

BY POKEMONGOD777

Space. It's huge. So huge, in fact, that if you lost your car keys in it, they would be almost impossible to find. Thankfully for you, Jumper, Captain Copernicus L. Qwark is on the case. His mission: Give you a most wonderful tour of these impossibly large galaxies. Yep, without me; you, Jumper are alone in the universe. Alone, alone, alone! Well. Unless you import some companions anyway.

Welcome to the wondrous multi-galaxy spanning adventure of Ratchet & Clank! Spanning three distinct galaxies, dozens of eclectic planets, asteroid fields, remote galactic resorts, and many more dubious dangerous locales, the world, nay, the galaxy, nay, the observable universe is your oyster in this jump. You'll start your 10 years when Ratchet finds Clank.

Gain 1000 CP for your troubles.

ORIGINS

Now, a space-faring adventure wouldn't be as grandiose without an ultra-cool backstory, now would it? You may choose gender freely, and may pay 50CP to pick your age within the boundaries of your origin.

Galactic Nomad (Drop-In) — You're just a regular human in the vast depths of space. There aren't many who know of the Milky Way Galaxy this deep into the universe, some may even call the Andromeda Galaxy a far-off backwater galaxy, so expect to be met with scorn by those who do know of your barely space-faring home galaxy. Roll 1d8+20 for your age.

Fuzzy Engineer — Ah, I see another lombax has made itself known. For the duration of the jump, you'll be one of few lombaxes to have not migrated to a parallel dimension to escape Emperor Percival Tachyon. You'll have grown up on a remote planet in a given galaxy, and have grown up tinkering with anything mechanical or electrical you could get your grubby little mitts on. Roll 1d8+13 for your age.

Robotic Buddy — You were created in a factory of combat bots, but for whatever reason, you came out heavily defective and do not resemble any other robot you could consider a sibling. You may be small, or somewhat large, but your stature is no larger than a child of most other species. Roll 1d8+3 for your Age.

Affable Hero — One of the greatest heroes to have ever lived! Or so they say. You're large and in charge, with a pretty bulky frame you've accrued feats of high calibre without having to actually prove it. You simply achieve by imposing your presence. Of course, this pales in comparison to the qwarktastic man himself, Captain Qwark. Roll 1d8+30 for your age.

Scourge of the Galaxy (200 CP) — By some vile means, you've left a mark on your home galaxy as a wicked villain. Your misdeeds lay you nigh-untouchable by the Galactic Rangers, never mind any more common law enforcement your sector of the galaxy. Roll 1d8+30 for your age.

LOCATION

Which planet will you end up on? The galaxy is a wide place, and you'll not be starved of opportunities to explore the cosmos, so it's unlikely you'll be staying here for long. Roll 1d8 or pay 100 CP to decide.

1 — Veldin, Solana Galaxy — A dusty, mostly uninhabited canyon of a planet. Starting here near-guarantees you will have grown up alongside Ratchet, and likely help him reach to the stars.

2 — Kerwan, Solana Galaxy — THE place to be for anything technology. Gadgetron made sure to mark Kerwan as the absolute best planet in the galaxy the moment any new gadget, weapon or up and coming device drops that'll make your life ten times easier, and deadlier.

3— Pokitaru, Solana Galaxy — A prime vacation spot not just for the inhabitants of the Solana Galaxy, but for just about anyone. The nicest beaches anyone could ask for. Just ignore the rising pollution problem the planet is about to incur. Or prevent it. Either or.

4 — Maktar Resort, Bogon Galaxy — The gambling centre of the Bogon Galaxy. Vegas has nothing on here, and if regular gambling isn't your thing, have the masses place bets on you at the Megacorp Games Arena to fight for your cash prize.

5 — Grelbin, Bogon Galaxy — A frigid wasteland. Boasting the company of Angela Cross, your other neighbours will be the local wild Y.E.T.I.s and Arctic Leviathans that'll be sure to keep you on your toes.

6 — Fastoon, Polaris Galaxy — Former home of the Lombax Race. You can find ruins of civilisations abandoned, you may even find some still working technology before the planet was ransacked by Emperor Tachyon.

7 — Ardolis, Polaris Galaxy — The home of the space pirates of the Polaris Galaxy. Captain Slag runs the place with a rusty, yet still iron, claw with his motley crew.

8 — Free Pick — Lucky you! Pick any planet in any Galaxy seen in the series.

Perks

You get your Origin's 100CP perk for free, and a 50% Discount on any other perks for your origin.

Galactic Nomad

Twisty McMarx (100 CP) — No matter your mode of transportation, you'll be able to do some sick tricks in it, whether it be a bike, car, hoverboard, or even inter-galactic space ship.

