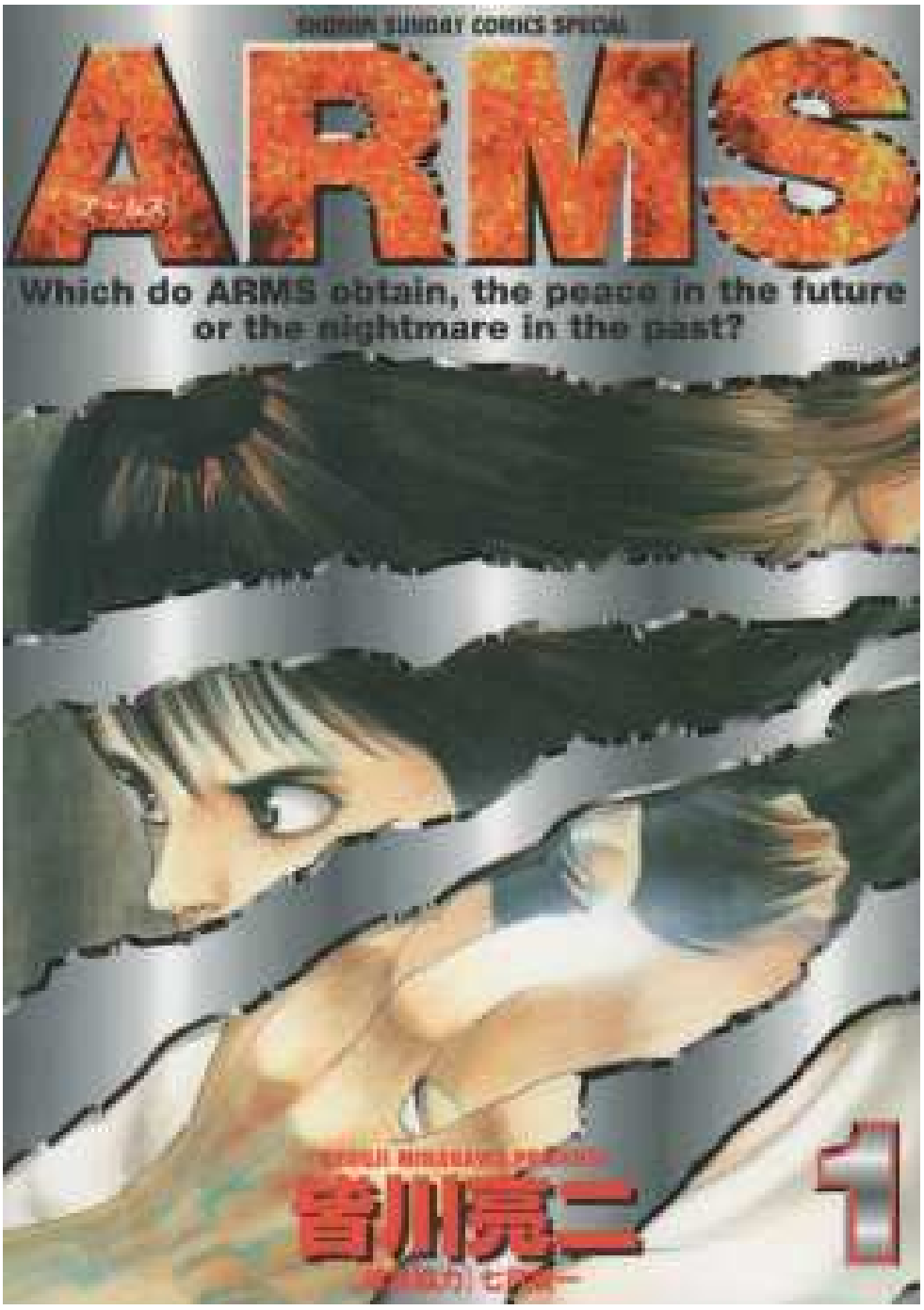
Project ARMS

Jump by Brother_Anon or Bean_Counter



Do You Want Power?

Then You Shall Have Power!

+1000CP

Summary

On the face of it, this is a world much as you left, Jumper. But there are things going on out of sight, under the glitz and gloss, under the veneer of familiarity. Horrible things, cruel things, all largely tied to a secret organisation called Egrigori.

This secret organisation has in the last few decades seized control of the majority of the world nuclear arsenal and control most of the worlds militaries through a combination of wealth, influence and threat of force and at times actual force, backed with legions of mechanical men and on occasion freakishly mutated people created or found and fielded by Egrigori as part of their machinations.

But Egrigori is more ambition that just controlling the world behind the shadows, making monsters of flesh and metal and manipulating world leaders. Behind all that is ARMs, the source of Egrigori's power, their control over the world's nuclear armaments, and deeply tied to the age old question 'Are we alone in the cosmos?'

In the 1940, in Gallows Bell, Arizona, a meteorite was excavated and proceeded to change from a simple roughly spherical rock to a terrifying statue covered in depictions of the horrified faces and hands of the men who dug it from the ground. This was Azazel, an alien life form made of naturally occurring nanomachines and Egrigori became slowly but surely obsessed with it, with one of their luminaries, Keith White, more so than anyone else.

Through inhuman experimentation and amoral research methods funded by Egrigori and headed by Keith White the foundations were laid for what would come. A young researcher, a genius girl called Alice, pioneered a means to contact Azazel and establish a way to communicate with the alien intelligence, shortly thereafter after trying, out of compassion, to free a group of research subject from Egrigori, she and they were brutally killed. Azazel reached out and merged with Alice's dying body and became something new. All was left was a set of four small sphere and one large sphere, Alice/Azazel's own core.

These four spheres were the cores of ARMS, containing four faces of Alice's will. Ultimately failing to tame the power of these ARMs, Keith White made fakes forgeries based on Alice's ARMs and implanted them into young clones of himself and was killed by one of his vengeful empowered clones, Keith Black.

The original ARMs were stolen by an anti-Egrigori group called Bluemen along with samples of ARMS compatible tissue whereby ARMs compatible clones could be created.

From this, Ryo Takatsuki, Hayato Shingu, Kei Karuma and Takeshi Tomoe were cloned and then adopted by various families in Japan, each suffering a severe injury in their childhood leading to an entire body-part being replaced by one of the four ARMs by the Bluemen.

Now all four are in their mid teens and Egrigori has decided they have left the original ARMs alone for long enough and it is time to implement Project Jabberwock, a plan that only the highest authority in Egrigori, Keith Black knows all the details of.

You enter this jump one week before Hayato transfers to Ryu's school with the mistaken belief that Ryu is an agent of Egrigori, starting a series of events that bring chaos to their hometown, bring all four of them together and start them on an adventure around the world to defeat Egrigori and their mad plans, while learning hard truths of themselves, their past and even their loved ones.

Location and Gender

By defaults you start in the sleepy city of Aisora City in Japan, with whatever gender you wish and aged 2d4+14 or 2d6+20, depending on whether you wish to be a young person or an adult or pay 50CP to freely choose. ARMs Kids must be 16 years old at the time the jump starts, the same age as the other four ARMs kids, roughly.

Origins

Drop-in

You enter this world, dazed and confused but quickly find your feet. Perhaps there will be a wandering businessman who can give you some advice as to how to find a place for yourself in this world?

Clone

Whether it was at the hands of the Bluemen's more immoral scientists or Egrigori's rank-and-file butchers, you were cloned from genestock acquired for the purposes of creating an ARMs equipped person or pawn for your maker. Whether they had their way or you were rescued or kidnapped by another faction or somehow fell through the cracks, somehow you managed to have a half-ways decent upbringing with a family you call your own in a little place called Aisora City.

Mercenary

Whether you actually sell your skills for money or not, whether you fight for a cause or for family, you certainly have a lot of the skills necessary to take up that career path and make it work for you. Perhaps you were raised by retired mercenaries and some of their skills managed to stick to you, perhaps your were raised by your eccentric martial artist grandpa and never realised just how much he was teaching you and just how much bloods-oaked glory he had left behind in his older years.

Scientist

To have great intelligence is sometimes a curse, it forces you to see the ugliness of the world a dumber person could be blissfully ignorant of, but if this is a curse then it is one you bear gladly, although perhaps less some days…

You are a scientist who is to some extent, even peripherally, involved with either the Bluemen or Egrigori, with a loose understanding of one or both organisations and their publically stated goals. Be warned that you are a prime recruit for either than they will become aware of you soon unless you take special measures or pick your poison pre-emptively.

Experiment

You are on the unfortunates who have found themselves in the hands of one group of amoral scientists or another in this world. Perhaps from an early age you were encouraged through various stressors to manifest psychic powers, or perhaps you were surgically altered to fits some pet theory, perhaps your body was ripped apart and violated to make space for something cold and new. Either way, you have been through hell and have no compassion in your heart for those who did this to you. You have managed to break free and tried to make a life for yourself although how long that will last is anyone's guess. You can't help but wonder if your freedom is just another experiment.

Perks

Augmentation Perks

You may purchase only one of the following perks. Bear in mind that for all intents and purposes, unless you wish to make claims otherwise, you will still be and count as human after taking any of these options, as far as perks are concerned, although if you want to claim otherwise, go right on ahead.

600cp – ARMs Installed – You are one of the rare souls that are compatible with material taken and cultured from Azazel, and with the aid of that material and a spherical chip, you are now one of the ARMs. Exactly what ARMs is and means will differ depending on who you talk to, the ARMs Kids see it as a curse of sorts, while the Egrigori see it as either an experiment, the embodiments of the will of Alice, the next stage of human evolution or 'angels'. In essence, ARMs are people enhanced through a form of hybridisation between the short-lived but intuitive, creative and passionate humanity with the long-lived, individually massively powerful but static and supra-rational, almost robotic, intra-stellar organisms code-named Azazel. With this fusion comes great power, effective immortality and a role in the events yet to play out.

