
RATCHET
DEADLOCKED

Ratchet: Deadlocked Jump
v1.0
by LJGV/Sin-God

Following the events of *Ratchet and Clank: Up Your Arsenal* Ratchet, Clank, and Big Al have taken up residence on the Starship Phoenix, the headquarters of the Q-Force and the vessel of Sasha Phyronix, herself now the interim mayor of Metropolis. They receive a transmission from Sasha informing them as to the dark fate of a captured former hero, shortly before they themselves are captured by the forces of Gleeman Vox, the insidious media mogul behind Vox Industries: a prominent conglomerate operating in the *Shadow Sector*, a lawless region at the outer fringes of the Solana Galaxy. Ratchet: Deadlocked covers their misadventures in the depths of the Shadow Sector as they fight to stay alive against a campaign of violence and slander. Who are you, relative to this journey? Are you a member of the newly formed *Team Darkstar*, or are you someone possibly more villainous (or perhaps a victim of Vox Industries forced to work with them to stay alive)? For the next decade, you're going to have fun in the Shadow Sector, possibly defeating and dismantling criminal media groups or maybe being a part of them as a skilled and dangerous warrior.

Take **1000 Deadlocked Points** to fund your adventures.

Author's Note: *This jump is for the fourth Ratchet & Clank game. In this game Ratchet, Clank, and Big Al are captured by the deadly owner of a powerful conglomerate who also moonlights as the owner and mastermind behind an illegal combat sport and must entertain both Gleeman Vox and the capricious audience of Dreadzone, an illegal reality show about a deadly combat sport.*

Starting Location

Everyone begins this jump in the Dreadzone Station, the gigantic vessel owned and operated by Vox Industries. Team Darkstar jumpers begin in the containment suites, where all competitors are kept. Exterminators begin aboard the Battledome: the massive and complex arena that competitors and exterminators regularly compete in. Vox Industries jumpers begin in the network of offices that the day-to-day work it takes to run a massive media conglomerate as well as an illegal kidnapping operation.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

Each origin is written with the base assumption that you are a new character, though you can select whether or not you wish to be a drop-in.

If you wish you can import as a character if you have their perks and the right origin. If you do not import as a specific character you can also freely select your species, though for some species there is a small cost. If you wish to be a species that has a single handy

advantage like being able to naturally fly or breathe underwater you can do so for 50 DP. If you want multiple powers you can pay 50 DP per power, and you can design a new species within this basic slate of rules and have them be canon for the duration of your jump given the incredible number of species that exist in R&C. You can design and select a species for yourself that is comparable to humans for free. If you were to design a robotic species that lacks basic physiological needs like food, water, that's exactly the sort of decision that would cost 50 DP.

If you can import as a character you have access to their abilities for free, but if they have items you do not get their items by default (meaning if you are an exterminator and have the perks to be Reactor you can fire energy beams from your hands and fly short distances). You can also import as versions of these characters that match your own gender and sex if they don't in canon.

Team Darkstar [Free]
Ratchet & company, this thrown-together team, in canon, consists of Ratchet (as the contestant), Big Al (as an engineer and support crew member), Clank (as mission control), and new friends Merc and Green: combat bots that were once the firepower support of another competitor on Dreadzone who met an unfortunate end. It seems that you are the newest member of Team Darkstar, and it's likely that your perks will determine your role in the group.

Alternatively, just for this origin, you can actually be part of a different team of hero-competitors. This team's composition will consist of a competitor (which defaults to you, but doesn't have to be), a single engineer support crew person, a mission control specialist, and a pair of combat droids that serve as firepower support.

Exterminators [Free]
The exterminators are actually a team within Dreadzone, composed of Ace Hardlight, The Eviscerator, Reactor, and Shellshock. They are also the team that collaborates the most with Dreadzone's own robotic and biological legions of minions, and they enjoy the support of Gleeman Vox and Vox Industries. By default, you are the newest member of the Exterminators and thus are likely to have risen through the ranks of other Dreadzone competitors over past seasons, before cementing yourself at least a little.

Vox Industries [Free]
The dangerous and wealthy media conglomerate Vox Industries is one megacorporation operating within the Shadow Sector. There are countless employees of this conglomerate, as well as allies throughout the fringes of the Solana Galaxy. From "News reporters" who repeat propaganda to marketers doing product testing, all the way up to the executives who work directly under Gleeman Vox. This origin makes you an employee of Vox Industries, though with the right perks, you could go from working for the group to being the owner…

Perks

Origins get their 100DP perks for free and the rest are discounted to 50%.