Leviathan Souls (200 CP) — You have a knack for getting your hands on some rarer commodities. Stuff that, given the right person, would be happy to fork over extortionate amounts of cash.

Good Thing That Wasn't Little Susie! (400 CP) — Whenever you would do something that would most assuredly kill you, you are given a test dummy that will show you a demonstration of how catastrophically stupid it would be for you to try. If you are still within area of effect, this doesn't protect you from damage done to the dummy. Nor will you get any further protection if you're still daft enough to try the thing afterwards. One and done per Life-Threatening activity.

Slim Cognito's Favour (600 CP) — For the rest of this Jump, and any future Jumps you go to, there will be a remote shack, far from the public eye, that will sell illegal, but very useful things pertinent to the Jump you're in. This could anything ranging from forged deeds to land, W.M.Ds, or experimental medical treatments. These goods will never be enough to break the bank, but aren't cheap enough to be practically free either.

Fuzzy Engineer

Stunderwear (100 CP) — You have the talent to create some ingenious, yet baffling technology. Want to build underpants that electrocute you? No problem! A bathroom buddy working off anti-matter? I don't see why not. None of it is useful, and you're not so inclined to actually test it, however. So a lot of these inventions will likely be dangerous to not only yourself, but anyone in the general vicinity.

Neurosensors (200 CP) — Who needs time to actually equip their gear? Not you! If your hands are free, you can now summon a weapon directly to your hands, just imagine any weapon you have nearby or in you warehouse, and it'll warp directly to fit into your hands, ready to use.

Gadgetron Customer of the Year (400 CP) — Not only do corporations want to sell to you at reduced prices, but they absolutely love you. Enjoy 50% Discounts on in-universe stores across the galaxy, better customer service, but also, Access to products months, if not years, before they're ready for public release. If that's not enough for you, then there will also be a corporation or person in your Jumps now that outperform even your own best crafting feats willing to sell to you. Within logical reason of that Jump, there won't be any High-Fantasy jumps making space ships for instance

Nanomites and You (600 CP) — Modern technology in the universe is capable of absorbing Nanomites from fallen enemies. This, overtime, will upgrade armour and weapons native to the universe to be better at preventing you from dying, and killing other things, respectively. Weapons will often undergo drastic transformations and gain new utility. Now, with this perk, this applies retroactively to all of your armour, weapons, and very person. Weapons will grow with use, your magic will undergo drastic evolution, and you'll become harder to kill the more mooks you kill. This is not infinite however, things will only drastically upgrade and change this way once, and the residual, smaller upgrades face diminishing returns.

Robotic Buddy

Robot Ignition System (100 CP) — Forgot your keys? Don't worry about it! Vehicles this sector of the galaxy are more advanced than that. All you need is a little robot help. With the press of a finger, you'll be blasting off to the cosmos in no time. And this applies to all vehicles. Worry no more about taking the keys from someone who you're committing grand theft auto upon. Granted, if the vehicle requires an I.D Verification, or some other requirement aside from just a key, you can't bypass that.

Unauthorised Attachment (200 CP) — Your body is easily modifiable, giving you access to either the HeliPack or ThrusterPack, you can swap out any limbs in your body for powerful rotary blades or a jet engine, depending on which you pick. Just retract the limb into your body and jut out the new one. Both options are as capable as each other, so don't worry about any glaring discrepancies between the two.

Combat Bot (400 CP) — You aren't just a little helper bot, you're also capable of tusselling with much larger threats. Whenever there is a kaiju-sized threat, you may grow your body to be proportionately sized to them, and take them down yourself. No need for any more David and Goliath stories, it's just Goliath vs Goliath now.

Zoni Bomb (600 CP) — Blessed by the Great Clock, you now have temporal immunity. You can throw out small bomblets that exude a field of time-slowing properties, that you and your Companions are immune to. Anything else in that field will slow down to 10% of their normal speed until they leave the field, or you throw another bomb elsewhere. Additionally, you can no longer be retconned out of existence via time travel.

Affable Hero

Branding Deal (100 CP) — You're the face of the planet, or galaxy. You'll get a steady stream of income on various TV shows, video games and toys using your likeness. This extends to later jumps, and people will be in awe at your presence when you visit.

These Massive Guns! (200 CP) — You've got a buff physique and the power to match. You're much stronger than the average citizen, perfect for stopping crime and performing heroic deeds.

Somebody Order a Pizza? (400 CP) — Your disguises work surprisingly often, even if it's blatantly obvious who you are, people are more likely to give you the side-eye and just

roll with it. If people are unfamiliar with you on a personal level, then this effect is magnified even greater, and you can even pretend to be the CEO of a prestigious company.