You are either one of the ARMs Kids, one of the Keith Series and a Modulated ARMs. Choose now and this choice shall have a bearing on your discounts and freebies in the later ARMS section as well as impacting some drawbacks and discounts on companions.

200cp – Cyborg – Your body has been changed, augmented from the baseless, through extensive modification, and cybernetic replacement. Either as an experiment, or a production model, your body has been butchered in ways to turn the stomach in return for massive physical abilities. You have a number of downsides outside of the trauma of being made what you are, the need for maintenance and replacement of damaged and worn-out parts being the biggest one, requiring that you have some sort of support network on hand to keep your alive and functioning. You can be

safely confident that your maintenance issues, outside of repairing combat damage, shall not cause you any meaningful problems for the first 10 years.

Who made you into a Cyborg and why is largely up to you, although it was almost certainly Egrigori as they are almost exclusively in possession of the technology, specialists and immorality to make people into Cyborgs. In any case, you can go to the Cyborg section and customise what kind of Cyborg you are, what benefits you gained from the price you paid.

400cp – Mutant – By some naturally or unnaturally occurring mutation, a virus or radioactive water in your mother's diet while you were gestating, or perhaps through biological modifications made to you later on in life, you are now a mutant, in possession of a range of unnatural powers and abilities that make little sense to modern science. Telepathy, telekinesis, space-time manipulation and more are possible for beings like you.

Go to the Mutant Section to see what kind of mutation you have been (un)naturally gifted with.

General Perks

100cp – Not Hope But Will

You are someone with enormous willpower, the capacity to look destiny in the eye and spit. No matter the machinations and manipulations of others, you can cleave through your own self-doubt and indecision, pierce past your own personal baggage and exert your will over your own life. Your will is a thing to behold and is very nearly a supernatural force in its intensity.

100cp – Ultra-violet

You are stunningly attractive, to the point where people would not just take a second look but a third and fourth. Exactly how this manifests depends on your own preferences, perhaps you are a statuesque blonde, or a tall and broad shouldered Greek god, or small and cute girl. However you wish it, you are a particularly cute, beautiful or handsome person and will likely attract many admirers. You also give wonderful reassuring hugs that remind even the most cynical person of the warmest and kindest moments of their life, warming them to you as a person.

Drop-in Perks

100cp – Patience

You know the value of time, of waiting until the right moment. You can while away eternity with no trouble, and even the elapsing of tens of thousands of years is akin to an eye-blink in importance to you. You find yourself able to completely disregard boredom or frustration that comes from waiting or repeating the same task over and over, after all such a thing as a human quality and you aren't human, are you?

200cp – Communication

All species seek to communicate with one another, with the cosmos as a whole, to speak and be understood, to understand and to know, to give and take ideas and dreams. But communication is not so easy and simple some gulfs are too broad and too deep to bridge. How could species like Azazel and Humanity so different in so many ways, communicate? What language could bridge that gulf and let these two long-separated siblings speak to one another?

Alice found a way, and in her example you are inspired. Wherever you encounter something beyond your capacity to communicate with and understand, you can develop a form of secondary personality that mimics the being you are trying to communicate with, this being's mimicry while remaining a part of you allows it to slowly become a form of Rosetta stone that can interpret your will to the other party and back. Over time you can absorb and internalise this Rosetta stone personality and truly understand yourself. No matter how exotic, eldritch or strange something is, with time and perseverance this method can help bridge the gap of communication and understanding.

400cp – Power Reflection and Backlash immunity

One's own power should not harm oneself, surely? A scorpion doesn't sting itself and a snake does not poison itself with its own venom. Powers that have not had the benefit of evolution polishing and improving it into a mature and reliable thing can have downside, pitfalls and ways in which they can be turned against their own wilder/host/user. But that is just shoddy workmanship and your standards cannot accept such crudity design. Whatever powers you possess or use now are free of fundamental flaws that can cause harm or death to the point where powers that can harms you through backlash, stress from overuse or the power being reflected back at you, simply doesn't do any harm, although where a price must be paid the power instead caused some exhaustion or can't be used or a certain amount of time as a sort of cool-down. You can telepathically control puppets without suffering backlash from their injuries, you can use your Cyclops heat vision in a mirror and bathe unharmed in the flames that are reflected back at you, and so on.

600cp – Rebirth

Death is such a human foible, a silly thing indeed. What is death to something like Azazel? You can where you body is about to die, transfer yourself to the substrate of whoever is on contact with you or close proximity. You can then act as a ghostly influence within them, guiding them or seeking to possess them from within, being as active or as passive as you please. But please note that while this prevent you from dying as far as jump mechanics are concerned, should you still be a passive ghost within a person's subconscious at the time of jump end it would count as jump failure, and this power alone, outside of possession does not grant another way to gain your own body. Other than that limit to this power this ability can be used unlimited time, but taking possession requires several years of active effort insidiously taking control and a victim can try to commit suicide if they know what is happening until right before you are ready to take control whereby you can block their attempts.

Clone Perks

100cp – Polychromatic – can deal with being a clone and establish your own identity

It's not easy being a clone. The realisation that there is someone out there exactly like you genetically is something most people are not prepared for, and for at least some it can lead to hostility in the face of a perceived threat to their individuality, to their very existence as a person. Even where that can be overcome, it can be difficult to face a world where you can feel like a poor copy of someone else… but enough of that noise. You aren't one to let a little existential nonsense get you down, are you Jumper? Concerns like these just don't find any traction in you, and those you interact with seems to find themselves sharing in your attitude in short order. Everyone is unique, no matter how similar we may at times, and everyone has their own value and their own future.

You may optionally give yourself a name with a colour included as a surname, middle name or nickname that will now recognised in this and future settings, as being a legitimate part of your name without anyone so much as blinking at any incongruity between it and the setting. If you are a Keith series you likely have such a name for this jump anyway but it's your choice whether it follows you past this one.

200cp – Transformation Control

Transformations that give great power are all well and good but when you can't control them then what good are they? They could just as easily hurt your friends as your enemies! Not for you, not now. Any transformation that you have the capacity for, you can now perfectly control, although only after initially unlocking that transformation. With time and proficiency in getting used to that transformation you can even find ways to benefits from the qualities of that transformation without actually transforming, although some qualities may not transfer well or at all, especially those that absolutely require a physical structure your normal form doesn't have to support it. You can also blend the qualities and traits you can take from multiple transformations into your base form, or take one transformation and blend traits and qualities, and even aspects of that form, into that transformation. The sky's the limit basically.

400cp – Comrade in ARMS

You befriend others in a short period of time, where there is something tying you together, some sort of common ground. Even better the more people you befriend on the basis of the same common ground the more of a sort of momentum you gain to the point where you befriend others on that basis faster and faster, easier and easier, dealing with whatever obstacles they have to your befriending with greater and greater convenience and ease. It's still their choice of course, ultimately, but obstacles simply fall away and they will give you a fair chance to convince them.

Where you have befriended multiple people over the same common ground, they find it easy to become equally friendly to one another, even if they were previously strangers or normally have personalities that won't be compatible with one another, it also grants a form of resilience to your friendship the more people are part of it, making it more and more difficult to rip you apart against your will.

600cp – Do You Want Power?

In the face of tragedy, in the face of anger and hatred towards all things, in the face of death, danger and pain, in the face of losing all that you love and cherish, a voice from deep within will ask of you, “Do You Want Power?” and should you answer “yes”, Power you will have.

In desperate situations you can draw upon your deepest darkest self, your innermost power, the abilities you have but cannot normally access or can’t normally use at the same time, the power of beings dwelling within you and more, much more, these powers are amplified to give you the power to face the challenge in front of you and to unleash hell of whatever it was that provoked you.

This is a form of berserker super-mode is one that roughly increases your power by between 5 to 20 times but can only last for a few hours at most or until whatever provoked it is dealt with, whichever is soonest. You can only use this mode once every ten years and it is very dangerous, even for those you care about who are nearby or even hostages of your hated target. Collateral is a real and serious concern while using this mode, but is undeniable that this mode grants overwhelming power, enough to deal with most things you may encounter unless you are less than a bug to them to begin with, as even with this you’d just be a larger kind of bug.

You can periodically, once a month at most, enter into a lesser version of this mode where your power is increased to twice or three times at most. This most while much weaker is easier to enter and control but can only be sustained for short bursts without causing either self-harm or straining the ability, in both forms, so they are inaccessible for some time afterwards.

This typically takes the form of you as a glowing white figure emanating enormous amounts of energy into your immediate environment, naked unless wearing something hardy enough to weather the power surrounding you.

Mercenary Perks

100cp – Stone Cold JILF

You are one great parent, Jumper, or perhaps you will be one in future if you aren’t quite old enough to be one right now. Not only are you either an excellent bread-winner or homemaker, you have a great skill in parenting and teaching your children, or those you are helping to raise, to be good people with excellent character and qualities. You can also impart a great deal of your skills and talents in various fields to your young ones through seemingly innocuous parent-child activities. Impart skill sin trap-making effective against humans and trained militaries through weekend camping, poison-making and chemistry through cooking, martial arts through friendly wrestling, economics through shopping with them and so on. These skills may not be quite as good as if you had taught them up-front but at least this way you can teach your kids some useful skills without depriving them of their childhood or scaring them as to why you think it might be a good idea for them to know how to trap and kill grown men while they are in their teens.

You also age very well and find yourself still having admirers, as though your maturity helps make your more attractive rather than less.

