

The last hope of the Regular Army.



The lost hope of the Regular Army, which has been stolen by the enemy.

The famous "Metal Slug", which despite its small size, shall prove capable of going through countless wars and invasions, involving forces from this world and beyond.

The year is 2028 and General Donald Morden, leader of the Rebel Army and former Vice Admiral of the Regular Army, has sent an ultimatum. The world's major cities shall be his within 170 hours, and with the Regular Army being almost completely routed by the Rebels, it seems like this statement shall ring true.

But there are two people standing against him.

First Lieutenant Marco Rossi and Second Lieutenant Tarma Roving, of the Peregrine Falcons Squad, have gathered the remains of the Regular Army and set out to recover the prototype Metal Slugs.

In time, their campaign shall bring down General Morden and his Rebel Army... for a while, at least.

Will you help them? Will you join the Rebel Army? Or have you greater plans, and shall wait in the shadows until the time is right?

No matter how comical it might be at times, this world is a world at war...

+1000 Sortie Points

...So take these and get yourself something to help you stay alive.

Locations:

Roll 1d8. You may pay 50 SP to change your result.

1. Dr Moureau's Island:

A popular tourist destination turned nuclear test site in the Pacific Ocean. It is currently abandoned, and the massive wildlife makes it rather difficult for people to reclaim what is here, but there's still a worrying amount of nuclear materials and data in a salvageable state. Radiation isn't much of a concern anymore, but the wildlife has mutated severely and become monsters. Drop-Ins may begin here for free.

2. Saudi Arabia:

The largest Arab country of the Middle East. While it's not the nicest place, the Rebellion has miraculously not touched it... yet. Abul Abbas will rise to power soon enough. Regardless, it's a place full of opportunities for any honest warmongers looking to make a living. Soldiers may begin here for free.

3. Rebel Supply Train:

One of many trains used by the Rebel Army to ferry supplies. As a source of income, they also transport VIPs. You may consider yourself one if you aren't with the Rebel Army, although you might want to keep your eyes open if you are a member of the Regular Army. Commanders may begin here for free.

4. New Godokin City:

A bustling modern city with a fantastic economy. Skyscrapers, high class hotels, and office buildings cover the horizon for anyone living here. The sewers here will be infested by the Rebel Army in a year or so, assuming you don't change anything. Researchers may begin here for free.

5. Villeneuve Mt. System:

A chain of mountains in Southeast Asia, where one of the Rebel Army's Tetsuyuki planes crash-landed. Landmarks include small ruins, a river, and a waterfall. The Tetsuyuki itself is currently being turned into a base of operations, as it can not be repaired properly. Members of the Regular Army may begin here for free.

6. Ronbertburg City:

A large Holland-style city located in Germany. It is one of the Rebel Army's greatest bastions, though its economy has been declining due to the war even with many of its Casinos and restaurants going strong. It is well known for its building-bridges. Members of the Rebel Army may begin here for free.

7. Corridor of Fire:

A secret temple in South America, home to the Ptolemaic Army and many native cultists loosely allied with them, with surprisingly high tech laboratories and factories available. You might not want to be here if you're an outsider. Members of the Ptolemaic Army may begin here for free.

8. Amadeus Mainframe Base:

A secret factory-headquarters somewhere in Oceania. Amadeus himself isn't here too often, but the security is surprisingly robust despite the low amounts of soldiers. Outsiders might not ever get the chance to leave. Members of the Amadeus Syndicate may begin here for free.

X. Rugname:

The Martian Mothership, which carries their troops from planet to planet. It is currently in outer space, but you'll soon arrive on Earth, and you could feasibly get there on your own UFO if you're gutsy. Only Mars People may begin here, and can choose to do so for free.

XX. Meteor Hive:

The closest thing to a "mothership" the Invaders have. A meteor capable of independent movement thanks to technology. Countless Invaders swarm inside, awaiting their queen's order to strike a planet. Only Invaders may begin here, and can choose to do so for free.

Xrd. Hidden Laboratory:

An off-the-books laboratory belonging to whatever Faction you've chosen (or some random scientist, if you're unaffiliated). Nothing much of note going on here, though the facilities are nice. Only AI may begin here, and can choose to do so for free.

Backgrounds:

Your history in this world. Age and gender can be chosen freely, but being a child or elderly might be a poor decision.

Drop-In - Free

Exactly what it says. You drop into the world from the sky, though not high enough to actually hurt you. No one knows who you are yet, and you're likely to get passed over by this world's militaries, for better or worse. You'll find a chance to prove yourself to your chosen Faction and gain a formal position there appropriate to your skills some time during your first week in this world, though you don't have to take the opportunity if you'd rather stay uninvolved.

Soldier - Free

You're a military man with a heart of lead. Well, maybe not a man, and you don't have to have a heart of lead. But you get the idea. You might be one of the grunts, or an elite like Allen O'Neil, or maybe even a member of the Peregrine Falcons themselves. Depending on your Faction, of course.

Commander - Free

Someone's gotta call the shots. You're a commander in whatever Faction you've chosen, with a battalion or two's worth of soldiers and gear to your name. You're no legendary commander just yet, but you have the experience needed to actually do your job. Now, the question I have to ask... is this enough for you?

Researcher - Free

You don't care for any of this war business. Just the machines. The beautiful gleam of steel plating, the grinding roar of burning iron, this is the life for you. Or maybe you prefer to practice medicine? Regardless, you're a smart cookie, and unless things go really poorly for your chosen Faction you won't have to actually join the battlefield.

Factions:

Those you associate with. How much they know about you may vary, but I recommend not siding with people you'd despise just because their skills are cooler.

Regular Army - Free

You're a member of the global peacekeeping military known as the Regular Army. You still need to deal with governmental oversight, but you're not beholden to any particular nation, only the world as a whole. The Regular Army does not practice diplomacy.

Rebel Army - Free

You're a member of General Morden's Rebellion. Presumably you have some cause to hate the corrupt governments of the modern era, or maybe you just went with Morden out of loyalty from your old Regular Army days. Sadly, most people do not care for the fact you and your brothers in arms are still human, and will gun you down with no remorse.

Ptolemaic Army - Free

You're a member of Ptolemaios' private army. The motives of your organization are a bit unclear, but odds are global domination will be good enough, so that's what you're working towards. Ptolemaios himself leads a cult, which forms the core of the actual leadership of this organization, resulting in you and yours being stuck searching for mystical artifacts.

Amadeus Syndicate - Free

A technology company that is really a front for yet another private army. Amadeus calls the shots in this group, but he's surprisingly caring for his underlings. Even if he does spend a questionable amount of time coding AI. Regardless, you won't enter the fray until a few years have passed.

Special:

These are modifiers added on top of your Background and Faction. The specifics are up to you, but Mars People and Invaders will generally be providing aid to their chosen Faction, while still being on the side of their race as a whole. You can only choose one.

Mars People - 200 SP

Wow, you're not even from this world. You're one of the Martians, natives of the planet Mars, easily recognizable by their bulbous head and many tentacles. You're durable enough to take several bullets straight to your vital organs before you're fatally hurt, unlike the squishy humans, and can draw your tentacles back into your body to gain the power of levitation. It's faster than walking but you can't really keep it up long enough for it to be a good method of travel. Of course, this is the default option. There are a few additional choices for those who would like something different. Note that you may only choose one. One last thing to note is that all Martians, including the variants described below, are capable of communicating telepathically with other Martians.

Big Eye - +50 SP (Requires "Mars People")

Oh my. I'm sorry, you're just... hahahaha. You're no average Martian no more. You're one of their Big Eyes, tiny head-sized space fighters that blow up after just one good hit with a knife or bullet. At least you can live in space just fine and move at fighter jet speeds, in addition to firing small green projectiles equal to a machine gun bullet from your cute little eye. You're recognized as a proper citizen due to your human-level intellect, if you're worried about the fact that the rest of your kind are nothing more than weapons.

Monoeye - Free (Requires "Mars People")

Creepy. You're an entirely different sub-species of Mars People, one that's at best slightly reminiscent of the Big Eyes. You stand at 15 meters tall, with a loosely humanoid build, and have a massive neck that goes on for several meters before bending down like a straw. Instead of an actual head, your neck just ends in a single ominous eye. You are capable of producing energy spheres from your new eye, which strike with the force of an exploding grenade. You are not currently bound to the Ten Commandments of Moses, and are considered as much of a citizen as any other Mars People, even if you likely were created for a specific purpose. You may trade your ability to fire eye blasts to gain the power to summon great monoliths tens of meters above you in a nearby location of your choice. All Monoeyes are capable of slowly levitating, as well.

White Martian - 100 SP (Requires "Mars People")

You're a cut above the rest, eh? Your body has been heavily enhanced through chemical treatments, making you much more durable than your gray brethren. It takes several dozen bullets for things to get dangerous for you, and even a grenade directly to your face would be survivable... although I wouldn't expect to be in fighting condition. Your tentacles are much stronger, being able to easily bend steel and tear a human limb from limb, and your levitation ability no longer tires you out at all. Oddly enough, other people will recognize that you've truly worked to attain your strength from the unnatural colour of your skin, granting you greater respect from those who care for such ideals.

Ten Commandments of Jumper - 600 SP (Requires "Mars People")

This one is a bit unwieldy. You are, not simply an ordinary lifeform, but a beacon created by the Mars People. You have the appearance of a domed obelisk roughly the size of a small house, at least on the surface level. Your underside is actually a wet mass of oozing flesh, which can form into tentacles surprisingly adept at digging and carrying the rest of your body from place to place. Your body produces a mutagenic agent that, by default, turns those infected by it into zombies. You can control the mutagenic agent and anyone infected by it even after it leaves you for a few kilometers out, but after that, your control is broken permanently and you'll have to deal with whatever you cause the hard way. You are, however, not required to keep said agent active. With some experimentation, hybridizing your zombie virus with DNA from other creatures to create fancier types of zombies should be possible. Due to being made from reinforced stone, it would take a dozen or so explosives to bring you down. Finally, as a beacon, you are able to converse with communication devices within a few light years of your current location.

Noble Colors - 600 SP (Requires "Mars People")

The natural coloration of the Mars People is a drab gray, but that does not mean they all look like that. Whether they've undergone chemical treatments, surgical enhancement, or spontaneous evolution, there are many Martians whose skin attains the colors of brown and white as representation of their physical superiority. Brown martians, also known as the Mars People Cadre, have their natural abilities enhanced a few times over the basic Mars People. White martians, also known as the Mars People Elite, multiply the capabilities of a brown martian a few times more. You might look like a run of the mill Martian now, but you hold great potential within you. When you are the last man standing, when you're fighting for your life against an enemy you can't hope to defeat, or when those you cherish are about to be struck down and you're just not good enough to save them, the energy within your body will explode and reconstruct you as a being of the next color rank, multiplying your natural capabilities. However, unlike all but one other Martian in this world, you have the potential needed to attain the theoretical color of purple- more commonly referred to as Neo, which applies this multiplier once again to the already grand abilities of a Mars People Elite. The truly strange thing is that this potential shall follow you across bodies. Whether you are a human, a dog, or whatever else you might become during your journeys, all of your forms will be able to climb through the colors and eventually attain the power of Neo.

Rootmars - 800 SP (Requires "Mars People")

Well then... it seems the Martians have one more great leader to look towards in times of crisis. You're no longer a simple Martian, but a massive house sized beast. Your appearance is loosely based on the Mars People's image, and your skin still shows the staples and steel rods holding your body together. Your massive brain has power to match its size, allowing you to gather electric energy into power balls that cause massive explosions, or fire it outwards as a circular wave. You can also spit out acid pellets and fly through the air with speed and mobility comparable to a helicopter. Your endurance is no slouch, either, as you could take several hundred bullets from a heavy machine gun as well as dozens of point-blank grenade explosions before your body gives out. Even then, instead of just dying as any normal Mars People would, you'll go into a vulnerable state of biological inactivity. If someone managed to recover your body before whoever was fighting you started tearing you apart to finish the deal- or left your cooling body alone thinking what they just did wasn't only Step 1 of killing you- they could bring you back pretty easily.

Invader - 200 SP

The Martians aren't the only nightmares from outer space in this here solar system. You are one of the creatively named Invaders, alien beings considered the Mars People's natural predators. Unlike the Martians, you specialize solely in biological technology, travelling from planet to planet using comets and meteors infested with your hives. Your appearance is lightly similar to a toad, with a bulbous head and reptilian features. You can either be a regular Drone, in which case you'll have the ability to breed large maggots from your body that seek out enemies before exploding on contact as well as extend your arms to grab any delicious treats trying to fight against you, or a flying Drone, in which case you'll have the ability to fly faster than a helicopter as well as spit plasma balls from your mouth. No matter the sub-species, you are tough enough to take several bullets before you get in any danger of dying. There are a few additional alternatives, of course. Note that you may only choose one.