Team Darkstar

Cover Fire [100 DP | Free for Team Darkstar]
You are remarkable at providing cover fire for your friends. You can meaningfully hammer foes, keeping them pinned and forced to respect your sightline, or else eat your bullets. Your bullets hit a bit harder, having enhanced knockback and hitting power. You are also impressively receptive to orders and can act on orders with instinctual ease, easily collaborating with others. If you have this perk, are a member of Team Darkstar, and have Handy Assist you can import as Merc or Green.

Handy Assist [100 DP | Free for Team Darkstar]
Everyone needs help sometimes. And help is what you provide. You are a master of using gadgets to get around, able to easily figure out what sort of devices are needed to manipulate your surroundings such that they are navigable. You are even a good driver, able to either man the guns of a vehicle and fire from a moving vehicle accurately, or drive one with impressive skill and help a gunner fire accurately from atop your vehicle. You also have a fierce tenacity, able to survive a normally fatal injury once a day so long as you get assisted by a friend, ally, or teammate within a minute of receiving the injury. This doesn't stop you from dying if you're hit by something that'd unmake you or instantly kill you, but this does fiercely improve your tenacity and make you much harder to kill.

Mechanically Minded [200 DP | Discounted for Team Darkstar]
Impressive mechanical talent isn't unheard of in the universe of *Ratchet and Clank*, and you are one lucky person in that regard. You have a striking wellspring of impressive robotic and mechanical talent, able to easily do feats like reprogram robots, free people from the dreaded Deadlock Collars, and create a range of nasty tools for your friends, and yourself. You are better at changing and modifying technology than creating new tech, but you can create new tech if you have time to work on it. An area you are especially fantastically good at (and a subtle exception to your normal less stellar skill with creating wholly new tech), is the creation of alpha and omega mods, mighty modifications which drastically improve and alter weapons. If you are a member of Team Darkstar, and have the Opportunity Cost perk, you can import as Al.

Opportunity Cost [200 DP | Discounted for Team Darkstar]
Sometimes innocent civilians get swept up in stuff they shouldn't be involved with. That's what happens with Al in R:D. Thankfully, instead of just being murdered, the people at Dreadzone decide to incorporate Al into Ratchet's team as his support engineer and general tech-friend. Now you are similarly lucky in that people have a curious habit of finding reasons to not murder you even when they probably should. If people can extract a benefit from you as an alive person that they cannot if you cease to be a living person they will, nearly always, opt to try and extract that benefit. This drastically improves the likelihood that you'll be kept alive, especially if you have rare skills or are famous enough that your continued life could become a boon to those keeping you around.

Logistical Support [400 DP | Discounted for Team Darkstar]
Mission support is invaluable for *Dreadzone* competitors. You are invaluable as a second in command, more than capable of processing even massive amounts of information and figuring out how to use it with impressive ease, allowing you to coordinate events on the fly and lead others to success. When others listen to your advice and do as you suggest their actions are buffed in effectiveness and ease, meaning that people who listen to you are noticeably better at achieving your objectives than they should be. If you possess this and Robotic Bachelor, as well as are a member of Team Darkstar you can import as Clank.

Robotic Bachelor [400 DP | Discounted for Team Darkstar]
One thing that franchise fans will note is that Clank is skilled at romance. He is especially proficient at romancing robotic women. This is now a trait the two of you have in common. You are a casanova when it comes to robots, able to skillfully attract robotic lovers, and you know how to flirt with and please them. Beyond this you're also able to communicate with them with notable ease, and can become a robot's best friend with shocking speed. This also buffs your charisma when you deal with cyborgs, though by how much depends on how robotic they are.

Stupendous Shooter [600 DP | Discounted for Team Darkstar]
You have many of the same advantages and abilities as Team Darkstar's competitor, Ratchet himself. You have incredible aim with weapons, a natural adaptability that gives you an edge in battle, and you have two especially important skills in the form of the ability to allow weapons to acquire experience and eventually evolve with repeated use, as well as the power to slowly but surely regenerate ammunition for your weapons. The way your weapon evolution works is that the more you successfully use your weapons to stop your enemies the more experience they acquire and at certain thresholds, they'll evolve, attaining more power, ammunition and small quality of life changes. After several evolutions they'll undergo a drastic evolution that gives them enormous amounts of additional power and other major upgrades. As an additional buff you have no hard limits with this, though weapons can only level up and evolve 100 times per jump, with them gaining drastic enhancements every 10 levels. Also this is true of all of your weapons, not just ones you acquire here. Yes legendary things like the Master Sword could benefit from this. As could random sticks you find on the ground and use to beat up bullies. Your weapons are fiat-backed to work in future jumps, even ones that do things like rely on satellites or some sort of dimension existing to suck foes into, meaning that a given weapon in your hands will always be capable of being operated.