200cp – Laughing Jumper

You have the skills of a legendary mercenary, along with a appropriate codename to chill the hearts of your enemies, or your employers who think of stiffing you. You are masterful with any firearm made for human hands, even able to perform superhuman feats of accuracy and acrobatics through sheer training and willpower without any enhancements to your baselines body, such as jumping from a balcony six stories high, sniping targets accurately with dual held pistols and then landing safely, not even out of breath.

Your experience also lends you an enormous degree of insight into the military plans and history of the world that you are in, with it automatically updating for each jump, which can allow you to for example, determine the general behind a given military campaign due to the similarities in what you can determine of that campaign and past events.

400cp – Just a Businessman

There is a certain power in being in just the right place at the right time, untraceable to your enemies and popping up just in time to help your allies. You are very good at going unnoticed and travelling even across the world without anyone being able to track you, trace your movements or intercept you. You arrive just in the nick of time, every time and have a strong intuition as to where to go next, following your heart, or a cause, such as hunting down a certain person while still helping out your kid and his friends now and then.

Of course getting to somewhere in the nick of time doesn't help much if you can't do anything to help, as such you are an expert martial artist, able to apply your skills, refined over years and passed on to you from generations of previous martial artists used to dealing with normal human opponents, to opponents that are not conventionally human or have abilities or powers not imagined by those who developed the martial art you practice. The better you become in dealing with human opponents, the better you become in dealing with equivalently powerful opponents that are not human, even if their forms are different or they have weird and exotic powers or qualities, within reason.

600cp – Heart of Water

Street fighting and brawling, all fire and fury, force and fists, there is something to be said for such honest and straight-forward forms of fighting, but such cannot be said to be a true art. Martial Arts has no room for such fire, such passion that it boils the blood and drives men to act like beasts. It calls instead for a heart of water, still and calm. To train to reach that state is the pinnacle of martial arts, to reach stillness and unity with the world. In a heart of water is a reflection of all that is happening around the martial artist, beyond sight, sound or sensation and with water in the heart flowing through the body, through the world, a martial artists movements can channel and redirect the force they can initially perceive through that reflection seamlessly and without though, flowing as water does.

In short this grants you a form of short-ranged combat awareness and a form of limited combat-focused precognition, allowing you can to deal with stealthy and fast opponent, exotic attacks, or those experienced enough to exploit traditional blind-spots, and the skill in force-redirection to be able to deal with foes physically stronger than you, where blocking would shatter your bones, and faster than you to the point dodging is not an option.

Someone, a normal healthy unaugmented martial artist for example, with the Heart of Water can go toe-to-toe with a moderately skilled Unlimited Mutant and defeat them.

Scientist Perks

100cp – Gallows Bell

Normally, as a creature of science and rationality, you would disregard things like intuition and 'gut instinct' as mere superstition or worse, but when danger is on the horizon, beyond what you could rationally infer or deduce, you can't help but acknowledge that ghastly bell tolling in the distance, from no source you can find and yet you and only you hear it clearly. Ignore the warning at your own peril.

200cp – Baked Apple

Some people just can't give a straight answer to a simple question, perhaps they just like being annoyingly coy, perhaps they are genuinely alien and can't communicate clearly, but for whatever reason they have, so long as an effort is taken to communicate something to you, in a form you can acknowledge such as being spoken to you or provided to you in writing, no matter how cryptic, so long as there is a clear intent to communicate it to you (not being deliberately encrypted for example) then you understand clearly what is being communicated.

You also find that you have picked up the talent of being cryptic yourself when communicating with others in a way they are definitely not going to understand what it is you are trying to say until they encounter some event or news that puts that communication into the context they needed in order to understand it. Neat if you want to communicate something while preventing a reaction until just the right moment or to avoid eavesdroppers from knowing what you are talking about.

400cp – Chapel Child

Either through medical intervention while you were in the womb, or through a naturally occurring miracle, you are gifted with formidable intelligence from as soon as you are born. You started learning your second language while other children were being potty trained and completed college before your age was in double-digits. As a fully educated adult, you would be regarded as one of the most remarkable people in academia in the world. However this does not grant emotional intelligence or ensure that those around you do not find your intelligence frightening or anger-some. Children can be very cruel to those who are different and adults aren't that much better.

600cp – Wonderland Mind

You are perhaps the most gifted mind this world has seen, not in terms of intelligence necessarily, but in terms of being able to grasp the possibilities and understand the principles behind new discoveries of technology and other stranger things. With someone like you at the helm of Keith White's research, you could have unlocked a greater, deeper and broader understanding of the new technology borne from studying Azazel in half the time and without the horrific moral cost that

White gladly paid, or rather forced others to pay. You can not only grasp these possibilities and reverse engineer and adapt extraordinary phenomena you can also interact with such things and various forms of high technology that would ordinarily require a lifetime of study to properly interface with while avoiding all major pitfalls with the exception of active efforts to stop you, such as sabotage or booty traps built in.

Experiment Perks

100cp – Threat Assessment

Through a combination of experience, intuition and sheer good sense you can determine how dangerous a person truly is with surprisingly little information, even when they are actively concealing how dangerous they really are or are simply relaxed enough for it not to be obvious. You aren't going to be one of those idiots who bite off more than they can chew and then wonder why they got tossed on the scrapheap.

200cp – Crimson

You are an alpha, a leader of men (and woman). Where you have a group of people working together with you, you collectively move with the surety and confidence of a hunting pack of wolves, with the speed of gazelles and the force of a stamped of rhinos. Not only are you a good natural leader, able to inspire confidence and trust in your subordinate, while also being highly effective at managing them, even in the face of some of them having strange or aberrant personalities, while in the field your skill in strategy and tactics, along with an intuitive and highly accurate read of the abilities of your men and their locations, allow you to lead them to victory after victory, if sometimes at dreadful cost. Even then however you will not lose the faith and trust of your men, as they know that they and those lost were and are willing to lose their lives for victory or the earnest effort to obtain it and will not blame you for any loses, only for any cowardice or indecision you show in doing so.

400cp –A Different Type of Fighting

You don't fight with your fists, you don't need to. With either words or even better some telepathic ability, you can deeply impact a person's emotional state and even impact what sort of person they are if you can find the right leverage, a tragedy they suffered, a person they loved and lost. With this you can turn enemies into friends and redeem monsters into at very least normal people so long as they have even the theoretical capacity to reform, and of course if you are of a different disposition you can choose to do the opposite and make monsters out of men, slaves out of good people and encourage others to throw away their morals and ethics are the constraints that they should not need to labour under. Of course the better you can read a person the more effective this is, and the more you understand them the more drastic a personality transformation you can impose upon them.

600cp – J-Army

Where you share blood and have shed blood with others, a tie exists there between you and them. A connection that transcends sense and conventional rationality between you and those closest to you. This connection leads you to be able to feel others over distances, allowing you to track those of your blood who need for you to come as chastise them for their ill-deeds, a connection that allows you to find those who you have fought with after they have been kidnapped, and most strongly, the ability to share the powers of those closest to you, either letting them utilise your strength or you can borrow theirs. Where your brother in arms is facing death a hairs-breadth away, you can lend him your speed to avoid it, when your sister is unconscious and you need to borrow her telepathy you can, where your relative has stained your family name, there is no where he can hide and what strength he has to try and resist you weakens and fades the closer you get.

In effect the ties you have to other people let you find them, sense them and locate them and even share, steal, empower or drain their powers, strength and stamina.

You are the connections you make.

Items

Undiscounted

400cp – Jump-Grigori

This is a world where powerful organisations pull phantom strings from the shadows and manipulate events, people, even entire nations to further their own agendas. Why can't you get some of that? Well, now you can. By taking this option you possess a singular well-protected and hidden base, a small but well-trained force of loyal agents that are both personally loyal and loyal to whatever your stated, or actual hidden, cause is. The base and force will have sufficient supplies at the start of each jump to get started and to last for roughly a year, but will need actively to be developed to last longer or to do much of anything. The base and team do not follow you and are instead formed from each setting you go to from the native environment and people, either popping up magically, in your background's story, or having been developed with ridiculous ease and speed in the first few weeks or months of your entry into a jump. The skills of your loyal force will always leave them competent members of the society they originate in and can quickly pick up other in-setting relevant skills they meet prerequisites for. The base itself tends to be a small underground complex hidden under a small village or town, which you may or may not control. The security of the base is largely security through obscurity and any reasonably determined force in a setting who knows or strongly suspects its existence can find and get past its default security, unless of course it is upgraded by other hard work or the following option.

+200cp – Upgrade

Your force with this upgrade is substantially more impressive and larger in numbers. You have more an army than a squad and the capabilities of the individuals that make up your force are massively increased and specialised to the point where they would be considered the crème de

la crème of their setting as soldiers, spies, intelligence operatives and researchers, etc, with them now in large enough numbers to form specialised departments and teams focusing on different tasks and objectives. You can also arrange for your force to benefit to some degree from advanced tech, magic and skills you gained and upgraded previous iterations of your Jump-men force with, albeit to a lesser degree than if you actively upgraded each iteration manually. For example if in a previous setting your force were all upgraded into cyborgs, your next iteration in your next jump would have mechanical implants to aid them or be lower-quality overall cyborgs to start off with, and so on.

Not only is your force more impressive but now your base is now far larger and more formidable than before, capable of housing a larger number of people and supplies. While this can take the form of a larger underground complex this option also allows for a series of large multi-storey buildings and skyscraper, or in other settings a large castle or space station. The security of this type of base is much more conventional rather than purely relying on obscurity, possessing large numbers of internal and external defences, armour, guards well equipped with the most appropriate in-setting tools and weapons and so on. This base, if not deployed in a jump can be manifested as a warehouse attachment, taking the forms of any of its previous appearances or mixing and matching, as you please, but will be devoid of any actual people, leaving its facilities for you and your companions or any guests.

