ULTRAKILL

The Early Access Jumpchain or something.

Following the death of humankind, all that remained were their creations, machines fueled by the very lifeblood of organics, and even as humanity dwindled and the New Peace was established, blood was needed.

Hell was full of it. Thus began the machine's continuation of humanity's own descent into the reaches of Hell, hungry for fuel even as it draws the ire of countless, above and below.

And now, somewhere in the middle of this, is you. Whether you look down on the objects from up high, join them in the slaughter, or fight the tyranny of Hell itself, there will be a place for you.

Too complicated? Let me simplify it for you.

MANKIND IS DEAD.

BLOOD IS FUEL.

HELL IS FULL.

Origins

Drop-In: Oh, you opt to come in as yourself? Even if you're human? A curious choice, but allowed. While you may not specialize as well, your versatility can be immense. You may discount a perk from each price tier from the perks below. Choose wisely.

Robot: Those that overthrew humanity's rule, outdoing their creators in both physical and mental activities. It is they who ended humanity and now delve deep into the Earth in search of blood to fuel their growing civilization. Such models are varied and numerous, though most prefer the humanoid form, albeit often with extra limbs or differing optical sensors.

Husk: Within Hell, the souls of the damned are transmogrified into physical forms by the 'value' of the soul, in essence, the strength of not only the soul's will, but also it's prevalence in the public consciousness; the living who remember them. You have become one of the damned.

While perhaps not as adjusted as the more ‘natural’ inhabitants of Hell, the forms and abilities of Husks are immense as the divide between the widely beloved and forgotten.

Demon: Beings formed the natural mass of Hell itself. Considered Hell’s ‘custodians’ by many, though their lack of vocalization belies their intelligence and cunning.

Angel: Those high above, the high court of Heaven, ruling above all. While original embroiled in civil war following the vanishing of God, they have since restabilized and become judge, jury, and executioner regarding matters of the afterlife, and woe to those who go against the rule of the Father, for they shall be consumed in Holy Light, be they demon, husk, or mere object.

Perks

General Perks

Style and Substance (Free) - I mean, sure, you could just shoot foes normally, but where’s the fun in that? Where’s the *pizzazz*? The *style*? Why just shoot them when you could fling them into the air, flip a coin before punting it into the poor fool’s face? You now gain a ‘style’ meter, toggleable at will. For the more awesome and silly shit you do, the higher your score becomes. But to what end? Why, you’ll get paid, of course. Your ‘score’ can be spent like money. A couple a flashy kills in a middle of a fight might be enough for a pizza. But if you take it to extremes, big combos, hitting foes in mid-air while bouncing shots off of coins and constantly swapping weapons, you could probably get enough in a fight to purchase something in the three hundred dollar range. Maybe that doesn’t sound like much to a dimension hopper, but hey, it’s cash for the cost of being cool as hell. It’s a fair trade, if you ask me.

Take Care (Free) - You gain the soundtrack of Ultrakill, capable of being toggled at will and able to adapt to the current situation or location. And perhaps you may even hear some new tracks in the style of Heaven Pierce Her as you go. This also comes with a set of vinyl records in the instance you wish to rehear any track, old or new. Does not come with a record table though, those are *expensive*.

Quick Swap (200) - You’ve got a knack for handling weapons, it seems. When it comes to swapping out your firearms for another, you’ve got lightning fast fingers, able to stow, pull out and ready another firearm in almost under a second. Truly, a sleight of hand trick to put any magician to shame.

Parry (400) - You’ve learned and mastered the art of punching things hard enough to send them back from whence they came. Parrying a projectile will cause it to be sent in the direction you’re aiming, increasing the projectile’s velocity as well as causing it to explosively detonate on impact.

Melee attacks too can be readily parried with a punch, dropkicks, blades, and punches from massive titans being reflected back to their owners. Though do note that particularly powerful AOE strikes may still damage you through the Parry, though not as much as they will the original sender.

Robot Perks

Proteges (100) - While perhaps you aren't an engineering sort, your model has the unique capability to generate and deploy several flying drones with access to metal and excess blood. While not that strong in combat with only a slow charging triple blast of energy, these little flying eyes can be seen through and controlled like extensions of yourself, allowing one to scout areas ahead. An invaluable tool in dangerous places, especially those like Hell. In addition, when fatally damaged, the drones will rocket themselves into the nearest foe they look at before exploding, proving useful even in death.