This also fiat-backs your ability to apply alpha and omega mods to all of your weapons, and makes them all compatible with every mod, not just a select few that range from weapon to weapon. For every 100 levels you attain with a given weapon you can add an additional omega mod to it. If you are a member of Team Darkstar, have this perk, and have Destructive Daredevil you can import as Ratchet himself.

Destructive Daredevil [600 DP | Discounted for Team Darkstar]
Ratchet is able to find ways to leverage destruction and battle to his advantage, often using it as a smokescreen for Team Darkstar to successfully engage in subterfuge. You have this same propensity, with additional buffs. Among these additional buffs are the

ability to find valuable items in things you destroy, from money, to energy that restores your health, to ammunition for your weapons. Secondly the destruction you inflict will always be beneficial to you in some way, from it increasing your fame to it debuffing your enemies in ways that are not always immediately apparent, and it is incredibly entertaining to watch you battle, with even your foes being distracted by it to the extent that your allies can be unsubtle in their efforts while people are distracted by you. This also improves your ability to do incredible stunts, with it making it so you can do stuff like freefall from hundreds of feet in the air and land just fine, or so you could just blow something up to prevent a tragedy from occurring even if such actions don't seem like they'd make sense. If you can't see a way through a terrible solution, maybe there's something you can destroy that'd allow you to find a brighter tomorrow? Just keep looking and surely you'll find some building you can blow up. Hell even defeating people can be enough to knock some sense into them, which is something you're curiously good at. Like a more destructive version of *Talk no jutsu*… Thankfully, you're also strikingly skilled at not killing those you defeat, allowing them to see the error of their ways and not perish, which can come back to help you in a pinch. If you do kill someone, though, they produce handy things for you, from ammo, to money, to health drops which can heal you.

As a final minor buff this makes you immune to negative propaganda, as people will come to view you in a more positive light the more you destroy and that impression will not be something that lies and slander can affect.

Exterminators

Enduring [100 DP | Free for Exterminators]
Like Shellshock, you are inhumanly tenacious and can easily endure having your entire body replaced and turned into something between a cyborg (a fusion of biology and mechanics) and a true, full robot piece by piece and limb by limb, without losing yourself in the process. You are also almost entertainingly lucky when it comes to surviving things, having the sort of hard-to-kill-ness that would impress cockroaches and water bears, as well as having an ability to get plenty of people to be invested in your survival and wanting to make sure you don't die. If you are an Exterminator, have this perk, and have Minion Master, you can import into this jump as Shellshock.

Minion Master [100 DP | Free for Exterminators]
Shellshock is an impressive warrior for a lot of reasons. One of them is his command of the fierce *Dreadzone* warriors that Vox Industries has hired and/or created. You can, several times a day, summon a group of robotic and biological soldiers of assorted sorts to come to your aid, and are darkly efficient at working with them to overwhelm your foes. They, and also other allies and underlings of yours, are immune to damage from your attacks (and vice-versa). You are an impressive battlefield commander and can easily conquer a city with even a tiny force of loyal soldiers and a small amount of military hardware. This effect is buffed the more like your minions you are, so a vampire with this who is commanding a legion of vampiric minions will get a lot more out of them than an angel who is doing so.

Theatrical Gladiator [200 DP | Discounted for Exterminators]
You have a level of pizzazz and style that makes you a natural gladiator. Your humor and charisma naturally appeals to people and is most visible when you're fighting. You know how to blend grace, humor, and charisma into fighting and combat without sacrificing your skill or opportunities to defeat your foes, making you a fierce opponent, especially when fighting in front of/for a crowd. People love to see you fight and it is impressively easy for you to quietly get a bunch of fans. If you are a member of the Exterminators, have this perk, and have Nuclear Nightmare, you can import as Reactor.

Nuclear Nightmare [200 DP | Discounted for Exterminators]
You are a nuclear menace. There is a nuclear reactor somewhere inside of you, that powers you and removes your basic needs, allowing you to go without eating, sleeping, drinking, or breathing, and without any additional power sources, even without being Reactor. Beyond this you are immune to the negative effects of nuclear radiation and can radiate at will, which is obviously dangerous to others. This gives you the basic slate of powers Reactor possesses, such as his energy blasts and short range flight, as well as allows you to be used as a source of energy for devices that can be powered by nuclear energy.

Genesis [400 DP | Discounted for Exterminators]
You are a powerful designer of new lifeforms. Whether it's new robots or new biological organisms you are capable of designing all sorts of new forms of life. This perk is remarkably handy if you want to create your own forces and have the resources to invent robots or the time to breed an army into being. You know how to create the Dreadzone robots such as the Dreadzone Striker or Laser Back, and can even breed alien

monstrosities such as Shriekers and Leviathans. You are also especially good at designing things that are like you, allowing you to create robots similar to your own robotic designs or give organic lifeforms traits derived from your own alt-forms. If you possess this perk, Insidious Insectoid, and are an Exterminator you can import into this jump as Eviscerator the exterminator.