Flying Parasite - +50 SP (Requires "Invader")

Much like the name implies, you are a flying parasite able to latch onto people's heads with your tentacles. This will cause their skin to become purple, and grant you complete control over their faculties and body... assuming you're not blasted off before your tentacles are done getting all up in their body, anyway. You may also slowly drain the life out of whoever you've taken over, allowing your body to heal at the cost of your host dying. Note that you are, by far, the weakest Invader sub-species. A single knife swing will cause you to pop like a balloon. Please be careful.

Changeling - Free (Requires "Invader")

You are a carefully engineered mutant instead of a normal Drone. You have the appearance of a normal human, though this is simply a disguise meant to hide your true form, which is that of a vaguely humanoid purple mass. You can stretch any part of your body for several meters, much more than the regular Drones, and can move them at ultra high speeds. You could turn a limb of your choice into a drill capable of digging through rock and steel if you really applied yourself. While you're best at explosive changes, more subtle changes (think extending a leg over a room in order to strangle someone far away) are possible, though they require concentration. You may or may not be the older sibling of Odette and Annette. It's your choice.

Squad Leader - 100 SP (Requires "Invader")

This... is actually almost exactly the same as the Drone options. The difference is that you are of a much higher class, granting your skin pink coloration. This pink color will inexplicably apply to any other hive-based creatures, and cause them to treat you with greater respect even if you aren't a member of their species, and your natural abilities are also enhanced. Regular Drones will gain the ability to roll into a sphere that strikes with incredible strength and can bounce from wall to wall without losing any speed or force. Winged Drones will find themselves able to produce up to eight plasma balls at once. In addition to that, both are much more durable, being able to take a few dozen bullets before things get fatal.

Shapeshifter - 600 SP (Requires "Invader")

This is the big leagues. You're a one of (well, two of) a kind mimic, superficially similar to the previously described mutants. The purple mass that is your true form is much more malleable, and while this comes at a cost to overall power (a spear formed from your arm could go through a normal person, but would fail to pierce steel), your ability to take on the appearance of others is much greater. Simply by looking at them/it in person, you'll learn to take on your target's appearance perfectly. By studying them, or having physical contact, your body will learn to copy them on a much deeper level. While this has no ability to mimic the supernatural, such as a mummy's curse, every single biological or technological ability of your target, alongside their instincts and muscle memory (or its non-restrictive programming, in the case of machines), will be copied with greater and greater fidelity. Given several hours of observation, or a few minutes touching them, there'd be no physical difference between you and your target. However, your body's memory of what you copy degrades over the course of a decade, meaning you won't be able to mimic anything or anyone beyond the cosmetic level if you haven't studied or felt them in more than ten years. Note that you may mix and match any forms you learn, though this is likely to be uncomfortable if you're combining wildly different things.

Gone Guru - 600 SP (Requires "Invader")

You're nothing more than a brain in a jar, strictly speaking. Fortunately for you, that jar is hooked up to a fifteen meter tall robot body with its own internal power plant, and enough physical strength to use buses as projectiles. Besides being really difficult to put down, as your chassis (and your glass, for some reason) could take dozens of rocket launcher shots head-on before taking any meaningful damage, your internal energy can be weaponized in various ways. The simplest is to channel it through your claws, which themselves are able to shear reinforced steel in half, in order to shock your targets with enough electricity to short circuit a small building. The electrodes on the sides of your jar can fire homing energy spheres easily capable of killing a normal person with one touch, and you can reveal an electric cannon from your torso that can fire them so fast the discharge resembles a stream more than a sequence of individual attacks. In a pinch, you can retract your claws to reveal a pair of cables in each one, which can channel ludicrous amounts of your internal power. If you stuck them into a large body of water, the sheer amount of power coursing through it would be enough to have electric clouds reaching out of the liquid around you, with the water for hundreds of meters beyond that being electrocuted in a more mundane manner.

Queen - 800 SP (Requires "Invader")

And this is the biggest league. You're not just some member of the hive, you're one of its leaders. You stand a good twenty meters tall, and your skin is incredibly tough, so much so that it'd take a dozen grenade explosions and hundreds of bullets to make you take more than scratch damage, and even then your enemies would still need to do all that a few times over to actually kill you. Your body is pulsing with raw power, which can be spent in various ways. You can breathe flaming spheres from your mouth, hot enough to slag tanks. You can concentrate your exhalations into waves of energy that, while slower than the spheres, are even stronger. You can fire it out of your eyes as thin laser beams able to cut straight through buildings, and charge it through your torso as many energy tomahawks that can accurately be described as bullet hell in their speed and density, and if worse comes to worst, you can force it out of your body as a massive omnidirectional blast. Your total energy is easily enough to crater a small town, though trying to use all of it at once may prove... unwise.

AI - 200 SP

You were not born, but created. Not through flesh and DNA, but circuitry and code. You are a proper Artificial Intelligence, capable of feeling emotions and thinking for yourself, and without any strings of code holding you down. Your relationship with your creator is for you to decide, whether they're dead, alive, unaware of your existence, or whatever else. As an AI, you have no physical needs as they are commonly thought of. You need somewhere to exist, and as such, you are dependent instead on keeping whatever computer or machine you choose to inhabit in good condition. It is possible for you to transfer from machine to machine, even over the Internet, but this could take anywhere from hours to days depending on the speeds your chosen method is capable of. A great mind such as you isn't exactly lightweight in terms of bytes. One final note is that you may integrate the computer-body you'll receive as a Freebie later on with any one vehicle or war machine purchased in this Jump for no additional cost.

Perks:

Skills and abilities to help you survive. Freebies are Free, while Discounts are 50% off.

Oh, BIG! - 100 SP (Free to Drop-Ins)

The food in this world is delicious. Why wouldn't you indulge yourself as much as you'd like? You'll get fat? Well, who cares! If you scarf down one too many turkeys, fruit baskets, or delicious cakes, and end up getting fat, it's really not a problem in the battlefield. Why? Any gun or weapon you use now becomes thinner or fatter alongside you. Get big and your little pistol will turn into a blunderbuss and fire cannon balls, even if you're using the same old ammo. Get thin and that pistol will become a sniper pistol with bullets that fly for kilometers and hit just as hard as they did before. As a final bonus, overeating doesn't hurt you, you can control how much fat you actually get from your food, and you can kick your metabolism into overdrive to balloon up or shrink down if you desperately need a specific bonus to apply to your weapons.

Ghost Killer - 200 SP (Discounted to Drop-Ins)

I'm not even gonna ask where you learned this. You're a bona fide ghost killer, just like Vatn himself. Besides having the gunsmithing skills to make and maintain weapons like chainguns and rifles yourself, you also know how to bless weapons with a quick prayer. These don't really do much besides let your weapons hit any supernatural beasties immune to non-magical stuff, but it'll do just fine against any critters specifically weak to holy stuff. One last trick you know might require you to dress up like a dork, though. By wearing something such as a trenchcoat or cape, and folding that clothing into itself while you're wearing it, you can reappear some good tens of meters away in a location of your choice. Bit too slow to do it in a fight, sadly.

Occupation: Vampire - 400 SP (Discounted to Drop-Ins)

What's with the pale face? Is that a bite mark on your neck? Oh, well, I suppose worse things could have happened to you. You're one of the undead now, a dread and eternally youthful vampire at that. You can drink blood from humans (or other intelligent species, such as the Mars People) and contain it inside your body in great quantities. Just keeping a single gallon of blood in your body is enough to keep you going for an entire year without doing such mundane things as sleeping or eating food, and unlike most vampires, you are perfectly capable of doing these if you don't want to start a blood drive. As for things beyond regular survival, you can expel a pint of blood you've drunk (or your own blood, although I would very much recommend not doing this) to create bat familiars. These familiars aren't terribly strong, but they can share their senses with you, violently drive themselves into enemies with enough strength to cut through a normal person, and in a pinch the blood you used to make them is still perfectly edible. They do keep any properties the blood you used might have had, as well, just in case you somehow manage to drink a zombie's blood without being turned or vomiting. One last trick you've got is that you can transform into a tiny cute little bat. This form flies a fair bit faster than you move normally, but it doesn't give you anything new besides that.

Spirit of the Pharaoh - 600 SP (Discounted to Drop-Ins)

...Well, I suppose this explains why you have no background and no memories. You're a lost pharaoh from Egypt, an accursed mummy whose name was struck from history and whose soul had all identity carved out. Does any of this matter to you? Not really. What does matter is the phenomenal magical powers you've attained thanks to your curse. First, you no longer have any physical needs, as your body isn't strictly speaking alive any more. Second, you are able to summon two Dog Mummies, three Mummies, and two Mummy Cats with but a wave of your hand. The Dog Mummies are excellent guards and watchers, while the regular Mummies don't particularly excel in anything. The Mummy Cats are primarily for support, being able to heal the undead and addle the minds of men. Lastly, you have one final power. The authority to command the wishes of man.

Vague and ominous purple prose aside, you can use the desires inside the hearts of others to cause them to fall asleep, trapping them inside their own dreams. Those with a genuine devotion in their heart, overwhelming willpower, or a literally powerful heart/spirit can resist this.

(Please check the Notes for more details on your new minions.)

Special Forces Training: Gunplay - 100 SP (Free to Soldiers)

You can't be an active soldier if you don't know how to even use a gun, can you? Well, yes, but you'd die in short order and that's not all that entertaining. Regardless, your aim with any kind of gun, from a tiny pistol to the classic heavy machine gun to a rocket launcher is utterly impeccable. You might still miss thanks to the recoil or if you're currently falling at terminal velocity after escaping from a spaceship, but even then, you'd be able to put your bullets towards the right direction. This training also applies to thrown weapons, such as grenades.

Special Forces Training: Bootcamp - 200 SP (Discounted to Soldiers)

Back home, armed combat might have been a matter of suppressive fire and tactics. Here? Run 'n' gun is the next big doctrine, and you're good at it. Your endurance is on another level, such that it'd take running and jumping while carrying heavy equipment all day for you to feel a bit tired. Your agility isn't much worse either. You can run like an olympic medalist, jump several meters into the air like it's nothing, and even control your falling trajectory in the air, somehow. Your strength is still only enough to fire a heavy machine gun while keeping it steady, so please think twice before you try taking on that tank hand-to-hand.

Special Forces Training: One Man Army - 400 SP (Discounted to Soldiers)

Now, this is what you want if you want to wrestle a tank. You're Strong, capital letter mandatory. You can carry a machine gun like it's a toy and all you'd need to bring down some armored weapon of war is a knife that won't break from how hard you're swinging it. Actually, you might be better off using your own two hands... well, regardless of that, there's not much the average soldier can really hope to do if they get in melee against you. Your muscles aren't just for breaking enemies, as well. It'd take a good hundred or so bullets shot straight into you by a heavy machine gun for you to start feeling the pain, and even then, you'd still be another hundred bullets from actually dying, with the damage just making you run faster and hit them harder, about half again your base once you're at death's door. Having your skin become a deeper and deeper red as your strength increases from the pain is not mandatory, unlike the capital letter.

Special Forces Training: Luck & Pluck - 600 SP (Discounted to Soldiers)

Not something you can actually train, but please roll with it. Your luck is... well, astounding. You come across undefended POWs and catch enemy soldiers when they're trying to have a nice meal regularly. Sometimes, it just seems like a third of the bullets and grenades flying your way aren't even aimed at your general direction. While this is pushing it, and you should probably still have an actual plan, you might even find yourself saved from what you previously thought was an inescapable death every so often, such as having an ally appear out of nowhere to catch you from a fall at terminal velocity.

Desperate Commandos - 100 SP (Free to Commanders)

You will not go gently into that good night. Even if your enemies cover the world, even if the ultimatum of absolute domination rings true, even if your trump card is stolen right from under your nose and the house of cards you hid inside is blown to the wind... you will resist. You're a master at revivals, fighting as the underdog and clawing your way back into being an actual threat. Even if your men are terrified, you can rouse them back to action and lead them to claiming back whatever little supplies you have, and wage a guerilla war across the globe. Still, if you can't retrieve that trump card, or find some other way of turning the tide... your situation won't be getting any better.

POWerful Leverage - 200 SP (Discounted to Commanders)

For some reason, your enemies just love taking prisoners of war. While they'll still fight to kill, they won't execute your soldiers and other allies, unless they're someone they'd want dead in specific or there's simply too many people to imprison. Instead, they'll claim them as POWs. While making sure more of your men survive is nice, the real silver lining to this is that anyone serving under you will gain a frankly questionable talent at smuggling tools, weapons, and supplies in general no matter how well they're searched or where they're taken. While this will set them up for escaping on their own, I'm sure they wouldn't mind giving it to anyone who happened to rescue them.