Scrap Master (200) - Not all things start perfect. But that's what successive upgrading and refinement is for, and it's something you excel at, especially when working with limited resources. For a machine you're very resourceful, able to take piles of scrap metal and wires and shape them into real power, bolstering plating, upgrading blades and guns. Perhaps it won't be a pretty thing, but when your blade suddenly can superheat it's edge and is lined with repurposed and weaponized chains, they won't be laughing for long. You've even learned how to apply this upgrading process to the more fleshy, granting cybernetic enhancements to strengthen them to something a bit stronger than just flesh and bone. It won't look good, but when a fleshie loses an arm, a metal one will serve just as well.

Hellish Adaptation (400) - It seems you've taken a page out of the book of the Mindflayer, and your chassis has adapted to Hell and gained the ability to channel and utilize mass amounts of Hell Energy in combat. Create swarms of homing projectiles to overwhelm foes from multiple angles, channel lasers of pure death to streak across hordes, and be able to warp a short distance away in but a moment once foes begin to close in for the kill. Show them that demons and Husks aren't the only ones who can twist Hell for their own means.

Blood is Fuel (600) - Your chassis has taken a bit of durability hit, but in exchange, you gain a greatly sought after capability among machines in Hell. The ability to refuel and repair your chassis merely by showering yourself in blood and gore. You may be near death, but one good shotgun blast to the chest of an unassuming Husk and suddenly you're perfectly combat-ready once more. In addition, the modified, lighter chassis allows your frame near unparalleled mobility, able to leap and slide and move faster than practically any machine out there. Well, aside from the pair of V models still in existence, who are the few who may be able to rival you in mobility. Show Hell the power of might and steel alike, honed to a bloodthirsty edge.

Husk Perks

Monotony (100) - Being a damned soul is a rather thankless, boring task. Perhaps it's painful for the first few hundred years, but after a certain point, it's simply life. You've learned how to tune out the monotony, settling yourself into almost a trance-like state where your body does most of the heavy lifting, leaving your mind in a more restful state, open to thought or even something akin to a pseudo-sleep until something interesting enough happens to break you from the monotony.

Adapted to Punishment (200) - Husks are somewhat more… malleable than a standard human. They can change and adapt as the soul itself changes and wills. Many Husks have adapted to their punishments in this manner. Stalkers for instance have shifted and warped limbs to suit carrying heavy loads while their skin and muscles have dried to allow them to contact the Greed Layer's searing gold dust without combusting. You too now share this adaptive trait. A long time spent on a searing hot plane may see you able to naturally endure such temperatures, and in the cold what heat you may have may be preserved within, creating a near perfect homeostasis. Perhaps immense time spent running may strengthen and lengthen your legs, or excess time spent chopping trees could nullify the shock from hitting such objects. While not perfect, these adaptations allow you to thrive where others may shrivel and die.

Supreme Form (400) - It seems your form as a Husk has been massively upscaled. A form representative of those remembered for thousands of years after their deaths. You tower over buildings, bringing a watchful gaze to the layers you inhabit. Your strength is that to shatter skyscrapers, even demonic parasites that may refuge in your now enormous form bend to your immense will, providing numerous ways of bringing great amounts of Hell Energy to bear for those who might oppose you. Only the Angels might threaten to bring you down now, or the swiftest among machines able to nimbly dodge past your earth shattering strikes and movements. This is the true strength of a ruler, but whether you aim to be that of a peaceful guiding hand or a force to be reckoned with is up to you.

Prime Soul (600) - This is… rare. Feared, in fact. As it is known, Husks are translations of the damned's soul into physical form. But some particular souls are so powerful that they no longer need a vessel to manifest physically, forming themselves from pure will and the power of their own soul. Such beings are extremely powerful, and you now find yourself among them. This is the power that brought fear even to the Angels, who seek to prevent the formation of these at all costs. While you may be smaller than the likes of a 'Supreme' Husk, you are like a condensed sun in terms of the power you can bring to bear. Movements fast enough to seem like teleportation, strength enough to rend apart great demons and angels alike, manipulation of hell energy adept enough to cause your bolts to move with immense speed and tracking, and all with the constant will of a man possessed by purpose. Your very presence invites the Angels to act, but let them come and break themselves upon your will. Show them the true potential of mankind.

Demon Perks

Hellish Energy (100) - Where there is Divine Light, there too is Hellish Energy. While not every Husk can channel such a volatile thing, all Demons can. As living portions of Hell themselves, they are filled with such energy, able to bring it forth from their bodies and launch the volatile energy at foes. With a bit of focus and time to charge, you can even launch extremely fast bolts of it, exploding violently on impact with any surface.

