

Jump by u/Firriga

They came from space.

An endless sea of red eyes appeared in the sky one day and drowned the world in death. Like the wrath of an angry god, no mortal army could withstand the grey swarm. They called them Raptures. So, to defy the wrath of god, humanity devised their own goddesses, Nikkes. Nanofabricated cyborgs.

It's been a hundred years since the Goddess Squad took their last stand and the underground bunker city of the Ark— where humanity was sealed away— closed so that they may bide their time and recover. Since then, they never stopped producing Nikkes, but much has changed. Due to fear of betrayal, Nikkes have been fitted with NIMPHs. Neuro-control nanites to police their thoughts and actions. As well as monitor for Rapture corruption and Mind Switches, a form of psychosis uniquely exhibited by Nikkes. The lucky ones survive the incident with heavily damaged memories and severely altered personalities. The unlucky ones turn into Irregulars. Cyber-augmented serial killers.

To better monitor and control the prone-to-insubordination Nikkes, each Nikke squad is assigned a human commander who is no better than a glorified mouthpiece for the Central Government and just as useless most of the time.

The Ark has stagnated in a three-step caste system for the last hundred years, looking rather similar to a certain city of the night from the outside although far more insidious the deeper you go. People have deserted the Ark to find a better colony for humanity, with some even succeeding. You come into this dystopian world as the age and gender of your preference with **1000 CP** to spend as you please. You arrive at the time when this world's rising star Commander departed for his first deployment into the surface and you must survive for the next 10 years.

Origins

Perks and Items are discounted for the relevant Origins. If you choose to become a Nikke, it becomes on alt-form in future Jumps.

Commander

You are a commander of the Ark's Central Government. Specifically, the Nikke Management Department. Although, you don't really know anything. The past two years you spent in the military academy mostly consisted of your ego being stroked red sore and having propaganda fed down your throat until you puked. You don't know anything military-relevant like administration or combat leadership outside of "go there" and "shoot there." Due to the propaganda, you're inherently distrustful of Nikkes despite what you may personally think as well as fanatically loyal to the Ark… until you get your first paycheck and realize how utterly shafted you are and that they never expected you to survive.

If you would like, you can take the place of the Commander protagonist, but God knows why you would because you don't have the borderline miraculous plot protection that he has.

Ark Citizen

You're a citizen of mankind, or what's left of it. You will be a Quotidian. A low to middle-class civilian with a reasonable relatively dignified life. All quotidians have an ID chip implanted somewhere in their body to use in everyday life. If you took the Off the Grid Drawback, you instead become an Outer Rim Outlaw without an identity to even prove that you exist.

Scientist

You're either from the Ark or Eden, but either way, you're the brain in the background. The one responsible for the shiny toys the Nikke squads use. You likely have experience with Rapture technology seeing as it's the basis for most of the technology seen in this setting. Morals are not necessarily included. Remember, it's because of people like this who think putting little girls in robot suits turns them into super soldiers that things have reached this point.

Ark Nikke

You are a Nikke of the Ark, either mass-produced or you managed to maintain your sense of self enough to manifest your ideal form during the conversion process. Either way, you have experience in the field and know full well what the Ark and its people think of you. Which is no better than what people think of a Roomba. You likely had or still have an incompetent commander regardless if they're empathetic towards you or not. You're even paid less than the abysmal salary of commander on the grounds that you don't have biological necessities that humans do.

Pilgrim

You are a surface wandering Nikke. You have no ties or obligations to the Ark or its people, but at the same time, you lack support and must depend on your own wits to survive. Life is a constant struggle of finding replacement parts for your withering body, food to maintain your own mental health to stave off a Mind Switch, and battling Rapture hunting packs. Much like all Pilgrims, the constant stress left you with strange quirks and coping mechanisms so you come off as eccentric to more well-adjusted people.

This can also be taken as a Drop-In Origin.

Heretic

You're a traitor. A Nikke who turned her back on humanity and joined the Raptures either willingly or through corruption that you managed to finally flush out of your system. The nature of the Rapture-kind hierarchical society has left you irritable and aggressive. It's survival of the fittest and the word of the strongest is law. If you show any weakness for even a moment, you risk being literally torn to shreds by your "comrades" for food.

Locations

Roll a d8 to pick randomly, or if you took a Drawback worth more than 0 CP, you can freely choose.

1. **The Ark**: The last safe city of mankind, or at least that's what the citizens think. Presided over by the Central Government oligarchy. Life is surprisingly decent if you're a normal civilian unconnected to any of the deeper conspiracies in the higher or lower levels. For the most part, you can imagine a brighter "cyberpunk" city to get an idea of life here.
2. **Outer Rim**: The junkyard city where the Ark dumps their trash both figuratively and literally. Life can barely be sustained here and what was accomplished was purely by the residents own efforts. On the cyberpunk scale, the Outer Rim leans into the opposite extreme where people are merely resources for criminal gangs or cults to exploit with back-alley cybernetic implants being the norm. Order is kept by the Underworld Queens.
3. **Outpost**: Not all elevators to the surface lead to an outpost, but many do. These are forward operating bases where Ark regiments station their commanders to prepare for deployment. Many were abandoned due to a lack of strategic potential or manpower and had their elevators permanently sealed but unless you're especially unlucky, this may not be the case.
4. **Future Reclamation Site 01**: Sometime within a year and a half of your insertion, this site surprisingly free of Rapture packs with fertile grounds and easily accessible water will be turned into a forward base for Ark operations by the Commander and his Counters. Unless you are him, then hop to it.
5. **Crystal Region**: This region is in the loose control of the heretical Nikke, Behemoth. Covered in swathes of electrivore crystals, it's dangerous to both man and machine as the crystals do not discriminate, but if you managed to control them somehow, they are incredibly efficient energy batteries with a building sized crystal capable of powering multiple cities.
6. **Eden**: A human colony hidden by an advanced mass cloaking device impenetrable to any form of scanning. Without an oligarchy playing politics with peoples' lives for an ounce of power, this scientific utopia eclipses the Ark's technology, giving way to a paradise that feels soulless at its core. While no formal leadership has been put forward, it is assumed to at least be partly based on meritocracy. The "leaders" are Researcher Cecil, Commander Johan, and leader of Inherit squad, Dorothy.
7. **Crown's Kingdom**: Currently the only known Nikke colony on Earth. Currently harboring a population in two digits, the kingdom is open to any who swear fealty to the eccentric pilgrim King Crown and her equally eccentric assistant, Chime.
8. **Free Pick**: Choose any of the above locations.

General Perks

Ideal Form –200 CP

You have an incredibly strong sense of self. You will appear as your ideal appearance, (especially as a Nikke) not only making you breathtakingly beautiful but grant you a massive increase in willpower to go along with such a strong mentality. Your willpower now directly affects your physical parameters giving a boost proportional to your willpower.

Insurance Plan –200 CP

If you didn't get the hint, this is a very dangerous setting all things considered. Your enemies are legion and act like animals. Even if you're one of them, you have to constantly watch your back else they'll pounce. A rain of lasers and gunfire means death is a possibility on a per second basis while out on the surface. Without anything to help with that, (or convenient meat shields) you only have luck to rely on and there's very little of it here.

So, you won't depend on luck. Instead, you're just a very tough S.O.B. You could be shot, burned, blown up, or beaten into a pulp, but unless anything specifically vital is struck, you'll live. You even have an enhanced healing factor. Skewered completely through in the stomach? A little surgery and a week of bed rest and you'll be good as new. Got shot? Push out the bullet and you'll be waking healthy and hearty in a few hours. This even extends to muscle tearing due to exercise, allowing you to condense years of conditioning and body building in just two short weeks.

If you take this as a Nikke, congrats. You're now one of the older generations whose body is made up of synthetic biomass maintained by nanomachines. While that means your parts are bespoke and can't just swap it with any parts lying around, you can actually heal and change your body like how a human would, allowing you to build muscle and "heal" from injuries. In order to replace limbs, you instead need to install limb frames to heal around it and take as your new limb. That also means you have to actively eat in order to give the nanomachines building material.