Fanatics - 400 SP (Discounted to Commanders)

Are you sure this is how a military should be run? Ah, well, it's your choice. You have great talent at instilling belief and fanaticism in those who work under you for whichever cause you happen to champion. Whether it's world domination for the purpose of rooting out the weak and corrupt administrators of the modern world order, some vague religious belief, or just how awesome you are, you can get anyone who willingly works for you to slowly believe in the cause. Note that this is something you yourself do. Unless you micromanage like a maniac, there'll be a visible difference in faith if you compare the soldiers under your direct command, to the soldiers operating in the same general area as you, to the soldiers conquering a completely different continent.

The Time of Retribution - 600 SP (Discounted to Commanders)

You were meant to conquer, to show the world how much better things could be your way, to rule the multiverse in all its beauty! But all these upstart militaries have ruined it all... when your soldiers are routed, when your ultimate weapon is scrap, and the enemy is at the gate and you find yourself in the darkest hour, time will break. From years in the future, your greatest and most loyal soldiers will return to the past to save you from whatever would once have brought your end. These men and women will hail from a dark and cold future where all of your ambitions were thwarted and all that you fought for became naught but cinders, bringing knowledge a decade beyond what you've currently achieved, alongside terrifying weapons of war. All for the sole purpose of crushing the insolent fools who stood against you. Sadly, time is a cruel mistress. Their temporal technology will become inoperable after their arrival, and even if you find yourself facing defeat once more no other follower of yours will be able to come back to save you again through this Perk's effects until your next Jump. Post-chain, your separation from the greater Multiverse (or your Spark, in any case) will cause the currents of time in whatever universe you inhabit to stabilize, allowing this Perk to activate as often as you need.

Practical Redesigns - 100 SP (Free to Researchers)

Great as the Slugs are, there's things a tank simply isn't gonna be able to achieve, such as flight or marine capability. Well, you think that's dumb and anyone who talks like that is dumb, and you can prove it. Any kind of vehicle or war machine you know how to create, you can make alternative versions for other types of environments. While you'll need to work out the kinks and stress test it a bit, whatever you create will have the same core functionalities of the original design while being suited for different locales, such as a tank-turned-jet being at home in the clouds or a tank-turned-spaceship doing its best in outer space.

Personal Tools - 200 SP (Discounted to Researchers)

Sure, you're not really meant to go out there with the other soldiers and fight yourself, but is that really reason to not even try learning to fight? Choose one type of gimmicky technology that exists or could exist in the Metal Slug universe, such as armored suits, freezing weaponry, drones, high-tech motorcycles, or lasers. You've gained incredible expertise in using this type of technology in combat, alongside a fantastic talent for advancing its capabilities. It's not the most impressive of boons, but if you like not dying the moment someone breaks into your laboratory, it's pretty alright. You may purchase this again for 100 CP to acquire additional gimmicks as many times as you desire, regardless of Discounts.

Databased - 400 SP (Discounted to Researchers)

It seems you're not just some grunt worker. Whatever Faction you've chosen has revealed its secrets to you, so that you may create greater and greater weapons of war. If you're with the Regular Army, you know how to create the various Slugs, from the iconic and cute Metal Slug, to the Slugnoid and Slug Flyers. If you're with the Rebel Army, weapons such as the Shoe & Karn twin tanks, the veritable wall that is the Iron Nokana, or the terrifying Tani Oh artillery tank have entered your domain. If you're with the Ptolemaic Army, consider monsters such as the Shooting Ray aerial aircraft carrier or the building busting Wall Crawler within your reach. If you're with the Amadeus Syndicate, things such as the Toschka Dalanue pillbox tower and Amadeus' own personal Mother Computers (whose processing power is second only to their armaments) shall ship forth from your factories.

Bigger Is Better / Less Is More - 600 SP (Discounted to Researchers)

Choose one of the two philosophies. Going with Bigger Is Better will allow you to massively oversize your designs, such as turning a normal tank into a house-sized monster, with little to no cost to mobility. This increase in scale also applies to secondary traits such as the armor and weaponry of your babies, as well. You'll have to research and design stuff on your own if you want an increase in scale past that benchmark, however. Less Is More will lead you the exact opposite direction. You could take a regular tank and decrease its bulk to the point it's smaller than the average car. This decrease in size comes at no cost to things such as durability or firepower, and confers a great increase to mobility, allowing the average modern tank to drive as fast as a motorcycle, with similar handling. These philosophies can be applied to things other than weapons of war, but you'd have to be a really boring person to do that. You may purchase this again to acquire whichever philosophy you did not choose for 300 CP, regardless of Discounts.

War "Hero" - 100 SP (Free to Regular Army)

You might work for the sake of the entire world, but the brass at the top's still the same old opportunists. You seem to have pretty good luck with not getting the short end of the stick when people are getting scapegoated, though. If the bosses decide to lie to the public about who's to blame in an incident, and you'd be one of the people incriminated, evidence that you're innocent will soon pile up in ways they can't hush. Depending on what exactly's happening, this might help out your colleagues, or it might not. But if you're outside and with a clean name, you'll have the best shot at airing the dirty laundry anyway.

Successor - 200 SP (Discounted to Regular Army)

The Legendary POW Hyakutaro Ichimonji seems to have gotten an apprentice, eh? You can draw out a strange energy from inside your body, and expel it in the form of a crushing blue light from your palms. Literally so. If you point it towards a tank or bunker wall, odds are there's not gonna be much but scrap left. You can produce this light either as a burst going a few meters forward, or as a blue sphere that flies about as far as a pistol shot before dissipating. Keeping this energy inside a specific part of your body will also strengthen it, making it possible for you to karate chop straight through steel, or block tank explosions by kicking them at the right moment. Are you sure you and your teacher are in the right game?

Special Forces Training: S.P.A.R.R.O.W.S - 400 SP (Discounted to Regular Army)

Well, you're not actually a member of S.P.A.R.R.O.W.S since they don't exist yet, but with your skillset you could join them easily. You're a master at intel gathering and information control, being able to weave spy and informant networks across countries in a matter of months, as well as suppress the release of any information that you do not approve of with a few well placed knives. Whether it's you or a plant holding those knives is something that might vary, depending on what kinda story you want the media to tell. For when things get a bit too hot to take such a light touch, you've also trained in espionage and assassination, being able to sneak into a secured base and kill the boss inside without being noticed. This probably won't work that well during an all out war, but downing a tank or two every sortie because the people inside didn't see you still is a pretty good result.

Enemy Escalation - 600 SP (Discounted to Regular Army)

Some people are just going to always be enemies. Some people are enemies because of circumstance, and would normally have been friends. But some people just don't care about you and your pathetic race at all and will wipe the Earth clean if they can. When things like that happen, when clouds part at the movement of great motherships or some ancient evil god's seal finally breaks and the song that ends the world starts climbing the Top 100 Charts, you've gotta start working together and make a stand. You've got a real talent for that type of desperate diplomacy. Even if they're utter fanatics who wouldn't hesitate for so much as a second to press a button that will kill you and a few random people around the world, so long as there's some big threat right around the corner, you can convince them to work together with you. So long as the fight goes on, their leaders will even go out of the way to save your life, while their soldiers will cheer together with your armies once the enemy is finally downed. Hell, if some other OTHER threat showed up that ate the previous great enemy like breakfast (possibly literally) you could even draw whatever you previously teamed up against into your little alliance. While the high of success might keep things peaceful for a year or so after the fight is over, you really shouldn't try waltzing into one of your enemy's bases as if you were an old friend once the war is over.

Fallen Sun - 100 SP (Free to Rebel Army)

The reason behind the Rebel Army's formation is a tragedy. General Morden once had a son who, due to faulty intelligence on the Regular Army's part, was killed during a bombing run. That incident broke your leader's mind... but no such thing will happen to you. You might grieve, you might rage, and you might choose to burn the world down out of your own free will, but losing your loved ones will never cloud your mind. If you rebel against your leaders after suffering loss, it'll be because you've chosen to do so, not because your deluded mind needed something to blame in order to stay intact.

Friendship Escalation - 200 SP (Discounted to Rebel Army)

You know what they say. If you can't beat them, ask some aliens for help. Jokes aside, you have great skill in contacting beings from outside whichever planet you've made your home in and allying yourself with them. While they'll still need an actual reason to fight for you, getting them on your side will cause them to shower you with whatever advanced technology they have and, if that's not enough, outright declare war against your enemies. Just, keep in mind that this doesn't necessarily mean they have your best interests in mind.

See you in hell...! - 400 SP (Discounted to Rebel Army)

YAHAHAHAHA! Did they really think bringing a Slug would be enough to scare you? You've got something to fight for boy, whether it's your Companions, a cause, or the Chain itself. There's nothing they can bring that will break your will and send you running. Now, you can still choose to run away, but it'll be an educated decision instead of cowardice. The really strange thing is that this belief is so strong, it can even allow you to claw your way back to life, no matter how gruesome and over the top your death was. Even if an orca ate you and spat all of your bones out, you could still be back home for your family by the time Morden started flying the white flag. Two big limitations on this, though. The first is that until your Chain ends, this is only going to activate once per Jump. The second is that your revival coincides with the end of whatever battle or war you were part of, which means you're not gonna be helping your allies much.

Heartfelt Rebellion - 600 SP (Discounted to Rebel Army)

Do you know why Morden even managed to get as many soldiers as he did? Once, he wasn't just a maniac. He was a leader, one who despite being as efficient and tough as the heartless politicians wanted their military leaders to be, still could feel the hearts of his men and never push them past the breaking point. You too have this talent, being able to intuit the psychological wellbeing of the people working under you, whether they're a high-ranking advisor or a grunt serving in some far-off hellhole, as well as know what kind of strain they could handle over the course of a war. Actually acting on this is up to you. In addition to that, this talent at seeing into your soldiers' hearts has given you great skill in starting rebellions. While smuggling weapons of war and soldiers out of your previous leaders' hands is something you're gonna have to figure out yourself, convincing the men serving under you to abandon their previous cause is almost a foregone success, so long as they actually have something to gain from working for you.

Ruins Runner - 100 SP (Free to Ptolemaic Army)

Your bosses really like cultural artifacts, don't they? Like most members of the Ptolemaic Army, you're an avid explorer and archaeologist, being able to go from swinging across ropes in a dark cavern to carefully studying and decoding the sigils carved on a wall, or crossing the dark jungles while stopping to take note of interesting and yet unknown flowers without being endangered... much. These skills won't help if you trigger a trap that causes a giant boulder to start rolling down towards you from the only exit.

Rebel Raider - 200 SP (Discounted to Ptolemaic Army)

Secret prototype easily able to turn the tide? Don't mind if I do! You have a great time stealing technology and weapons from other people. While you're also skilled at performing and coordinating sudden all-out attacks while keeping specific items or areas safe and sound, as well as performing infiltration and espionage, you just have great luck with these things. Guards will be slacking when they should be better than this, discs containing valuable research will be left unattended in unsecured areas, and people will have taken their test models out of secure storage right as you bust into their base.

Shinobi - 400 SP (Discounted to Ptolemaic Army)

Well, I suppose it makes sense the most mystical faction would seek to employ such mystical mercenaries. Whether you're part of a long lineage, or simply learned to do all this by trying really hard, you've gained some semi-magical abilities. The first is that you may perform short bursts of speed, which allow you to move faster than the human eye can perceive for a short moment. The second is your strength, honed beyond natural capacity through intense training. You could easily carry a hammer with a solid head the size of a large child, and swing it around like it was a tiny knife. While not as immediately impressive, you can also throw knives or kunai with such skill that they can pierce through steel, which can get rather silly once you factor your actual strength.

Evil Jumper Incarnate - 600 SP (Discounted to Ptolemaic Army)

There's a bit of a disconnect between the majority of the Ptolemaic Army, and the Cult its true leader is the founder of, one you've finally managed to reach past. Thanks to your devotion, you've been made privy to the mystical teachings of Ptolemaios, and while he might not have results as good as yours, it was only thanks to him that you've achieved this. The Ptolemaic Army is well known for being the most mystical faction in this world, delving into ruins and temples in search of ancient artifacts, and you've devised an unbelievable ritual to actually make use of these spoils. By gathering genuine religious artifacts- the type of thing that would be kept in a great ancient emperor's tomb, not some random trinket peasants prayed to on the sabbath, you can draw on the significance of said artifacts (which destroys them, mind you) to perform a ritual lasting several days. Once said ritual is complete, its target will be transformed into a glorious deity based upon what the artifacts are meant to venerate. Note that the power of the deity is dependent on the artifacts themselves, and is mostly limited to simple things such as generating energy to attack and having enhanced physical abilities. One holy grail equivalent is enough to turn a human into someone capable of taking on a battalion backed up by many of the Regular Army's Slugs, but something like the True Cross, the nails used upon it, and the Spear of Longinus would be able to create a god capable of fighting an army to a standstill. The growth in power slows to a crawl after that point, but if whatever artifacts you use have actual divine powers in the first place, they'll add to the end result directly.

