you don't have to learn as you are already a master. You now have a perfect sense of timing for parrying your opponent's attacks and leaving them stunned for a counterattack. Just keep in mind that some attacks can't be parried.

500cp - Blade Mode: This technique is an ability that alters your perception of time and boosts your reaction speed allowing you to attack in the blink of an eye while making your enemies seem slow. At first, this only alters your perception by half and is energy consuming but with time and training your perception will be altered by 90% and the cost will substantially decrease.

> **Capstone Boosted:** It would seem that you have a dark side. This ability has been upgraded into the powerful **Ripper Mode** not only making your enemies slower but massively boosting your strength, speed, and durability. This will let you tear through armored foes like they were paper and withstand blows that would've killed you before. Due keep in mind the increased bloodlust and aggression but in time you'll be able to do something about that.

Mercenary

100cp - Art of War: What good is a mercenary that doesn't know how to fight? Now you have decades worth of military training ranging from weapons to survival to medicine. This will ensure that your employer gets their money's worth and that you don't end up dead in some foreign country.

200cp - Children Are Cruel: And you are very in touch with your inner child. Now every life you take strengthens you, increasing your abilities exponentially (x2, x4, x8, etc...). However, this boost only lasts a few minutes before it resets.

300cp - Cause To Die For: What do you fight for? Money? Power? Freedom? Well whatever it is when you fight for that cause you find your abilities boosted greatly and your willpower massively increased. Not even losing both your arms can stop you from fighting for what you believe in.

400cp - Nature Running Its Course: Why break your enemies bones when you can break their spirit? You always seem to know what to say to break someone's will and take away their ability to fight. This is even more effective if you actually have

knowledge about the person. Just make sure that they don't have a super powered dark side.

500cp - Jetstream: It seems that you don't need cybernetics to be strong just like a certain Brazillian samurai. Your physical abilities are enhanced to the point that you can fight off entire criminal organizations with just a sword and face off against a squad of soldiers. However, more powerful foes like Metal Gears and cyborgs will still be leagues ahead of you without aid.

> **Capstone Boosted:** Or maybe not. Now your physical abilities have increased to the point that you could fight the likes of Raiden and Armstrong and have a good chance of winning. Just imagine how powerful you'll be with cybernetics.

Scientist

100cp - Cybernetics Expert: You seem to know quite a lot about cyborgs. You now have an extensive knowledge on cybernetics and how to build and repair them. Unfortunately, this is useless without the necessary parts and equipment.

200cp - Collector: You seem to have quite the knack for finding important parts. Your luck and skill in finding rare materials, items, and tools is greatly increased ensuring that if you ever run out of supplies you can simply go out and get some more quickly.

300cp - Weapons Expert: What good is a cyborg ninja without a reliable weapon at his side? Lucky for him you happen to be quite skilled in the art of making weapons. From guns to swords to missile launchers if you got the resources there is almost nothing you can't make.

400cp - Crazy Survivor: When supplying mercenaries with advanced cybernetics and scrounging for material you should take care that you don't bite off more than you can chew. This will ensure that should you ever get into a dangerous situation you'll have both a way out and a high chance of avoiding harm. Just try not to press your luck.

500cp - Mad German Scientist: You don't just know about cybernetics you probably wrote the book on them. Your skill and knowledge on cybernetics is vast, you could not only repair destroyed cybernetics like it was nothing but you can improve on them. Any creation, repairing, and improvement of cybernetics will require less resources and time for you.

Capstone Boosted: It seems cybernetics are not the only thing you wrote the book on. Pick 5 subjects and your skills and knowledge in them become equal to that of cybernetics. Weapons would let you craft powerful tools of destruction, medicine would have you cure most diseases in a few days and cooking would make master chefs want to learn from you. The possibilities are limitless.

Politician

100cp - Politics 101: What kind of politician doesn't know how to politic? Lucky for you this perk gives you all the skills you need to be a great politician. Public speaking skills, charisma, lying and everything else you need to make a name in politics.

200cp - Final Interview: Sometimes you need a little force to make someone see your side of things. Now when you want to recruit someone into your group you can challenge them to a fight where should you win they'll join your team. And best of all unlike Sam they will be loyal to you as you have earned their respect and trust.

300cp - Don't Fk With This Senator!:** You are not someone to be messed with and now everyone knows it. Whether your form is that of a child or a frail old man people will be hesitant to get on your bad side and will try appeasing you to ensure their safety.

400cp - Worthy Successor: Despite his methods and his madness Armstrong truly believed that people should be free to fight and die for what THEY believe in not what the government wants. To the point that he planned to use war as a business to end war as a business. And now it seems that he has found another successor to his ideals. Whatever cause you disagree with and fight against you can now exploit that same cause to destroy it from the inside out. Fight and die for what you believe in Jumper.