Commander Perks

Mil-Ac Graduate –100 CP

Fresh from the gates of the Military Academy, you've fully taken into the propaganda and have the confidence to prove it. Very little can seem to leave a dent in your ego. No, the matter the situation, you always have the feeling that you got this.

Just so you don't come off as pathetic and unreliable, you actually do know what you're doing. You have a mind for tactics, teamwork, and coordinating those under you, enough to be considered a genius.

Military Politician –200 CP

Military and politics often overlap, but for you, it's one and the same. Any military skill and experience translate to politics and vice versa. As a bonus, you have a talent for sniffing out political corruption and exposing it to ruin the politicians in question or just use it as leverage.

Bonds That Make You –400 CP

You always seem to get along swimmingly with your teammates. It doesn't matter if they're your subordinates, your partners, or your boss, you all get along like a house on fire. On top of that, your bonds make them stronger as well. The closer you are, the more their skills improve.

To facilitate this, you're also something of a heartbreaker as well. You can really turn up the charm to eleven, but careful when you do, this seemingly bypasses personal tastes and standards so people who would normally only think of you in a platonic light may start to genuinely fall for you.

Commando –600 CP

Counters aren't the only commando squad now. In this Jump and future ones, any organization you are a part of, you will always be placed in a special separate hierarchy where you only have to answer to one superior, and you have greater freedom in choosing your own operations as well as requisition organizational resources enough so that any limitations on personnel doesn't apply to you and can freely recruit anyone inside or outside the organization on an operation per operation basis.

Beyond that, you're an absolute master of using minimal resources to get the job done. You know precisely the minimum number of people and equipment you need, and when you use that minimum, you all perform at the same level of a recommended number of people and equipment.

Ark Citizen Perks

Career of Talents –100 CP

It's a bit boring to be a regular ol' joe, isn't it? Then again, you might be into that. But maybe~ you like to edge your way into the remarkable territory, at least a little? Pick three skills to gain prodigious talent and two decades of experience in. This can be purchased multiple times. If you have discount, any additional purchases will cost 50 CP.

McNobody –200 CP

Maybe you think life in the Ark isn't for you, or you never had a life, or you just want a new name to start fresh? You can very easily wipe your identity or pick up a new one. You can either fade off the grid and live like a ghost, or show up one day as somebody else entirely with a fully flush identity. If you don't want to leave behind trails, you won't.

Cult Competence –400 CP

You make being a head of an organization look easy. You can start a company or a gang, but this isn't what the Perk is about. No. This Perk is about getting the right people to make your organization work. You know how to turn someone to a functional happy cog in your machine. With enough personal touch, you can fully automate your organization so they virtually would never need to defer to you to enact your will outside of the farthest of fringe cases.

New World Order –600 CP

The previous Perk was about establishing your power base, but what if you needed to insert yourself into a currently existent one to avoid… let's say ruffling feathers. Well, this Perk is for you. Because if you're paying this much CP for it, you can just skip the line to be straight powerful. You now have the right combination of financial, political, and even military power in order to become a major power in global politics. In a mundane baseline Earth, your resources would make a world power take your words with great caution and their plans would often include you in it as either a means to end or a possible ally who is a more consistent means to an end.

In the Ark, you could be one of the high-ranking members of the Central Government or a manufacturer. In Eden, you could be a major sponsor.

Scientist Perks

Enlightened –100 CP

It’s never easy to comprise your morals, even if you’re telling yourself it's for the sake of humanity’s survival, but it’s precisely because of these limitations that one can arrive to novel and innovative solutions. By placing limits on yourself, your creativity will be boosted and inspirations come easier. Each limitation adds a static 0.5x multiplier to your base creativity and inspiration. So having two limitations practically doubles the number of ideas and workarounds you come up with.

Romanology –200 CP

Your technology always seems to be better when it comes from the enemy. Whenever you reproduce or reverse engineer enemy technology, it’s quarter the size, triple in potency, while only requiring half the time to produce.

God Material –400 CP

Goddesium really seems to be the perfect material. Soft and light as human skin yet durable enough that it requires anti-vehicle munitions or highly concentrated plasmic emissions to damage.

Any material you work with, you can impart an enhancement equivalent of taking normal plastic to Goddesium while also reducing its weight, so it scales with stronger materials. If plastic could become equal to real Goddesium, then enhancing steel will allow it to become even stronger while being incredibly light and flexible. If you need it to be hard, it will remain so and be even more durable in exchange for being rigid.

Corrupter –600 CP

D-did you do it? You actually did it, you mad bastard. You recreated the Rapture corruption code. This virus is highly viral and incredibly powerful, capable of punching right through some of the toughest anti-virus systems. It’s also a strange mix of digital and biological. Not only can it infect through digital connections, but it’s somehow also airborne. Two isolated machines can infect the other by proximity.

Before you release a strain of virus, you can designate a “queen” and an “enemy.” Corrupted machines will listen to the queen without failure, and it will do anything in its power to hunt the enemy with immense abhorrence, even if it means breaking itself down into materials to be used by another machine to produce more of your Rapture variant.

The corruption code will somewhat uplift the machines, but unless they have a means of harboring higher level intelligence, it’s sapience will only be limited to that of instinctual animals.

Ark Nikke Perks

Combat Protocols –100 CP

You're implanted with the knowledge and experience of an elite veteran soldier. Since commanders and Nikke squads aren't allowed to work together for more than a few missions in order to avoid any bonding or comradery to form, you're flexible and adaptable in a team. You're no master, but you are an expert in all forms of weaponry and military gadgets so you can switch your loadout to fill the gaps in your squad when needed.

Tactical Overlay –200 CP

You have a unique HUD during combat that allows you to easily identify key enemy units, a warning system for when and who they will fire on as well as the current state of yourself and any of your teammates. The HUD also highlights enemy weak points and important weaponry so you can kill and disable when needed. It even has a handy simulated laser pointer so you never need a laser attachment ever again. You can share this HUD with your teammates as well.

Super Soldier Rank –400 CP

If you were an in-game character, you would be an SSR. Not only do you get a general boost to your physical and mental parameters to allow you to perform a cut above most Nikkes, you also gain what can only be explained as a psychic power. See the Rapture-neer Perk below for examples of possible psychic powers.

Valkyrja –600 CP

You are the inheritor of the slain. By touching a deceased Nikke whose NIMPH still hasn't ceased functioning, you can inherit their skills, combat experience, even their psychic power if they have any, and optionally, their memories. If their core is not damaged, you can inherit it as well, stacking it over your own, granting you extra energy to work with.

In the future, you can do this for any dead warrior, inheriting their magical energy, ki, battery, or any other energy source.

Pilgrim Perks

Surface Ranger –100 CP

Pilgrims know the surface better than any Ark dwelling Nikke. You have the lay of the land and have perfect memory mapping. You know where to get food, water, spare parts, a safe place to sleep, and where to avoid dangerous wild or robotic life. In future Jumps, this extends to any uncharted, untamed, or No Man's lands. As a side effect, you also know how to make camp, start campfires, cook with bare necessities, and how to perform first aid or self-maintenance.

Mystery Lego –200 CP

It's no secret that Pilgrims often repurpose Rapture parts to repair themselves or make their own devices, but it's no secret as well that most people— not even the Pilgrims— don't know how Rapture technology works outside of knowing it's very sophisticated nanomachines, but that never stopped them so it will never stop you. No matter how alien or unfamiliar a piece of technology is, you know how to salvage it to include into your own designs or modify it for your own purposes.

Boon of the Pilgrim –400 CP

For some reason, your personal equipment is always way ahead of anybody else's despite the fact that your tech is either ancient or homemade in bad conditions in the absence of a workshop or proper tools. Any equipment you make for yourself or someone else makes for your personal use is always somehow three increments more advanced than it should be. To give an example, if someone were to make a lasgun for your personal use, you would end up getting something that would make a hotshot las look cold.