Focus (200) - While Machines and Husks may utilize hellish energy for their own needs, such results are volatile, short lived. But Demons possess unparalleled control over Hellish energy, for it is their lifeblood, their birthright. Your focus with hellish energy and other spells allows you to maintain such effects for far, far longer than any would consider possible. Perhaps they'll just consider the sphere in your hand a lamp until you proceed to reveal it's true purpose as a normally extremely volatile explosive. Maybe they'll think that hellish barrier will only last a few moments while you could hold it for days. Instability shall never be an issue again, even in the middle of stressful combat.

Stoneskin (400) - Demons come in many forms, parasites and flesh and blood, but the most notable among them are primarily formed of stone, exteriors resistant to both the countless environments and dangers of Hell. You inherit this stony exterior, a potent tool, especially when you figure out that most projectiles simply slide off. Explosives simply dink off the exterior and explode elsewhere, normal bullets simply chipping away at the exterior. While not impenetrable, your durability has grown immensely, as has the strength of your blows with the extra weight behind them. Stomps may create massive damaging shockwaves, punches shearing through metal with the ease of butter. And in addition, it makes it very easy to blend in with the scenery as a statue. Until you simply rise from your position and proceed to dunk them with 2 tons of stone.

Font of Hell (600) - Your very body has inherited much Hellish mass, enough for the process of demon creation to start anew. By sacrificing portions of your own flesh, you can form Demons of your own design. Beings of flesh and stone chained to your will. Larger chunks used can create larger, more intelligent demons, and you can even plant ideas and orders into them from birth. Perhaps even, you can split off a chunk of your own consciousness, allowing you to wield multiple bodies at once. And don't worry about rejuvenating your flesh, for any flesh can now be incorporated into your own, the bodies of the damned or angelic alike, easily being able to be integrated into your new hellish host simply by touch. Show these invaders from above that Hell has it's own will, and it shall be brought to bear by you.

Angel Perks

Light of the Heavens (100) - Among Angels, manipulation of holy energy is universal among their kind, able to channel divine light in basic, but devastating ways. Small bolts of lightning can jump from your fingertips or other appendages, the wounds of others may be healed with a wave of light, and by channelling for a moment, you can call down an immense pillar of energy to melt even steel with ease, given the pillar lands on target.

Instruments of Will (200) - You've gone beyond simple manipulations of Divine Energy. You've learned to condense it, to shape it into a foci of divine judgement. Now, you can create phantasmal weapons of searing light, able to cut through the impure and the unholy like a knife through warm butter. These can be called upon and cast aside with mere thought, and with the right application, can even create unstable weaponry that detonates on impact, perfect for throwing.

Virtuous (400) - In death, men are judged. Once, this judgement fell to His eyes, but in times since, His angelic court have taken such matters into their own hands, and you are one such example. With your power, you may elevate the dead to angels, able to fight by your side, if temporarily, before being risen above to where they belong. Those less virtuous may only turn to simple Virtues, non-humanoid flying spheres able to channel divine energy into great beams. However, those of higher standards may turn into more powerful humanoid forms, able to channel that light into weaponry as much as beams, each eager to fight by your side to the bitter end.

Hand of the Father (600) - Angels do not often descend from on high these days, only to ensure order within Hell's territories, as fraught with insurrection as they can be after Heaven was left in disarray. But those that do are extremely well trained, among the most powerful of their kind. And with this, you become much their equal. Your training with all forms of martial weaponry is second to none, able to use it in tandem with rapid teleportation and the ability to emit a burning aura that sears and burns at the flesh of the unholy and demonic. You are a righteous hand of the Father, and no demon, no king, no mere object may lay you low.

Items

All Items, unless otherwise stated come with blueprints to allow the user to create more, if they have the tools and knowledge of engineering to do so, of course.

Revolver (100) - A rather simplistic, though heavy revolver. Utilizing a series of recharging energy cells, while it's fire rate is rather unremarkable, it never needs to reload nor requires an outside ammunition source. With this purchase, you can choose to receive either the Piercer or Marksman variant, and with the option of purchasing either with the standard or 'Slab' model of Revolver, a specialized variant that requires manual cocking of the hammer with each shot, but offers greatly increased stopping power and punch-through with each pull of the trigger.

The Piercer Variant can charge and fire out large blasts of energy by momentarily overcharging the weapon's energy cells, a short lived railgun-like beam that can shred through numerous lined up foes. With the 'Slab', this punch-through is increased to almost absurd levels, but sacrifices fire rate for dealing with multiple foes.

