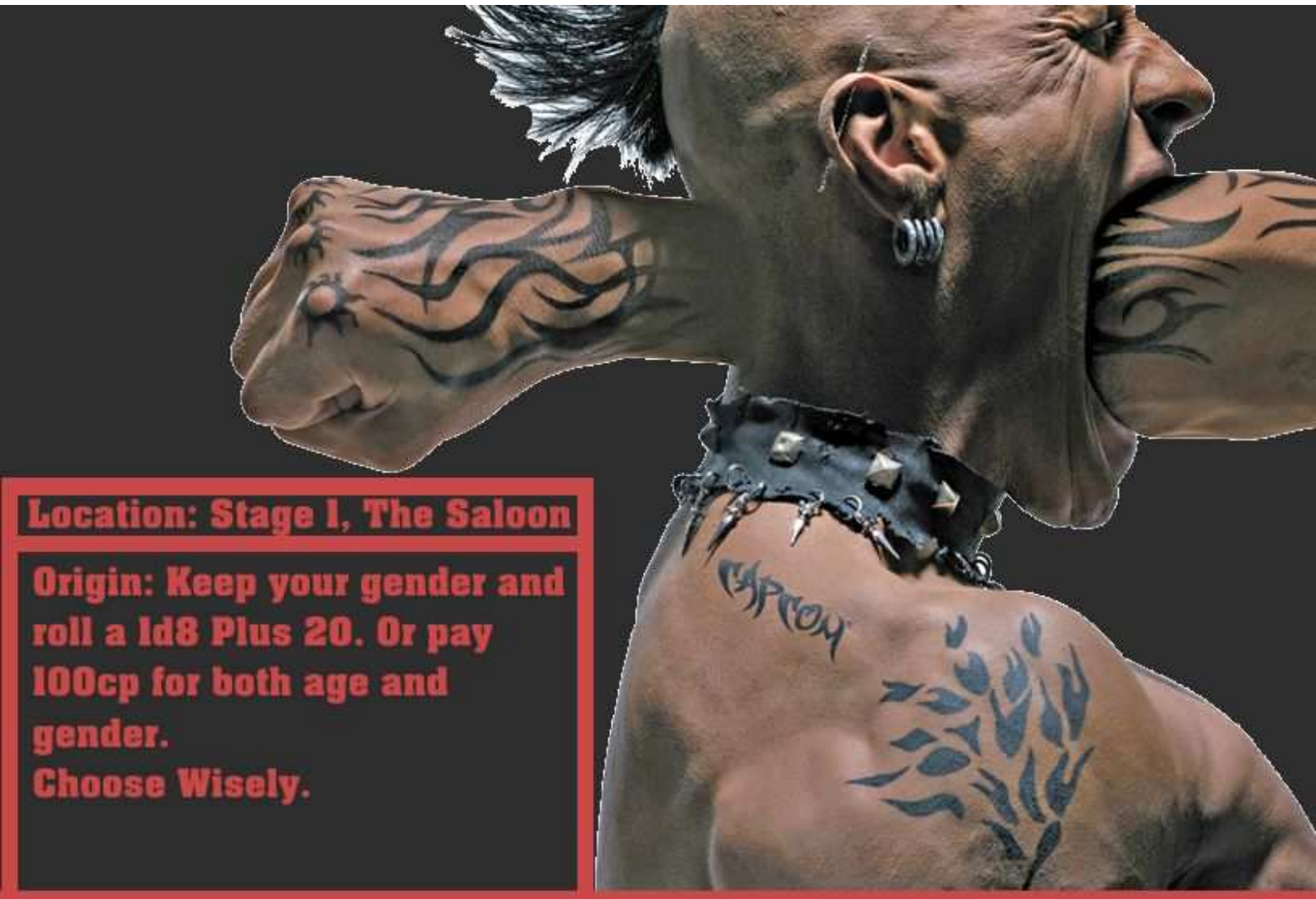
GOD HAND™

JUMPCHAIN

by Brogrets

This is the world of terror and might of evil.
The Four Devas (demon beings) have made the world a barron and dangerous place full of crooks.
Your job is just to survive your time here.
Many of these lands are sandy, but some places are bustling cities with theives and kind hearted citizens.
You have 10 years to live however you please and **1000cp** to choose age, gender, items, skills, etc...



Location: Stage I, The Saloon

Origin: Keep your gender and roll a Id8 Plus 20. Or pay 100cp for both age and gender.
Choose Wisely.