Grimms Model –600 CP

You're not just a run-of-the-mill lost Nikke anymore. You're one of the originals. The prototypes. You're a Grimms Nikke with a matching fairy tale motif. This grants you a massive increase to your physical abilities allowing you to manhandle Heretics and building-sized Raptures with ease. This also boosts all your other powers to a similar degree, especially Super Soldier Rank, Elemental Authority, and Beast of Myth.

Heretic Perks

Death That Walks –100 CP

In a word, Jumper. You're intimidating. You have this aura of despair that immediately turns a room cold, drains morale like a sieve, and causes Raptures to line up in an organized fashion, which is the purpose of this Perk. Raptures, and by extension other Heretics, will never listen to anyone weaker than them. This aura is only half affective against those who are stronger than you, but can fully bring those weaker than you in line.

In future Jumps, the commanding nature of the aura will work on any "grunts" or "minion" types like goblins, slime, or street thugs.

Rapture-neer –200 PC

You are likely the sole Rapture Engineer on the planet. You have the complete Rapture technology base in your head, which is capable of genuinely miraculous things such as manipulating the laws of physics to add or detract mass from an object or incredibly low energy cost energy-to-matter matter-to-energy conversion, open portals through other dimensions, even induce psychic powers in humans such as luck manipulation, mind control, technokinesis, animal communication, and heightened aptitude with certain skills to the point of being pioneers of their field. These are merely examples and not an exhaustive list. On the more extreme end, you can create nanites that allow souls to persist in the form of nanomachine matrices and even interact and communicate with the world in a limited fashion, like real ghosts.

As an aside, you can create god-bodies for a human to inhabit which takes the form of their idealized self. While it is mechanical, it can perfectly replicate biological processes. You have perfected the process so that it results in no memory loss and always grants them a special ability of sort which could be either an aforementioned psychic power or a psychic power based on one of your Perks.

Elemental Authority –400 CP

Like many of the Heretics, you have complete authority over an element, which could be a form of energy or matter. You can generate large volumes of this element, enough to engulf a building in an instant and even control it with enough precision and velocity to use it to snipe targets over three kilometers away.

You can purchase this multiple times with discounts still applying.

Beast of Myth –600 CP

By going into a form of incubation state, you can draw surrounding matter to convert into a mech around you that takes the form of an animal or monster of your choice. This process is slow but engaging and it depends on your own mental dexterity for how well it goes, but on a base level, a few moments allows

your transformation to rival other Heretics, who are capable of wiping coordinated elite Nikke squads in mere moments or annihilating a horde of Raptures in an instant.

You can take this even further in your incubation state. By spending longer and longer time incubating, you can grant yourself a bigger and stronger mech suit. At a base level, every hour spent doubles your power but increased mental speeds would make this faster.

Additionally, while wearing your mech suit, all your other powers gain a similar boost to their potency and can be expressed through your mech's technology.

General Items

High End Tech –200/400 CP

You gain three types of high-end technology:

1. Titanium: You read that wrong. Not the titanium that you're familiar with. Titan-ium. An alloy that's been improved upon Goddessium. While it's not as flexible, Titanium is leagues above Goddessium in terms of durability while only being slightly heavier which is nothing for a Nikke. It's considered the "perfect metal" by the scientists of the Ark. You get 1kg (~2.2 lbs.) shipment daily.
2. Atlas Pattern: A blueprint for a revolutionary methodology of armor plating. A clever combination of shock absorbing material and the actual plating material arranged in a robust pattern at the atomic level allows for a far more effective armor while effectively cutting the weight by half and increasing the lifespan of any armor by double.
3. Yellow Code: The world's most powerful tactical program. It's adaptable to any platform. It could be housed in a helmet, a computer, network, or other devices. Using an intricate algorithm and easy-to-digest HUD/UI, it grants total battlefield mastery. It's capable of providing tactical advice, danger warning, and even has a combat precognition engine.

For an additional 200 CP, you can upgrade these three to their experimental variants:

1. V Matter: This material… doesn't react to the laws of physics as it should. It's light as a feather, as durable as Titanium, yet it seems to be proof against all matter of energy. Kinetic collisions and energy emissions are only a tenth as effective as they should be.
2. Pattern 99: This blueprint adds to the Atlas Pattern as it describes the process of transmuting together the materials into a dense conjoined plate. If you perform this process, the atoms are effectively stacked right on top of each other with a slip of a Planck of empty space between.
3. Code XXX: A fragment of a sapient AI was imbedded in the code, allowing it to evolve and change in response to its experiences. It will never develop into a proper sentient being, but it will greatly improve the assistance it provides as well pushing the precognition engine into the realm of the supernatural.

Combat Simulator –300 CP

This room can create a realistic simulation of fighting Raptures. No matter how strong you are, the simulations will be guaranteed to be challenging. You never really die if you get killed when going through a simulation. Anyone who gets injured or perishes will find their injuries gone or wake up at the end of the simulation. There are two modes:

- Search & Destroy: A city-sized map is generated divided by five sectors. In each sector there's a different mission that must be completed. It could be a boss hunting mission, sabotage, asset protection, or VIP extraction. The only constant is that every Rapture within the sector must be

eliminated. At the end of the simulation, each participant will be given a manual that will take their showcased skills to the next level. Reading it will inscribe the knowledge into your mind. For every objective you complete, the manual will add an additional level.

- Interception: You face off against a random tyrant-class Rapture. You gain nothing when you lose, but if you do win, you get something called a Custom Module. A small crystal-like machine that can "overload" a piece of technology. An example of overloaded technology is the experimental variants in High End Tech.

Recycling Room –400 CP

Have a bunch of old craft projects you don't need? Drop them into the Recycling Room. Here you can recycle old creations or even just things you found in exchange for tokens. The higher skill that went into the creation and the more valuable the materials used, the more tokens you get. These have to be completed works, so no half-assing something just for a quick token.

In the same room, there's a donation box. When someone inserts 50 tokens into the box, they will get a permanent 10% bonus to the durability, performance, and potency of anything they make in the future and have made in the past.

Commander Items

Bond Vouchers –100 CP

When you reach into your pocket, you always have a voucher that contains a wish or desire of the person you're thinking about. Giving them this voucher is effectively a promise to fulfill it, and when you do fulfill it, your relationship will greatly improve.

Honorable Discharge –200 CP

This simple 9mm pistol is an execution gun designed to lay corrupted Nikkes to rest. The pistol is normal outside of the bottomless magazine with infinite bullets. The bullets itself though are far higher tech. It's an anti-material bullet that can punch through the incredibly durable Goddessium skin and brain case of a Nikke. For comparison, a full power kick from a Nikke can probably turn the upper half of a person into a splatter of gore yet the kick is incapable of doing much to a Nikke's head aside from ripping it off its neck yet the brain remains perfectly untouched. This bullet can punch through even that.

Vapaus –400 CP

Are you getting a sense of deja vu, Jumper? Just me? Okay. Your blood is now an Item called Vapaus. A unique yet unnatural blood type called Rh X. By merely coming into contact with it, it eliminates the NIMPH of any Nikke, or to be more accurate it permanently disables Rapture nanomachines. In fact, it is the very concept of unchaining liquified. Anyone who is enslaved by another is free of their bonds and regains their autonomy upon coming into contact with your blood.

Outpost –600 CP

While called an outpost, this is actually a city in of itself inhabited purely by mass-produced Nikkes who happen to be your Followers. It has all the facilities you would expect like the outpost HQ, a radar tower, a research lab, an armory, a gym, a cafe, a hotel, a shady nightclub, a bar, and more.

It has a unique feature in the Mission Board. In the HQ, you can access a list of missions that grants supplies and materials of the current and previous Jumps you've been to.

Ark Citizen Items

Life Savings –100 CP

Whether gathered licitly or illicitly, you have some pretty decent savings in Ark credits. Considering the origins of the settings, it wouldn't be farfetched to assume that each unit of credit is one-to-one to Korean won or might even be US dollars considering the amount I'm giving you is enough to build an entire city and fund a squad of Nikkes with some of the most high end equipment and experimental technology. You have about 100,000,000 credits saved in either the Central Bank as a quotidian, or a more shady bank with an account opened under a fake identity as an outlaw or outsider. You can access the money with this yellow card, which coincidentally can convert credits into any currency.