The Greatest Superhero Who Ever Lived (600 CP) — No matter how ineffective you've been, how inactive, or incapable of affecting a jump, people will herald you. You are seen as an immovable titan on whatever society you're a part of. Some villains will not even attempt to challenge you, even if they would have the upper hand. The more you use this on the same person though, the more likely it is they will call your bluff, unless you have the skills to back it up.

Scourge of the Galaxy

The Exact Centre of the Universe! ... Give or Take Fifty Feet (100 CP) — The most important McGuffin of the jump will have its location known to you. Give or take fifty feet. This doesn't guarantee you will be able to obtain it, just that you know a rough estimate of where it's being kept.

If It Ain't Broke, We'll Break It (200 CP) — You have a pack of minions at your call. It's not a big pack, often around 4-6 at a time, but they'll set off on helping you with odd jobs, generally breaking anything that doesn't have to stay in one piece. These minions aren't terribly intelligent or competent, but you'll always have more to summon when they inevitably die.

Who's Butt Is This? (400 CP) — If you get critically injured, you may implant your conscience in the nearest suitable body, this will usually be the closest match to your Origin, with some wriggle room if it's particularly unique. This doesn't act as a revive, or a save from death, but as a temporary stopgap while your original body recovers. If you die in your temporary body, you die for real

Dimensionator Hijack (600 CP) — Your genius has risen to levels to where you can visit parallel versions of jumps you are in, these can range from a minor difference where people's names are slightly off, to more drastic cases like a territorial war being replaced by friendly games of football in spite of identical stakes. This doesn't grant you the ability to hop to other Jumps as if you'd gained your Spark, just slightly different versions of the same jump.

Items

Well, it wouldn't be Ratchet & Clank without a truckload of items, gear and equipment to keep you fully loaded at all times. To account for the wide berth of content available, let's give you a **+200 CP** stipend specifically for items. You're gonna need it. Furthermore, 50 CP Items to your Origin are free, whereas all other Items in your Origin have a 50% Discount.

General Items

O2 Mask (Free) — There's bound to be a lot of planets with harmful, hard to breathe atmospheres out there. This one's on the house, don't want you choking because you can't breathe the planet's air.

B.G.A.M.D (100 CP) – a Banana Guided Autonomous Monkey Device. This "gun" will fire a banana wherever you aim it. A cycloptic monkey will appear from seemingly nowhere shortly afterwards to try to grab it all costs. Useful for activating far away switches or levers.

Weapon Upgrade Plan (150 CP, can be bought multiple times) – So, you've upgraded one of your weapons, magic, or other gizmo to its maximum potential via nanomites, have you? Well, this quick little patch will trick these guys into thinking it's a fresh new weapon to upgrade further! Push your tools to their upper limit!

Charge Boots (200 CP) – A pair of boots with thrusters on the soles, with the right gesture you can charge forwards faster than you could run. Hard to stop though once you've started.

- For an extra 50 CP, you can instead get the **Hover Boots**, which offer the same functionality, but are much easier to control, and allow you to float over small gaps, you won't be bonking into walls nearly as often with these.
    - If you want to push it even further, an extra 50 CP can give these an air dash as well, allowing you to completely change your mid-air trajectory with no inertia or other adverse side effects, for an added bonus I'll also let you pass through oncoming projectiles while dashing. You can only air dash once per jump into the air, so make it count.

PDA (400 CP) – An intergalactic PDA, has a built in shopping feature for the weaponry of whatever galaxy you need, buy new guns, restock their ammo. Albeit with a mildly costly upfront shipping fee. Instant delivery though!

Galactic Nomad Items

Map of the Galaxy (50 CP) – A map of the galaxy you started in, comes in both physical form and digital.

100,000 Bolts (200 CP,) – You won't be getting anyway in any galaxy without some cash. 100,000 bolts, fresh off the minting presses. You'll be able to get somewhere with this.

Protopet (400 CP) – A loveable pet that's both deadly, and quickly reproduces! It's fluffy and will be sure to make anyone drop their guard around you. As a tweak, it'll only reproduce when you want it to, to stop them from overwhelming you or your warehouse.

Starship Phoenix (600 CP) – A replica of the Starship Phoenix, affixed to your warehouse. Perfect for docking ships, organising team meetings, temporarily jailing galactic heroes who've been conditioned into thinking they're a monkey, or kicking back and enjoying some video games. Comes with its own VR Training Deck as well, for polishing up your moves.

Fuzzy Engineer Items

OmniWrench 8000 (50 CP) – A giant wrench, useful as a melee weapon and turning oversized bolt cranks.