Drop In(Free): +/- Don't have any new memories of this place and have no connections or relationships with others in this universe

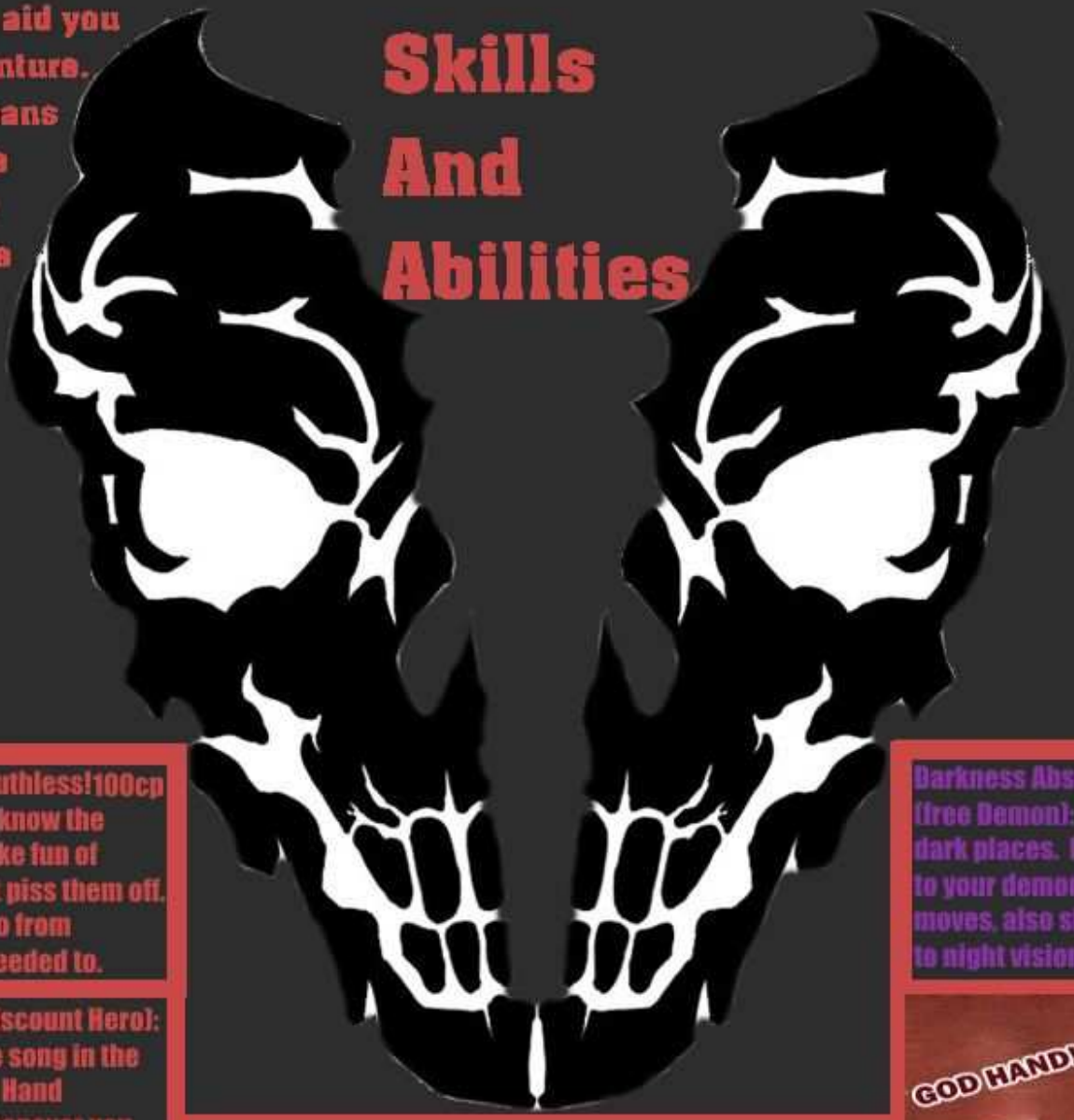
Hero(100): + You grew up here wanting to defeat evil and you have the courage to do so!
+ Charming and Friendly towards everyone
+ Total Brotential
- Could be seen as a douche in most situations
- You will be beaten the shit out of a lot.
+ You will beat them harder.

Demon(100): + You are now in a group of other Villains. They rule this world and now you do too.
+ Gain complete knowledge of the villain culture in this world
+ A little knowledge of demonic magic
+ have great connections to weirdos and thugs across this world
- Demons are not to be trusted.
- have to do a lot of evil things the group tells you to do.
- if you fail once you will never be able to join the group again and will be exiled.

