
METAL GEAR SOLID V
THE PHANTOM PAIN
TACTICAL ESPIONAGE OPERATIONS

Metal Gear Solid V: The Phantom Pain jump:

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In the aftermath of the events of Ground Zeroes and the destruction of Militaires Sans Frontières, Big Boss falls into a coma. Nine years later, a man believing himself to be Big Boss awakens and starts a new mercenary group known as Diamond Dogs. You arrive the same day that the man known as Venom Snake escapes the hospital. Here is 1000cp to help you survive the next ten years

Origins:

Diamond Dog:

- You are now a Diamond Dog, one of the good guys I guess. You will work under Venom Snake as an operative.

XOF:

- You are now a XOF operative, one of the bad guys I guess. You will work under the Skull.

You are free to choose the location you start in.

Perks:

Origins receive a discount on all origin perks and items. 100cp is free, the rest are halved in cost.

Generic Perk:

Weather Modification (100):

- You can request that the local weather be modified, and it will change within moments.

Diamond Dog perks:

CQC (100):

- CQC is a unique and highly effective melee combat skill that provides a soldier with various options without prohibiting weapons use. It primarily focuses on grabs, throws, and other disarming techniques, allowing one to incapacitate or kill enemies or use them as a human shield. As a skilled practitioner, you can even "chain" throws, allowing you to swiftly neutralize multiple armed combatants. You are also able to learn new CQC techniques simply from observation.

Engineer (200):

- You are now a mechanical engineer equal to Dr. "Huey" Emmerich. You are a true genius, especially when it comes to bipedal locomotion technology and Metal Gears as a whole, as well as Artificial Intelligence.

New Face (400):

- You are able to mold a subject into a mirror image of anyone, both mentally and physically. Induced hypnagogia imbued the subject with the mind of the one they are to be the mirror image of, and amazing plastic surgery allows you to give them the face and body of the chosen. When the subject wakes up, they will believe they are the chosen completely.

Venom Snake (600):

- You are now an operative equal to Venom Snake in every way that matters. You are a charismatic commander even while being slightly reserved, adept in using any weapon you come across and if you have the CQC perk, become an even greater CQC combatant, being extremely fast and brutal, utilizing quick beatdowns and throws alongside the usual aspects of CQC. You are nearly undetectable while undercover, and can sneak into the hardest base with ease.

XOF Perks:

Loyalty (100):

- You are able to gain the loyalty of people by simply being yourself. Something about you causes people who follow you or interact with you over time to gain an irrevocable loyalty towards you. This does not make them blindly follow your order, put prevent them from betraying you in any way, as well as preventing them from working against you knowingly.

Biologist (200):

- You are now a biologist equal to Code Talker. You are a true genius, especially when it comes to parasitology, capable of modifying parasites into biological weapons and far more.

Parasite Jumper (400):

- You have been subjected to beneficial parasite therapy, which has given you enhanced superhuman capabilities alongside several abilities without destroying your cognitive functions and without the number of weaknesses that members of the Parasite Unit suffers from. It has also prolonged your vitality, granting you essentially eternal youth.

The Third Jumper (600):

- You are now a powerful wielder of psychokinesis and telepathy, considered to be one of the most powerful psychics in the world. You are capable of telekinetically move objects with the power of thought, and can also generate and shape psychic energy for a variety of effects. Through telepathy, you can read people's minds and memories, even use it to control minds. Your telepathic abilities are strong enough that they cannot be rendered ineffective by strong will, but they can be by those who possess surgical implants in their brain. You have complete control over your abilities and won't suffer from reading minds or using your powers in any way you don't want. The Third Child is nothing to you.

Items:

Generic Items:

Phantom cigar (Free):

- This is a special electronic cigar known as a phantom cigar, which contains Wormwood, a herbal drug that speeds up your perception of time when smoked, as well as having some pleasant anesthetic effects. It never runs out and can be used as many times as you want.

iDroid (100):

- This is a holographic interface device that provides you with live info on the terrain, weather, and position of objectives and marked targets and enemies. It also serves as a communication device as well as allowing you to manage the development of any base and group you have from afar. This will also enable you to call in requests for airstrikes, chopper support, airdrops to change or re-supply your current equipment, and dispatch military vehicles and buddies for assistance, if you have access to these resources.