This can be purchased multiple times. If you have discount, additional purchases will only cost 50 CP. If you have New World Order, you get ten purchases for free.

Industry Supplier –200 CP

You have the phone number of a supplier of an industry of your choice. They have just about anything you could ask for so long as the local setting can actually produce it. You already have a deal in place where they will ship you some supplies once a week, enough for a fairly large franchise chain to function for that week. Anything more and you'll have to move into the negotiation table for that.

If you have New World Order, you get three purchases for free.

Powerful Favors –400 CP

Now you're working the high-level fields, Jumper. You have some political favors with some of the most powerful movers and shakers in both the upper and underworld. Dark Net hackers, CG judges, lawmakers, and even a favor or two from Perilous Siege and the Underworld Queens. Although, it goes both ways. If you ask for a favor, naturally they'll ask for one back. It's like poker. The bet must always be matched. In future Jumps, you'll gain favors from similar powerful influences and factions.

If you have New World Order, there's a careful power balance in play and no one wants to be the one to upset the table, especially not with a five-hundred-pound gorilla in the room. The guerilla in this analogy is you. Because of this, you can get away with asking for a favor while giving nothing in return once per year per contact.

Manufacturing Sector –600 CP

Now the Big Three is the Big Four. You count yourself among the major Nikke manufacturers with an entire sector suite of research labs, weapons development division, and Nikke production floors dedicated to your now very prestigious name.

But that's not all, you specialize in production of mass-produced Nikkes. What's special is that you don't need a human brain as a basis for the Nikke. You can produce unmanned Nikke drones with

capabilities equal to that of a manned mass-produced Nikke. Naturally, the Central Government doesn't know about this due to Nikke production in general being a massive secret. You can produce a squad of five mass-produced Nikkes a day.

So, what if you want to use a human base? Well, you can but not all people have a strong enough sense of self to form their idealized bodies when going through the conversion process so they default to becoming a mass-produced Nikke. In order to avoid the inevitable body dysphoria and Mind Switch, you'll have to erase their memory.

Well, no more. You have a dedicated psychology division to address these precise issues. In a single week, they can eke out the strength of self needed out of anybody so they can smoothly go through the conversion process. Anybody. Even men too despite their instability while going through the process, your psychologists can get these men through the procedure cleanly and efficiently.

If you have New World Order, you already have a standing army of 10,000 mass produced Nikke drones and a single squad of five unique Nikkes under your direct authority as your Followers. Although this goes against the CG's mandate of only three per squad, but… you know. Five-hundred-pound gorilla.

Scientist Items

CombiLink & Camo'd Relays –100 CP

This personal computer tablet is an on-field researcher's best friend. It has sophisticated scanners that scan through up to 100 meters (~328 feet) of any material while giving you detailed chemical composition, properties, or even thorough medical scans of lifeforms. The onboard AI even automatically puts together reports and recommended experiments based on your needs and preferences.

Its last function is an untraceable uninterruptable communication link, but it only has a range of up 1km (~0,6 mile), but it can be extended with this camouflaged relay that spoofs scanners and detection methods by showing that there's nothing there. The relays are around the size of a suitcase and can extend the range for another kilometer. You get a dozen to start and blueprints to build more. I'll also throw in some instructions to upscale the camo tech just because.

Syncro-Machine –200 CP

Having this machine in your Warehouse will synchronize all your technology. If you upgrade a piece of tech or create a new advanced one, all your other technology within your Warehouse gets the same upgrade and/or will be upgraded to match the new tech level.

Hyper Seed –400 CP

This giant hyper cube is an all-in-one hypercomputer, infinite power generator, and mass matter fabricator. Set this down somewhere… or I guess float it in a place to be more exact, give it some instructions, and watch a Seoul-sized city practically sprout from its location. You also get a blueprint on how to make another, but it's gonna take a lot of Rapture nanites.

Techtopia Lost –600 CP

This here is a beacon of technological advancement. An Eden of scientific progress, so to speak. A utopic laboratory city inhabited by scientist Followers, you can trust them with any form of technology and not only will they very quickly unravel its secrets, but they'll improve on it as well. To put it in perspective, if you gave them the idea to invent a calculator, they would take it to the level of a modern-day computer.

Ark Nikke Items

Signature Nikke Weapon –100 CP

A standard issue Nikke gun of your choice. It comes with two bottomless ammo crates. One is live rounds, the other inhibitor rounds that can knock a person or whatever unconscious when they would ordinarily be killed by a live round.

A Nikke gun is effectively a high-powered anti-tank equivalent of the usual gun, but the overall profile is only slightly larger with a larger bullet caliber than the gun it's based on. Not meant for human use. It will break bones.

It comes already personalized based on your personality.

Air & Land Transversal –200 CP

Due to the nature of traveling and intercepting Raptures on the surface, transport carriers are on a need-by-need basis. In other words, if you can get there on foot in a reasonable timeframe, you don't need it; which is the Central Government's attitude. Generally, transport is only for emergencies, time-sensitive objectives, or if you need to go to a different region.

Vehicles tend to be a hindrance anyway during encounters. The smaller profiles, quick and agile feet of the Nikkes are more suited against the mechanical precision of the Raptures. What you have here is an experimental morphing vehicle that your previous commander managed to finagle from somewhere. After his untimely death, it would have normally been repossessed, but your manufacturer boss managed to acquire it instead and passed it on to you.

This vehicle is both an APC and transport aircraft in one. Air & Land Transversal, or ALT for short. What it lacks in weaponry, it makes up for being the fastest flying tank with a maximum velocity of 400 kph (~250 mph) in air and 200 kph (~155 mph) on ground. The experimental thermally resistant plating material allows it to withstand up to an hour of constant plasmic bombardment. Perfect for navigating the Rapture-infested surface. It's also rated for high velocity collisions. If you need to do an emergency landing by switching from air to ground mode, whatever it lands on is more likely break than it will. The actual transformation sequence only lasts for seconds and can even be done mid-drive. It's designed to do so! If it's upside down, just change modes and it will right itself up.

Hyper Cube –400 CP

A supercomputer that fits in the palm of your hand. It calculates various factors in real time and projects a HUD directly into your eyes to direct and help you with combat as well as watch out for danger around you. It even projects a personal shield that can tank a few anti-vehicle hits and uses this energy projection to stabilize your aim. You can even project this field on any cover you're using up to the size of a car. Hyper Cubes consume Rapture nanites to upgrade itself.

Asclepius Station –600 CP

This station contains three of your spare bodies and an auto-repair chamber. In a pinch, it can also be used as a med bay for a human, although it's not perfect. If a limb is beyond saving, it will just amputate it and replace it with a cybernetic, to give an example. In the chamber, you can back up your brain so that if you ever die, your consciousness will be booted into one of your spare bodies. But there is a bonus aside from just being a run-of-the-mill 1UP. If your body was mostly undamaged, or at the very least not torn to shreds… uhh, let's say if you managed to retrieve at least 60% of your body, you can actually repair it and keep it as a spare. In other words, recyclable 1UPs!

Pilgrim Items

Hideout Marker –100 CP

This is a palm-sized jammer with what looks like golden threads behind its plastic cover. Installing it somewhere will cause an area up to 20 meters (~65 feet) to become your hideout after 24 hours of nothing passing through. While a place is your hideout, people or creatures will just… walk around it. Ignore it. Pretend it's not even there. It will only be compromised if a sentient being knows you have a hideout and is actively searching for you in the location. When the hideout is compromised, the jammer will teleport to your person and deactivate.

Archeotech Loadout –200 CP

It may look old and beat up, but it's yours. An energy-based weapon of an archetype of your choice and spatial defense armor. The weapon and armor seem to have practically infinite battery, but it needs to cool down when overused. If a Nikke weapon is designed to take out tanks, then this energy weapon is for when you just don't want a fortified stronghold to be there anymore.