God-Handed (700): + A while back, one of your arms were replaced with one of the God Hands.
You get a free Roulette Wheel, Godhand, and some sweet attacks that add extra strength to your punches.
- People out for your head
- Take the Mirror Boss Drawback for no CP

Skills And Abilities

Skills are to aid you in your adventure. Discount means the skills are half off their original price



I'm Brutal and Ruthless!100cp (free Hero): You know the right time to make fun of someone or just piss them off. Helps gain aggro from enemys when needed to.

Theme Song!(discount Hero): You get a theme song in the style of the God Hand Soundtrack. Whenever you do anything powerful or adrenaline fueled, this music will start playing it's remixed version. But just walking around will play the original. Can be turned off and on.200 cp

Darkness Absorption 100cp (free Demon): Standing in dark places. feeds power to your demonic magic moves. also slight upgrade to night vision.



Grovel: You big wuss! Once a week (for this to 100% work) you can kneel before your enemies begging for them to go easy on you. This somehow gives your enemies a form of sympathy to them and they will go easier on you in fights, but this is only temporary (2 minutes). 200cp

Hyperactive Fighting Style! 400cp (discount Hero): You're a master at handtohand fighting, or at the very least, a master of improvising. So long as you end up with your feet on the ground, you can chain a total of six attacks without having to worry about pesky things like momentum or balance. Want to start a hip throw after a flying kick? Go for it. Do a handstand donkey kick and go straight into an elbow drop. Totally possible. Only limit to this is your imagination.

Master Of Disguise 400cp (discount Demon): Any disguises you make become more effective with the number of disguises they are wearing. Sneaking into a building as a janitor might work, but sneaking into a building disguised as a janitor disguised as a Jiang Shi disguised as vaquero? Foolproof!

Bob n' Weave
(discount Drop In) 400cp:
Nice moves, kid!
With this perk,
you can dodge like a pro
and can duck or slip
attacks aimed for your
upper torso with ease.
In addition,
you get crazy I-frames
whenever you dodge
something in a quick,
short burst.





Dodge Cancel(discount Drop in) 600cp: Remember the days when you had to obey the laws of physics?
Not today! With this perk, you can cancel any attack you voluntarily do into a much faster dodge.
While it doesn't sound like much, you can cancel this attack at any point in it's animation,
so with some practice you can flying kick a man and dodge out of his way,
before you should have even landed the attack.

Best Boss Ever(discount Demon) 600cp: Oh No! You haven't just sold your soul away for complete control over Demonic Magic have you! With this you have complete knowledge on demonic magic and have made a new form of yourself! This new form is activated by stabbing yourself and when your blood is released you become your final form (can be anything to a little girl or a Creature the size of a house) and completely control Demonic Magic without charging it up or any dumb things to keep you back!

Prompts(discount Hero) 600cp: When you deal a lot of damage on some demon's face,
you tend to learn a few things about exploiting their weaknesses. For you, this now means
that after you've dealt enough uninterrupted damage to an enemy, you can spot an opening
in their guard and exploit it for all it's worth, dealing catastrophic damage. I'd be careful though.
Enemies that live won't make the same mistake again, and exploiting a foe's weakness might
leave you in a bad position to defend yourself.

Skill Notes:
The magic known as "Demonic Magic" is only to understand basic destruction spells
(like Magic Missle, fireball, evocation spells, etc) But with a darker and purpler lighting to it.
But you can only channel this Demonic Magic through demons and darkness, or the Devil Hand.
Also you can speak to demons IF you know the basics of demonic magic.

Get The God Hand!

Hand Users

You gain a power of certain god or whatever. Even though the power is shown through one hand it also affects the entire body so every piece of your body has the power of the hand! Choose Wisely because people WILL come after you (Most Likely The Four Devas) if you do decide to get a hand like this:

God Hand(750): Get THE God Hand, this baby was handed down from God himself straight to your hand, be sure to use it for good! (don't have to). Activating the hand power gives you superhuman reflexes and you gain the strength similar to a foot of concrete. You also get a holy looking tattoo that glows golden light when activated, put it on the arm of your choice.

Devil Hand(750): The Devil Hand gives you superhuman reflexes but it gives only slight amounts of strength, but gives you instant knowledge of the basics in demonic magic, a power source to all your demonic magic, and when the hand is activated you gain a huge boost to the destructive power of your magic. Your tattoo is a purple snake like tattoo that glows purple dark light when activated, put it on the arm of your choice.