Drop-in Items

200cp – Screaming Rock

This unnerving rock, strangely and seemingly naturally sculpted to depict numerous hands and faces of the souls who originally found it, is an alien space rock. No, I'm not joking. Whatever native intelligence it has is either in deep sleep, is silently observing content to remaining passive or has long since vacated the substrate of the rock to somewhere else somehow. Either way you are now left you a hunk of nanomachines that are ridiculously versatile in how they be used.

With research you can use this to make your own ARMs, and through using cultured samples you can effective have no real limit as to how many you make, but more easily you can use electrodes to connect more conventional computers to this mass as an interface and use it as a super-advanced supercomputer that requires some jury-rigging into making it useful and will probably require a dedicated custom OS (Operating System). It can't be that hard, heck a 12-year-old managed it.

Clone Items

200cp – Pass

Some people can't get away with anything. The slightest slip-up and the authorities come down like a ton of bricks. You, though, you are the opposite. You can get away with obscene amounts of anti-social behaviour, fighting in school, vandalism and even some outright criminal acts. In essence the normal authorities tip-toe around you like they are on egg-shells, when you break

rules they turn their heads, when you spit in their faces they act like it's raining and so on. Bear in mind this forbearance does have a limit, it's high but it is there. High treason isn't going to be ignored for example, unless you are strong enough by your own merits you can get away with that kind of thing, but stealing a car or punching someone out in the street isn't going to get the police involved or get you expelled from school.

Mercenary Items

200cp –Jabberwock Claw

This remnant of one of the past rampages of the Jabberwock is a uniquely dangerous item, especially to ARMs. One of the few weapons that can equalise a fight between an ARMs and a non-ARMs, this weapon, which can take the appearance of a literal, almost triangular claw or a sword hilt capable of making a blade of glowing nanomachines at your discretion, retains the Jabberwocks healing retarding function, the Anti-ARMs virus that can leave permanent injuries on an ARMs, those normally immortal and perfectly healing superhumans. Like any sword, its lethality depends on how well it's wielded, but it is the swords property that will make sure any wounds caused will refuse to heal properly. This quality will expand to prevent proper healing in anything with abnormal healing and can deal lethal damage to being normally immortal due to fast-healing or outright regeneration.

Scientist Items

200cp –Data disk

Twice per jump, when you are facing an intellectual quandary where you have insufficient data and information on a subject to come to a conclusion to complete your project, you can 'request' this item to find its way to you. Despite its name it can take the appearance of anything capable of storing data/information from a book to a memory stick to something more exotic. It will always be something you can use and read and will be secure against anyone other than yourself to use and benefit from. It will contain the missing information you need, at least enough to get you over your immediate hurdle. Bear in mind that it can't only help you build on something you have already been working on and have made progress on before coming to a legitimate barrier in either a mental block, insufficient information being available or insufficient time/funding/etc to get it the normal way.

Experiment Items

200cp –Lab

This discrete laboratory, hidden away somewhere close to your start point, or elsewhere if you wish, hold a simple automated facility to allow for any mechanical devices brought to be maintain and repair to their peak functionality. It works best of cybernetics and mechanical prosthetics, and small finicky things like clockwork and computers and not large clunky things like

vehicles. It is normally in possession of enough regenerating supplies to keep yourself and your companions properly maintained, plus enough surplus for additional projects here and there.

However should you have purchased Mecha in the Cyborg Section this Lab upgrades to be able to hand repairs and maintenance on the Mecha and comparable small vehicles and robots.

Also should you have purchased Cyber-Immortality also from the Cyborg Section you also have three bays with replacement bodies for yourself contained in the lab. The lab can replace bodies taking out of the lab at the rate of 1 per six months and also contains a supercomputer to house your AI mind when it's not in a cyborg body with wireless capacity to allow you to move back and forth within a range of 10 kilometres, which can be upgraded with other technology. Installing your mind in a new body takes roughly half an hour and you can choose for difference bodies to have different load-outs and can install your own upgrades with the lab's auto-engineer/surgeon helping.

ARMs Section

You have been blessed or cursed with power. Whether you sought it or it was forced on you, it is yours now and you must find a way to live with it. Firstly, what let's see what sort of ARMs you are:

Alice's Child – Your Core is one of the handful made directly by Alice. Your ARMS harbours a powerful AI operating under a mandate given by Alice and is inexorably tied to the Jabberwock Program, Egrigori and Alice's history, there is no practical way to avoid being part of the story if you take this option as many powerful people have a vested interest in you one way or another.

Your AI is likely themed after one of the characters in the works of Lewis Carroll, that has not already been taken, and will be able to provide you with the immediate benefit of most of your ARMs potential power so long as you can convince it of your worthiness as a host.

As a side note, you may make yourself a fifth ARMs child with this option but cannot replace one of the pre-existing ARMs, if you wish to do so there are Drawbacks that cover that option.

Keith's Creation – One of the ARMs made in imitation to Alice's Magnum Opus, by Keith White, your ARMs lacks an autonomous AI to either help or hinder you, relying almost entirely on your own will and training to properly use. Your ARMs may also be themed after one of the characters in the works of Lewis Carroll, that has not already been taken, but to truly unlock the potential of this type of ARMs there is only one true way to do so, through hard work and effort, training and pushing boundaries.

Mass Production Model – You are a perfected Mass Production Model, your ARMs is not tied to Alice's or Keith White's plans for humanity, or at least not as much, but is otherwise identical to a Keith Series Arms in terms of AI Support and the need for training to make the most of what the ARMs offers.

ARMs, given that they are basically large nanomachine colonies, have no real limit as you what they can do, outside of mass, energy, information and software restrictions, even to the point of mimicking mutant powers and emulating cyborg modifications. In general, whatever any ARM has been see to do, another ARM can with time and effort develop the same or similar ability, however this takes a variable amount of time and effort depending on which type of ARM you have and will almost certainly take more time than you have here to develop something interesting, as such what you choose from the following list is basically what you will be stuck with for the duration of the jump, barring out-of-jump perks.

Here, take 1000AP and you may convert CP to AP at a rate of 50CP for 50AP if you think you need more. This is a one-way conversion and cannot be used to convert AP to CP however.

Common Arms Powers and Properties

Passive Powers – All Arms are effectively immortal and capable of fast-healing, especially the body-part which was originally lose to be replaced with ARMS. This fast-healing grows stronger as the AMRs becomes more active and the user more in-tune with the ARMs. Over time this can increase to superhuman physical abilities for the whole body and even the manifestation of some of the ARMs powers without requiring any transforming. Your relevant body part will also experience a form of electric shock-like sensation at times due to something called Resonance, where ARMs is reacting to another ARMs, this is something you can feel or induce in others in any form.

Partial Transformation – The relevant body part transforms into something gruesomely different from a normal human limb. This form tends to be somewhat malleable allowing for hands that can stretch and joints which can be more flexible than normal in human limbs. This form allows for the use of active ARMs powers.

ARMs Form – This form, either obtained through gaining the approval of the ARMs AI or through training and experimentation, is the most drastic manifestation of ARMs power, where the entire body transforms into a large inhuman form made from the same grainy rock-like material Azazel is made out of, with the human hosts face appearing somewhere on the ARMs form, typically the chest or the stomach. In this state the ARMs is capable of unleashing it's full power and where there is AI Support, the AI can take full control to utilise that power with expertise the host may not yet have had time to acquire. Over time this form can be mastered by the host to the point where AI Support makes things easier but is not necessary to make the most of the form. The exact appearance of these forms is highly variable, going from a massive knight in a suit of full plate, to an ogre, to a large cat, to various insect-like and reptilian appearing forms, although these forms typically have two major arms and legs, where any additional limbs are either wings to limited limbs like spikes. You can design your ARMs form to look whatever you wish within these constraints, however there will always be a point, either on the chest, stomach, forehead or similar where the human face of your normal form can emerge and this will always be a physical transformation unless you take Force field Generation.

Weaknesses – All ARMs have a weakness to electricity and can be shut down by Electromagnetic Pulses. This weakness is due to their fundamental nature as naturally occurring

nanomachines and would require either Evolver or OAP in order to remove this weakness completely, although it can be trained into be a lesser weakness with effort.

General ARMs Perks

Free and exclusive to ARMs Kids – AI support

Your ARMS has an AI that can command the full potential of the ARMs and can lend you their power at need. This AI however will have some sort of mandate, a will of sorts separate from your own, and it will at times lead to you disagreeing or even damaging your working relationship. This AI is however interested in keeping you alive and keeping mostly on your good side and as such will always lend you it's power should your life be in danger unless it would only makes things worse for you somehow.

Without AI support, you will have to laboriously master the powers and abilities of your ARMs yourself through experimentation, training and good old fashioned hard work that will take a great deal longer to show benefits but on the other hand, you will gain an intimate familiarity with your powers that you would lack with AI Support and should something even happen to said AI, you as someone who worked for your gains would not have to worry about losing their aid as you never needed it in the first place.

200AP – Resonance Control

All Azazel and by extension, ARMs, can induce in one another a phenomena called 'Resonance'. To an ARMs it is almost like an electric shock coming from their replaced ARMs body-part. This tends to be provoked when another ARMs is undergoing some sort of trauma, change or transformation. This allows for resonance to function like a crude warning system, however this is resonance at its most shallow expression.

Resonance with experience, skill and control, which you now count as having, can be used to locate and detect even inactive arms at a distance, differentiate between different ARMs or their conditions, can be used to communicate, knockout unprepared ARMs and even forcibly shutdown or activate their ARMs. Resonance can even be used to resonate with the Earth itself and cause earthquakes even in geologically stable parts of the world, although doing this deliberately is not an easy skill to learn and will take even you some time to grasp.