Int-Scope (100):

- These are binoculars that can be used to recon remote areas. They are integrated with a directional microphone feature and analyzer that allows you to listen to sounds from hundreds of meters away while translating their language into one you would understand. It is also able to analyze the skills and abilities of beings you focus the binoculars on.

Armory (200):

- This is an armory containing all the equipment and weapons not mentioned elsewhere in this jump from the Metal Gear Solid Phantom Pain. From the WU S.PISTOL to the Honey Bee, you have access to it all.

Archive (200):

- What you have here is a digital archive in the form of a Datapad containing the complete database of every scientific, technological and supernatural development that has been and will be created in the Metal Gear multiverse. The archive comes with an intuitive search engine that allows you to find anything you want with ease. This archive will contain all the knowledge of any past jumps, as well as update in future jumps to add in a complete archive of all local technology and science.

The Philosophers' Legacy (400):

- This is a slush fund of one hundred billion dollars which you have the only means to access. This is a vast fortune, and will refill back to full every year.

Diamond Dog Items:

Sneaking Suit (100):

- This is a specialized military suit made out of an aramid fabric with exceptional resistance to damage. It adheres firmly to specific body parts while staying incredibly comfortable, which accelerates the healing process and enhancing the user's endurance. It provides insulation that shields the body from harmful substances and enables the user to work in harsh climates and damp conditions. It also features noise-dampening soles and fabric that allow the wearer to move around while causing no sound.

Bionic arm (200):

- This is a myoelectric masterpiece of a prosthesis which enhances your natural abilities by providing you with increased mobility, speed, and precision. You have access to all the different models from the basic model enables echolocation to locate enemies, prisoners, and animals within 100 meters to the Rocket arm which allows you to launch your arm like a missile, guided by a mounted camera that allows you to control its flight path.

Mother Base (400):

- This is a large offshore plant comprised of several connected struts which serves as a sea-based Mother Base. It has numerous platforms assigned to command, combat, intelligence, R&D, support, medical as well as a base development platform, all fully staffed with S-rank level staff who are all geniuses in their field and are all irrevocably loyal to you. It has the capacity to handle several thousands more of personnel, and will serve as the perfect base no matter what you want it to serve as the base for. It is also protected from being invaded or found by outside parties that you yourself don’t bring in.

Diamond Dogs (600):

- You now own a private military company containing an army with resources and a reputation equal to the Diamond Dogs at their peak. Due to the company's skill and proficiency, it constantly receives several contracts from various groups, both civilian and military-based, leading to a high profit margin. It also runs itself perfectly without your interference, should you want it to.

XOF items:

Parasite Suit (100):

- This is a parasite Suit, a special prototype combat suit based on the Skulls' parasite technology. It has reusable and self refilling cartridges containing beneficial parasites to activate the same special abilities as the Skulls, such as the Parasite Mist, which covers an entire battlefield with mist, which greatly reduces visibility, Parasite Camouflage, which turns the user completely invisible, and Parasite Armor which makes the user completely invulnerable to damage by covering its body in a layer of metallic archaea.

Parasite unit

- This is an an elite unit of parasite-enhanced super soldiers who are all incredibly skilled and irrevocably loyal to you. Given their supernatural abilities, especially their inhuman resilience, they are a powerful and fearsome asset to whomever they serve, and in this case, that is you.

Set of Parasites (400):

- What you have access to here is an inexhaustible supply of Parasites, which includes "The one that covers" and Vocal cord parasites. A decent scientist could use this for numerous purposes, though the simplest being creating super soldiers and biological weapons.