Notes On Hand Users: The only way to get a God or Devil hand is to be granted it by God or the Devil himself, and if he does grant you this, you are obligated to do a duty of sort. Buying it does not give you a duty to God or the Devil, and it is near impossible to get to even talk to the guys. They Live in places unreachable on or in the world you start at. The God Hand itself can only be created and does not exist since god existed as it is it's own form made from the man himself.

Now Choose Your Items!

Deistic Shackle: Alright! You get this really cool arm brace that allows you to store and build up the power of the God Hand. Once released, you can harness the arm's full power for about...ten seconds. Don't knock it though, because for those ten seconds your strength and speed are increased to double their absolute maximum, and you're immune to all damage for the duration. Takes about a day to charge up though, so use it sparingly. With time, you'll be able to control the God Hand without the brace. **Also completely FREE!**



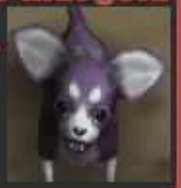
50cp

Bag O' Gold(Free for Drop-In): This brown bag is filled to the top with 10,000 gold! Enough to buy a crummy car or keep an apartment for a year. can be taken multiple times.

Western-Punk Clothing (1 free for everyone): Get a single costume that fits your character that looks dusty and old but keeps your body warm or cold from the elements. If destroyed or stolen it will return to you the next day. can be taken multiple times.

Box O' Fruit(1 free Hero): Get a crate of a fruit of your choice and it will be airdropped near your position once a year. Carries about 100 pounds of your selected fruit. Can be taken multiple times.

Chihuahua funds: You inherit 1 million gold pieces! But you can ONLY and ONLY use that gold to fuel your crippling addiction to Chihuahua Races. Can be taken multiple times.



100cp

Meaningless Item(discount Demon): You get one minor thing you always can carry such as a pocket watch, a cigar, or a dream catcher and turn it into a harmful weapon that is accustomed to your fighting style(cannot have magical properties itself unless you provide it). can be taken multiple times.

Overly Large Weapons: you get one 50 lb sledge hammer and 1 large spiked brass bat. can be taken multiple times.

Map of the World(discount Drop In): A whole map that tells where you are by showing a animated skull and also can show where you have been.

Poison antidote(discount Hero): If you have gotten a poison from a plant or animal this will fix it up quick, this bottle contains 25 pills each cures the poison once. Comes with a recipe to make homemade, won't be as fancy but gets the job done.

200cp

Luxury Pizza: Now hold it. I know what you're thinking. "Oh, Gene, but I already have the best pizza already." Well, yeah, you do. But does your pizza give you extra Roulette Orbs? Didn't think so. For every purchase, you get an extra Roulette Orb. Watch out though, the price increases 100cp with each purchase.

400cp

Practice Dummy: This Dummy is the best thing to use for practicing your fighting skills and moves on. Nigh Indestructible and if broken or destroyed completely, it will come back completely new at your bedside. This dummy can also be set at what level of skill it has to fight with. Be sure to defeat it or else it will beat you senseless
until it's level meter is turned down!

Tiger Tank Top: This tiger pattern tank top can never be destroyed and if lost will return to you the next day. The special property of this tank top is that it buffs your reflexes by two and makes you look buff. Very helpful for intimidation.

Magazines(discount Drop In): The best 10 Nudie Mags that world has to offer, for every magazine you look at you gain a minor bonus to strength, reflexes, speed, and stamina. This bonus lasts 1 day. You get 10 new mags every month, new pics and all! If you want to get rid of your old copies, rip out the last page of the magazine to get a nice life size poster of that issues best girl! While you ripped that out your magazine evaporates,
leaving only the poster.



600cp

The Kilo Crab(discount Demon): This giant enemy crab is a destructoid on legs! it is the size of a castle and can move around on it's 8 legs. Comes with several laboratories inside with test tube robot girls and guys. Also is filled with scientific documents on how to work these test tubes!

Mad Midgets!(discount Drop In): You get a deck of cards(52 cards), each card has a picture of a logo that says "MMF" and on the bottom of the logo says "Rip Me". Once you Rip the card in half a smoke will appear from the card, signalling a group of 5 midgets in different colored but matching outfits waiting to help you out. "The Mad Midget Five" they call themselves and they have a debt to you, so whenever you need a hand, rip a card! and they will come to the rescue!



Roulette Wheel 400cp(Free God-Handed).
Ah, the Roulette Wheel. For the low, low, cost of some CP, you get to unlock the true power of the God Hand. Lucky for you, you're allowed to buy one of the moves even without a God Hand, though it'll be half as strong. You'll have to spend Roulette Orbs to use them though, your max capacity for how many orbs you can carry is currently 2, but if you buy luxury pizza (in items), you can get a higher capacity that you can carry. The orbs regenerate 1 orb per day.