500cp - Nanomachines, Son: WHAT THE HELL ARE YOU? Why don't they stick around and find out Jumper? You have now been injected with nanomachines that have enhanced your physical abilities to the point that advanced cyborgs like Raiden are nothing to you. Your nanomachines can also harden your body in response to physical trauma, increasing your durability to unimaginable levels although this does take time. And in the event that you are injured you can absorb energy from machines to heal yourself and in extreme cases reattach limbs. You also have the ability to superheat your nanomachines allowing you to create powerful explosive attacks and your newly upgraded heart acts as a nanomachine factory replenishing your supply of nanobots.

Capstone Boosted: Forget Raiden, not even Armstrong can keep up with you now with your abilities boosted to twice his full power. Your nanomachines require less time to harden your body and can stay hardened for an extended period of time. You can now launch blasts of heat from your hands and make your hardened body reactively explosive. You can also regenerate limbs instead of having to reattach them and require less energy to heal and use abilities. And should things get dicey you have access to your own version of Raiden's **Ripper Mode** that boosts your abilities even further.

Items

+500cp for Items

If lost, used, or destroyed they replenish quickly.

Weapons

0cp - HF Wooden Sword: This is less a weapon and more of a blunt stick. You won't be dealing much damage to enemies unless you're trying to be non-lethal. And if you are trying to kill them you're gonna have to bludgeon them for a while. Useless against armored foes.

100cp - HF Blade: This is the standard blade for Raiden and is quite reliable in the right hands. A powerful electric current runs through the blade allowing it to weaken the molecular bonds of objects and people to make them easier to cut.

200cp - HF Machete: This blade is smaller than the HF Blade. But what it sacrifices in range it makes up for in speed allowing you to attack faster. Aside from that there is little difference between the two.

300cp - Stun Blade: Infused with a two-million-volt current, this unique sword is capable of temporarily shutting down the interface to a cyborg's brain, or to a UG's optical neuro-AI. It's also highly effective as a conventional cutting weapon.

400cp - Armor Breaker: Modeled after the 'Kabutowari' swords of feudal Japan, this blade offers both lethal cutting power and the chance to destroy armor with every hit, making it a great choice against heavier targets, including large UGs.

500cp - E'tranger: The personal weapon of Mistral, a polearm made of…arms. It has great range enabling it to hit multiple enemies at once and can be used as a whip or a polearm. However, it is slow and doesn't do a lot of damage to hardier enemies.

600cp - Dystopia: The personal weapon of Monsoon, a sai that uses the power of Lorentz force to pull its wielder towards the enemy as well as stuns them. This weapon is perfect for agile enemies and enemies with flight capabilities. And because you only have one you can wield a second weapon in your other hand.

700cp - Bloodlust: The personal weapon of Sundowner, two machetes combined into a pincer blade. What this weapon lacks in speed it makes up for in sheer power, able to take down cyborgs and UGs in one charged swing.

800cp - Muramasa: The personal weapon of Jetstream Sam, a 14th century blade that has been in his family for generations. Upgraded with HF technology its cutting power is nearly unparalleled. It comes with a specially designed scabbard which houses an explosive charge for powerful quick draw attacks.

1000cp - FOX Blade: Possessing the soul of the original cyborg ninja Gray Fox this blade is a force to be reckoned with. This blade ignores all armor cutting through UGs and heavy cyborgs like butter. This will also be the case for any other type of enemy you come across on your travels.

Vehicles

100cp - Limo: Looks like you're driving in style now. You've got yourself quite the fancy limo with fine leather seats, fully stocked wine cabinet, exotic rugs, and 60 inch Ultra HD Tvs with surround sound. It comes with an autopilot and is durable to withstand heavy fire. Can hold 12 people.

200cp - Stryker: An armored combat vehicle that has eight-wheeled all wheel drive. It comes fitted with seats for 6, armored chassis, air conditioning, and a 105mm cannon. Despite its large size it is capable of traveling quite fast reaching speeds of up to 100mph

300cp - Doktor-Coptor: This cargo helicopter is designed to carry a large amount of troops and supplies for long distances but thanks to the Doktor this one has been

upgraded. It can release a powerful EMP that renders any technology within 100 feet of it powerless. This is good to avoid missiles and any pesky drones coming your way.

400cp - Hammerhead: This VTOL aircraft comes with both rotary and fixed wing flight and is armed with Sidewinder missiles and a M230 chain gun for facing off against powerful enemies.

500cp - Sam's Ride: This 1970 Harley Davidson was Sam's ride of choice before Raiden "borrowed" it and killed him. Despite the age of the vehicle it is in perfect shape and capable of reaching speeds that it shouldn't be capable of. It is also remarkably durable, able to take a missile and keep driving.