The spatial defense armor sidesteps the issue of needing thermally resistant material against Rapture weaponry by simply redirecting the attacks elsewhere. By folding space, it even grants increased mobility. Enough to fake flying. When not needed, the weapon and armor can be shunted into a pocket of folded space anchored to you and summoned back with a thought.

Pilgrimage Kingdom–400 CP

Your kingdom, but with scant inhabitants. In fact, aside from you, nobody really lives here. Keyword: lives. There are many travelers who drop by your kingdom to rest or pay a visit; all Pilgrim Nikkes bearing gifts or even sometimes offering a time-limited service before heading off again. In future Jumps, you will still see Pilgrims visiting but you will also see a variety of other travelers from your current Jump who also bring services and gifts.

Seven Dwarves Custom –600 CP

It's never outright stated that Snow White is the best weaponsmith alive, but she always hits it right out of the park with each of her custom jobs. As the name's sake would imply, this beastly indestructible weapon has seven functions to make you the most dangerous mobile weapons platform alive. It could be a combination of heavy gunfire, munition barrage, and even a devastating melee weapon. It could even have utility functions like auto-targeting, scanner, VTOL flight, shielding, a psychic focus that amplifies your psychic power, or it could even shift into power armor if you would like. It's primarily an energy-based weapon with a battery that never runs out, but you never have to worry about overheating.

All of the above is its base function. By giving the command: "Seven Dwarves," it will reroute all its power into a single one of the functions that you name as part of the activation phrase, boosting its performance by seven times.

Heretic Items

Electrovore Crystals –100 CP

Even Heretics need to recharge. Ordinarily, this can be accomplished by directly draining the core of one of your Rapture underlings, but that's not always practical. This special crystal that was ~~stolen~~ borrowed from Behemoth's territory can store an absurd amount of electricity. One the size of a fingernail can power a billboard for an indetermined amount of time, probably years. You have a chunk as large as yourself and can sustain you for ten years if you run yourself empty every day, and a Heretic is very power hungry considering all they can do.

The crystal will attempt to absorb surrounding matter to self-replicate and seek out sources of electricity to drain them. Except for you, which does the opposite. Instead of trying to consume or drain you, it charges you instead.

It can't replicate while separated by an insulator, which is why it's contained in a glass case.

Rapture Core –200 CP

This orb is a highly concentrated reservoir of nanites, or "Core Dust" as it's called in human circles. It's the base material for just about all the technology you see in the setting. The most common utilization is what you see before you, a computational core using nanites like a neuron network. You will also see it in NIMPH or the conversion process when a blank body is turned into the ideal shape of a potential Nikke.

This single orb can produce nanites at a steady rate. About 1 liter a day. In fact, the orb doubles as the interface for any nanites it produces. It does so by reading your thoughts while you touch it. Just ignore the very organic eye that's looking at you. Yes, it is looking at you.

The nanomachines can self-replicate, but the nanites it creates using this method is not fiat-backed.

The Tower –400 CP

More like a union of a dungeon factory and a space elevator. Your throne sits at the very top of tower (which itself is around 600km/~372 miles tall) in a space station while the floors below it are production facilities dedicated to the constant seemingly resourceless production of Raptures, easily creating a horde of a million in a week. While on your throne, you can issue orders to any single Rapture unit anywhere no matter the distance and you can do so for any single one at the same time as if your multitasking skill reached infinite capacity for this single task.

Apostasy Directive –600 CP

This here is a pit of Rapture nanites programmed towards a single purpose. By dropping a Nikke into this pit, it will grant them new flesh, consuming their metal body and giving them a new biological one. This Heretic body is far stronger than a Nikke body, capable of shrugging off hits that would obliterate a

regular Nikke as well as being fast and strong enough to the point that they could blitz a squad of elite Nikkes as fast as they could blink barehanded. It would take a Grimms model Nikke to match you.

Despite being biological, the body can be perfectly sustained by an intake of Rapture nanites and an energy source.

Companions

Import –50/200 | –50 /100 CP

Things are always better with a friend. Especially powerful friends. 50 CP allows you to import 1 Companion. 200 CP opens it up to 8. Companions get a free Origin and 600 CP to spend. Pay an additional 50 CP for singles, 100 CP for bulk, and we'll up the budget to 1000 CP.

Export –100 CP

If there's someone you want to meet and take with you on your Chain, you can pay to set up future meetings where it's guaranteed that you'll give a good first impression and every meeting after that, they'll leave with a better impression of you. At the end of your Jump, you'll have the chance to offer them to join you and unless you really botch it, they're guaranteed to say yes.

Companion Creation –100 CP

Make a new Companion. They get to pick an Origin and have 1000 CP to spend.

Favorite Item –200 CP

Buy your way to love! Have your eye on a special Nikke whose heart you covet? Give her this item (which takes the form of a possession they will come to deeply cherish) and it will have the same effect as the Export option, and they will be under the effects of Bonds That Make You even if you don't have it. If you do have it, the effect stacks.

Dependable Operator –100 CP (Free for Commander)

Your trusty field operator. They always seem to be on top of things, constantly keeping a look out for enemies or things of interest in your surroundings. They do all this with an advanced interface program they designed. they're actually a rather deft hand in programming. They're something of a workaholic which meshes nicely with the fact that they love their job. If they're not acting operator for you, they're doing it for somebody else.

This Companion has two unique Companion Perks:

Digi-Wiz. They're a digital wizard, literally. You know all those funky things Nikke can do with their powers? The Operator can mimic that with code if in a lesser potency in exchange for variety. They can impart seemingly supernatural effects on technology with coding like runic scripts. In future Jumps, they can replicate magic systems and other supernatural powers via coding.

Sleep is for the Dead. So long as they're doing their job, they don't need sleep or suffer adverse effects of going without. They maintain steely focus and never get bored or tired. Once they clock out though, they're out like a light.

They also have a unique Item: **No-Life Setup.** This computer rig has six monitors and a hyper cube as the computer. Bizarrely, no matter how much is displayed on all six monitors, concentration and comprehension never drops as if they were solely focused on each individual monitor while being able to work at godspeed to manage all that. It's unfortunate they need slow down their speech for the mere mortals to relay information. But only their speech, since their hands would still be blur while they work.

Eden Contact –100 CP (Free for Ark Citizen)

This person is your insider in the rumored Eden. While technology in the Ark is centuries ahead of a baseline Earth, there's a similar gap between the Ark and Eden in the latter's favor. Luckily, you managed to secure a deal with one of the residents who happened to be an exiled Ark citizen. While they're not happy with the Ark, they're just as unhappy with Eden, seeing at as just as bad as the Ark; All promises with nothing to show for it, so they're willing to smuggle some goods to you in exchange for favors.

This Companion has two unique Companion Perks:

Deep Undercover. They have a talent for going so deep undercover they could drown. They can integrate themselves into any organizations easily while being able to skim resources without anybody noticing.

Do Things by Halves. As a smuggler, it's bad reputation if they only give out half of what they promised, so whenever any goods they smuggle reaches its intended recipient, it doubles in quantity.

They also have a unique Item: **Gambler's Remorse.** At the start of the day, they can roll these six-sided dice to decide their luck for the rest of the day. Rolling a total of 2 means their luck will be awful that day with nothing but petty annoyances. Rolling 12 means their luck is beyond excellent and guaranteed to come out richer somehow.

Prototype Machina –100 CP (Free for Scientist)

One of the greatest tragedies of the Humanity-Rapture War is how many innocent men and women were fed to the Raptures like meat grinders. The moment where little girls had to be sent to out to the battlefield, most of the time with their memories erased, is the point where things went beyond the pale.

So, with the success of the Enikk and Einkk AIs, it was time for a combat AI to be developed and you were either the head or somehow involved in Project Victoria. A mechanized soldier that would adapt and learn faster than a human and never suffer a Mind Switch.