In future you can use this ability to communicate with any life form or technology similar to Azazel or those that have things derived from such integrated into them.

300AP – Unlimited Growth Potential

All Arms are seemingly tied to a theme of sorts, one which aids them in giving a structured set of powers and abilities while also helping to regulate the enormous power of ARMs so that it does not become a danger the wielder. Outside of aberrations like the Jabberwock, this is true for all ARMs but not for you, in that with time and effort, you can find yourself emulating the ARMs abilities of other ARMs that you encounter, with 'natural' ARMs abilities being the easiest and Mutant Mimicked abilities being the hardest. Should you have an AI, the AI will be able to assist you

in developing these new abilities more easily the closer the ability is to the AI's theme or existing power-set.

ARMs Type

Limb-type ARMs

Your ARMs is a Limb-type, where when you were younger you lost a limb either through misadventure, accident or medical intervention. This limb, either your left or right arm was then replaced with ARMs. Your replaced arm heals much faster than normal flesh and is somewhat stronger and more resilient even when untransformed. If somehow cut off, it can shape-shift itself back to the stump and heal in moments.

Mobility-type ARMs

Instead of losing your arms, you lost your legs and had them replaced with ARMS. Your legs both transform at the same time, a unique form of ARMs where two limbs transform and act as one ARMs unit. You finds that your legs are always somewhat stronger and more resilient than most, lending them well to kicks, martial arts and sports.

Sensory-type ARMs

Your ARM is a sensory-type, where when you were younger you lost one of your senses, most likely your eyes but also perhaps your ears or even tongue. The replacement ARMs organ grants you incredible versions of the sense that was lost, being able for example to grant sight capable of seeing anything in the electromagnetic spectrum and an array of additional visual senses along with a effective vision-based combat prediction ability.

ARMs Abilities

100AP – Ranged-type (discounted to Limb Type ARMs)

Your ARMs is capable of ranged attacks even then in the initial transformed state. This is typically as powerful as Ryo's Air Pressure Canon by default, although the exact form of weapon can vary a great deal. You could have a Sensory-type with ARMs eyes use laser-beam vision or a Limb-type with ARMS Legs kick specially generated grenades at attackers. Either way you have an option now to attack at range and keep your enemies at bay. This generally takes on a larger and more impressive form when in the ARMs Form.

100AP – Melee-type (discounted to Limb Type ARMs)

Your ARMs has some sort of melee weapon integrated into it as part of its initial transformed state. Perhaps a blade like Hayato's or a set of spurs for a Limb-type with ARMs legs, or something more exotic like a whip or so on. Whichever option you choose this allows you to enhance your melee capabilities a fair bit better than fighting hand-to-hand. This generally takes on a larger and more impressive form when in the ARMs Form. This is not restricted to Sensory-types,

but you would need a bit of imagination for this option to make sense, perhaps in combination with Force field Generation as below?

100AP – Flight (discounted to Mobility Type ARMs)

Your ARMs gives you the gift of flight, through taking in and expelling compressed air to move you around initially as a form of super-jumping, but over time developing and growing into a means to sustain a hover, and eventually actually flight. Limb-types with ARMs Legs have a much easier and faster time of developing this ability for fairly obvious reasons.

100AP – Mode Change

While transformed, your ARMs can shift between two distinct modes of operation through a modest transformation. This transformation does not make your ARMS more powerful, it just changes its stats somewhat to be more effective in specific situations. For example, White Rabbit shifts from one mode where it has wings and can fly at tremendous speeds in a straight line, to another mode more useful for close-range combat where the wings become a jetpack and it can move very quickly while also jinking, turning and attacking without slowing down. You can choose something similar for your ARMs.

200AP – Hypersonic (discounted to Mobility Type ARMs)

Your Arms has mastered the trick of using hypersonic vibrations through its entire body to force airs out of the way and allows for greater movement speeds. Not only does this make your ARMs much faster than normal it also provides protection against any sort of vibrational weaponry due to them cancelling out. Limb-types with ARMs Legs have a much easier and faster time of developing this ability for fairly obvious reasons.

200AP – Vibrational Attacks (discounted to Limb Type ARMs)

Through ultra-sonic vibrations you can cause the molecular structure of things in close proximity to you to break down and shatter. Where channelled through a weapon, or through your whole body as one big loud-speaker, you can cause devastating damage to anything made of conventional matter and can cause a horrifying amount of gore and collateral damage with seemingly little effort on your part.

300AP – Light-bending

Through releasing particles of ARMs matter into the air and using them as a form of optical fog, you can influence light as it passed through the fog, in order to create uncanny realistic illusions and even to focus light into multiple devastating powerful lasers. As an additional benefit, your ARMs form gains a mirrored-like coating on the outside that allows for it to innately bend light around itself in order to become invisible to conventional sight.

300AP – Force field Generation (discounted to Sensory Type ARMs)

Somehow you can generate structure of light and energy that can affect physical matter and even form shields of such that can defend you against attacks of an exotic nature. You can choose when taking this power to allow for your transformed ARMs form to instead take the form of a

massive projection rather than a physical transformation. This ability lends itself well to the creation of powerful defences and shields capable of resisting and even potentially reflecting highly energetic or exotic attacks back at their source.

300AP – Charged Particle Projection

Your ARMs can generate and project enormously powerful charged particle beams that can do devastating focused damage at tremendous ranges. Generally produced from the hands of the ARMs in both forms, the power of the beam can be increased by using two hands but this form of energy weapon has one weakness. Strong electromagnetic fields can warp the path of a Charged Particle stream, and strong electromagnetic fields can even 'catch' attacks made of Charged Particles and rebound them back on the projector.

300AP – Ruler

Much like the Queen of Hearts, you now have the power to decide life and death for ARMs wherever they are, however unlike the Queen of Hearts you do not have Alice's permissions to actually be able to do that to the ARMs Kids or Keith series here. This does however allow you to destroy any artificial creation you make, ARMs-based or not, and anything they have made and so on, simply by willing it, as selectively as you please.

400AP – Anti-ARMS

Your ARMS is one of the most dangerous kind of ARMs, one equipped with an anti-ARMs virus that allows for permanent injuries to otherwise perfect regenerations such as ARMS. While of special interest in this world given how powerful and otherwise incapable of being permanently taken down ARMs are without something like this, in future worlds you will find this ability allows for any melee damage you inflict on regenerators will not heal correctly, either scarring or healing just enough not for them to bleed out, and your lethal blows can disregard regeneration that might otherwise save your target.

400AP – Evolver

Your ARMs is one of one of the scarier types out there in that unlike other ARMs that have defined weaknesses that be exploited or can be taken out by powerful forces they have no innate resistance to, your ARMs changes and adapts to exposure to threats. Where once you have been vulnerable to electrical shocks, over time and with exposure you gain increasing resistance and then immunity, telekinetic attacks that should be strong enough to rip you apart work only once before you become immune, even space-time attacks only work a few times on you before you adapt to render them less effective than conventional force. You can even apply these adaptations to your attacks, as once you are immune to say, telekinetic force, not only are attacks using it ineffective but shields make of it can't stand up to your blows. Immunities can be overcome, bear in mind, by attacks of sufficient power to overwhelm whatever mechanism you evolved to protect yourself, so it would not do to think that this can make you somehow invincible.

800AP – Black giant (discounted to Keith Series)

You are now the equal to Humpy Dumpty, an ARMs that possessed the power to immediately copy and utilise the ARMS abilities of any other ARMs it encountered, be it friend or foe. Your body is cloaked a dense cloud of energy-dampening nanomachines and forcefields that leave you a dark outline that disguises your true form, making it easier for attacks to miss your true self and creating an illusion of intangibility and also sapping away the power behind those attack making them useless. You can form temporary additional limbs to aid in your mimicry of other ARMS powers. Imitated powers such as what is available here or could be purchased in a jump document will be noticeably weaker, deficient in some manner, or simply less easy to use than a version purchased by CP or similar.

After this jump, the Black Giant can mimic any power or ability rooted in technology or nanotech that does not require more mass or energy than it has available, although you can find ways to provide it with more mass and additional energy sources, including any energy pools or mass you have personally.

800AP – Destroyer – Discounted to ARMS Kid

You have the extremely scary power to devastate the planet and leave it an unrecognisable, and an unliveable place for mankind. This power takes two forms and you must choose one only, although you may select the other at a discount, using both at the same time would be tricky. It's worth pointing out that both forms can cool or heat up the ARMs form massively without affecting its ability to move or function at all.

Anti-matter generation – With sufficient power, which can be provided by external sources, you can generate and project Anti-matter projectiles that cause an amount of damage that scales with the amount of anti-matter you produce. Bear in mind that Anti-matter not only can cause explosions of roughly 15KT per gram but also generate electromagnetic pulses that permanently destroy non-shielded circuitry and even the normally perfect regenerators, ARMs, can suffer long-lasting, damage from anti-matter. In addition you may heat up your ARMs form to ridiculously hot temperatures, sublimating most attacks before they can reach you and allowing for limited but horrifying pyrokinesis.