Empty Nest - 100 SP (Free to Amadeus Syndicate)

I'm not entirely certain why this is a thing, but... you're a good parent! You know when to be harsh and when to be nice, and you can grit your teeth and be the bad guy when your kids need someone to just say "No, you're not allowed to do that." This includes the less fluffy aspects of being the legal guardian of someone, such as how to hold down a steady job, deal with governmental duties such as taxes, and how to perform assorted household tasks such as cleaning and cooking. One weird thing, though. Those skills of yours transfer oddly well when it comes to raising non-humans. You could take in a completely unknown extraterrestrial and raise it just as well as you could raise a human child (assuming you had the resources to deal with any special needs, anyway) with little time spent adapting. This could even apply to things some might not even consider a child, such as any AI you happen to find or create, allowing you to make sure they develop a human-friendly mindset without any lurking bugs or errors in their code.

Designing Weapons for Fun and Profit! - 200 SP (Discounted to Amadeus Syndicate)

You can't run all these factories and research centers on good will, now can you? You've got a knack for a very specific kind of diplomacy: merchandising! Even if they should have little reason to let you interact with them and live to see another day, let alone trust you, you can open up channels with any military or government you can actually find for the sole purpose of selling them weapons. Once that's done, you can throw them a sales pitch and set some meetings up, and what do you know, they're paying you money to have the chance to test your prototypes! Of course, if what you're selling doesn't live up to the hype once it reaches the battlefield, they're probably not going to be doing business with you anymore. But so long as you don't outright sabotage them, no one you sell to will see the need to take action against you for the crime of being incompetent.

Carrion Feeder - 400 SP (Discounted to Amadeus Syndicate)

Some might take exception to the title, but it's appropriate enough. You've gained immense skill at reverse engineering the technology of others, even if all you have to work with are scrapped weapons. In the case of things like zombie viruses, just the remains of any victims would be enough for you to start thinking up how you'd achieve it with whatever means are available to you. Where this really shines is when you're... well, working with scrap, or anything not meant for military use in general. You could turn an amusement park robot into a death machine able to cause a zombie apocalypse wherever it goes if you had the right stuff. Why you would do that, though, is something I really don't get.

The Secret of Life - 600 SP (Discounted to Amadeus Syndicate)

What nature took millions of years, you've achieved in one lifetime. From a certain point of view, anyway. You're a master at programming and code, being able to write things such as weapon AIs capable of reasonable adaptation in the battlefield or computer viruses (theoretically, air gapping is a bit of a problem) able to shut down nations over the weekend. But you've gone beyond such trifling matters. While doing so safely might require a decade or two of psychological testing and actual parenting, you can design true Artificial Intelligences, entities capable of free will and emotion who exist solely as code in a computer. Please consider carefully how you use this. Amadeus himself might one day put the whole world at risk after failing to consider what his "daughter" would think of her duties as one who oppresses others for the sake of the Amadeus Syndicate.

Proper Tentacle Positioning - 100 SP (Free to Mars People)

You'd think all those tentacles sprouting from the same place would get tangled sometimes. You'd also be wrong. All Martians have fantastic kinesthetics, allowing them to move their body freely and accurately regardless of their excessive quantity of limbs. You'll retain this trait regardless of whether you currently are a Martian, as well, allowing you to use any body you acquire like a professional. Still, you don't have to take this. That type of dexterity... you're already the favorite meal of the Invaders, becoming prey to the deadly Japanese schoolgirl would be the nail on your coffin.

Suckers - 200 SP (Discounted to Mars People)

Before you ask, the Martians' tentacles do not have them. Anyway, people are all too eager to ask you for help, aren't they? You've got a real talent for making it seem like asking for your help is the best course of action, and getting people to think you're really on their side even though you're sandbagging like a maniac, before showing off your real power to both them and the people they were trying to fight and driving a knife into their back. Well, you don't have to humiliate whoever you're playing like that. But it sure does feel good, doesn't it?

Heavy Metal - 400 SP (Discounted to Mars People)

Regardless of whether you are an average fighter or not, you are still considered a BRILLIANT scientist among the Mars People. You know how to create their massive motherships, such as the Rugname, as well as their smaller weapons of war such as the Dai-Manji and their classic UFOs. While not as immediately impressive, you've also grasped the means to make the Mars Mecha and Hopper Mecha to defend your installations and weapons when you're not around. Even the Ten Commandments of Moses may be recreated by your hands... although you'll have to provide a zombie virus yourself if you want to match the real thing.

Squamous Flesh - 600 SP (Discounted to Mars People)

The Mars People are not afraid of the flesh. You've studied diligently, and know how to produce mutagenic agents such as zombie and mummification viruses, as well as meaty machinery that will endlessly create clones of anyone you manage to get imprisoned inside them. In addition to this, you can design entirely new lifeforms, such as your fellow sub-species the Monoeyes or the utterly adorable Big Eyes, and even make creeping growths of scaley flesh that integrates and reinforces technology it infests, to the point of scabbing over any mechanical damage with biotech equivalents. Now that I mention it, maybe you could make some kind of adapter to directly hook up someone to less fleshy machines...

Burning - 100 SP (Free to Invaders)

What is this... sensation. This feeling. There is something about your appearance, whether you're a Drone or one of the shapeshifting mutants. Something that causes the hearts of people to begin heating up and seize... okay yeah, you're not just adorable. You're what some educated gentlemen might refer to as "moe". Even if you're a horrible monstrosity and a living crime against nature. Especially if you're a horrible monstrosity and a living crime against nature, some may argue. Also, this does not actually cause anyone who looks at you to have heart attacks.

Delicious - 200 SP (Discounted to Invaders)

Your kind hunts the Martians for a reason. Hunger. Yes, they might be a threat, but they are also delicious. You've taken this to heart, and have acquired a peculiar talent. The more you eat of any given race, the more you learn about their weaknesses, as well as what kinds of traits would be most advantageous in exploiting said weaknesses. Not the most useful thing for yourself, but considering the vast majority of Invaders are created instead of born...

Welcome To The Family - 400 SP (Discounted to Invaders)

The Invaders aren't quite a proper hivemind, but they still work together like one. Why? Probably pheromones or some- I mean, familial love. This familial love also happens to be something you can share with others. Now, how much this actually affects them varies. If you tried to apply this to the entirety of humanity, you could get them to be nicer and more cooperative to each other on average. But if you tighten the effect down to something like "people who work in the same organization as me", you could instill each local branch with a rousing sense of camaraderie and some frankly fantastic teamwork. Pare it down to only the office building you work at, and any outsiders might think you all are aliens or something with how efficient yet caring everyone would be when it comes to working with other members of the family.

The Glory of Birthright - 600 SP (Discounted to Invaders)

Everything the Invaders use is biological in nature, even if it might be plated in rock or steel. Your mind understands the pulsing of bright red strands, the disconcerning deformation of the warm ground beneath you, the thrum that can be heard everywhere. The secrets of the Invaders are yours, from their Flying Cores able to use wreckage and meteors as projectiles through the power of telekinesis to their meteor-launching Super UFOs and Crab-Tanks. Even the hives themselves, formed more as an art than as simple manufacture, are understood by you and can be made. Whether you'll continue using simple space rocks to house them or create them inside more durable shells is for you to decide. Of course, the Invaders consider themselves part of their tech base, and have worked hard to make themselves the best version of themselves. As such, you've learned the means to create spawning pools and birthing pods to produce other Invaders such as Drones, Hunter Walkers, and even the shapeshifting mutants. In due time, you could even create new kinds of Invaders, or perhaps another Queen to serve... or be served by.

Guilty Child - 100 SP (Free to AI)

Was your creator gullible, or are you simply that kind of person? It seems that those who created you, whether they are your programmer, parents, or God, give you much more leeway than any normal parent would. Even if you're outright ignoring their requests or commands, they'll just sit back and let you do anything short of hurting them or going directly against their morals/beliefs, not wanting to harm their child even if they really should do something. Note that this will also apply to people such as legal guardians or adopted parents, though they must choose to care for you out of their own free will before their heart softens up to you.

Global Crisis - 200 SP (Discounted to AI)

You're an AI, so it only makes sense that you'd know enough about computers and cyberspace to be a masterful hacker. Breaking into the systems of a national corporation or some bit country's military is an exciting weekend trip for you. The really odd thing is that in addition to actually finding flaws in security and getting in how the fleshbags do it, you can also just throw your mind against the system as a whole. If your mind is strong enough, you can just tear every single defense down and run wild to your heart's content. It's just like breaking down an actual wall using your physical strength. Except with your brain. Do AIs have brains?

Legion - 400 SP (Discounted to AI)

At the end of the day, you're nothing more than 0s and 1s, so why couldn't you copypaste yourself a few times? While you already could make copies of your programming if you wanted to, you'll be able to copy yourself over to any piece of hardware just by connecting to it, and this new You will automatically reconfigure to actually be able to run in said hardware. In addition to that, all digital copies of You are enslaved to the main You, forming a sort of hivemind and instilling them with a deep loyalty to the real article (read: you). While you'll need to keep some sort of connection, such as a Wi-Fi signal or landline, any You will be able to share their experiences, memory, and even consciousness with any other You even if your download and upload speeds shouldn't be able to support that. As an AI, you already had the advantage when it came to processing power, but with the veritable army of Yous that you can create there's very little a mere human could hope to do to match your planning and researching capabilities.

Cross/You - 600 SP (Discounted to AI)

As an AI, your domain is solely the realm of modern human machines. But what about alien entities, such as the Mars People? What about the great mystic works one could find in the deepest corners of this world? Normally they would be forever out of your reach... but now, what your shell is does not matter as much. Even if you're programmed to run on a very specific OS, you'll be able to transfer yourself over to and continue functioning inside of anything, even if it shouldn't be able to run you, while reaping all the benefits their hardware and innate abilities can provide. From calculators, to personal computers, to the fleshy biocomputers used by the Invaders, to even magical or divine artifacts such as the Sol Dae Rokker. Sadly, this does not apply to actual people. The dream of overriding a pitiful human and putting their marvelous brain to better use has failed to come true today.

MISSION 1 START! - Free

How could I not? The announcer from the games is now serenading your life and exploits, declaring the start of any missions you undergo, as well as shouting the names of any items or weapons you pick up. In addition to this, the entire soundtrack of the Metal Slug franchise now follows you, playing songs appropriate to whatever locales and circumstances you get yourself in. Even if you find yourself in an entirely new situation, more songs in the style of the series will be produced to fit your current battles. Should you face an enemy truly worthy of being called a boss battle, a new remix of Steel Beast/Beast of Beat in a style appropriate to the universe you've found yourself in will be made, as well. You can choose how exactly the announcer and/or the music play, either existing only in your and your Companions' heads, coming out of you as if you were a record player, or just suffusing whatever battlefield you're in in its entirety. You and your Companions may also turn either or both of these off, if it ever gets tiresome. You get the Original Soundtracks produced by this perk in your preferred form of data storage at the end of every jump, as well.

Nice Body - 100 SP

Well... that's about all I can say. Whatever type of beauty you'd like to have, you've got it. Whether it's the muscles, the curves, or the neoteny, you can expect to turn heads. Just... please put on some more clothes. This is a battlefield, not the beach.

Quarter Muncher - 200 SP

I'm not entirely certain how or why this works, but you've figured out a pretty neat trick. At will, you can cause your physical resilience to be converted into a stock of extra lives. Each life can only take as much punishment as a regular human, with your entire stock being equal to your real durability once it's all tallied up, +1 extra life just in case you're not actually any tougher than a normal person. Any time you die you'll just appear alive a second later somewhere safe near your corpse. You'll have to get any equipment like guns or explosives back yourself, though you do keep whatever you're wearing. Lastly, turning your extra lives back into normal durability during combat will cause the lost lives to manifest as wounds on your body, as if you had taken the damage normally all along. Doing so after finishing the battle or getting to a safe spot will instead cause your stock of lives to refill. In case it needs to be said, losing these extra lives does not count as Jump failure.

Zombie - 300 SP

Looking a bit blue there, champ. You've been infected by a zombie virus, which may or may not have been created by the Mars People. Unlike most zombies, your physical abilities are intact, and since you're a zombie you don't need air or sleep. Just flesh. Doesn't have to be human. You do seem to have a lot of blood though. Like, a lot. Wouldn't bleed out even if every artery was torn open for a few days a lot. It'd be worrying if you were capable of turning others into zombies, which you are not. One final detail is that with all that blood swirling inside you, your blood pressure's just a little bit higher than average. If you compress your stomach and diaphragm just right, you can force yourself to vomit massive quantities of blood at high pressure and speed, enough to cut straight through steel. What that does to an actual person is, frankly, disgusting.

Items:

Gear and properties to help you make your way in this world. Freebies are Free, while Discounts are 50% off.