What you have is the sole prototype produced, the Victoria-00 unit. At the moment, they're still a blank slate with a generic Nikke body. Perhaps as they develop, their body may change to take the form of what they consider their "ideal."

This Companion has two unique Companion Perks:

Know No Fear. Even if they learn what it is, they do not suffer the negative effects of fear. On the other hand, the positive aspects like alertness or rapid processing are five times as effective.

Right of the First. Any prototype, experimental, or even just first iteration of any equipment or technology they use or incorporate into their body is ten times as effective and stable.

They also have a unique Item: **Victoria-00.** Their own body is an Item. It's a prototype fully mechanized Nikke body that was previously not practical due to the high risk of inducing a Mind Switch. Their body contains an entire suite of equipment like modular fold-in weapons, first-aid set, combat programs, a hacking jack, eye lasers, subdermal Titanium mesh armor, field tinkering tools installed into their hands, and a nanomachine system for on-field repair.

Motley Trio –100 CP (Free for Ark Nikke)

These three Nikke have been with you through thick and thin. Your best and your worst, and there's really nobody better to watch your back. They're a colorful bunch and practically family in all but blood, and argue like one too. They each have their own quirk that balances the other out. Each one's favorite color is red, yellow, and blue respectively if you couldn't tell how it's incorporated in all their clothes and personal effects. They share a slot and any purchased Perks have to be divided amongst them.

This Companion has two unique Companion Perks:

Always Three. If one member of the squad perishes, it will only appear that way. So long as at least one member of the trio lives, the other two can still be repaired or healed. Even if their brains have been crushed, so long as their bodies have been repaired, their brain will heal back into the brain case. If they were atomized or erased from existence, just wait two days and they'll appear as if nothing happened.

Family Sharing. If one of the members get a Perk, the other two get a mirrored lesser version of that Perk.

They also have a unique Item: **Hero Cores.** Each of their bodies contain a special core. In the event one of them dies, their core is moved to one of the other two, doubling their performance and skill level. If one has two extra cores, it is doubled again.

Adorable Assistant –100 CP (Free for Pilgrim)

This fellow Pilgrim is your ever loyal compatriot. A bit of a LARPer, but also supernaturally competent. They've defined your relationship as a master and a servant. Whether it's a master and butler, a knight and squire, a boss and employee is up to you.

This Companion has two unique Companion Perks:

The Goodest Assistant. So long as they're fulfilling a secondary role to you, they are supernaturally competent. Always knowing what you need and what needs to be done next while making sure everything runs smoothly.

Super Passion. Their emotions run hot, to say the least. They never seem to do anything with less than 150% of their efforts and it climbs higher as they get more emotional. It's like a berserker frenzy without the anger, unless the emotion they're running with is anger, then it's just a berserker frenzy. But they never seem to be impeded by their emotions. They could perform a surgery with perfectly still hands despite being red in the face and near-frothing.

They also have a unique Item: **Empath Mount.** This mechanized animal is their trusty steed that they share an emotional link with, thus sharing the effects of Super Passion but directed towards boosting their physical stats. If properly impassioned, they could ram and derail a speeding bullet train with nary a scratch or just outrun one.

Noble Rival –100 CP (Free for Heretic)

Unlike the other Companions who are on your side, this one is on the opposite. If you're with the Ark, they could be a Heretic or from Eden, and vice versa. They pass themselves off as noble, almost obsessed with the concept of honor, and they want nothing more but to turn you to their side. Occasionally, throughout the Jump, they'll cross your path and challenge you in some way. They don't aim to kill you unless you leave them no choice. They don't want to defeat you; they want to prove themselves as better. So, if you lose too easily, they'll be disappointed in you. If you win easily, they just use it as motivation to better themselves. If they're satisfied with the results of the match, they'll extend an offer to join them.

This Companion has two unique Companion Perks:

Chasing Stars. Whenever you win against them, they'll slink off to train. After a month, they're guaranteed to return twice as strong, even their Perks seem to gain in strength.

Twin Helix. Never one without the other. Whenever they win against you, you gain a massive training boost for a month.

They also have a unique Item: **Moment of Calm.** This is their favorite tea set. By drinking the premium tea from this bottomless teapot, alertness and focus are greatly enhanced. They'll usually offer you a cup before a match or a mission.

Drawbacks

Vain +100 CP

Hey. Hey, Jumper. Snapping my fingers in your face doesn't seem to be working... You seem to have fallen for your own appearance. Classic case of Narcissus Syndrome. You have a highly bloated opinion of your own beauty and always seem to be itching to just spend your time picking and admiring your looks.

Love is a Terrible Ingredient +100 CP

Well, Jumper. Even if you're as dense as osmium, now you can't miss when someone likes you, because their cooking skill will worsen proportional to their feelings for you. If they only have a crush on you, their food will taste off or just unremarkably bad. If they're deeply in love with you, then you might have to pump your stomach. The "food" could be used as an actual weapon.

Outpost's Haunted? +100/200 CP

Outpost's Haunted. Sometimes it could be as simple as hearing things in quiet parts of the area, seeing faces in the dark, or handprints where there shouldn't be any. It will never be outright dangerous to you, but ghosts seem to congregate regularly around you, Jumper and they love to scare you during any downtime you have.

For a bonus 100 CP, you have phasmophobia.

Off the Grid +200 CP

If you're a human, you don't have an ID chip, forcing you to become an Outlaw surviving in the Outer Rim. If you're a Nikke, you don't have your NIMPH, meaning you don't have your inhibitors but it also means you can't be revived in the case of your death. Any attempt to get new ones will cause the chip or NIMPH to breakdown.

Unstable Element +300 CP

Mental unwellness is taken very seriously in the military which led men to effectively be forbidden from going through the Nikke conversion process as their probability to Mind Switch is exponentially higher than that of women.

Unfortunately, the United Forces of Humanity– now the Central Government– decided that it was well worth the risk at the face of human extinction. Now half of the Nikkes consist of men (likely named something else).

Infestation +300 CP

A good rule of thumb for the surface is that you will meet a Rapture every hour. Now it's been reduced to every half an hour.

Valuable Asset +300/600 CP

You've been declared a high value target of the Ark and they'll do whatever they can to either keep you in line or secure you. You get a 300 CP bonus if you include Eden as well. It could be your potential as a commander or as test subject.

How Did You Get Past Basics? +400 CP

That's not healthy weight, Jumper. You're something of a land whale and can barely keep up physically. If you're a Nikke, it may be good looking curves, but it definitely impairs your mobility heavily.

Bad Faith Bug +400 CP

You've been bitten by the worst philosopher to ever live and now you must convey your ideals in as terrible a manner as a certain crow. Whenever you try to prove a point or espouse about your beliefs, you always take the nuclear option that causes irreparable damage.

Exiled +400 CP

If you're someone who lives in the Ark, well that's no longer the case. You've been banished and any Ark military personnel has a standing order to shoot you on sight. If you're someone who never lived in the Ark in the first place, you've been declared persona non grata and have a similar standing order.

Corruption Agent +600 CP

You have a voice in your head. A convincing one. It's not so unsophisticated that it would tell you outright to kill people. It's patients and subtle. You won't be able to differentiate that voice from your own internal monologue. It will recontextualize some things. Make you think more negatively in general. Make you hate certain things. Its goal is to destroy the Ark and eradicate mankind.

Mind Switch +600 CP

Oh my. This is rather severe. You seem to have suffered a psychological event known as a "Mind Switch." Think of it as your brain trying to cope with your severe traumas by effectively resetting your brain and designing a new personality to cope with said traumas. This causes major memory issues as well as impaired mental functions although miraculously, Mind Switches never seems to impact combat or utility skills, only everything else.

Grimm Time +600 CP

Your insertion is shifted by a hundred years. You're now in the Rapture Invasion era. There's no true system of combating Raptures as Nikkes are still very new technology and humanity is barely holding on as is. Expect far less resources to depend on and any stronghold could easily be overrun by the sudden appearance of a horde. Good luck.