Meanwhile, the Marksman generates coins from particulates in the air, able to be thrown as the user's leisure. But these coins have a rather useful purpose. Throwing them in the air, one can fire at these coins to cause one's round to ricochet off the coin into the weak point of the nearest foe as well as increasing the shot's stopping power. In fact, if you time it correctly with a notable sparkle to the coin, the shot will split into two seperate projectiles that can target different foes to allow for rapid clearing of foes. But this doesn't only work with the Marksman yourself. Any weapon with a projectile quick enough to hit the coin can bounce off of it. And if you throw out more coins, each coin shot will reflect to the next, increasing damage even more. Timed right, a potent piercing projectile can be bounced between each other with a larger foe, allowing it to hit them multiple times.

Shotgun (200) - A sleek block of a weapon, the Shotgun is a versatile weapon, capable of being fired in both a pump-action and break-action manner depending on it's mode, and it's sheer power is unprecedented, able to rip demons to chunks with massive bursts of shrapnel or explosives, if used in tandem with certain robotic implements. With this purchase, you can choose to receive either the Core Eject or Pump Charge variants of the Shotgun.

The Core Eject utilizes the break-action function to allow for rapid cooling and heating of the weapon's internals, primarily used to superheat and launch the metal chunks from which the shotgun shaves it's shrapnel blasts from, resulting in a quick-launching grenade that can be charged to allow it to fire out at immense velocity. If one is enough of a deadeye as well, they can create even larger explosions by shooting the metal cores in midair, causing a massive explosion only rivalled in power by the Railgun.

The Pump-Charge allows for one to store multiple charges of shrapnel together, allowing the user to then fire them all at once. It can hold up to three safely, but a fourth can be slotted in if you desire a point-blank explosion. If you had a way to evade the blast, perhaps one could use it to deal massive damage to those who get up in your face.

Nailgun (200) - A twin-barreled fully automatic minigun firing large oversized nails formed from particulate material in the air. Sporting an incredibly high firerate, this weapon excels at putting plenty of iron downrange, turning anything human-sized or below rapidly into a pincushion (or nailcushion, if you wish to be technical). With this purchase, you can choose to receive either the Attractor or Overheat variants of the Nailgun.

The Attractor Variant Allows one to fire a large magnetic spike that can be embedded into the ground or a target, causing all subsequent rounds to arc into and around the spike, allowing for the creation of short lived but extremely damaging traps. Three spikes can be fired out before the system must recharge, but only one spike will be active at a time, allowing one to set up a mass of spikes before impaling a target and watching the entire grouping of nails to follow directly into the foe's face. After a time on the ground, the spike will detonate with a small explosion, dissolving the magnetic effect.

The Overheat Variant builds up heat with the firing of the weapon, slowing it's firerate as it goes. However, once filled, one can eject a slowly rejuvenating heatsink, allowing for a rapid burst of extremely high fire rate, putting even most gatling guns to shame for a couple of moments at the sheer quantity of nails before the heat builds up again and the process repeats.

Knuckle Blaster (200) - A robotic arm in deep red, fittable to either a robotic chassis, as a cybernetic modification, or through a simple gauntlet (for you squeamish fleshy types). The Knuckle Blaster itself serves as an excellent tool for punching, it's clawed grasp and plated knuckles providing similar force to a mace in fist form. But it's true strength comes from it's internal mechanisms, as the Blaster is able to generate shotgun shells from particulate metal from the environment (or blood) and can fire them from the twin barrels mounted on the front of the fist, producing a short range shockwave of immense force, able to completely mulch grouped foes in front of you, or even deflect mass amounts of projectiles back into the faces of opponents. It takes one pumping their arm up and down to reload, but the mechanisms will do the rest.

Whiplash (200) - Another robotic arm, though this time in a deep green, fittable with the same options as the Knuckle Blaster above. The whiplash's main function is a long cable located below the palm. By throwing out your wrist, you can send the diamond-shaped tip forward, and after latching onto a piece of environment, object or enemy, one of two things occur. If a piece of environment or large enemy (think Demons and above), you pull yourself to the target. But if aimed at a small object, or more human sized target, you pull them to you. The optimal range for holding a skull/key or putting superheated rounds into a target to mulch them.

Railcannon (400) - A massive, single shot magnetic railgun utilizing a set of electromagnetic cells to send pure death in whatever direction one desires. This purchase allows you access to one of the Railcannon's three variants: The Electric Railcannon, a massive piercing laser capable of punching through practically anything that moves, the Screwdriver, which fires out a drill that digs into and bleeds out any foe unfortunate enough to face it, or the Malicious, which fires out a extremely fast projectile that causes a massive explosion on impact.