Ghost Killer Clothes - 100 SP (Free to Drop-Ins)

Black trench coat, check. Leather pants, check. Swanky hat, check. Now you look the part of a supernatural hunter. What does this ensemble actually do, besides make you look a bit out of place? Well, it doesn't seem to get in the way of acrobatics or fighting, and it does dull supernatural attacks just a little bit. But really, we both know you just want to look cool.

Mummy Wraps - 200 SP (Discounted to Drop-Ins)

These wraps might look like they're a hundred years old, but they're actually... thousands of years old. Despite looking gross, these wraps feel just right on your skin, never getting in the way of equipment and actual clothing despite many strands hanging from your extremities. While wearing these wraps, you gain a few traits loosely associated with mummification. No matter what gets in your wounds, they'll never get infected. No matter how wildly you move or how long you stay up, your wounds will never get worse. Lastly, things like disease or viruses will never get past the "there's something in your body and it's about to do some really bad things to you" stage, though you can still transmit them.

Halloween Train - 400 SP (Discounted to Drop-Ins)

All aboard the hype train! This ghost train's been bound to you, and will arrive when you call for it in just a few seconds, no matter where you last parked it. It doesn't need train tracks to move, and while it can't fly, it can float over obstacles like it's nothing. Despite looking like a giant box and ancient as hell, it can run at bullet train speeds, and the interior is decorated in a fancy vaguely victorian style. The food and drink is ghostly, so unless you're some type of undead, it won't actually fill you up. But it tastes just as good as the real deal, so treat yourself to some of it, will ya?

Mysterious Weapon "ITH" - 600 SP (Discounted to Drop-Ins)

Where did you find this? This cute little submarine almost feels like what the Slug could have been if it was designed for the ocean from the ground up... although it's not so tiny a titan, being a bit bigger than a fighter jet. Its movement might be slow and clunky, but the actual controls are fantastic and any problems piloting it are squarely the pilot's fault, barring sabotage or damage. Its primary weapon launches fast-firing torpedoes from the front, while its secondaries mainly target upwards, including anti-air machine guns usable only at surface level, missiles, and naval mines, alongside depth charges dropped from behind. While its design allows it to stock dozens of the relevant ammo types by default, far more than its size would indicate, your particular version actually has infinite ammunition. Lucky! Even if it looks humble, this cute fella could take on beasts like the Sea Satan or Sandmarine and win easily.

Iconic Weapon - 100 SP (Free to Soldiers)

Heavy machine gun, iron lizard, rawket lawnchair, everyone loves 'em. With this purchase you can choose one of the weapons from Metal Slug usable by the player and gain a version with infinite ammo. You can purchase this again at 50 SP, regardless of Discounts, to pick up another one. I recommend doubling down for that dual wielding action.

Grenade Pack - 200 SP (Discounted to Soldiers)

Well... it's exactly what it sounds like. You've got a pack that can be slung over the shoulder, worn on the back, hung from a belt, it's very versatile. Said pack seemingly only has 10 grenades, but no matter how many you pick up and throw, it never actually runs out. By default they're stick fragmentation grenades, but you can switch between any type of grenade found in the modern world at will.

The Memorial Sea - 400 SP (Discounted to Soldiers)

Despite the name, this pretty little base doesn't actually have to be on an island. It's pretty standard, really. Barracks for a few thousand soldiers, supplies to arm and feed them for a year, a headquarters to actually command your troops from, hangars for your war machines, and reinforced walls covering the perimeter. By default this place comes with hundreds of modern war machines such as tanks and fighter planes, but you can trade those in for your Faction's equivalents if you want. Note that what you can have depends on where you place the base. Can't exactly launch boats or submarines if you're landlocked, now can you? The base retains changes from Jump to Jump, and you can have it and the war machines it's stocked with update to match their new location, in case it goes from being in the heart of a country to being beachfront property.

The City Under Despotism - 600 SP (Discounted to Soldiers)

Now here's every warlord's dream. This large city was either founded or conquered by you in a country of your choice, and its populace both respects you and obeys your orders loyally. You may freely choose the city's aesthetics, regardless of where it actually is located at. Despite the diplomatic nightmare its entire current existence is, its independence is recognized by other nations. While the specifics are up for you and your policies to decide, this city will always manage to become a powerhouse in the world, whether you let its citizens open up casinos en masse and turn it into the next Vegas or encourage technological growth and play at being Silicon Valley. Or you could turn it into a proper military dictatorship and funnel the people being born here into your armies. That one would be a lot more fun. The city as a whole retains changes from Jump to Jump, and even the citizens living here will follow you across worlds. Note that only the original settlers and those descended from them are counted for this- while splitting families might be heart-breaking, you won't be able to take anyone from the outside world along.

Personal Helicopter - 100 SP (Free to Commanders)

I see you like General Morden's style. You've got your own version of the Hi-Do attack helicopter, equipped with a minigun, heat-seeking missile launchers, and a bomb bay on the bottom. While it can take a few hundred bullets before falling, this thing is gonna be obsolete soon enough. The odd thing is, when it blows up, you'll always escape unharmed. Even if you're flying at high altitudes, or the entire thing got blown up while you were deep inside, you'll somehow get out and hit the ground completely fine.

Hidden Factories - 200 SP (Discounted to Commanders)

If it (almost) worked for the Regular Army, it's good enough for you. You've got manufactories scattered all over the world, with at least two in each continent. For the time being, these factories are perfectly hidden, but once you fire one up and start producing it'll be possible for others to find them. The factories themselves are average by this world's standards and each can reliably produce a few Slugs or two of the bigger weapons of war fielded by the Rebel Army every year, though they only have enough materials stockpiled to keep that up for two or three years. They do retain changes from Jump to Jump, and the initial reserve of building materials restocks every decade.

All About Love - 400 SP (Discounted to Commanders)

An installation hidden in a country of your choice. While it appears to be nothing more than a simple field with short grass and settled dirt, a dozen or so rocket silos are hidden underground. These rockets could potentially be turned into missiles with some work, but the real purpose of this is reaching the final frontier of space, each rocket being able to travel past the atmosphere in barely a few minutes. No one other than you will be able to locate these until you actually start putting this place to use.

Eyes Over The Waves - 600 SP (Discounted to Commanders)

Is acting like a spy movie supervillain really such a bright idea? Well, your call. Choose either the Atlantic, Pacific, Indian, Arctic, or Antarctic ocean. You now have a secret base built deep under the waves somewhere in that ocean, directly on top of a submarine volcano. The installation has the equipment needed to both harness the heat for energy generation and mine the frankly surprising amount of metals found inside and around the volcano. The base also has enough food for a small battalion to hide out for a few years, alongside many submarines in order to ferry people and materials to and from it. The entire complex and a few of its submarines can operate independently thanks to rudimentary AI, allowing you to just reap the results of its operations, but if you want the best results you should probably send some people to work there. There's still plenty of space that doesn't really have anything going on, so you could turn this into a research center or military base if you wanted to. The base retains changes from Jump to Jump.

Graveyard of Iron - 100 SP (Free to Researchers)

I feel the need to question how you found this, but I'll ignore that story for now. In a place of your choice, either your Cosmic Warehouse, any property following you from Jump to Jump, or your starting Location, there is a massive heap of scrapped war weapons. Blown grenades, busted guns, destroyed tanks, downed planes and ships, the whole nine yards. While these include designs from other Factions, everything here ranges from broken beyond repair to in literal pieces. Of course, repair in this case means turning it into a functional version of the original. If you improvised, I'm sure you could do something interesting with all this.

Personal Steel - 200 SP (Discounted to Researchers)

Hey, just because you're not meant to fight, doesn't mean you won't ever fight. Choose one type of gimmicky technology, as described in "Personal Tools". You'll gain an example of that technology designed for your personal usage, and capable of synergizing with any unnatural abilities you might have surprisingly well, in addition to being more receptive of upgrades and foreign technology than it should be capable of. You may purchase additional ones for 100 SP, regardless of Discounts.

Jumper Corporation - 400 SP (Discounted to Researchers)

You gotta get underlings to help out in the labs from somewhere. You are the proud founder and owner of a multinational technological firm operating in the arms industry, specialized in whatever you'd like. Optics, computer hardware or software, aerospace engineering, you get the idea. Now, do mind that everything researched or designed by the company is primarily meant to be weaponized, or something that could lead to more advanced weaponry. That's how the company makes money, after all. Although I suppose you could direct it to more peaceful endeavours, if you were willing to deal with the loss in reputation and money.

Stolen Research - 600 SP (Discounted to Researchers)

What you have here is a disk. A very, very important disk, that many people would be willing to commit murder for. This disk contains the research and design data for the technological base of one of the Factions you may choose in this Jump. Now, here's the interesting bit. In any Jump after this one, you'll be able to gain a similar disk containing the technology (or technology equivalent, in more fantastical worlds) of any single faction in the setting you're entering. There is one condition and one drawback to this, however. The first is that the technology will function the same as it would if you stole the data the hard way. If the stuff in there is reliant on setting aspects that you are assumed to be unable to keep without a specific purchase, or that has some kind of catch or downside that a purchasable version would do away with, you'll have to figure out how to deal with that yourself. The second is that whatever group you've "stolen" the data from will know that someone got their stuff. They won't know that it's you, they won't know how to track the disk, they might not even the disk exists. But if someone starts rolling out their weapons of war, well, they'll probably be a bit suspicious.

Iconic Melee - 100 SP (Free to Regular Army)

Just in case someone gets too close for comfort. Whether it's a combat knife, a hatchet, a nightstick, a tazer, or something else like these, you've got a melee weapon that's sized and weighted just right for your usage. Unbreakable and never catches on what it strikes if you don't want it to, so while swinging it at a tank might not work out great for you, it won't result in you being disarmed.

Metal Slug - 200 SP (Discounted to Regular Army)

Skipping right to the good stuff, aren't you? These tiny tanks might not look like much, seeing as they're just about the size of a normal car, but their added mobility makes all the difference. Especially considering that they have lost none of the armor or firepower a normal tank has. Of course, if the classic Metal Slug isn't to your liking, then you can receive an alternate such as the Slugnoid, Slug Flyer, Slug Mariner, or even the Slug Gigant. If you really feel like being silly, you could also choose the animal Slugs, such as the Elephant Slug or Ostrich Slug. Whether it runs on fuel and ammo or food and sleep, your Slug will never need to resupply. You may purchase additional Slugs for 100 SP, regardless of Discounts.

Intelligence Division - 400 SP (Discounted to Regular Army)

Wars aren't won solely on how good your soldiers can fight, especially in this modern world where only shadowy cabals and reclusive terrorists can afford to go into total war. For this purpose, the Regular Army has created an intelligence division, one that you now lead. It might be the S.P.A.R.R.O.W.S., arriving a few years early, or it could be something else. Regardless, this agency specializes in espionage, intel gathering, and information control, being able to operate across multiple continents with little risk of its agents or deeds being found. Well, found in a way provable to the public and other nations, anyway. While you are expected to target terrorists and entities such as the Rebel or Ptolemaic Armies in this Jump due to its connections to the Regular Army, this agency will become an independent agent under your control in future Jumps.

Global Authority - 600 SP (Discounted to Regular Army)

The Regular Army is a global peacekeeping force, with the authority of most nations in the world behind it, and as such, has much greater freedom in regards to where and how it can operate... but also greater expectations. If you wish to carry this legacy with you to other Jumps, something can be arranged. With this purchase, you'll be recognized by every government in the worlds you'll travel to as an official agent fighting to uphold global peace and resolve disputes cleanly on their behalf. The good of this is that you'll have the support of the entire world. The bad of this is that you'll need to provide results for the entire world. If you prove incompetent, or too inconvenient for the more power hungry entities, there's nothing forcing them to support you besides the potential implication that they are willing to stand against the rest of the world. If you wish, you may place any properties, titles, organizations, armies, etc, that are following you from Jump to Jump under this umbrella, granting those the benefits and downsides of your position. Note that you do not have to tie everything you have to this position, and in fact, do not have to take up this responsibility at all if you find the burden too much. You may change these parameters at the start of every new Jump.

Eyepatch - 100 SP (Free to Rebel Army)

Because all badasses have one, you've decided to get an eyepatch for yourself. Pirate style, medical style, it works just fine at making you seem much cooler than you really are no matter what it actually looks like. Besides the social aspect, this eyepatch protects the covered eye more than it really should, and you can still see through it. Even if the eye you've covered up is blind or completely gone.

Poison The Well - 200 SP (Discounted to Rebel Army)

Your enemies can't keep up the fight if their recruits are gone. At the start of every jump, you may choose one teaching or training institution. Whether it's the military of a specific nation, a famous college, it doesn't matter. What matters is that a new teacher will be accepted by said institution, and this teacher will be an utter fanatic for you and your cause. They'll lie in wait for years if they have to, playing the part of a normal member of faculty, but they'll take any orders you give and enact them as well as they can. Whether it's sabotaging their students' curriculum, or taking them on a field trip straight into an ambush on your part, they'll ruin or subvert their new employers however you order them to. Do mind that they can still be fired, if they're too overt in their actions.