600cp - 573 PIG: Raiden's personal car that he used for dangerous missions. With a long distance video phone for communication as well as autopilot so Raiden can prepare this is quite the versatile ride. It possesses armor strong enough to stop machine gun fire and withstand a RPG. This car is the perfect balance between fashion and function.

700cp - MQ-133C: This stealth aircraft comes equipped with state of the art sensors that allows it to fly through a storm with no turbulence. Unlike Maverick's version this one comes equipped with stealth camouflage allowing it to fly nearly undetected. It also comes with a catapult system to launch cyborgs to their destined drop zone.

800cp - RLV: The Reusable Launch Vehicle is a type of transportation designed for delivering cargo and tourists to space multiple times. It's cruising speed is Mach 3 but at maximum power can travel over 23 times the speed of sound allowing Raiden to reach Pakistan from Colorado in one hour as opposed to 24hrs.

1000cp - Metal Gear Excelsus: You might as well change your name to overkill because that is what this thing is. Built with twin plasma cannons, twin blades, and missile modules this machine could take on a country and come out on top. It's hexapedal design allows it to tunnel underground and emerge nearly anywhere, making it perfect for fighting in urban environments.

Misc.

50cp - Repair Nanopaste: These tiny packs of nanomachine infused gel are used to heal and repair damage that cyborgs have sustained in battle. Each one can completely restore health and if the owner is struck by a fatal attack the paste will be used automatically. Can be bought multiple times.

50cp - Electrolyte Pack: Unlike the Repair Nanopaste that recovers the health of cyborgs these packs fully restore the energy of the cyborgs allowing them to use their abilities again. Can be used to recover other types of energy like magic, chakra, ki, etc. Can be bought multiple times.

Companions

50-300cp Import: You can now spend 50cp for each companion you want to bring into this jump. Up to 6 companions for 300cp and they each get 800cp to spend on perks and items.

100cp Canon: Want Raiden to travel with you? How about the Winds of Destruction? Or maybe Senator Armstrong? For 100cp you can bring your favorite character with you on your journey.

Drawbacks

No Drawback Limit

+100cp - Low Quality Graphics: Everything looks so fuzzy and weird. This will make it so everything is low quality from the landscapes to the characters to the powers everything will look horrible.

+200cp - Shoddy Weapons: Never buy cheap. Any weapons you now have are now low quality and break easier. It's also harder to make stronger weapons as they require more resources and money to make.

+300/600cp - Pain Receptors Activated: Any pain you now feel is increased 10 fold and lasts longer. You also don't get used to it and will cause you to react negatively. Doubled if taken with Ripper.

+400/800cp - Ripper: You seem to have quite the dark side. Should you ever lose control and give in to your darker impulses you will enter a state known as Ripper mode that will cause you to violently attack anything and anyone in your sight until you calm down. Doubled with Pain Receptors Activated.

+500cp - Shit, Not Again!: You just can't seem to keep yourself in one piece can you? Choose a limb and circumstances will occur that cause you to lose that limb. Maybe a boulder landed on it, a shark bit it off, or a brazillian samurai tested his sword on you. Even if you replace it or grow it back you'll lose it again eventually.

+600cp - Energy Inefficient: You now run out of energy much faster and recover much slower. Even using your weakest ability takes a lot out of you and anything stronger can render you unconscious.

+800cp - Raiden's Wrath: Uh oh, you have attracted the attention of a certain sword swinging cyborg and no that is not a good thing. He will now pursue you relentlessly and will attempt to kill you every time you meet. He comes fully upgraded with maxed out weapons and abilities. And his sword can now kill you regardless of your abilities.

+1000cp - Revengeance Mode: Well if you want a challenge then look no further than this. All of the enemies are much more powerful, harder to kill, and spawn more frequently in larger numbers. But the bosses are the worst as their power has been boosted to match yours and have new abilities to use against you. If by some miracle you make it to the end you'll face both Armstrong and Raiden together. Good luck, you'll need it.

Notes

This jump was quite fun to make and I would like to thank everyone who helped me with ideas for items and perks.

Changelog

V1.1: Added new items, added cyborg supplement, increased amount of BP for supplement.
V1: Jumpchain Created.

Cyborg Creation Supplement

Those who purchase the Cyborg perk in the jumpchain get access to this supplement and 1200 Build Points to design their new body. You can also exchange cp for bp at a rate of 1:1.

Chassis: This represents your general form and appearance.