Nitrogen manipulation – If Anti-matter can end the world in fire then this power can end the world in ice. Through manipulation of compressed nitrogen and environmental manipulation, this ability can cause sub-zero temperature casually and can with little effort freeze entire cities. With preparation and additional exertion this affect can expand to freeze the entire planet. In addition you may cool down your ARMs form to such cold temperatures that very few things can survive your presence and most forms of attacks would be smothered in the sheer cold, also allowing for a form of cryokinesis that can be actively directed at anything not already frozen to harmlessness by your passive cold.

special – Mutant Mimicry (discounted to Keith Series)

This power comes from where the data extracted from a Mutant is loaded onto an ARMS chip and it is encouraged to develop an ability based on that mutant's power. Normally seen among the Keith series as a way to compensate for a lack of AI support, you can select any mutant power in the Mutant Section of this document by paying AP instead of MP and make it an ability integrated

into your ARMs. Be warned that you are likely to have a weaker version that what is described in that section and an older more experienced user of that power could have such an edge over you in that field that even being an ARMs may only be enough to put you par with one another, at least until you can catch up.

Cyborg Section

As a cyborg, you have had several parts of your body removed and replaced with inorganic mechanical parts, specialised or superior in some way to what was replaced. Sometimes it feels like it was worth it, sometimes it doesn't, but at least you have more than what most cyborgs have, some measure of choice as to what changes were made to you, in the form of 1000EP and you may convert CP to EP at a rate of 50CP for 50EP if you think you need more. This is a one-way conversion and cannot be used to convert EP to CP however.

How much have you lost to make room for what you will gain?

100EP – Replaced Organs

Some of your discrete organs have been removed and replaced, perhaps your eyes for improved vision, or ears for improved hearing and balance, or maybe just your liver from improved toxin filtration. Alternatively some mechanical components were simply stuck in and added, like chips in your brain and armour mesh under your skin.

200EP – Replaced Limb

You have had one or more limbs removed and replaced with cybernetic equivalents. Egrigori tends to work symmetrically, so in taking this you will have lost either both arms or legs to be replaced with mechanical replacement.

300EP – Replaced Body

Your entire body have been largely replaced, leaving as little left as your head and chest or perhaps even just your brain, in extremely cases perhaps only your mind is left and all that was organic has since been lost.

Now for what cybernetics were installed into you:

100EP – Unnatural Weapons

Some part of your replaced limb has an integrated weapon into it. Perhaps your elbow has a blade, or your fingers are equipped with claws. You may purchase this once to provide a set of claws, one on each hand/foot, or one larger black on each arm and/or leg. You can also select something more exotic, like a spring-loaded blade that protrudes from your mouth if you feel like it or a pair of rudimentary blade-tipped arms popping from your back.

100EP – Fire-Arm

Your replaced limb has a firearm integrated into it. Aiming might be a bit tricky, especially if you are literally shooting from the hip, without something helping you out. The firearm by default is the equivalent of a normal gun and uses the same ammunition. You can choose to have the equivalent of a revolver or even an assault rifle by upgrading this option for 50EP or 100EP.

100EP – Resilient Chassis

Your body, now no longer flesh and blood, has the durability of titanium-steel alloys backing it. While you are far from in destructible, your body is now massively resilient to conventional forces, explosives and firearms. This allows you to survive a lot more than your peers but will not help much in keeping you combat capable or even mobile past a certain point.

100EP – Light Armour

You have subtle armour implanted into your, or perhaps you have simply been replaced with mechanical parts that just happen to be more resilient to damage than your flesh and blood counterparts. Either way this is subtle enough to conceal under fairly normal clothing and go around undetected in a civilian environment while improving your durability to the point you can shake off a hit from a modern car at moderate speed.

100EP – Heavy Armour (Requires Replaced Body, Resilient Chassis and Light Armour)

You have much more impressive and much more blatant armour and structural reinforcement to your body. This grants enormous durability against most things, making you much akin to a human-shaped tank than a conventional cyborg, however you still have your weak points, such as your joints and there are forms of modern artillery with penetrative power capable of going through your armour even at its thickest point.

200EP – Heavy Artillery

One of your limbs have been replaced with a powerful weapon, either a massive Gatling cannon, a grenade launcher or an experimental and very powerful laser weapon. Naturally the loss of fingers means the loss of manual dexterity in this arm and depending on the type of weapon you may need to have a robust enough body to carry spare ammo, and in the case of the laser option, due it needing a great deal of power to be combat effective, the less enhanced you are the weaker the beam is or the long it takes to recharge, with only fully replaced bodies tending to be able to bring out its full potential.

200EP – Vibrational Blades

An upgrade to some bladed appendage on your person, this weapon now vibrates in order to massively increase its cutting power. Very few things can stand up to vibrational weaponry except specialised anti-vibrational defences and stronger vibrational weapons. You must have some sort of bladed appendage to take this option. A single purchase provides this to a single weapon or pair of weapons or a single purchase of Unnatural Weapons. Additional purchases are at a discount.

200EP – Targeting Systems

Your eyes or your brain, or both, have been modified to provide you with a HUD that can adapt to whatever ranged weapon you have to hand, massively increasing your accuracy with that weapon, and even allowing you to perform certain tricks, like ricocheting a bullet around corners with precision, that would be difficult or even impossible to do unmodified.

Alternatively this can be form of modified vision that can work in conjunction with Wings and an Oscillator to allow for greater control over one's high-speed flight and aid in directing the vacuums created.

300EP – Malleable Features

The bones of your face have been altered to allow for conscious control in shifting and moving them around, along with similar mechanisms that can control the length of your hair and the direction of individual follicles, this allows for a limited amount of shape shifting. You can't do much about your skin, eye or hair colour, but where that doesn't matter or the lighting is poor, it can still be more than enough to get the drop on some poor sap.

You can alternatively choose a series of discrete holographic implants which are capable of a greater range of appearances but with the downside that the picture tends to be static and can't handle any movement such as the mouth moving while you speak.

300EP – Shifting Skeleton

Your skeleton has been replaced with one barely recognisable as human with many additional points of articulation. Your muscles and tendon have also been tweaked to support you in using this unusual skeleton to attack in odd ways and angles and to even slither up trees like a snake.

300EP – Oscillator

With this high-speed oscillator implanted in your brain you are capable of blinding speed, even to the point where the untrained eye can't see you at all. Your extraordinary speed can only be truly achieved with extensive modifications however as normal flesh and blood can't quite handle the stresses of high-speed movement, but perhaps you have a way around that?

300EP – Wings

With these insect like wings that can fold or deploy discretely from your back, you are now capable of flight in the order of three to four times your sprinting speed. These wings do tend to be somewhat fragile but can be easily repaired or mended even in combat, given a few moments of respite. Should you also have an Oscillator implant you can move with shocking speed while in flight, to the point where your passage can create enormously damaging vacuums to strike you enemies and rip apart the landscape.

400EP – Vibrational Prowess

Your whole body counts as a vibrational weapons due to its high-technology and sturdy construction. Not only does this make you obscenely fast but also every touch releases destructive vibrational force that can pulverise a man. You counts having an Oscillator and a full-body version of Vibrational Blades while by default can be applied to any part of your body at will, or all of your body.

Weapons you are wielding can be vibrated as well but need to be durable enough to handle the strain or else will be ruined by trying.

400EP – Mini-mecha

You have been installed as the pilot of a small spherical mecha, with several limbs or mobility, melee weapons, manipulators and as anchor points for ranged weaponry. This mecha is surprisingly swift and powerful for its size but is strongest in an urban setting, where it can take full advantage of its mobility, weapon combinations and advances sensors. All of your other purchases here will apply to both your base 'pilot' body and also upgrade the mecha where appropriate.

400EP – Cyber-Immortality (Requires Replaced Body)

Your flesh-and-blood body has been entirely removed from the equation, and your very mind has been converted into a digital life form able to move freely from one fully robotic, if very life-like- body to another, granting you are form of immortality from conventional destruction and potentially from the rigors of time.

Problematically, however, as a digital life form you are now vulnerable to having aspects of yourself 'reprogrammed' and your cyber-immortality itself may even be revoked by someone with the right skills and resources. You also need to have some sort of backup arranged to provide you with a replacement body should something happened to the one you are provided with initially.

Should have purchased the Lab item that will provide you with the bodies you need and an independent server to reside in.

Mutant Section

You are something more or less than human, perhaps the next evolution or a dead-end aberration, either naturally or 'naturally' produced, either way you can possess impressive powers and abilities that generally puts you above most cyborgs and can even let you face ARMs at least for a time, with the right power. Here, take 1000MP and you may convert CP to MP at a rate of 50CP for 50MP if you think you need more. This is a one-way conversion and cannot be used to convert MP to CP however.

100MP – Cyclops

You can now see the entire electromagnetic spectrum, and more impressively can change the light that hits your eyes into pure infra-red and radiate it outwards to incinerate everything in your line of sight. On the downside this form of destructive vision is vulnerable to mirrors and other reflective surfaces possibly resulting in you accidentally setting fire to something you did not mean to.

100MP – Remote Viewing

You can project your capacity to see away from your body, either around yourself so as to change your blind-spots or to see around obstructions, or even to compensate for a loss of visions, alternatively with a small ritualised use of this power, you can project your power over very long distances to find a specific target, wherever they are, with this power only being block-able by someone with a similar power.

100MP – Hound

Your body has been enhances across the board with massively increased physical abilities and the ability to under-pressure generate massive amounts of adrenaline to perform at an even greater level of physical ability for short periods of time. You also have enormously enhanced, almost animalistic, senses which can be both a help and a hindrance at times.

100MP – Ogre

Through modified cancer cells, your body is gifted with massive regeneration to the point where a deep knife wound will heal up in seconds. Due to the immortal nature of cancer cells, this could even gift your with massive longevity. Note however that you still have weak-points that your regeneration can't help you with much, like if your brain received a sudden shock and if you sustain enough damage quickly enough your regeneration will be overwhelmed and shut-down. You may optionally have a massive and well-built body that you take enormous masculine pride in.