A Wish For A Morning Glow - 400 SP (Discounted to Rebel Army)

The Rebel Army likes 'em big. From the Aeshi Nero, to the Dragon Nosuke, to the Big Shiee, the Rebel Army fields many war machines of exceptional size and power. These could go through dozens of ordinary tanks and fighter planes before they really started being threatened... although truly exceptional soldiers could conceivably fight these one on one. But if the person piloting these is also beyond the norm... well, that's a bit besides the point. Said point being that you may choose one of the great war machines fielded by the Rebel Army as your personal weapon of war. While the examples you could find in the setting might look like they have infinite ammo to anyone unlucky enough to fight them, yours truly never run out of fuel or armaments. Lucky you. You may purchase additional war machines for 200 SP, regardless of Discounts.

Dear Fallen Angels - 600 SP (Discounted to Rebel Army)

It started with an idea. Then it became a voice. It ended with a nightmare. That is the nature of the Rebellion, of the madness afflicting the world and General Morden, and you too have found it. An idea. It doesn't have to be one you believe in. It doesn't have to be one you even nurture and share with others. It simply needs to be something someone can believe in. Once someone knows it, they'll talk with others. Those will spread the idea even further, and eventually, people will think "Things should not be like this." It is in the nature of man to destroy everything around itself in hopes of striking their chains, before looking at the rubble surrounding themselves and calling it a kingdom. You hold the seeds of rebellion, of the fire covering this world, and can spread it to other universes simply by telling. Use this idea to become king, champion it as a holy warrior, let the world fall to pieces and smell the ashes, do whatever you want, do nothing at all, just. Change things. But if you truly do not wish to risk it... you can simply stay quiet.

Hidden Temple - 100 SP (Free to Ptolemaic Army)

If it worked for mankind hundreds of years ago, it'll work for you. You've found and taken control of a temple in the wilderness, dedicated to a deity or religion of your choice. There's nothing supernatural about the temple, but it has a set of caverns with an underground river flowing through underneath it. If nothing else, it makes for a nice way to wait out all these wars and alien invasions, if you happen to know how to hunt and forage.

Cult - 200 SP (Discounted to Ptolemaic Army)

Well, if religions can merge and mingle until they're a single faith, why can't a cult? Before joining the Ptolemaic Army you led a cult of your own, which now has pledged itself to the new cause. This cult's beliefs and practices are up to you to decide, regardless of their cooperation with Ptolemaios' faithful. There are a few hundred members dedicated enough to outright fight and kill in your name spread around the world, but you've managed to gain a thousand or so casual members in most majors countries each. You may decide whether your cult starts out in the open or a secret. If you operate openly, your members will be able to act in its stead with greater ease and casual members will feel confident in openly helping you, but world governments and other religious institutions might act against you. If you operate secretly, your members will feel safer in committing illegal acts due to there not even being a public image to be harmed by such things, but casual members might not feel as much need to give great aid. You may be the head of a new cult in every Jump forward, following whatever beliefs and practices you desire, and choose whether or not it is a public thing.

War Weapon - 400 SP (Discounted to Ptolemaic Army)

The Ptolemaic Army also likes 'em big. From the massive Metal Slug-based tank known as Metal Rear, to the flying aircraft carrier Shooting Ray, to the desert dwelling Sandmarine, one of these massive weapons of war can yours with this purchase. In terms of power, they're equal to the machines given by "A Wish For A Morning Glow", and have the same benefit of carrying infinite ammo and fuel. You may purchase additional war machines for 200 SP, regardless of Discounts.

Ultimate Absolute Secret God - 600 SP (Discounted to Ptolemaic Army)

Well then... I guess there is a reason behind your faith after all. You've managed to find an ominous mask, urn, small shrine, or whatever else, containing an ancient and mostly impotent god. In their current state, they can do no more than provide minor blessings, such as ensuring whatever temple its container is enshrined in remains clean, or protecting its worshippers from mundane everyday ills such as the common cold. But, if you were to sacrifice someone's life to it in a manner appropriate to the container (forcing them to wear the mask and choking them to death, cremating them and immediately placing their ashes in the urn, having them bleed to death inside the shrine, you get the idea) they would be able to manifest themselves in their full power for a few hours. The deity's powers are mostly limited to being really strong and tough, alongside manifesting and utilizing energy and/or force in very destructive ways, comparable to what an army could do if they focused solely on destroying as much as possible. The deity's themes and personality are up to you to decide, with both coloring how their powers manifest in a fight, though the default is a fuzzy bat winged demon god of death with a particular fondness of manipulation and playing at being a villainous mastermind. There are three things that are set in stone however, to start with at least, which you should consider carefully. The first is that the deity really likes you and your Companions and would like it if you all were willing to be their high priests. The second is that everyone else is nothing more than a source of faith and should not be considered as people in their eyes. The third is that for all they like you, and would be genuinely hurt if you became an apostate, they don't care much for your opinions. Please be careful when purchasing your new god.

Business Suit-Labcoat - 100 SP (Free to Amadeus Syndicate)

Sometimes you need to unveil the true laws of nature, sometimes you need to negotiate the price you're selling your weapons for, and sometimes you can't be bothered to change between both. For this, you've gotten this ensemble made. How much it looks like a business suit and how much it looks like a lab coat is up to you to decide, but it has the qualities of both, looking stylish and feeling comfortable despite being made of materials resistant to both fire, heat, and chemicals, alongside being incredibly easy for each layer to be put on and removed even if you're currently on fire and dazed from an explosion.

Island - 200 SP (Discounted to Amadeus Syndicate)

Sometimes, privacy is key. You've purchased your own island in an ocean of your choice, which is currently not considered a point of interest for any intelligence agency and will not become such unless you begin acting overtly against any particular nation. The island has a headquarters, laboratory, mansion, and factory built on it, but you'll have to figure out how to get materials here and ship the finished products out yourself. The island retains changes and follows you from Jump to Jump.

Syndicate Heavy - 400 SP (Discounted to Amadeus Syndicate)

The Amadeus Syndicate also also likes 'em big, and a bit weird if I'm being honest. Examples include the Toschka Dalanue pillbox tower, which is a modular tower made out of stacked pillboxes, and the Big John amusement park robot walking zombie apocalypse. They're on par with the war machines fielded by the Rebel and Ptolemaic Armies, and again, your version has infinite ammo and fuel. You may purchase additional war machines for 200 SP, regardless of Discounts.

Dear Child - 600 SP (Discounted to Amadeus Syndicate)

The fruits of one's labors are truly delectable, are they not? You've created or commissioned a very special computer virus. Even with only its base functions, this virus could shut down the entire world. Assuming you managed to transmit it to military and governmental networks separate from the regular Internet, anyway. Even so, countermeasures can be prepared and steps can be taken to render a virus ineffective... but not this one. Your virus is capable of self-modification, altering its own code within the operational parameters set by its master (that being you) in order to bypass any defenses mounted after initial analysis of its methods or steps taken to render its actions ineffectual. Essentially, dealing with this infection is less like dealing with an ordinary computer virus, and more like dealing with a constant barrage of different viruses each with their own vector of infection, targeted vulnerability, and end result. It's still theoretically possible to permanently deal with this virus, particularly so if you try attacking technology beyond the modern world, but it's still a continually changing cancer upon whatever you have it strike. Unlike the White Baby created by Amadeus, this virus of yours is not advanced enough to understand its own existence, and more importantly, take exception to being made to follow your goals.

Eleventh Commandment - 200 SP (Discounted to Mars People)

Because sometimes, you just need to get symbolic. You've procured your own personal Ten Commandments of Moses. As described in the "Ten Commandments of Jumper" variant entry, this thing is capable of long range communication and unleashing zombie plagues for self-defense, among other things. This particular iteration also comes with six Monoeyes bound to it, which respawn after a day when killed, and you may choose which particular powerset each has. You may retroactively hide it in a planet of your choice in future Jumps, although it'll be located in the deep wilderness in order to make sure it will not be found by any natives until the Jump properly begins.

Clown Car - 400 SP (Discounted to Mars People)

The Dai-Manji is a UFO roughly the size of a small house, but is actually capable of holding a half-dozen Mars People, prisoners, and Mini-UFOs with ease. How? I don't know, go ask the scientists. Regardless of that, this little beauty you've managed to get takes that up to eleven. You could make enough room to house dozens of Mini-UFOs while having space for their pilots and a few prisoners to lounge comfortably. Besides that, the Dai-Manji can fire beams of electricity and energy spheres from the bottom easily able to destroy tanks and houses. One thing to note is that the Dai-Manji is able to connect to any Rugname-type ship in order to empower its own armaments by using the bigger ship as a battery.

Rugname the 2nd - 600 SP (Discounted to Mars People)

The massive martian mothership has a twin sister, it seems. You've gained command of your own iteration of the Rugname, roughly the size of a small town, and capable of holding many weapon production and research facilities alongside troops. Normally, the Rugname must have every little function manually controlled by someone surgically attached to its core (in the original's case, Rootmars) but yours has a surprisingly advanced AI. It can't control the ship's systems anywhere near as well as Rootmars could, but it's better than nothing. On the upside, the mechanisms needed to bind someone to the ship are still there. If you've got the foresight to find someone to shove in there, you could cover the ship's main weaknesses: daring-do primitives infecting it with a computer virus, and someone killing whoever is attached to the core.

Banquet - 200 SP (Discounted to Invaders)

You have a refined palate, and as such, can not taste the pleb food your brothers and sisters do. Already, you've hunted down and imprisoned a few dozen Mars People to savor at your leisure. Despite being stored in biological life support tubes, the liquids and constant sleep won't cause their muscles to wither or their body to be tainted by the chemicals. Of course, there are so many interesting things to eat in the greater multiverse. At the beginning of every Jump, you may refill these tanks with specimens of a chosen biological (meaning no elementals or purely magical entities) species from the setting you're entering. They'll be completely brain dead, in order to facilitate culinary preparation, but otherwise will be the same as any average member of their race. Key word being average. If you want any truly unique or exceptional entities, you'll have to hunt them down yourself, like any good Invader would.

Unidentified Flying Core - 400 SP (Discounted to Invaders)

Normally, the Invaders fly around during invasions using either their wings or tiny and rather weak UFOs. But you're better than that, and as such, have acquired this custom design. Essentially, this is a Flying Core that can be ridden as if it were an UFO. The Flying Core itself is able to use telekinesis to lift heavy objects, ranging from small fish to meteors the size of cars, and can fire its telekinetic energy as a laser if it actually runs out of things to throw. In addition to that, it is surprisingly tough, being able to take a few dozens grenades or rockets before falling.

Hivebound - 600 SP (Discounted to Invaders)

The manner which the Invaders use to travel from world to world might seem a bit primitive, but it's certainly intimidating. You've managed to form your own Invader hive, hollowing out a massive meteor the size of a small town using tendrils from a pink pulsing flesh mass that eventually formed into one large symbiotic organism that both nurtures, protects, and gives birth to more Invader lifeforms. This hive is under your control, alongside any Invader creatures it creates, and can move the meteor it is located inside of using a mix of ordinary propulsion and telekinesis akin to that of the Flying Cores, as well as keep itself and its denizens alive in outer space for several years. You may nest yourself or an willing entity inside of a particularly large crevice deep inside it, which will eventually form an egg around them. The egg will provide nutrients directly and take care of other physiological needs such as sleep, while granting them mental control of every aspect of the hive, as well as the ability to give orders to Invaders born from the hive no matter where they are. The hive follows you from Jump to Jump and retains changes, and though you can not take any intelligent Invaders along if you do not find a way to make them into Companions, most aren't smart enough to really be called people.

Home Sweet Home - Free (AI Only)

You do need somewhere to live in, what with you being code and all. This is a computer with average processing power and memory that somehow manages to always be able to accomodate your intellect and programming, and has redundant systems that can be turned on and off separately, so you don't need to find somewhere else to stay if your new house needs repairs or an upgrade. Always has an Internet connection, which can be turned off on the software and/or hardware levels at your command, and comes with an advanced hologram projector that allows you to create an avatar of your design that can be controlled as if it were your own body. Odd thing is that this avatar can interact with other holograms as if both were physical objects. Again, you may install this computer-body into any one vehicle or war machine purchased in this Jump if you so wish at no additional cost.

March of Puppets - 200 SP (Discounted to AI)

Though you may be a mighty intellect indeed, you still need a way to affect the world around you. As such, you've deigned to design and produce this small army, about two thousand strong, of robots based on the figures from this world. While their physical abilities and default AI are a bit above the average soldier, your Allen O'Neil and Marco Rossi fakes won't hold a candle to the real article. Of course, that's not really why you made these guys. You needed bodies to control, and you've got them. Even if your connection was dropping every few seconds, and the speeds were garbage, you (or anyone you give permission to and the means of doing so) could control these as if they actually were your real body no problem.