> **+100bp - Dwarf Gekko:** These machines are about ⅓ the size of a human and are normally used for surveillance and infiltration. They have very little combat abilities, only being able to stun people and wield small firearms.
>
> **Free - Humanoid:** Like Raiden and most cyborgs your body follows the standard human shape. Nothing special there, yet. Comes with a cool visor.
>
> **100bp - Blade Wolf:** If man's best friend is a dog then what about robot dogs with chainsaws? Similar to LQ-84i you now possess a quadrupedal form similar to dogs and wolves.
>
> **300bp - Gekko:** MOOOO! Geckos are a strange sight to behold. With two powerful legs and a turret for a head these machines serve as autonomous combat drones.
>
> **500bp - Metal Gear:** Well someone is looking to make a statement. You now stand as a walking WMD capable of bringing destruction to anyone and anything in your way. Only another Metal Gear or a highly advanced cyborg can stand in your way.

Size: This shows how large you are in comparison to other beings.

> **+100bp - Small:** The size of a dwarf gekko which is approximately ⅓ the height of an average human. Being small allows you to reach places impossible for other sizes to reach while being able to sneak around easier.

Free - Human Sized: Up to 2m in height you are just the right size for interacting with humans. This allows you to operate devices fit for a human but makes stealth a bit problematic.

100bp - Large: Standing 2 to 3 times taller than the average human your presence is unmistakable but also makes it difficult for you to hide and maneuver in tight spaces.

300bp - Massive: Reaching the size of multi story buildings you are very noticeable. But expect to move quite slowly and find that tight spaces are impossible to move in.

500bp - Colossal: Large enough to match mountains in size. The trade off is that you are quite easy to find and impossible to hide.

Categories: These measure your ability in certain aspects on a range of 1 to 5. You start at a 3 for each category but you can go down a rank for 100bp or increase rank for 100bp each.

100bp - Strength: This represents how much force you are able to exert, from pushing to pulling, lifting to throwing, etc. At rank 1 you'll barely be able to throw a ball, let alone lift one. Rank 3 puts you at peak human strength able to beat most athletes in terms of strength. Rank 5 allows you to lift and throw Metal Gears like Ray and Excelsus with ease.

100bp - Speed: This represents how fast you're able to move, both physically and mentally. At rank 1 you're a snail, both in movement and thoughts. Rank 3 puts you at peak human speed, able to outrun Usain Bolt and dodge knives. Rank 5 lets you reach the speed of sound and react fast enough to dodge and block point blank machine gun fire.

100bp - Endurance: This represents how long you can last and how much damage you can take before collapsing. At rank 1 you fall apart faster than a house of cards made of glass. Rank 3 gives you peak human durability and stamina letting you survive a fall from several stories and fight for days. Rank 5 makes it so that it would take a nuke to scratch you and you can fight for months without rest.

100bp - Agility: Represents how easy you can move. Rank 1 means you'll move like a zombie with rigor mortis. Rank 3 gives you peak human agility allowing you to perform feats of gymnastics and acrobatics equal to that of the best Olympic athletes. Rank 5 lets you perform seemingly impossible feats of agility like running along walls.

Upgrades:

100bp - Echolocation: Like gekkos you now have the ability to sense and locate objects through soundwaves. This makes hiding from you virtually impossible without special equipment.

100bp - Camouflage: Like certain cyborgs you now have the ability blend into the background granting you invisibility. One problem is that you have to remain still while using it.

200bp - Fancy Footwork: What are you, a cyborg monkey? That must be the case with all the crazy things you're doing with your feet. Your dexterity and skill with your feet is equal to that of your hands. Use computers, play guitar, or just hack and slash your enemies with your feet alone.

200bp - Mr. Lighting Bolt: Choose an element, you know have the ability to harness and wield that element offensively. Electrocute your enemies with lighting, melt their armor with fire, or fire high pressure beams of water at your foes. The choice is yours.

400bp - Mistral: You now have the ability to remotely control Dwarf Gekkos and command them like an army. Whether for surveillance, assassination, or any other plan the choice is yours. You also have the ability to connect multiple DG arms to your body, granting you more versatility both in and out of combat.

400bp - Monsoon: Just like this member of the Winds of Destruction you can now manipulate and control electromagnetic forces, allowing you to control and manipulate all metals. In addition to that your body, with the exception of your

head, is now made of several segments that can separate and reconnect at will allowing you to avoid and deliver attacks in a variety of ways.

400bp - Sundowner: Just like the Californian wildfire you now have six shield-like platforms connected to your back ready to protect you. These explosive reactive shields cause a powerful explosion when struck, sending you enemies flying. You can configure them in any way to protect your body and they require no input from you on where and when to protect.

400bp - Khamsin: Rather than being just a simple cyborg you are now encased in a large mech-like machine. The size of a small building this mech comes with powerful thrusters, able to launch you in multiple directions at blistering speeds. In addition it comes with a massive HF Chain Axe with rocket thrusters, allowing you to swing the heavy weapon with surprising speed.