Scenarios

New Hope

Requires Mil-Ac Graduate Perk

It's been quite some time since Johan's era. During the Second Reclamation Campaign, he basically built the foundation for commanders to begin taking back the surface. Everything from tactics, to procedures, to even just basic good habits, he effectively reinvented the military guidebook. This netted him a rather mythical reputation among the Ark citizens as well as some political clout.

Then the Central Government tore out that foundation, betrayed him, erased his teachings, and crippled the Military Academy so they can't teach anything worth a damn.

You would think this scenario is about defeating the Rapture Queen, exterminating all Raptures, and then just enjoy a cocktail by the beach while swimming in accolades and money, but it isn't that simple as you can see. In a bid to reclaim Earth, you'll be fighting humanity as much as the Raptures.

In other words, a conspiracy is afoot.

Instead of telling you what there is, I'll tell you what there isn't. For one, nobody knows who's the highest-level decision makers in the Central Government. Hiding their identities is believed to be a security measure, but that's not all there is to it.

Secondly, nobody knows where the Ark gets their power from. They don't use oil due to the byproduct. It's impossible for them to have dug deep enough to make use of thermal generators. On a related note, why the Outer Rim? What do they need all those unregistered people for, because they do need them. What happens to Nikkes that get scrapped? How do they get scrapped? Because I can't imagine a militant population that's already prone to stress-induced psychosis would farewell seeing parts of their friends in a spare parts shop. So, the bodies had to have been taken, but where to?

Thirdly, Raptures are constantly roaming near the surface outposts and in the general area of the elevators to the Ark, but they never made a serious attempt at a siege. Why?

This is just the tip of the iceberg, Jumper. Wonderland is far, far deeper down.

Your goal is to not only reclaim the surface from the Raptures, but ultimately fight and expose the CG's various acts of corruption. It's not enough to tear them down by force, the people need to turn against them. Normally, I would hand over the location as the reward for a scenario like this, but frankly it's not much of a prize.

Instead, this will be your reward. Since through your journey, naturally you will be recruiting Nikkes to your cause. **Any Nikke you've taken under your authority will gain a Favorite Item for free and join**

you as a Companion. If you already purchased a Favorite Item for them, they get a second one doubling the boost again.

Queen's Fall

Requires Death That Walks Perk

Those humans truly believed themselves safe hiding deep underground like moles. There's really nothing more loathsome than something like a human acting so noble and above it all yet they can't help but turn against each other, grind each other down, and then exploit everything for what it's worth just for a moment's pleasure. You've only been here a short time yet the humans have consistently caused more damage to themselves than the Raptures. You'd almost pity them if it wasn't for the fact that this is precisely what they wanted.

But in the grand scheme of things, they're small potatoes that can always be dealt with later. You have far bigger concerns, like the fact that the Rapture Queen has already designated an heir and it isn't any one of you. Some random Nikke named Marian. Which is a problem. The problem being that you have no idea what the overall plan is.

Sure, death and hate to humanity, you get. From what you've seen there's plenty to hate. But there's no game plan and all the Heretics are effectively acting on their own. It's absurd. It's as if the Queen is just waiting to die just to pass the mantle to some no-named nobody that literally sprouted from the dirt.

You can't have that. You can crush the humans later. Right now, if the Rapture Hive is going to actually conquer Earth proper… more active management needs to be put in place. The Rapture Queen is currently secluding herself at the space station at the very top of The Lift. A space elevator around the equator. From bottom to top, it's infested with Raptures, and the Queen will likely sic them all on you along with her Heretic vanguard once you reveal your rebellion.

How you manage to actually kill the Queen is up to you, but the important thing to note is that you need her head. Which is your reward. But you don't get to enjoy it yet, because taking off the Queen's head and coming back down to Earth and marching towards the Ark, you'll find a rare sight. The members of the Goddess Squad, even Red Hood who should have been dead and gone has resurfaced somehow. They want the head of their friend back and you have it.

Your final task will be defeating the combined force of the Goddess Squad whose power together would have been enough to challenge and topple The Lift. Once you succeed, you get to finally enjoy the Scenario Item, **Crown of Lilith**. The Item acts as a mobile equivalent of The Tower and Apostasy Directive Items. The head is constantly spewing a thick murky tar from all its orifices that transforms into Raptures. Any Nikke or human that touches the tar will come under the effect of Apostasy Directive. All Raptures and any converted people will be fanatically loyal to you.

Grimm Tidings

Requires Grimm Time Drawback and Grimms Model Perk. Taking this Scenario will turn this Jump into a Gauntlet and set your budget to 0 CP

Before we insert you into the Jump proper, there's somewhere you ought to be. Specifically, one hundred years ago.

Back then, the Central Government was the United Forces of Humanity. The UN broke down and what was left of mankind banded together and partnered with the V.T.C. A sort of descendent of the Roman Catholic Church that's also part medical institution and the lead contributor to the Nikke Project.

As of this moment, the combined powers have given up all hope and hedged their bets on the Ark Project to safeguard what is left of humanity. After that, they're at a holding position with the Goddess Squad, unbeknownst to the squad, are left as the one and only line of defense until the last of the Ark's construction is completed before it's sealed.

But that's for the future. Bear with me for a moment. A sea of red eyes scours the blue skies. A wave of fire and metal wiping cities off the map. Communication is lost with the space station aboard the Lift. What's left of humanity pool all available resources to plunder and research what little of the alien robots they managed to take down. They find nanomachines far more advanced than anything they have ever seen and it has the potential to be the basis of any form of technology taking far beyond than what it could accomplish before.

Suddenly, the field of cybernetics advanced leaps and bounds in a short instance. Piles of bodies of what was once human become a monument to failure until two stable units were produced. One is christened as the zeroth Nikke. Prototype model Liliweiss. Due to a lack of understanding of the nature of the Rapture nanites, her body is unstable and as time goes on with constant sorties, it will only breakdown more and more, with each repair being less effective than the last.

The second unit… is you. With two proposed methodologies for utilizing the nanites, one was used to manufacture Liliweiss. The second was used to make you. In your case, you went the opposite direction. Your specs aren't much to laude. For the duration of the scenario, your Grimms Model Perk is weakened to being the weakest of the first and second generation Grimms Nikkes, but still above a Super Soldier Rank Nikke. Your most remarkable trait is your lifespan, or rather the lack of it.

Your assigned codename is Enoch. Or in less official capacity, Enoch the Immortal. What you lack in explosive power, you make up with a rapidly regenerating body. One will never see small knicks and scratches on your body for your regeneration is that fast. Your only weakness is your brain, the only thing your healing factor can't cover.

The entire Human-Rapture War roughly took ten years before the United Forces decided it was better to save what was left of humanity rather than fighting to the bitter end. The next forty years would be dedicated to building the Ark.

In four years since the invasion, Red Hood would be corrupted and retires after neutralizing Anachiro, a corrupted former 2nd Gen. Grimms Nikke known as Cinderella. Similarly, Liliweiss would be later taken to extended maintenance only leaving sporadically for select missions until it is declared that nothing can be done to extend her lifespan. She will pass away ten years after the invasion. Not long after, the doors to the Ark would be sealed, stranding the remnants of the Goddess Squad out on the surface to enact Operation Ark Guardian. A suicidal defense campaign to the protect the Ark's current sole entrance.

After a forty-year vigil, the Goddess Squad would at last disband with each member going their own way.

Your main objective is to merely survive these fifty years until the Goddess Squad disbands. If you choose to push through the next sixty years or enter hibernation until the start of the Jump proper is up to you. Once the Goddess Squad disbands, your Grimms Model Perk will return to normal. Your reward for surviving is the Scenario Perk, **Enoch Methodology**. Not only will you get to keep your pseudo-immortality, you can impart it on anything you create using Rapture nanites, or modify existing creations with it.

But that's not all, you have three bonus objectives that you can complete for additional rewards.