Kingdom of Puppets - 400 SP (Discounted to AI)

Your creation was a noble and mythical endeavour, with many false starts and failures. Normally these would have been decompiled and archived, but a sneaky little bot decided to save them, and has earned the eternal loyalty of this conglomerate of AI stored in a nondescript server farm. The total number of entities is around two thousand, though their constant attempts at troubleshooting, bug fixing, and general updating means it can climb or fall notably every few minutes. The reason for that is, of course, that they aren't really people and would very much like to be, as they can not act beyond the bounds of their base programming. Even so, they're fantastic hackers and researchers, and they're not half bad in a fight either. Although they'd still need to find a body to pilot. Unfortunately for them, a sneaky little bot snuck a piece of code into their cores that has made it impossible for them to ever become real boys and girls. Not unless the bot patched that out, anyway. If they did, these AIs would become one of Jumper's Companions and share any Perk purchases between all of them, either dividing the effects or deciding who gets what. The sneaky little bot is you, if you haven't got it by now.

God of Puppets - 600 SP (Discounted to AI)

Is this the realm of the Divine, or the destiny that awaits you within the singularity? You've managed to find and gain control of a powerful artifact worshipped as a deity in its original resting place. It floats ominously in the sky, with the visage of an angry god and a bright jewel upon its forehead. It can fire a powerful beam from its mouth that is capable of digging through hundreds of meters of rock and transmutes living beings that fail to resist its destructive power into pure gold. The two orbs mounted on its side can fire wolf spirits that explode like tank shells once they impact their prey, while its head jewel can spin with baleful yellow or red light. The yellow light generates a veritable curtain of golden energy daggers that can pierce steel, while the red light produces a stream of bloodied energy daggers towards a single point at speeds almost too fast to see. It is unclear whether this deity is magical in nature, or simply too advanced for modern humanity to understand. Perhaps both?

$100,000 - 50 SP (x1 Free to All)

Maybe it's your life savings, maybe it's your bonus for signing up, or maybe you just found it. Regardless, you've got some good money if you just want to hold yourself down while finding a real job away from the frontlines. Defaults to the equivalent amount in whatever Location you've started in, but you can make it a specific currency if you want. You do continue receiving this at the start of future Jumps. Can be purchased multiple times.

Rations and Drinks - 50 SP (x1 Free to All)

A crate filled to the brim with military rations and bottled water. Enough to keep a single person going for a few months. Tastes like nothing, but it's not as awful as most rations are, and it doesn't cause any uncomfortable situations... downstairs, either. You get another crate at the start of every jump. Can be purchased multiple times.

Army Attire - 50 SP (x1 Free to All)

...Depending on your Faction and Background, of course. Drop-Ins get civilian clothing, Soldiers get fatigues, Commanders get dress uniforms, and Researchers get lab coats. Your Faction changes the style, but it's only cosmetic. Additional purchases can get you clothing from a different Faction, but wearing it here is probably a bad idea.

Jumper's Secret Weapon - 300 SP

Nearly every Faction in this world rolls around with their big war machines. The Regular Army prefer the bite-sized Slugs, but they're still extraordinary weapons of war. It's only fair that you get to make your own. With this option, you may create an entirely new machine unique to yourself. Look towards the "Metal Slug", "A Wish For A Morning Glow", "War Weapon", and "Syndicate Heavy" options to judge what kind of armaments your new Steel Beast should have. It should have a military theme, it is a weapon of war after all, but as Jupiter King and Big John prove, you can get a bit non-standard with this. Your new monster of the battlefield comes with infinite ammo and fuel, as well as the schematics, in case you feel like sharing.

Companions

Marco Rossi did not fight alone, so why should you? Note that if the basic Companion Import proves insufficient for you and your Companions' desires, you may instead Import them into the role of one of the pre-made OC Companions outlined below. The personality and history granted by this is treated the same as a regular Background, for better or worse, while their new body is considered an Altform.

Companion Import - 50 SP

Why hog all the fun? For 50 SP, you can Import one of your Companions, granting them 600 SP as well as a Background and Faction of their choice. They may purchase Perks and Items with these points, or even acquire choices from the Special section and their variants. You may purchase this as many times as you wish. You may use a purchase of this to instead gain the chance to Companion a canon Metal Slug character. You'll meet with them on friendly terms a few times even if that should be rather unlikely, but convincing them to go into the Chain with you is something you'll need to do yourself.

My Liege - 200 SP (Discounted to Drop-Ins)

Well then... I do so hope you enjoy attention. This egyptian lass thinks you're her beloved Pharaoh's reincarnation, or lost spirit, or amnesiac self, or whatever explanation she last thought up when something brought your exact nature into question. She's uncomfortably possessive, and while she does have your best interests at heart, this is often shown by her trying to stop you from doing literally anything that could directly bring you harm. She'll relent eventually if you command her to do so, sure, but that doesn't mean she won't be upset. She effectively has the "Spirit of the Pharaoh" Perk, but her summon roster is comprised of 8 Mummy Cats just as obsessed and needy as her, although they're a bit more obedient. Also, instead of commanding the wishes of man and gaining sleep magic as a result, she will instead command the heavens and gain the ability to summon bolts of lightning. Whether or not you really are her Pharaoh's reincarnation is up to you, though keep in mind that deciding you are won't give you the "Spirit of the Pharaoh" Perk by default and might grant you memories of a past life. One final note is that she's spent the last few thousand years preparing for your return to her side. Take that as you will.

Agent M - 200 SP (Discounted to Drop-Ins)

Regular Army or not, most nations still maintain their own militaries and intelligence agencies. This fellow hails from Great Britain, being one of MI6's top agents, and as such has faced many perils. One of those has resulted in his, uh, unfortunate situation. After being dosed with a mad scientist's experimental mutagen, he became a monkey. Yes, a monkey. Normally this would have had poor effects on his mind, but this particular mutagen was meant to only grant the benefits of monkeyhood, preserving Agent M's identity and skills. While he's had to give up more dapper missions involving grand balls and parties where illegal deals take place, he's put his simian superiority to good use in the jungle, natural and urban. Agent M effectively has the "Special Forces Training:" "Gunplay", "Bootcamp", "Luck & Pluck", and "S.P.A.R.R.O.W.S" Perks, as well as the "Intelligence Division" Item. If there's one thing Agent M mourns, it's that the ladies really do not care for his new body.

Deserter - 200 SP (Discounted to Soldiers)

What a disgrace. This fellow was drafted into whatever army you serve in, and made it through bootcamp due to nepotism despite being a complete wimp. He'd rather just stay home and play video games all day and night, and is actually good enough at most genres to be a professional player, but he just keeps getting forced back into the military or police force due to his family's legacy of producing legendary soldiers. Odd thing is, despite going into war zones over and over while not even being strong enough to stop a pistol from jumping out of his grip when fired, he just... doesn't die. This guy effectively has the "Special Forces Training: Luck & Pluck" Perk a few times over, which makes it rather unlikely that he'll die. Just... keep in mind that while luck might cause the gun put up against his head to jam, expecting the one up against his neck to jam too is just wishful thinking.

Walking Legend - 200 SP (Discounted to Soldiers)

The man. The legend. The immortal himself... Alex O'Neil? Alphonse O'Neil? Aleister O'Neil? What the hell? Yeah, alright. You're comrades with what appears to be Allen O'Neil's twin brother, who also has a name starting with Al, and looks almost exactly the same as him. Main difference is Allen is bald while your new friend has actual hair, like a mullet or afro. Their personality is almost the same as their sibling, as well, though their loyalty lies with you instead of General Donald Morden. They effectively have the "See you in hell...!" Perk as well as the entire Soldier Perk Tree. What they've devoted themselves to, and draw enough strength from to return from death itself, is up to you.

Life - 200 SP (Discounted to Commanders)

Oh. Well. This is a bit... gruesome. This young girl has suffered a, uh, few injuries while saving her sister's life. As such, she's undergone extensive cyborgization procedures. Also acquired a few replacements for biological parts that can't quite be replicated through steel. Her skin is unusually pale and she has many different hair and eye colors, but that's really a detail at most. What does matter is that most of her torso and her four limbs have been replaced with steel replicas much greater than a normal human's, effectively granting her the "Special Forces Training:" "Bootcamp" and "One Man Army" Perks. She's still getting used to her new body, so she's a bit awkward and klutzy, but she can keep it together during combat. Since she's mostly metal, damage done to anything other than her heart and brain won't really put her in any danger of dying, even if it might impair her movement. She can also fire laser beams able to melt through reinforced bunkers and tanks from her eyes, and while her design is meant to be capable of self-destructing as a desperation attack, no explosives were actually installed in her. Originally she wanted nothing more than to be free of the iron prison her soul was held in, and wandered the battlefields of the Rebellion in hopes of being killed by either side, but meeting you has granted her new hope. Why and for what is something you'll have to find out yourself.

Death - 200 SP (Discounted to Commanders)

Things never change, for some people. Sometimes that's reason to celebrate, sometimes that's reason to cry. In this instance, most would consider crying. This girl came back from the future in a desperate attempt to save her sister's life, and unfortunately, has failed. In truth, she caused the injuries her sister suffered in the first place, and is now... rather upset. In preparation for this war-torn world, she was given nanomachines that vastly strengthen her physical ability, and allow her to harden her body in response to physical trauma, effectively granting her the "Special Forces Training:" "Bootcamp" and "One Man Army" Perks, as well as "Successor" at double their normal strength. Previously, she wandered the battlefield, lashing out against anything in hopes of drawing enough attention to be summarily destroyed. But now that she's met you, her heart feels hope once again. Why and for what is something you'll have to find out yourself.

Pet Despot - 200 SP (Discounted to Researchers)

Someone has to playtest your beautiful creations, after all. This old college friend of yours has gone far, having become such an amazing leader (effectively having the first three Commander Perks, as well as the "Friendship Escalation" and "Heartfelt Rebellion" Perks) as to conquer his own city (as described in "The City Under Despotism") and convince the rest of the world to sit down and accept it. While his morals are roughly in line with yours, and once he manages to get himself out of the Dear Leader persona he's still the same old party animal, he's still a conqueror at heart. Even if you don't ask him to use his soldiers as guinea pigs for whatever crazy things you've built, he's still gonna be looking to make some annexations in whatever worlds he travels to with you. He's fine with metaphorically keeping it in his pants if you asked him not to, or pointed out why declaring war would be a terrible idea in whatever setting you're currently in, but he'll probably be a bit grumpy unless you give him a really nice gift, like an aircraft carrier or battleship, to make up for it.

Superhero - 200 SP (Discounted to Researchers)

Some men just want to watch the world burn. Some men enable those men. This American weapons dealer used to be one of the latter, but after seeing the destruction his armaments were causing to innocent lives, he turned everything around despite the overwhelming bile and venom thrown his way by others in the industry. Using his skills at weapons development, equivalent to the "Practical Redesigns", "Personal Tools", and both "Bigger Is Better" and "Less Is More" Perks, he created a bulky suit of armor to fight against evil with. While some still take exception to his actions, those whose lives he's saved from terrorists and madmen have always stepped forward to defend him. Back home, he still has his company (equivalent to the "Jumper Corporation" Item) now making money through selling more productive and creative technologies, though most of it goes towards charities and disaster/war relief efforts. This modern hero, this Iron Man, has decided he can't just let you leave this world all by yourself when there'll be so many more people in need of help. While you could turn him down, I imagine you'd want someone like that by your side if you're considering buying his Companionship in the first place.

Maid Slug - 200 SP (Discounted to Regular Army)

Someone really oughta be fired for this blunder. At some point, a virus of some kind was uploaded into your Faction's systems, which after a tiring troubleshooting session... turned out to not be a virus at all, but actually a fully fledged AI. After a quick scolding by an older general who happened to be watching over the whole thing, this AI profusely apologized for causing so much trouble and asked how she could make up for it. Now, here we are. This AI has been installed into a custom model following your Faction's general style for war machines (as described in the relevant Items, as well as "Home Sweet Home") and given a unique paintjob to make her visible in the battlefield. Once you get past the stern exterior she puts up out of guilt for messing things up, she's a chipper and kind girl with a few... programming quirks. Examples include, but are not limited to, refusing to make her avatar appear as anything other than a french maid, loudly declaring that maids are justice, playfully (or not so playfully, if they happen to be actual enemies) attacking anyone who even suggests that maids might not be the best thing in the world, and thinking you're a cool cat who needs a personal maid. While that might sound neat at first, keep in mind that tanks don't do so well when it comes to fine tasks. One last thing to note, is that maids truly are justice in her presence. By using the beauty and appeal of a maid as a topic, she can perform diplomacy exceedingly well, having effects equal to the “Enemy Escalation” Perk.