Weapon of Choice (200 CP, can be bought multiple times) – Select any consumer-available weapon in the series, you get that weapon. (No R.Y.N.O, Zodiac, Harbinger, etc.)

Top-Notch Armour (400 CP, Discount Fuzzy Engineer) – A good defence makes a good offence, as they say. You get your choice on Carbanox or Infernox Armour, full-body defensive gear that boasts some of the toughest materials in any galaxy. It's a bit stuffy though.

R.Y.N.O Holoplans (600 CP) – The blueprints to one of the most destructive weapons in the universe. Pick any super-weapon from the series. You now have the blueprints to making it. I'll also throw in some of the parts, but you still gotta make it yourself. This thing is banned in at least 3 galaxies.

Robotic Buddy Items

Swingshot (50 CP) – A gadget that fires a tether to grapple and swing from all sorts of places.

Dynamo (200 CP) – A gadget that forces devices to function, open or otherwise operate in a way that'd be beneficial to you for a few seconds.

Gadgetbot Swarm (400 CP) – Here's a few dozen helper bots, most of them smaller than even the smallest model of Robotic Buddy, they'll run around and do basic tasks for you, build bridges, hammer away obstacles, and generally clean up. You can command them with as basic as just thinking about what you want them to do.

The Great Clock (600 CP) – Adds a giant planet-sized clock to your warehouse, keeps track of all the relative timezones of all the jumps you've been to, their history, and if you really want to fuck stuff up, Once per Jump, including return visits, you may revisit up to 5 minutes of that Jump's history. Careful of paradoxes.

Affable Hero Items

VidComic (50 CP / First Free to Affable Hero) – A video game starring you, Jumper! Summarises an abridged synopsis of one of your previous jumps. Can be taken multiple times to recount more of your tales.

Fitness Course (200 CP) – A decently sized obstacle course to help get you into gear. It's not particularly challenging to a seasoned hero, but it's a nice training course. Can be added to your warehouse after this jump.

Personal Ship (400 CP) – A ship bought specifically for you. Pretty comfortable and can fit you and all your companions.

Intergalactic Museum of History (600 CP) – A Museum displaying your achievements, a hall of villainy dedicated to statues of foes you have vanquished, alongside fully functional replicas of their equipment, a full galactic map of the current Jump you're in, and also fundamental parts of history of all the jumps you've been to. All a part of your Warehouse, free for you and your companions to visit.

Scourge of the Galaxy Items

Deadlock Collar (50 CP) — An explosive collar that can be remotely detonated. Good luck affixing it to somebody you want to blow up.

Annoyance Starter Kit (200 CP) — Contains a Mr. Zurkon, Groovitron Glove and a Morph-o-Ray. Someone slight you? Turn them into a chicken! Want to humiliate them? Make them dance uncontrollably! They're still standing? Mr. Zurkon will eliminate them then and there!
Note: the Morph-O-Ray Beam is extremely short range, and the tougher a foe is, the longer it would take to turn them into a chicken. Someone of your strength would take upwards of 20 minutes of uninterrupted beam to the face. The target can easy get out of the way, so adjust accordingly.

Robot Butler (400 CP) — A villain is nothing without a compassionate butler. And here's your very own! They will be by your side and give advice for whatever it is that you need doing. They'll even do all the menial work like paying space taxes, recording space dramas you want to watch later, or disposing of space garbage. Additionally, the butler is pretty capable in a fight, and if destroyed, will be rebuilt and respawn in your Warehouse a week later.

Biobliterator (600 CP) — A town-sized super space ship, slow and shaped like an orb, it's capable of transforming any city's worth of people hit by its beam into robots. Lesser animals will become loyal to you, but citizens and other strong willed beings will not necessarily listen to you. Has a lengthy cooldown on its use though, and will require to be docked in plain sight where you last used it, for it to be recharged.

Companions

Got any buddies you wanna bring in for the ride? Or want to invite someone you've met over the course of this wild journey to Jumping alongside you? Both are possible, though, do keep in mind that imported Companions cannot buy other Companions.

Multiplayer (100 CP) — Bring in one of your companions, they get to pick their own origin, have 600 CP to spend, and 100 CP as their item stipend, as opposed to your 200.

Your Own Q-Force (300 CP) — You got a full squad? Great! Bring in up to 8 of your companions for the price of 3! They still get 600 CP to spend, but they get 150 CP as their item stipend.

Rift Apart (100 CP) — If you've met someone along the way, and you want to bring them with you, this guarantees you'll have an amicable enough talk to have a shot of bringing them with you. With a few exceptions, mind you.