200MP – Twister

You have a strong if specialised telekinetic ability to 'twist' anything you see, with enough force that you can twists limbs into breaking bone, lamp-posts and cars into metallic pretzels and just generally ruin whatever you see through twisting it at any visible point and with enormous force. A delicate use of this power can stun and even knock people unconscious at close range somehow.

200MP – Nightmare

People's worst enemies are always themselves. The horrible things that lurk buried in their subconscious are enough to drive strong-willed men to wake from their nightmares shaking and sweating, repressing with fevered desperation. And now, you can bring these horrors to light, forcing someone to face the worst of the worst of themselves and their experiences in the form of graphic illusions, some enough to trick a person into fighting themselves rather than a foe they on some level fear or dialled all the way to pummelling someone's psyche with their own darkness. In the hands of a vindictive sadist this can lead to a great deal of suffering, in the hands a well-meaning psychiatrist this power could lead to a lot of healing.

200MP – Saint

Through physical contact you gain a remarkable non-invasive insight into a person, able to see what worries them, what drives them and can intuit from what you can perceive the right thing to say to help them become happier people, aiding them in overcoming their issues and dilemmas, and as your own experience and wisdom grows, the better you can help the people you touch. Of course someone with a willingness to do so can use the same insight into nudging someone in a difference direction.

400MP – Telekinetic Demon

You are a prince of hell, able to rip apart the structure of the supposedly safe world man has built into a ruinous chaotic moving mess of rubble, with telekinetic powers enough to put you in the upper-level of power in this world short of Azazel and the strongest ARMs. You can ripped men apart, control a ridiculous amount of individual items, slow and block bullets, and generally do amazing things with telekinesis, to the point where only something explicitly immune to telekinesis, or able to neutralise your telekinesis somehow can reasonably expect to defeat you in a fair fight, in this world at least.

400MP – Telepathic Angel

You are to Telepathy, what the Telekinetic Demon is to telekinesis, able to shape manipulate and travel into the minds of others around you, to the range of a modern city. You can project yourself into dreams and visions, for all sorts of reasons, concealing your identity as someone else, limited only by your acting skills and knowledge of the person you are imitating. You can remotely control multiple pre-prepared mindless bodies, although feedback will cause you to experience their pain and share the damage they suffer, staring at several bodies but capable of growing with experience. You may also perform a potent kamikaze telepathic attack where you burn your own mind to destroy another, this ability will not kill you but will 'burn-out' your telepathy for a number of months until it fully heals.

400MP – Unlimited

Your body is sublime, fully human and yet superhuman. Ridiculously strong, fast and durable. It would take teams of cyborgs to control and corral you. It would take an opponent either capable of ignoring your extraordinary body or turning your own force against you in a way your own skills could not compensate for, for anyone human to defeat you. You heal faster than normal for a human but not quickly enough for it to be true regeneration, you can however heal perfectly without scars or missing teeth and bounce back from a beating faster than most opponents expect. You can perfectly control your strength gained from this power for day-to-day living, although control in combat will need training.

600MP – Space-time Manipulation

Somehow your mutation grants you the power of manipulating the fabric of space-time directly, allow you for to rip pieces of space-time, and whatever in within that volume of space-time, and dispose of it, effectively telefragging a target, or you can create infinitely sharp space-time sheers, a cutting edge invisible to all conventional senses that can cut anything or you can pluck the fabric of space-time to create potent shock-waves even within the bodies of your targets inflicting harm that bypasses durability, or you can simply use this power to teleport yourself around with no functional limit as your range so long as you know where you are going.

Companions

Variable CP – Canon Companion

Want to bring someone along from this world? Alright then, so long as you can convince them to come along. A powerless civilian costs you 100Cp per person, while a Cyborg or Mutant will cost you 300CP each and an ARMs of any stripe will cost 400CP

400CP – Jumper's Pack

Want to bring friends with you to help you out? Sure, you are probably going to need a hand or two anyhow. You can import 8 companions which each being given 600Cp to spend on Perks and Items. Alternatively if a full set doesn't suit you, you can import 1 companion for 50CP each and with each getting the same CP and stipend. They also cannot purchase any companion options.

400CP – Jumper Rainbow (discount Clone)

It's dangerous to go our alone. Here, take this, four people, created companions, totally customisable but sharing your background, each with 600CP for Perks and Items and a free purchase of whatever Augmentation Option you choose, if any. They also cannot purchase any companion options.

Special - ARMs AI (Free for ARMs Kid)

You possess an AI in your ARMs that can provide you with guidance, moral support through tough time and an alternate way of looking at things when you need a different perspective. You relationship with them may start out a bit rocky but you will in time earn their respect and loyalty beyond that of even their regard for Alice. You can import a similar internal pseudo-companion into this option if you wish, such as a Bijuu from Naruto or a Phantom from Kamen Rider, although this may have consequences.

Special - Azazel (Free for Drop-ins who have also purchased Screaming Rock)

It seems that horrifying sculpture does have a intelligence within it after all, one that is friendly, if alien and interested in following you on your journeys. This intelligence is very biddable and fond of you, and if you really don't want it to follow you it will sadly remain, by shape-shifting its body into two parts, one with its mind to remain here, one without for you take with you as the Screaming Rock sans intelligence.

300CP – Childhood Friend

You have one person who has been with you for as long as you can remember, your first friend or your dear sibling. They have a very good relationship with you and a common destiny. You build in this jump is 'cloned' for them, where they possess copies of everything you have here and share your origin and augmentation, although they may have a different build in the customisation options their choices tend to either complement or copy yours with a twist or are otherwise clearly related to your own build.

400CP - Multiply and Divide (Discount for Scientist)

These horrifying animated cadavers, developed from the research of Jeff and Al Baldwin which produced their cruder earlier models, Plus and Minus, are the cutting edge in their field. Produced using cloned tissues modified with data from mutant subjects and augmented by various cybernetics and finally installed with a rudimentary AI to allow for autonomous action, rather than requiring the previous tedious remote control or remote telepathy methods to control, although such methods can be used as a back up or to provide strategic direction.

The AIs controlling these wonders of science are friendly and deferential to you, as glad and eager to work for you as puppies… techno-necromancially animated cloned mutated and cybernetically augmented puppies, but still.

You can choose their appearance and gender, although they are nominally the appearance of well built men and cosmetically must wear masks to conceal their cadaverous dried out faces, you can choose for them to have more life-like appearances although some signs of surgical intervention will be unavoidable by default.

They come as a pair, taking up one companion slot each and both have a total of 500EP and 500MP to spend on upgrades. You may choose to make a one-way sacrifice of your own CP to purchase them additional points, 50CP for 50 points of either EP or MP for both.

Drawbacks

There is no cap as to how many drawbacks you can take.

100cp - Blindness

You are blind beyond the ability of anything in this setting to fix. You may have powers from this jump or from elsewhere that mitigate this but it will never be quite as good as having normal vision and you will feel the lack of it the whole time you are here. You can choose if this blindness is due to injury, disease or something you are born with.

100cp – Bodice Ripping

You have the nasty tendency to ruin your clothing and leave you with barely enough for modesty, or less, on a regular basis. Worse, there will be no easy replacement clothes available

forcing you to be nude, or nearly so, for uncomfortable lengths of time to suffer various forms of minor discomfort from the cold to old lady wolf whistles. And no, whatever attitude you have to nudity normally will not make this any easier.

100cp – Doppleganger (200cp for Keith Series Clones)

You happen to look a great deal like someone else in this world and will encounter people familiar, often in a very negative way, with the person you look like. Be prepared to get a great deal of grief and guilt by association piled on you from all quarters based on the person you look like and the enemies they made. Even if you 'dopplegang' someone who does not have enemies and is a veritable saint you will be despised in principle for being a cheap copy of a great person.

200cp - STOP IT! (must have purchased an Augmentation option)

Your power is unreliable and not entirely under your control. Sometimes it acts without your consent and without the discretation and care for collateral you would wish it to have or perhaps it puts you in awkward situations, like teleporting you while nude into a public place. Your problems with your power may stem from whatever cause but whatever it is you will be able to find a way to regain at least enough control your power wont casually go out of control or cause you inadvertent inconvenience unless something else intereferes.

200cp - Tactical Failure

You know how effective and deadly ambushes are? How good tactics can change an otherwise one-sided battle so an underdog can win? Those are great, and for other people now. Don't both ambushing people, they know you are there and are on guard. Don't both with traps, you couldn't catch a rabbit much less human prey. Anything other than sheer brute force won't work well for you in the world, at least where combat is concerned.

200cp - Mistaken Allegiance

People who come across you tend to meet you on the basis of incomplete and biased information and come to erroneous assumptions regarding your allegiances, personality and fundamental nature. Mostly this is a mild inconvenience easily cleared up and in any case only affects initial meetings without influencing your interactions after the matter is cleared up, but on occasion you will have someone convinced you are allied with their worst enemy and will do their best to hurt you within their means and morals, convincing them of their mistake will take some fairly solid evidence and surviving long enough to use it.

200cp - Fashion Trend

Some days you think you'll never understand fashion; Rippled jeans and piercings, heck now people are going around with barcode tattoos behind their ears. Maybe you are just getting old before your time, but you'd swear those same people are acting a little percuilar and giving you weirdest flat looks. Maybe you should be careful around those folks, otherwise they might try to get you to get tattooed as well and you know you don't deal with peer pressure.

200cp - Horrible Roommate

You have someone sharing headspace with you and they are anything but good company. Perhaps it's a telepathic stalker, someone who is trying to possess you or perhaps it an ARMS AI with an agenda you opposed wholeheartedly, in any case it's someone who will hit you where you hurt on a regular basis, tormenting you and making your life miserable. You can with effort stop this, finding the telepath and getting them to stop, somehow exorcising yourself and coming to some sort of compromise or agreement with your ARMS AI but expect them to cause you a lot of grief until you finally find a way to resolve this.