Insidious Insectoid [400 DP | Discounted for Exterminators]
You have an uncanny ability to command insects and artificial lifeforms, the likes of which are the result of deliberate biological engineering. You also possess a slate of insectoid powers, namely those of Eviscerator himself, such as titanium blade arms, wings, the ability to fire energy beams, and flight. Beyond those abilities you have an ability to make yourself understood even without talking, even to the extent that people can understand your precise intent and thought without you uttering a single word if you don't want to talk.

Fan Favorite Fighter [600 DP | Discounted for Exterminators]
Unlike Ace Hardlight you grow in popularity the more you fight and you can spread this trait to other areas as well, allowing you to become more popular the more you excel at. So if you were to defeat 13 heroes in one season of Dreadzone, you'd be at the apex of your fame, more famous and more well-liked than ever. And very importantly the more well-known and liked you are in an area the better you are at said area, meaning your popularity is a fierce weapon at your disposal that can hit like a train. People just really like you, and you are fiercely compatible with marketing efforts, allowing your popularity to skyrocket with exceedingly little effort on the part of marketing execs. These buffs are both permanent, persisting across jumps, and scale in ways that make sense. This is important because obviously it would suck if you went from having a massive buff because you have trillions of fans here to going to an Earth, or smaller, jump and never being able to attain the same rush. In smaller settings your popularity is still able to meaningfully buff you, despite the smaller numbers of people that exist in the setting in question to be your fan in ways that consider your context, which can mean in a high school jump you get more of a buff with this for each student who is a fan than if someone who works in a grocery store across the state is (and you are even popular among your competitors and rivals with their admiration of you giving you an even larger buff). If you are a member of the Exterminators, have this, and have Hardlight Havoc, you can import as Ace Hardlight himself.

Hardlight Havoc [600 DP | Discounted for Exterminators]
You have a slate of impressive abilities related to the usage of hardlight. You can use hardlight to do feats as impressive as creating clones of you that share some of your abilities, allowing them to use copies of your weapons and actually hit your enemies, as well as do things like unleash hardlight projectiles that hone in on foes. Beyond this your hardlight is just better, as your clones can withstand more than one hit (though their health does not match yours, instead scaling to always be 1/10th of your health) and you can pilot them mentally, gaining the mental multitasking necessary to do so. You start off able to summon a handful of such figures and can gain experience with this skill until you can summon entire groups of clones at once. This can be used to summon clones of your alt-forms, and you can study foes to the extent that you can figure out how to create clones that look just like them and can even mimic their abilities if you study them obsessively. You also have the ability to create hardlight objects and barriers,

though it takes time and effort honing this ability to be able to create things you don't personally own or deeply understand.

Vox Industries

News Anchors Skillset [100 DP | Free for Vox Industries]
You have the charisma and memory needed to be a skilled news anchor. People quite like your on-air persona, and you have an uncanny ability to banter with your colleagues in a way that gets them to accept your quips and less likable traits, so long as you try not to abuse them. If you abuse your colleagues, this perk is not responsible for the beatings you may or may not endure. If you have this perk, Propaganda Person, and have Vox Industries as your origins, you may import as Dallas or Juanita.

Propaganda Person [100 DP | Free for Vox Industries]
You are fantastic at disseminating propaganda. You can believably lie in outlandish ways without facing consequences for your actions. This lets you tell all sorts of lies that people are remarkably likely to believe, even about their friends! Obviously the closer someone is to the target of your slander the less likely they are to believe lies you tell, but if you are independently charismatic or if you tell propaganda that has some basis in truth (or something approaching the truth) it hits hard enough to overcome even years of friendship. This can be devastating even though it's mostly used for fun and marketing in the source material.

Marketing [200 DP | Discounted for Vox Industries]
You have an innate, masterful grasp of marketing. Your multimedia campaigns are the stuff of legend and you have a keen sense for how to get organic marketing (the kind you don't have to pay for) in ways that are in line with the brands you choose to work with/for. You also understand how to conduct the important research needed to make sense of the popularity or unpopularity of a given topic or person, allowing you to figure out how best to improve something's likeability.

Varied Employment [200 DP | Discounted for Vox Industries]
You are adept at balancing different job titles and responsibilities. You could go from piloting a camera drone for one hour to managing future social media the next hour with laughable ease, allowing you to be a one jumper-army when it comes to doing a thousand small tasks a day. You also have an impressive learning booster to doing tasks that fall under the scope of any company you work for, making you a jack of all trades that can, eventually, become a master of all given enough time.