Hero Ensemble (200 CP) [Cannot be taken with The Great Reset] — You can have a chance to bring Captain Qwark, Rivet, or Ratchet & Clank along for the jumps with you. Ratchet & Clank take only one Companion Slot when imported into a Jump.

Mad Science, perhaps? (250 CP) [Cannot be taken with The Great Reset] — Allows you to miraculously have a conversation with one of the series villains, if you're that way inclined. Whether it be Chairman Drek, Percival Tachyon, Gleeman Vox, or even Dr. Nefarious. This option certifies they won't blow you up for daring to so much as look at them, if you wanted to try and convince them to tag along.

DRAWBACKS

You may take a maximum of +1200 CP worth of Drawbacks here.

Qwarktastic! (+100 CP) — You're as much of a showboat and narcissist as Qwark. Expect to be flexing your achievements as much as he does. For an extra **+100 CP** you can also inherit his stupidity and cowardice as well.

Wrench Ninja (+100 CP) — For as much as firepower is very important in the galaxy, you've decided to forgo any ranged weaponry and focus on raw physical prowess. You can not use any gun, or other ranged attack for the duration of the jump.

My Codename is ShadowDude! (+100 CP) — You have a really stupid nickname that you insist on people using, especially while you're on a mission. Nobody calls you this.

It Could Be... One Of Nature's Mysteries! (+100 CP) — Or maybe it wasn't a banana. You are naked for the entirety of the jump. Let's hope you don't get arrested for public indecency.

Plotbound (+200 CP) — Nothing you can do can change the events of the game history. Everything will happen as it does, you can still do your own thing, but don't expect to be rescuing anyone that dies.

A Parallel Dimension? (+200 CP) — You start in Rivet's dimension rather than Ratchet's. Normally this'd be fine, except for a much, much deadlier and more competent Dr. Nefarious is emperor here. You'll likely be part of a resistance effort to dispose of him.

Not The Gravimetric Warp Drive... (+200 CP) — You get terribly shipsick, driving a ship is out of the question, and you'll always need to have a bucket to puke in if you get flown to another planet.

Get Ready for the Switch! (+300 CP) — Every few seconds, you will be forced to change strategies entirely, and use another weapon if possible.

Locked & Loaded (+300 CP) — You are locked out of your Warehouse for the duration of the Jump. Hope nothing you needed is in there.

Clockblocked (+300 CP) — You have access to no out-of-jump powers or perks, and are stripped down to your Bodymod.

Tonight! On Dreadzone! (+400 CP) — At the start of the jump, you are a contestant on Dreadzone. Several years before Ratchet & Clank are forced to participate. The Dreadzone collar is always going to be potent enough to kill you if you disobey or get too boring.

Into the Nexus (+500 CP) — The Dimensionator is a powerful tool. When in the wrong hands, disastrous things can happen. And unfortunately, someone has gotten a hold of it and ripped into the fabric of not just the space-time continuum of this universe. But every Jump you've been to, and uplifted some of the most heinous villains you've dealt with in the past. They're just as nasty as they were before, but at least they've not gotten any stronger.

The Great Reset (+600 CP) — Emperor Nefarious has used the Great Clock and wiped the existence of all who opposed him. No more Ratchet & Clank, no Rivet, no more Captain Qwark, nothing. Worse yet, you arriving in the jump has made the more nefarious Nefarious very aware of your presence, and he has equipped all of the villains from the series with tools that rival your equipment and powers throughout the jumps. Each villain will have their own speciality, so plan accordingly. You'll have to go through the entire events of the series by yourself. Villains that would have existed at some points of the story, such as Qwark during the events of Going Commando, are replaced with new threats entirely.

- Chairman Drek — Biological powers and weapons
- Megacorp — Mass produced technology
- Dr. Nefarious — Robots
- Gleeman Vox — Explosives, bombastic and flashy powers
- Percival Tachyon — Genocidal weaponry, search & destroy tactics
- Stuart Zurgo — Facsimiles of your own powers
- Ephemeris — Ecological threats, Beasts and mindless Animals
- Mr. Eye — Shadow, Darkness
- Emperor Nefarious — All of the Above, and more.

THE END

Nobody Needs a Hero Right Now: Retire your Jumping adventure, and go back home, keeping all you have earned. If you died, this is the only option you may pick.

The Universe Has a Wonderful Sense of Humour; The Trick is Learning to Take a Joke: Something about this wacky universe has spoken to you, matters have been settled back home, and you can spend the rest of your days here.

Come On, Buddy: And yet, the adventure continues. Carry on Jumping, your journey has yet to be concluded.