400cp – Bleached (Cannot take along with Horrible Roommate)

Someone is in your head and they want total control. How they got there doesn't matter, what does matter is they are actively trying to possess you and if not stopped will succeed. There is a way to stop them but you must immediately start looking and will be under constant pressure from their mental assaults and insidious manipulations. You must divine who they are and what they want, and in every way you can avoid them from getting it as their hope and excitement at getting whatever it is will strengthen them in their efforts to take control, where despair and despondency as it becomes less and less likely will make it easier to control them and even completely silence them once all change of it becomes nonexistent. You can rest assured that this will be a terrible person who wants a horrible thing through horrific means.

200cp - Tragedy

Those you love just keep leaving you, dying, being kidnapped, hospitalised, discovering they're a clone and being possessed by a genocidal twelve-year-old. For whatever reason you are just plain unlucky when it comes to interpersonal relationships, like you bring some strange curse of bad luck on anything you like and any who like you where if something bad could happen, it will happen. The only good news is that death tends to be rare with this, as there are so many ways for this to manifest.

400cp - Scorpions Don't Sting Themselves

Every use of your powers puts a strain on you that, while difficult to measure, will eventually build up and cause you to break in a fundamental way. You may, perhaps be saveable with immediate intervention with someone with the rights skills and equipment, but you will be hanging on by a thread even then afterwards until the end of your jump here.

400cp - The Reich Way Forward

You are now in a stranger world where Keith White took his discoveries and research to Germany and through a combination of some key changes in how events panned out and the technological advantages he was able to provide through his amoral research and studies into Azazel, along with the reluctant Samuel Tillinghast, the Nazis were able to large win World World Two although not definitively. The world has been in a multi-decade cold war ever since with the Allies scrabbling to reverse-engineer what they can from salvaged Nazi Cyborgs through their Bluemen Division. Now things are coming ever closer to a head with Keith Black and his siblings now on the move to find the ARMs Kids, cloned and raised by the Bluemen and their Allies nearly two decades prior, to start Project Jabberwock and to bring an end to the whole sad farce.

Needless to say, dealing with a world like this is going to be full of complications and obstacles a world mostly at peace won't have, and you are going to have to deal with a lot of issues of one kind or another due to this during your time here. Good luck with that.

400cp - I'm Blue, Da Da Dee

The Bluemen, one of the largest and most organised anti-Egrigori group around, now see you as an enemy to be eliminated as soon as possible. Perhaps they think you are a high-level Egrigori agent, or think you are a mercenary with information of their moles in Egrigori ready to provide them to the highest bidder and need to be silenced. Whatever their reasons, the Bluemen will not be pulling their punches, while Egrigori will be more than happy to let them waste their strength on you and won't interfere. The Bluemen think you such a threat that even their crippled leader, Keith Blue is ready and willing to go after you and sacrifice his life to unleash the Dormouse if it means your death if you can't be dealt with using more conventional forces.

600cp - Stare of the Egrigori

Egrigori, the whole organisation, want you dead. Only the Keiths keep aloof of this sudden and extreme drive to end you. Be prepared for wave after wave of cyborgs of various kinds, mutants with powers that range from the powerful to the strange and even chemical and biological warfare to be used against you. Egrigori have no regard for law and order or collateral damage. They will do anything it takes, pull whatever strings it takes, kill and threaten whoever it takes to make you dead.

Ending

Stay and see how this world pans out post-ARMs

Leave and take what you have learned and experienced from here to yet another world

Return Home and see what sort of life awaits you

Notes

Queen of Hearts

If you or your companions are ARMs then you are safe from the Queen of Hearts power.

Explanation

This is a slightly OC explanation as the Manga does not explicitly state what Alice was trying to achieve when she made the ARMs or what her though processes were, although a lot is strongly implied with the Manga taking a very 'show, not tell' approach for the most part. You can disregard this if you please, but I thought some of you might like it for clarities sake. If you have another explanation that doesn't contradict canon, please let me know I'd be interested in hearing another viewpoint.

In the moments immediately after Alice and Azazel merged they were conflicted as to what to do from that point on. Alice had been cruelly murdered along with her friends and fellow experiments, and so she hated. But there had been those who were kind to her, those she valued and loved, like those very same experiments.

Also, Alice has been born and raised an experiment with little knowledge or first-hand experience of the real world and when she and Azazel merged they were well aware they did not have all the information necessary to make a decision, as to how to proceed as a merged being, that they could be sure was correct, this fuelled her conflict and led to her making four agents, representative of four possibilities:

Jabberwock, her hate and despair against humanity, who would destroy all of the vile and cruel humanity that harmed her and those she cared about, leaving the world a blank slate for something better.

The Knight, her desire to protect, formed from that part of her that had not lost hope in humanity, intended to protect humanity from ARMs and the abuses of the sort she had borne witness to during her young life.

The White Rabbit, the embodiment of the decision to simply take ARMs/Azazel and leave the planet, leaving humanity to its own devices as though Azazel had never come to the planet in the first place. Whether it was to travel to where Azazel originated or seek out a new world altogether can only be speculated.

And The Queen of Heart, the part of Alice which could imperiously command that all ARMs simply cease existing, Alice herself and all that was born from Alice, the ARMs and by extension the Keith Series. The decision to defer making a decision, instead leaving everything up to humanity to decide.

To these agents she delegated the right to make the decision of what the future of humanity and ARMs would be. Through their interactions one of these options would arise as the 'right' one, either through mutual agreement or through force. Whichever won would be the one who was right, and would act on the possibility they represented, either as individuals or merging with Alice to use her power to allow them to act on a larger scale as kaijuu-scale versions of their ARMs Form. Let them experience humanity unhindered and then make the decision among themselves that she could not, as to how to use her power.

Or at least that was her intention, before others decided they rather preferred one of the four option over the others and conspired to make sure that it was the one that would pan out, and so was conceived the Jabberwock Program.

This would also be further complicated as Alice herself underwent a psychotic break and split into two personalities within Azazel, White Alice and Black Alice. Black Alice championed Jabberwock who was the embodiment of Alice's hate towards mankind, where White Alice instructed White Rabbit and the Knight to challenge and stop the Jabberwock from ever enacting Black Alice's genocidal wishes, as she embodied all the parts of Alice which could forgive and show compassion to humanity but was otherwise matched and stalemated with Black Alice, with the Queen waiting in the wings to take action to destroy all that was Alice, and born from her, should her host decide.

On the Keith Series

The Keith series are a number of clones of Keith White, an amoral scientist heavily involved with Egrigori as early as the 1940s who created these clones of himself, slightly tweaked, to create compatible hosts for Alice's ARMs. Ultimately he would make counterfeits of Alice's ARMs without their strong AIs who harboured Alice's antipathy towards him and his works, with minimal AI support which he then grafted, to his clones. After many failures a success was wrought, Keith Black, who then killed him and took over Egrigori. Unfortunately, Keith White wasn't quite as dead as by all rights he should have been after getting his heads splattered by Humpty Dumpty.

There are 5 Keiths active at the beginning of the story: Keith Red, Keith Silver, Keith Violet (the only woman of the group and laterally an ally of the ARMs kids), Keith Green and Keith Black

ARMS Name Suggestions

To reinterate from elsewhere in the jump, any ARMs purchased may be named after characters is Lewis Carroll's works and it strongly suggested from thematic reasons for this to be kept to where possible, however you are under no obligation to do so if you don't wish to. For those who would like to the following lists are intended to assist you in finding an appropriate name for what ARMs you purchase here.

Names already taken and owner

Alice – Alice/Azarel/White Alice/Black Alice

Jabberwock - Ryo

Bandersnatch – Katsumi/Black Alice

Queen of Hearts - Kei

Knight - Hayato

White Rabbit - Takeshi

Gryphon – Keith Red

Mad Hatter – Keith Silver

March Hare – Keith Violet

Chesire Cat – Keith Green

Humpty Dumpty – Keith Black/Keith White

Dormouse – Keith Green

Names not taken

Tweedledee

Tweedledum

Red King

Red Queen

White King

White Queen

King of Hearts

Jubjub Bird

The Snark

Knave of Hearts

Mock Turtle

Dodo

Caterpillar

The Sheep

Tottles

Fish/Frog Footman

Playing Card

Tortoise

Nobody

Rocking Horse Fly

Snap Dragonfly

The Gnat

The Fawn

Puppy/Baynard

Changelog

V0.01 – 13/10/2019 - Jumpchain CYOA Thread #3243: The Wandering Inn Edition - >>68846553

First release

V0.02 – 13/10/2019 - Jumpchain CYOA Thread #3243: The Wandering Inn Edition - >>68847388

Corrected some missed pricing options in general perks and augmentations

Minor formatting

Added summary

V1.01 – 14/10/2019 - Jumpchain CYOA Thread #3247: Herobox Edition

Added Drawbacks

Added Companion – Childhood Friend

Tweaked Ultra-violet

Added Notes – suggested names for ARMs from Lewis Carrolls works

Amended Perk – Do You Want Power? Based on feedback from thread >>68846898

Minor formatting changes

V1.02 – 14/10/2019 - Jumpchain CYOA Thread #3247: Herobox Edition - >>68880674

Amended Black Giant

Tweaked Lab and Cyber-Immortality

Provided a CP to specialised points conversion option

Added Location, Gender and Age section

Added Jump-grigori Item

V1.03 – 16/10/2019 - Jumpchain CYOA Thread #3250: Fist of Fury Edition

Rearranged the various Augmentation sections in order of value

Tweaked some of the ARMs perks – particularly Mutant Mimicry and Black Giant

Tweaked Summary

Minor spelling and grammer corrections