Merchandising [400 DP | Discounted for Vox Industries]
You have a crack eye for merchandising, understanding what sort of products and brand deals would generate the most buzz and money from any sort of merchandising you elect to do. You know which gladiators would be the most sought-after action figures, or dolls, or trading cards, or would be the most desired or entertaining in a dating show, or movie, etc. Beyond this you are remarkably able to convince others of your vision as well, able to get them to see what you see and to persuade them of the money to be made if only they'd invest in your vision. If you are an employee of Vox Industries, have this, and have Shadow Science, you could import as Venus.

Shadow Science [400 DP | Discounted for Vox Industries]
You must be in Vox Industries' R&D department with skills like these. You are one of the infamous Vox Industries engineers, designing all sorts of messed-up technology,

particularly the dark designs like the Dreadzone Collars and the Battledome. This also extends to less dark innovations like the camera drones that film Ratchet, the teleporters used throughout the gun, and the various gadgets Ratchet or the combat bots use. You also have a handy ability to always get the right resources needed for your designs, able to do so with impressive ease. You could easily go into business selling your messed up technology, including the weapons you design. This perk is more about designing new technology than modifying existing tech, but you certainly can modify stuff with enhanced ease, it's just not as prominent as your ability to create wholly new technology.

Power Of Money [600 DP | Discounted for Vox Industries]
You understand and exemplify the unbelievable power of money. You know how to use money as a weapon to beat things like the law into submission, able to wave money around and use it to get the things you want to happen done. In your hands wealth is a powerful tool, one that can be used to skillfully rewrite history and form the future. You have an ability to understand whose palms need to be greased to make things happen and can easily create complex schemes that make your ambitions come true. You're also able to turn the punishment for any crime into a fine that you can pay off with striking ease, allowing you to be fine since you're either rich already or destined to be rich. So long as you can afford it, you'll always be able to get away with crimes (and you have an intuitive sense for how much a given fine would be) even if the crimes are as heinous as, for example, kidnapping galaxy-famous heroes and forcing them to fight to the death, or something as cartoonishly evil as turning off a planet-wide forcefield that helps stop asteroids from decimating the planet. This is easier if someone prevents a small crime from turning into a bigger one, so using the last example of the planet-wide forcefield, if a hero intervenes and prevents the planet from sustaining much damage you'll be treated like you did a small prank instead of being treated like you are a planet-scale terrorist. You are also, genuinely, a stupendous business person, able to operate on an unbelievably vast scale with frightening ease and turn even a comparatively small investment into the basis for a conglomerate that will reshape galactic politics. If you have this perk, Made For TV, and are an employee of Vox Industries, you can import into this jump as Gleeman Vox.

Made For TV [600 DP | Discounted for Vox Industries]
You have the ability to create truly captivating television. You know how to turn any idea you have for a show into a reality, and you can do so strikingly fast and with a minimal crew. Beyond this you have an ability to get away with almost anything so long as you turn it into a part of your shows, though the worse the thing you're trying to get away with the more work this'll take on your part. For example, it's pretty easy to get away with arranging violent battles since you can just frame it as two gladiators competing for fame and adoration. It's harder, though not especially hard, to get away with sending a robotic army to conquer a planet. It's even harder to manage to do something like arrange for a space station to blow up with its audience and crew on it, but not impossible. The more entertaining the television show in question happens to be the more people will accept, even if they themselves either are or could have been victims of what was happening on TV. Your ability to be entertaining has also been buffed, but not so much so that you could be the star of a show with just this, however the more popular your creations are the more popular you become, meaning that a successful enough executive with this could star in their own show, eventually.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 DP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Team Darkstar

Armor [100 DP | Free for Team Darkstar]
This flashy suit of armor is protective and well-made, shielding its wearer against all sorts of attacks. It is stylish, sleek, and is fiat-backed to always be a bit tougher than you. It also grants you a nanotech health bar, which provides you with some protection from injuries and even diseases and infections at all times, even if you are not wearing the armor (though the effectiveness of this is massively reduced if you are not wearing the armor). With this armor is also a hammerspace inventory that can store an unlimited number of weapons and ammo, including itself (and you can don it instantly at will, allowing it to protect you in split second moments).

Vendor [100 DP | Free for Team Darkstar]
It seems that Vox Industries is going to follow you along your chain in a very minor way: their vendors. The armor and weapons vendors that appear throughout the worlds linked to Dreadzone follow you along the rest of your chain, allowing you to buy new weapons and armor in each jump, and also sell both armor and weapons (as well as ammo, including ammo for non-R&C weapons). You also get a 25% discount to all of your purchases, making it far more affordable to purchase various weapons, armor, and other such things. This vendor also sells the items for combat bots and the like, if you have them, as opposed to the canon wherein the bot vendor is privately run by Al. You can use this to buy multiple copies of various items if you wish to use this to outfit troops and allies loyal to you.