Metal Gear Sahelanthropus (600):

- Developed by Huey Emmerich, ST-84 Metal Gear is a walking tank holding incredibly destructive nuclear potential thanks to its armor. By using the built-in uranium enrichment archaea, it can quickly melt parts of its own armor and extract the uranium-235 from it at a high concentration, the end result being highly-enriched weapons-grade uranium, making the metal gear a nuclear bomb with the ability to stand and walk upright. if it are to self-destruct the nuclear yield will be in the region of 15 kilotons. It is however made to function primarily as a battlefield control and front-line tactical armored platform, and thus has a larger arsenal containing unique metallic archaea-based weaponry and specialized frontline artillery, alongside increased agility and dexterity compared to other Metal Gears. Uniquely, this Sahelanthropus can be piloted remotely or either while physically manned or controlled by an AI who serves you, as well as having been modified to allow it to carry a conventional nuclear missile as well.

Companions:

You are free to choose exactly what your relationship and history is with any companion you get in this jump

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times.

DD (Free):

- One day while on a mission, you found an orphaned puppy who you took in. While it grew up, you spent time training it, creating a bond between the two of you as well as making the dog both disciplined, lovable and loyal. It is now fully grown and has been trained for a combat support role, as well as being a functional and cuddly pet. It doesn't need any maintenance, never needs to be fed or taken out for a "walk".

Quiet (Free):

- A former elite assassin for XOF, she received a parasite-treatment due to the serious injuries she sustained on a mission, granting her superhuman speed, perception, durability, longevity, phasing and invisibility, alongside repairing and healing all her damage. It also allows her to breathe through her skin and take in nutrients via photosynthesis or small showers, effectively removing the need for food, drinking or breathing. Immediately following her treatment, she was tasked with eliminating you. After finding you, she initiated a duel in which you won. Following this, she decided to join you, and over time, she fell in love with you. After helping her rid herself of the vocal cord parasite strain she was carrying, the bond between the two of you deepened even further and her first words to you was "I love you". Due to having spent so long being quiet, she is still reluctant to speak,

choosing instead to stay quiet. But thanks to your bond, you are able to understand her completely even without her saying a word. She carries two lethal sniper rifles nicknamed Wicked Butterfly and Sinful Butterfly as well as the non-lethal Guilty Butterfly, all of which she can use with superhuman proficiency.

Drawbacks:

Supplement Mode - 0cp

- Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try. Optionally, you may use any other Jump doc as a supplement for this jump instead.

Alternate Universe - 0cp:

- Perhaps you don’t want to be in the original story. You can enter any alternate universe of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - 0cp:

- You take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will lose the powers post jump.

Crossover - 0cp:

- This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been a part of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Alternate Universe, you can choose any AU you want, not merely locked into this worlds stories. If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world. If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought multiple times.

Senseless - 100cp:

- For every time you pick this, you lose one sense for the next ten years. This can be picked however many times you like, losing a new sense each time or extending the time you don't have a sense. If your jump ends earlier than the time you have sense loss, this drawback will then follow you too the next jump until you have been senseless for how many years you chose.

Memories - 200cp:

- You have no memories from before this jump, and will not have them back until after ten years.

Amputee - 200cp:

- You have now lost a limb. May be taken up to four times, losing one of your main limbs each time.

Shrapnel - 200cp:

- You have various foreign shrapnel remaining in your body that can't be removed. You will feel them and they will be both uncomfortable and noticeable in certain circumstances.

No-Power - 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Phantom Pain - 400cp:

- You now suffer phantom pain in one of your limbs at random moments. This hurts a lot, and will be distracting. It can arrive at any moment and stays for random intervals, sometimes being entire days, others for just a moment. This also happens at inopportune moments, like just when you are about to take an important shot.

Phantom illusions - 400cp:

- You have lost someone, and in your grief have begun to hallucinate phantoms them, experiencing an elaborate and vivid hallucination of them that tricks you into believing them to be alive, only for them to disappear and make you grieve all over again at realizing the loss.

Quietly - 600cp:

- If you speak, you will release a parasite that will kill anyone you care about who can hear your voice. This works even through a speaker, meaning any sound of your voice causes them to die.

Head Home

Or

Stay

Or

Move On.

Notes:

- You may treat both origins as a drop in.