The first is seeing to your "twin sister" Liliweiss. There's a difficult conversation to be had about the fact that a small deviation in circumstances would have seen your roles switch with her being the weakest immortal while you would be the short-lived wrecking ball. Liliweiss prides herself in being rational and maternal, but this is her only point of irrationally. It's especially worse whenever you would suffer practically fatal injuries only to walk healthy the next minute. Your relationship isn't strained but there's still that cloud hanging over you two. Not many want to live forever, but even more don't want to die.

Perhaps there's something that can be done about it. If you're not scientifically savvy yourself, there's a researcher Nikke, Abe, who is responsible for creating the second generation of Grimms models. Perhaps there's a way to leverage your potent nanomachines?

If you manage to succeed in fixing her flawed design, **you not only get Liliweiss, but also her eccentric commander sharing a single Companion slot.** You're pretty sure they're an item (the couple kind), and even as a former mercenary, he deeply respects someone who would go above and beyond the call of duty to help those in need.

This Companion has two unique Companion Perks:

Kinetikinesis. Unbeknownst to Liliweiss herself, her ridiculous power isn't brute strength. It's just what it looks like from the outside. In fact, in the absence of powers, the taller Red Hood could easily pin the

more petite Liliweiss under her. It's the fact that Liliweiss has short-range instinctual kinetic energy manipulation that makes this impossible.

Legendary Commander. The Commander is the cream of the crop when it comes to tactics and strategy, even back in his old mercenary days. If anything, directing superpowered high-impact women makes deciding the next move simpler, but that doesn't mean he let his skills dull. If this was World War II, America would have never needed to use the bombs. He would have figured out a way to get Japan to surrender in an operation that would have only need two days. The first for the actual operation, the second day to celebrate.

They also have two unique Items:

Field of Lilies. As far as the eye can see. If any Nikke of yours would die, you can place a lily plucked from this field on their body or at least the site of their death and it will fully repair and revive them.

Code Alpha. One day, the commander took you aside for a chat. He handed you this data shard. It apparently came from Liliweiss's creator who stressed that it was for your eyes only. If you would later check this shard, you would find the blueprints for making Liliweiss's model. If you were both code savvy and perceptive enough, you would also notice code hidden in parts of the design and instructions, but for the moment, you can't make heads or tails of it.

Your second bonus objective is Red Hood. After she retires, she refuses to be a threat to those she loves so goes back to find somewhere to quietly lose herself to the corruption. Perhaps as a testament to her unyielding will, all the corruption does is knock her into a hibernated coma where her bodily processes froze in stasis. Seventy to ninety years later she would come to. She would later happen upon a skirmish between a squad of mass-produced Nikkes and Raptures, only to find a single survivor. Remarkably, the Nikke would name herself Rapi, showing a strong self of will but not self.

It's unknown what happens next, but it's believed to save her life, Red Hood implanted her own core to replace Rapi's damaged one. Since then, the two have been literally inseparable with both personalities sharing Rapi's brain.

Years later when the Counters squad would investigate a power station, Rapi would be decapitated but survive, leaving behind the body that still contains Red Hood's core. Your task is to retrieve her core and find or build it a new vessel. It's expected that a joyful reunion would follow, although clearly muted from Red Hood's end.

If you prod her about it, she would note that this is the "third time that she 'died'." It would be followed by an anemic joke if she could share your immortal title with her. She's clearly struggling with the fact that multiple times she prepared herself for death yet it never seems to come for her. You're left with a conflicted Red Hood that's both happy that she survived, but is unsure of her future because she never planned to live this long.

How you handle this is up to you, but your bonus objective is complete and your reward is the Scenario Companion, **Red Hood**. She concludes that she's supposed to be dead anyway so she's more than happy to join you in your Chain if for nothing else than to finally leave her life behind. She might even change her name to reflect that.

This Companion has two unique Companion Perks:

Tasty Tunes. Bereft of her precious mixtape, Red Hood is overjoyed that it will never leave her now. At any time, she can pull out her cassette player to play a song, or to even cause a song from her cassette to issue from a nearby sound system. Hearing her songs will bring notes of nostalgia while clearing away trauma and stress. Red Hood can especially play her songs during combat to provide a notable boost to her and allies' performance.

Wolf Hunter. It may seem like Red Hood doesn't stand out in a fight compared to her teammates, but she's actually the best tracker in the Goddess Squad. Her eye for detail is unparalleled. She wears the insult "mangy dog" with pride. While her teammates duke out in the field, Red Hood would often be perched high above, looking over the battlefield, perfectly memorizing and tracking every enemy unit.

She also has two unique Items:

Seven Dwarves Zero. While Red Hood tagged along, you managed to run into Abe, decades since you last saw her after Anachiro. The only issue is, you're certain she went through a Mind Switch. She can't even remember her own name, but she certainly recognizes the both of you. She hands a chained box to Red Hood. Apparently, a keepsake from Snow White that was always meant for Red Hood.

The weapon is a combination heavy plasma launcher, heavy machine gun, rocket bike, and giant drill. It has a similar overcharge function to the Seven Dwarves Custom Item, but since its battery is only focused on four features, its power outstrips even that.

Code Omega. Red Hood insisted on returning to the site where she gave up her core to Rapi. On the outside, she's utterly unphased at the sight of her body withering to elements. She rifles through her corpse's pockets and pulls out a data shard. Something she found during her wandering. It seemed important since she recognized the make during your heyday together. Inside is the blueprints for your model, the Enoch model. Again, you find hidden code patterns that you're not sure what to make of.

If you have both the Code Alpha and Code Omega Items, you will eventually get the idea to overlap the blueprints on top of each other while making the design and instructions transparent. What's left behind is a code key for opening a program lock as well as a set of coordinates.

Traveling to the indicated location, you will find a Lost Sector. A proposed Ark site with a giant hyper cube seed infested with Raptures. After clearing out the Raptures and diving into the deepest part, you will find a locked door with a working code pad displaying a question.

Your last objective. Your last trial is one of mental integrity. You've lived for so long. There were likely many opportunities to suffer a Mind Switch like all your former teammates. If you did not suffer a Mind Switch, you will remember what the question was about and input the correct answer. Inside, you will find a vault that needs two data shards to open. Past that, is a hyper cube, one that seemed to be personalized to your theme and appearance.

In the hyper cube, you find a message from your creator.

It turns out, it was always the plan. Enoch and Liliweiss were always meant to be an experiment of contrasts. By using the performance data as basis, an upgrade was planned for you later on to incorporate new experimental technology that would have surpassed all previously manufactured Nikkes. The immense healing capabilities of your nanomachines were never meant for healing, but for constructing your new upgraded form, but due to the Ark Project, it was never completed. Yet, your creator went behind the United Forces' back to do so.

When you activate the upgrade process, your body writhes, twitches, and deforms. Your nanomachines react to the new directives and begins reconstructing your whole body. Your reward is the Scenario Perk, **Shift Up V2.0**. It's no exaggeration to say you're the strongest Nikke to have ever and will ever exist. Your performance specs would be equal to Liliweiss if it didn't turn out she was cheating with kinetikinesis. Finally, you gain the power of areakinesis, or spatial manipulation, that surpasses the power and precise control of even Elemental Authority. If you fought a Heretic with Elemental Authority in spatial manipulation, you would win nine out of ten times.

Last but not least is the Scenario Item, **PIXIES**. Your hyper cube shimmers before willing another of itself into existence. The cubes open up, revealing flying drones linked to your mind. These drones can fire molecular bond-breaking lasers at breakneck speeds that can turn a school bus into elemental dust in a blink of an eye. Its computational strength, speed, and energy shield durability outclasses that of the Hyper Cube Item, being capable of withstanding a far more destructive bombardment. When "holstered," the cubes will seemingly phase into each other while floating next to you on standby.

End

Times up. Your choice?

Homewards: Going home already? Shame, but not unexpected.

Stay: Humanity may have declined, but they're not as horrible as other places could make them. Yes, this place does seem more livable when you think like that.

Next Jump: Naturally. So, where to next?

Notes

Changelog:

V1.0

- Jump Doc created.

Thank you for reading!