Combat Bots [200 DP | Discounted for Team Darkstar]
Oh this is fascinating, you have a pair of combat bots! These figures, defaulting to Merc and Green, (though you can have other ones if you wish, with personality presets you determine) are loyal, reliable fire support who are surprisingly capable of defeating enemies and doing an assortment of other tasks related to the battlefield. They are eager to help out, and are impressively flexible when it comes to battlefield tactics. These bots can't be put down in the long term, capable of daily self-resurrection once per day and can be revived by your direct input freely. If they are destroyed in a seemingly permanent sense they'll reappear in your warehouse or some other safe place the next day. These bots are also fully capable of using Al's upgrades and deploying an assortment of gadgets related to traversal and navigating different environments. These

combat bots are capable of learning how to use weapons, even melee ones, and have a handy learning boost that makes them able to be handy in combat situations where they lack guns and/or bullets. With this pair of combat bots at your side you'll always have eager bodyguards and extra muscle.

Gadgets [200 DP | Discounted for Team Darkstar]
This is a nice slate of tools, specifically a swingshot, charge boots, and grind boots. These devices are fiat-backed to always work, and have an unlimited amount of any relevant fuel or power.

Gnarly Garage [400 DP | Discounted for Team Darkstar]
Oh hey this is neat. This is a slate of vehicles that are regularly used for different missions, namely the Hoverbike, Landstalker, Puma, and Hovership. All of these vehicles are self-repairing, have unlimited fuel, ammo, and if destroyed respawn in your warehouse or somewhere else nearby the next day. The hoverbike is incredibly fast, has a laser cannon, and is not heavily armed. The landstalker is an incredibly powerful mech that is slow but armed with two heavy machine guns, and large plasma mortars that can lock onto targets and follow after them. Pumas are fast armored cars with a heavy duty cannon and two small machine guns. Hoverships are flying vehicles with a single cannon and chargeable lock-on swarm missiles.

Deadly Arsenal [600 DP | Discounted for Team Darkstar]
This is… a powerful slate of weapons. With this, you get Ratchet's full arsenal in Ratchet: Deadlocked. These are not the upgraded items, but they are just as upgradable as the canon weapons. In addition to this by purchasing them here you gain them all at the start of the jump, they become immediately accessible, and they gain common fiat-backing benefits for weapons such as self-repair and maintenance abilities, regenerating ammo, and become unusable by your foes. This is every weapon Ratchet uses in the game, from the dual vipers to the harbinger, as well as the wrench.

Exterminators

Merchandise Line [100 DP | Free for Exterminators]
Action figures? Dolls? Underwear? Water bottles? You name it, you got it. This is a line of merchandise that is keyed to you and you get a sizeable amount of the profits from. Exactly how much money this nets you depends on your in-jump fame, but even if you are an unknown figure, you'll make something off of this. People won't recognize you as the inspiration behind the merchandise unless you want them to, and you could of course, autograph some of them to make them more appealing to people.

Robotic Limbs [100 DP | Free for Exterminators]
This is a full skeleton made of adaptable, intelligent robotic limbs. You can take these limbs and you know how to graft them to other people, allowing you to replace their limbs or give them robotic prosthetics. These limbs are fiat-backed to be tougher and more durable than someone is naturally, and they have infinite energy. You could replace someone bit by bit with these limbs and they'll stay themselves, even if you eventually completely turn them into a fully mechanical robot. Every time you use one of these limbs a replacement appears the next day.

Fan Club [200 DP | Discounted for Exterminators]
Oh this is nice. You have a loyal fan club that is always eager to host you and to pay you for opportunities to interact with you as well as attend events you participate in and cheer you on. These individuals include people of all ages and genders, and they are quite susceptible to your influence. The more famous you grow the bigger the membership of this club becomes, and prominent members of it can follow you across your chain as something akin to followers, who are eager to help you stay famous and to do as you say in a state not unlike that of hero worship.

Nuclear Reactor [200 DP | Discounted for Exterminators]
This is a tiny, handheld nuclear reactor. This has a number of potent uses, and can be controlled in a range of ways by you as its technologically linked to you, but its most curious ability is its power to be implanted, harmlessly, into even organic lifeforms. Those who get it embedded in themselves gain the benefits of the *Nuclear Nightmare* perk but with some important differences. Firstly people are only as immune to radiation as you want them to be, meaning you could use this to torturously sicken or kill people. Secondly you can make someone's reactor begin to meltdown, and if this goes on long enough it will explode, which has the same effects as a large nuclear reactor's meltdown just with a smaller range. If you give a reactor to someone and/or detonate it you get a new one in a week.