1 Orb, 100cp each (1 free Roulette Wheel)

Chain Yanker: You manifest a chain made out of the power of the God Hand, and yank your opponent towards you, stunning them. Doesn't seem to have any range limit as far as I can tell, but you have to be able to see them and it has to be a straight line.

La Bomba: You focus all of your strength into your God Hand, and slam it into the ground. Anyone in (rather small) area of effect is sent flying twenty or so feet into the air and are dazed until they hit the ground.

Daisy Cutter: You dash straight through the enemies sending them up into the air while rolling. This will cause a display of lovely fireworks as well as take off a good bit of damage.

2 Orbs, 200cp each

100 Fists: In an instant, you let loose a barrage of 100 punches from you God Hand, doing more damage in an instant than you could do in a second.

Home Run God: You form an energy bat in your hand then you hit the nearest enemy with a Home Run swing. No strikes here, they just go flying.

Wild Pitch: You chuck a giant energy formed baseball towards an enemy from a distance with an incredible amount of force behind the throw.



Imports

Baby's First God Hand!(free) get up to 4 imported or generated people to help you out through your journey, they cannot take drawbacks. They begin with 400cp, and still have to pay for the kinds of origins.

Pet Import(200) you may import an animal of your choosing but cannot be bigger than a horse. Or you can get a Pet Poisonous Chihuahua to be your pal! They know tricks and can bite people you don't like and poison them (Antidote is very common).





Drawbacks: Maximum of 3 drawbacks or a maximum of 600cp back.

100 Fruit Only Jump: Every time you eat something you feel sick, even looking at the food makes you slightly ill and every time you eat something it will be the worst thing you have ever eaten. The only thing that seems to not taste bad is fruit.

100 Bad Genes: Your body will refuse having a hand power, no matter what the cost it will never ever want a hand of anything ever again. If you take a hand power it will be you without an arm and the arm will be next to you body less. (it still has the power in it but will lose 50% of it's power if put on someone other than you). You can also decide at the end of your jump if you want it on or not.

100 Addicted: You are addicted to playing Chihuahua races and you have to at least play it once a day and spend 1,000 gold pieces on it. Even if you become bankrupt you will do ANYTHING to get more money to bet. You can escape the addiction but it will be hard and by the time you do, you might have a year left to live "Normal".

200 The Gentle(wo)man: You cannot harm women if male or men if female, it's just to hard to harm the opposite sex, and only when you fight blindly can you actually harm them.

200 Limbless: Think you don't need it, huh? Alright then. Olivia here will chop off one of your arms or legs, and it cannot be replaced in any way, shape, or form.





300 Hand Hater: if you are Hero, Citizen, or Drop in the devil hand will come after to fight you to the death. If you're a Demon, I'll personally come down to hand you your ass on a fist-shaped platter. Nothing personal though.

500 Mirror Fight: Hey, you look familiar to some guy that's already here. Same appearance, same powers, same gadgets... Hell, he's actually better at using your powers and gear than you are! Well, at one point or another, you and him are probably going to fight each other to the death. Trust me, that's how it works here. Don't be too worried though. He's pretty much better than you are, but doesn't seem to have your experience in a fight. And while it might take you a while to figure it out, he's sorta predictable.

800 Level Die (takes up all drawbacks): Oh geez, you don't want this one. You do? Well, I warned you, pal. With this drawback, prepare to be swarmed by every lowlife, bandit, roughneck or gangster in the area. For some reason, your attacks can barely faze them, while they can leave you reeling almost every time, regardless of what or how you try to block. And to add to that, every enemy you fight seems to be near omniscient. They know your recovery times, your blind spots, and all the tricks you can throw at them and how to counter them. Finally, and probably the worst part, everyone you fight seems to be part of a hive mind of some sort. Each one can communicate to the rest without saying a word, and each one will gladly sacrifice their lives if it means you get hit.

End Choices

Go Home: You decide to head to your original life with your powers and items you have gotten from this jump and past jumps.

Stay Here: You decide to stay here forever in the mental wasteland, and if you got anywhere higher than you started, you could create something of actual worth!

Move On: You decide to move onto the next universe where your journey expands!

Notes: It is impossible to gain the powers or abilities of your double from the Mirror Fight Drawback. He also absolutely despises you for existing in HIS universe, and cannot be reasoned with or persuaded by any means.

We Hope You Had Fun!