Flesh Prison (600) - Many would consider this thing an aberration. A fusion of holy and damned that should not exist. A machine of flesh and bone, made to contain the most dangerous of beings. You have gained yourself access to a Flesh Prison, loyal to you. The angels created these 'beings' for use in the prevention of Prime Souls from ever fully forming. These prisons can effectively hold a God hostage within. And that's not to mention it's abilities to defend itself from a potential break-in as well. Using the magic of both divine and damned, it can conjure horrifically large beams of light in tandem with swarms upon swarms of hellish energy, topping it off with massive vortexes to consume the life of foes while it's swarms of drones and miniature Malicious Faces beside it pepper foes with bolt and explosion. And if left for long enough, the drones can assist in healing the Prison to prevent true damage from ever occurring to it.
It is not impenetrable, but it will certainly stop all but the insane, desperate, or absurdly strong, and even then, it's power may give even them pause.

Drawbacks

Blood is… Fuel? (+100) - It seems blood has become a bit more than just fuel for you. It's become the central fixture in some kind of strange obsession. While here, blood will become the focal point of your love. You love watching foes explode into gore, slathering yourself with their entrails. You practically want to hoover the stuff off the floor if it's available. It's something certainly manageable down here, just… you may get some strange looks. Even from the robots who run on the stuff. Oh well, that doesn't matter though, does it? In the end, they're just more sanguine fluid to add to the pile.

Sinner (+200) - Sin is something that defines things down here. There's a reason things are separated by layer. Each wildly different and strange comparative to the last. And it seems in your stay, it may have rubbed off on you a bit. Choose a sin. During the jump, you may find the temptations to indulge in those sins amplified. But you do have a little bit of leeway with this. After all, sins can encapsulate quite a few things within their domains. One ruled by Lust doesn't have to just be some nymphomaniac, they may too be obsessed with beauty and become rather vain. Those ruled by Wrath may find it manifest in a immense sense of justice and retribution, an eye for an eye, as it were. And so on, so forth.

Versus (+400) - It seems the robots have taken an interest in your strength. They're impressed, in a sense. Though this manifests in the form of a mechanical doppelganger they've devised and may run into down below. This foe shares much of your capabilities and can easily stand toe to toe with you in a fight. Though, one should note it isn't a *perfect* replica. Some abilities may be different in ways to throw you off a bit. Perhaps it's sacrificed strength for speed, or pulls out some new upgrades courtesy of their makers. You'll run into them occasionally down here, usually running away at the end if it loses. Though if you don't defeat it before the end of the jump, it will return for one final showdown, no holds barred.

Something Wicked This Way Comes (+600) - Deep within forgotten tunnels just above Hell, a being persists. A lightning fast and extremely lethal foe, well versed in ambushes, forever stalking those abandoned, silent halls, slaying all who enter it's territory. But now, it has caught your scent, and something about it has changed it's behavior. It wants you dead, horribly, and has even left it's territory to do it. Lights shatter and darkness follows in it's wake, a forever following presence. It can be stalled or pushed back, but it is relentless, and it will be back on your trail faster than you'd think possible, often arriving at the worst of times.

Beware, for Something Wicked this way comes for you.

Ending

Regardless of whether you've supped of immense quantities of blood, defended Hell's interior from intrusion, or cut down those who defy the light, your time here has come to a close. Now, what will you do?

Go Home: Perhaps you're sick of blood? That's fair. You return home, finally settling for a rest.

Stay: Really? Have you become that awash that this place seems reasonable? Perhaps Hell was calling for you all this time. You stay within this ruined place. Your family will be notified.

Continue: Battered, bloodied, but not broken. You push forward, continuing on your journey undaunted.

Credits

ULTRAKILL is owned by Hakita and New Blood Entertainment

ULTRAKILL Jumpchain V1 by Koishi Komeiji, with assistance from the Jumpchain Discord.
(Also, this is up to date with the Greed/Clash updates. May update later for future layers.)

Notes

Parry: Yes, it is as absurd as it can be in the game, where you can literally parry a building sized fist. It doesn't have the healing effect by default, but with Blood Is Fuel, you can replicate it.

Virtuous: This can work on Husks, not Demons. Said uplifting is temporary in their case, and most will only be able to become a Virtue. Consider Virtues to have access to "Light of the Heavens" while full angels you create have it in addition to Instruments of Will.

Items (In General): I would've made items for each of the origins if there was more to go off of, but we don't have too much as the moment for me to source. Problems with making a jump of a game in Early Access, who knew? Maybe if I update this for later game updates, i'll look into the possibility if there's something more for me to work with.

Whiplash: If you're curious about the hook's range, you could probably hook onto something from across a football field if we're going by the game, It's almost a silly amount of range.

Flesh Prison: Yes, like the rest this comes with the blueprints to make more. Just note that to make something like this abomination will probably take some pretty heinous things. And likely be rather unstable. Just giving the warning these things aren't to be messed with lightly, even when creating them.