Stockpile [400 DP | Discounted for Exterminators]
This is a set of replenishing resources that are perfect for making minions, be it biologically developed monsters or for creating robotic soldiers. This stockpile of metal, biomass, genetic material, and blueprints for making simple weapons and the like. One of the handiest facets of this is that it naturally replenishes, making this potentially a supply of resources for a full military. Machines and monsters you create using this stockpile are unshakably loyal to you, stronger than they should be, and more effective when you give them direct commands.

Quantum-Demoleculizer [600 DP | Discounted for Exterminators]
This is an uncommonly nasty weapon. This simple-looking gun, the weapon used by Ace against Captain Starshield, is a one-shot killer, automatically and permanently killing anything it is used on. It fires a deceptively small weapon in the form of a small laser projectile that automatically kills whatever it comes into contact with. This weapon is typically banned and is actually illegal, to the point that it's mentioned as a banned weapon. Nonetheless you own it, and it has a remarkable tendency to appear when it shouldn't, with your fans and supports always finding ways to smuggle it to you. It has a slow rate of fire, but does upgrade like other weapons in this game, firing faster projectiles, gaining more ammo, and becoming the *Climatic Destabilizer* if allowed to fully evolve, which fires homing attacks that are both faster and larger than the small projectile fired by the canon Q-DM.

Vox Industries

Pet Slugha [100 DP | Free for Vox Industries]
You are the proud owner of a slugha, a small alien that loyally loves you and is both amusing and decently intelligent. This immortal pet can help you destress and is also entertaining to others as well as able to survive any wound even enduring certain death and regenerating in your warehouse a day later. This affable little creature takes on facets of your personality and is fond of mimicking you. Even your enemies like it, and it is capable of making friends almost anywhere.

Elite Wardrobe [100 DP | Free for Vox Industries]
You have a vast supply of dapper-looking suits. These clothes improve your charisma, business sense, and draw the eyes of people who are wealthy and famous. This also makes you seem more trustworthy and calmer, able to lure people into a false sense of security.

Discipline Device [200 DP | Discounted for Vox Industries]
You own a very handy device that excels in instilling fear in your subordinates. Gleeman Vox's version of this is a fusion rifle he uses to silence naysayers and interrupters during board meetings. By default this weapon has two settings: a painful setting and a fatal one. The painful one cannot kill someone but instead shocks them into silence and stuns them for a time, while the fatal setting is a normal firing mode that can, but isn't guaranteed to kill someone.

Dreadzone Collars [200 DP | Discounted for Vox Industries]
This little collection of devices is 100 dreadzone collars. These are highly programmable collars that can be rigged to shock people or to kill them if they disobey you or try to escape, and they can also put people to sleep. You get replacements for any you use once per day, and can thus, essentially, stockpile them. You can also turn them off at will and render them inert with as little as a thought. The long and short of it is that these are slave collars.

Battledome[400 DP | Discounted for Vox Industries]
You now own the *Battledome!* This massive arena is filled with a lot of different amenities, including containment suites for your *treasured* Dreadzone competitors, a number of sub-arenas for all sorts of different battles and challenges, and an army of dreadzone robots and organic terrors. Even with just this you can make a vast fortune, and you can easily create places outfitted with technology for teleporting to the arena for both willing competitors and those who'd watch the carnage up close and personal. This also includes a copy of Vox's mech, along with all of its capabilities, that can instantly teleport to you whenever you feel like flying around in style.

Vox Industries [600 DP | Discounted for Vox Industries]
You are now the proud owner and head of Vox Industries. Or alternatively, a rare peer to Vox Industries. Whether you own Vox Industries or a titan of industry capable of competing with it and potentially even outearning it, you now own a company every bit as financially terrifying and corporately diverse as Vox Industries. This megacorporation is so incredibly large that it has trillions of fans across multiple galaxies and dabbles in everything from weapons manufacturing to "Journalism". Realistically this should make

you an ‘aire with so much money that it bewilders even the most jaded dragons, something like a quadrillionaire, particularly since this is not an ethically run, employee owned corporation, but a ruthless operation that engages in countless crimes every hour. Vox Industries is a corporation so insanely ruthless that even Megacorp tends not to intervene, having learned not to do so since they sent lawyers to Vox, which the company responded to by kidnapping the lawyers and forcing them to compete on Dreadzone. They did not last long.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend DP to import companions into this jump, giving them 600 DP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 DP per person you do this for, or you can spend 200 DP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 DP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 DP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 DP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Test Dummy [100 DP]
Once per month you'll be kidnapped and taken to a testing site. You'll be forced to endure a range of weapons being used against you and you'll be subjected to a range of embarrassing transformations during this time. This won't kill you, but it'll suck and if you take this drawback you'll be guaranteed to be endure this time and time again. If you fight off your kidnappers you'll be harassed again next month by new kidnappers, ones armed with new weapons and trying new tactics. You will not die during this time, but your foes will be happy to try and blackmail you with what they learn.

Mistaken Identity [100 DP]

You have a curious habit of being mistaken for somebody else. This is invariably something that annoys you, though it'll just be a minor nuisance and you can correct the misunderstandings as they occur.

Inflation, Man [100 DP]
Everything costs an absurd amount of bolts. Even ammo is annoyingly expensive with this. Thankfully this doesn't stop any powers that allow you to acquire ammo in other ways, and you can still save money with some ease, but everything from meals, to guns is almost comically expensive. *Guns? In this economy?!*

No Extra Weapons [200 DP]
This specialized lockout prevents you from using any OOC weapons. This effect is simple but absolute, preventing you from using things as legendary as the BFG or the Master Sword, or as mundane as a pistol from Halo. If it's an out of context weapon you can't use it, and if you try to be clever you can't use non-weapons as weapons it won't work.

Nanotech Enforcement [200 DP]
You are now forced to abide by nanotech. You are given a nanotech health bar if you wouldn't have been given one, and if it hits zero you die. This doesn't trump 1-ups or the like, but this is a real death and does require 1-ups to be overcome.

Play to the Audience [200 DP]
You had better not be boring jumper, because if you are… it's electro-city for you! This drawback causes there to always be an audience that is supernaturally viewing you and if they get bored of you, you start to suffer. The more boring you are, the worse this gets. If you're too boring you die. So… be entertaining.

Fight To Stay Alive [400 DP]
Oh this isn't great. You have a working dreadzone collar put on you, one that cannot be broken or subverted, and will actually kill you if it goes off. This collar also stays attached even if you shapeshift or become intangible. It's a real nasty piece of work. It can only be taken off safely if Dreadzone is somehow destroyed and Vox is killed before he activates the collar, or if Vox decides to take it off of you willingly.

Popular Support Needed [400 DP]
This is unpleasant. This destroys all ammo and health boxes throughout Dreadzone and beyond and makes it so that your ability to regenerate and gather new ammo depends on the popular support you receive from the fans of Dreadzone or the fans of your products if you are an employee or owner of Vox Industries.

Constant Challenges [400 DP]
Every day you have to face a randomized challenge, courtesy of Dreadzone's local fans. These challenges can range from the banal, such as racing a puma across a dirt track, to the lethal like one where you have to beat a number of enemies with one of your ranged weapons and if you run out of ammo you die.

Randomizer [600 DP]

This randomizes everything in the jump, and can even (for an additional 200 DP) incorporate stuff that is canon to R&C but not in the specific source material (R:D) for this jump to really mess you up. In any situation where you have to face enemies or do objectives the enemies and objectives in question are completely randomized, rendering meta-knowledge useless.

Vox's Little Puppet [600 DP]
You are incredibly greedy and thus a prime puppet for Vox to manipulate. He is charismatic and clever and is eager to have a foe to toss against Ratchet (if you are not Ratchet) and is even more eager to use him, if you are Ratchet. This also nearly guarantees that Vox will refuse to take off your collar, as an added measure of control, but if you work with him and make him money he won't be in a rush to dispose of his golden goose.

Heroic Urges [600 DP]
You are filled with an incredibly powerful urge to do good and to try and free the victims of dreadzone. This drawback even makes you mourn those who die during the course of your time here and fills you with fury at the exterminators, but buffs them and makes them harder to fight, giving them new abilities and extra endurance, making it much harder for a jumper, even one with OCP, to one shot them. For an additional 200 DP this can enter you into this jump in a scaled *Challenge Mode* type deal where enemies scale up to match you and become stronger at the same rate as you.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes
-This was inspired by the fact that there is no jump for my favorite R&C game: Ratchet: Deadlocked. An utterly fantastic third-person shooter.
-If something sounds silly but feels specific, like the Quantum weapon for the exterminator item tree, there's a very real chance it's canon. That quantum weapon is in fact a real item that Juanita snuck into the locker of Ace Hardlight according to a post on a website owned by Insomniac Games itself (though its evolution is not canon and is just me fanwanking what an evolution of the gun would logically do). The fan club that becomes an item in the exterminator origin is also canon.

-This jump was first started on June 25th, and a public preview of it was also published in a WIP stage on June 25th. This preview had most, if not all, of the right formatting text was set in place. At this stage the first perks in each origin were readable.
-On June 26th this jump's version number was updated to 0.5 to reflect that all of the origin perks had been written out. It's possible that some will be redesigned, and even possible for there to be general perks (though that feels unlikely given how unnecessary such perks feel), but for now the perk section could tentatively be considered complete. Also on June 26th we completed all of the items, and the version number was updated to v0.8.
-Unsurprisingly, this was published on June 26th, with all items, drawbacks, perks, and other text complete.