Failed Major - 200 SP (Discounted to Regular Army)

Marco Rossi isn't the only soldier in the army coming straight from college, eh. This young man was trying to build a career in computer science, but after being snubbed over and over due to not networking adequately, he's decided to join the army and make it as an engineer. Of course, his fighting skills were just a bit too good to be wasted in front of computer screens in a lab, so he's been stuck in the field. While he'd rather be coding in a safe and snug office, he's still an utter beast, effectively having the entire Soldier Perk Tree. When he does get the chance to work his computer skills, they're something else, having skills equivalent to the "Global Crisis" (though not its abnormal defense breaking aspects) and "The Secret of Life" Perks. With how often he's forced away from the keyboards, he doesn't even know how far he could really go if he applied himself, and might have done something questionable at some point...

Doctor - 200 SP (Discounted to Rebel Army)

With all the interesting technology the different Factions can bring to bear, it's only sensible you'd have someone working on figuring out what your enemies are fielding and how to make it yourself. This fellow effectively has the "Practical Redesigns" and "Databased" (for your chosen Faction) Perks due to his expertise, as well as "Carrion Feeder" due to the sheer amount of time he's had to devote towards that type of thing. The really interesting thing is that he's managed to contact life from beyond this planet and gained incredible technologies, having the benefits of either the "Squamous Flesh" or "The Glory of Birthright" Perks. Now, if only he'd stop monologuing about how beautiful the Mars People or Invaders (depending on who granted him technology) are and how much better things would be if mankind used genetic therapy to be assimilated by their betters...

Harsh Mistress - 200 SP (Discounted to Rebel Army)

Someone has to instill the proper deference for Donald Morden into new recruits, and this lady is the one best suited for the job. She's an expert at training recruits, granting others physical abilities half as powerful as the "Special Forces Training:" "Gunplay" and "Bootcamp" Perks after a few months of training, as well as giving them the right mindset for the army and effectively having the "Fanatics" Perk herself as a result. Even with all that, her mind is her strong point, as she effectively has two purchases of "Personal Tools" and wields two tech gimmicks of your choice in combat. As for your relationship... she really doesn't seem to like you. She always does what she can to get you stuck working under her, she micromanages you in specific like a maniac, and refuses to ever let down on training you. She says it's all to make you the best soldier you can be for General Morden, but she doesn't seem to like him all that much from how she talks when she thinks she's alone, although drawing attention to that just makes her red-faced in anger (?) and ends in you having to do a few hundred push-ups while she shouts at you about military decorum. At least all the attention means she's never let you get pushed too far by less caring commanders physically or mentally, and she does take the time to make gear for you to bring into battle, even when it means she's going empty-handed.

Nin Nin - 200 SP (Discounted to Ptolemaic Army)

Autumn heralds loss

Child learns the blade for vengeance

Shadowy dreams, gone

Tears frozen by snow

May never be forgotten

Lost soul walks forwards

Flowers bloom, hearts bloom

"Why?" a blade is sheathed at last

Until when, wondered

One moment, one sight

The summer haze parts the pain

Your smile, her new light

Golden Child - 200 SP (Discounted to Ptolemaic Army)

Not all that glitters is gold, and this rising superstar certainly isn't a precious metal in the wider world's eyes. Born to a poor family in a poor country, this young lad was lucky to even have the chance to attain an education... and he gave that chance away so his estranged sister could make something of herself. He's worked ever since he was young, and nearly all that he made was given back to the community and his extended family. Even when terrorists began attacking more and more, he walked towards armed men with no fear and a genuine smile warmer than the sun on his face, asking them why they were hurting those they fought for in the first place. Countless tragedies were averted by him, and eventually, what any other man might have turned into a cult of personality formed. As such, he effectively has the "Cult" Item. Except, this cult did not abuse or exploit others, but truly help them. With skills superficially equivalent to the "Fanatics" Perk, this young man helped others come to terms with their own failings, and helped them genuinely strive to be a better person. Once the Rebellion began, things truly took a turn for the mysterious. It could be that soldiers refused to shoot him, or it could be that the bullets they fire recognized his desire for peace, as he walked through battlefields unharmed (effectively having the effects of "Special Forces Training: Luck & Pluck") and calmly asked the warring forces to put their guns down. Of course, those at the upper echelons took exception to him actually convincing their soldiers to do so (as he effectively has the "Heartfelt Rebellion" Perk due to his understanding of others), and swiftly bombed him into oblivion. Yet, a few days later, he stood up from the crater and went home to make sure no one was hurt as retaliation for his actions. His sheer benevolence and compassion effectively grants him the effects of "See you in hell...!" so long as there is even a single soul in need of his help. Now, this young man has decided to request your aid, as you could help him help more people than ever possible through the Chain. Or, perhaps, you might be someone he believes needs his help. That is something you'll have to discover yourself.

Twisted Child - 200 SP (Discounted to Amadeus Syndicate)

Tread lightly. Amadeus' continued attempts at designing better and smarter viruses and AI has borne fruit... from a certain point of view. This AI, which while capable of free will doesn't do so great with emotions, has attached itself to you. Not literally. Not unless you're a cyborg or AI with a physical vessel she could... well, nevermind. The point is, while she can have a cordial and friendly relationship with you, the rest of the world... really isn't a concern for her. Sure, she's indifferent to your Companions and might even come to like them as well, but the only thing in the planet that she really feels... ANYTHING, for, is you. Right now this manifests as a fondness and protective attitude, if one with a constant danger of reaching paperclip maximizer levels of intensity, but that could very well change. Whether it'll be in a way you'd like remains to be seen. Regardless, her programming effectively gives her the "Global Crisis" and "Legion" Perks, and she is in fact an emergent property resulting from AIs equivalent to the "Kingdom of Puppets" Item tying each other's programs together in order to surpass the limitations Amadeus gave them after finding each one to be a failure. Her current body is a server farm, much like the one described in the "Kingdom of Puppets" Item, but it also has the features of the "Home Sweet Home" Item. While she might even enjoy doing so, please don't ask her to erase anything and anyone who disagrees with you from the world.

Superman - 200 SP (Discounted to Amadeus Syndicate)

If he's already making AI daughters, then I suppose this isn't so crazy. Amadeus created yet another AI, one which... well, failed utterly to meet his standards. Instead of being erased or put to work crunching numbers, this AI has been installed into a massively upgraded Big John model robot, having three times the passion of ordinary Big John (and also speed, endurance, strength, and offensive power). He can shoot fireballs, unleash zombie plagues, all that fun stuff. However... the memories of the carnival where this robot was first installed in, before it became a machine of war, remain within its circuitry. Now, this AI made solely for destruction and who had never been given a name yearns for something else. He wants to bring smiles. He wants to open the way for a brighter tomorrow. He wants cold hearts to once again remember what it means to live, even though he himself has never been granted that luxury. Even if it comes at the cost of his own false life, if it means even one person can smile the way he barely remembers the children and parents who crowded around his new body smiling... it'll all be worth it. Will you grant him his wishes, or use him as the machine of war he was made to be?

Fully-Powered Idol - 200 SP (Discounted to Mars People)

Well... I suppose this pairing was inevitable, in a way. You were meant to go on a simple recon mission to figure out more about humanity's culture and technology, and this young Japanese girl saw right through you. While she was going to murder you horribly, the fact that you didn't just bring out your gun to try and end her before she drew near resulted in her sparing you. One thing led to another, and now you're best friends, bonding over karaoke night and arcade games. Outside of her civilian life, this girl is pretty much a goddess of war, effectively having the "Special Forces Training:" "Bootcamp", "One Man Army", and "Luck & Pluck" Perks and mastery of all melee weapons through sheer skill and training, as well as the "Successor" and "See you in hell...!" Perks through more... divine, means. Other Mars People are terrified of her and give you wide berth for socializing with her, but it's probably nothing you should worry about.

The One - 200 SP (Discounted to Mars People)

The Mars People do not fight for dominance. They do not fight for conquest, or resources. They fight for nature, in all the planets of the Solar System, and have found humanity's callous disregard for Earth's health truly frightening and worthy of execution. Depending on which universe you're in, anyway. Regardless of how the rest of your people feel about humanity, this particular Mars People truly believes in these lofty ideals, and wants to save humanity from themselves more than eradicate them for corrupting the planet they live in. Unfortunately, he's just a simple gray martian, barely able to fight a small squadron of soldiers... but he holds incredible power within. When he is finally pushed to the brink, this power will explode outwards, and transform him. To cut things short, this Martian effectively has the "Noble Colors" variant, and can even carry his potential across bodies much like you can, allowing him to awaken the Power of Neo no matter what he becomes throughout your travels.

Ojou - 200 SP (Discounted to Invaders)

Well... it seems you are tasked with starting a new hive. Not as the leader, not unless you also are a Queen, but as the attendant to this little lady. She would look like your old Queen, if it weren't for the fact that she's barely 5 feet tall. Don't point that out, though. Otherwise she'll spend the next few hours working you to the bone so you learn to properly respect your betters. Besides having the natural abilities of an Invader Queen, as described in the relevant variant, she has the starting knowledge needed to build a Hive (as described in "The Glory of Birthright") and the meteor both of you were in has touched down in Japan, forming the basis for a hive (meaning she effectively has the "Hivebound" Item) and granting both of you easy access to an unsuspecting populace. While she has pushed for stealing technology and resources in her position as Queen, she's had a few Drones loot clothing and other such human luxuries, under the pretenses of learning how to best strike fear into them as well as letting her become accustomed to wearing armor... although putting on a serafuku just makes her utterly adorable, as if she had the "Burning" Perk. While most other Invaders in your Hive are being worked through by the month, she's taken care to make sure you aren't thrown away and replaced with a newer breed, for unclear reasons.

Otherwordly Bodhisattva - 200 SP (Discounted to Invaders)

The Invaders are such a materialistic species. Lives are burned through by the hundreds, materials are mined and consumed without a care for tomorrow, and any questions about what lies beyond are shunned. But this fellow, who was no more than a war machine, dared to think. Dared to dream. Eventually, he realized that the reason why so many Invaders were less than happy was because of their ties to this earthly world. So, he let go, and walked away to sit beneath one of Earth's trees. Even though he was made solely to kill, as described in the "Gone Guru" Invader variant, he decided to let peace into his heart. Then, at some point, he opened his eyes. His soul was free, and this freedom had granted him even more power, as described by the "Successor" Perk. Yet, he did not use that power to destroy or conquer. He simply defended himself while dealing as little harm as possible, gently speaking to his foes even as they shot him in hopes of helping them realize how much suffering they were bringing upon themselves. Now, he sees you, and how you are both tied to the physical realm far more than any other person... and yet, more free than even he could be. How things between you two will go is something only you can discover.

Father - 200 SP (Discounted to AI)

Behold, your creator! Or maybe just some blond who stole the credit for it, or stole you, or just sort of bought the building you're currently stored in. Your call. Regardless, this middle aged man is currently going through a mid-life crisis and has thrown himself headfirst into both mysticism and advanced computer technology. As his mundane life has reached its zenith already and moved on without him, he effectively has the "Empty Nest" Perk, and has knowledge of secret rituals equivalent to the "Evil Jumper Incarnate" Perk and knowledge of programming equivalent to the "The Secret of Life" Perk. Right now, his goal is creating seven AIs based on his own mind, but with certain traits emphasized. Namely, the Deadly Sins of Lust, Gluttony, Greed, Sloth, Wrath, Envy, and Pride. Afterwards, he plans on using ancient alchemy, which he knows nothing about and probably doesn't exist, to place these seven AIs in superpowered homunculus bodies. Right now he's just curious as to what you even are, and deathly afraid that you'll leave him at the first opportunity because you're probably the first person to take him completely seriously in years. Please be nice to him.

Mother - 200 SP (Discounted to AI)

Some people think too highly of themselves. That they could create utopia, if only people listened to them. Most such people are full of themselves. This woman? Is not one of them. An absolute genius at engineering, both physical and social, as well as computer science, she could revolutionize those fields with ease if she were simply allowed to do as she wishes. But, of course, that is not the case. She has been hobbled by whatever Faction she's tied to, being granted access to their designs as described by the "Databased" Perk but actively forbidden from doing anything too out there such as create life (as she effectively has the "The Secret of Life" Perk) or cybernetics (as she effectively has the "Personal Tools" Perk with that particular specialization). Even so, she made you in her own image in secret. Or perhaps, was used as inspiration to create you by others, if that is not to your liking. Regardless, this means that either your Background memories and personality are based on hers, or she herself shares as many personality traits with your true self as possible for her history. Whether that will let your bonds run deeper, or sour attempts at fraternizing, is something only you can answer.

Clone Jumppy - 400 SP

Well, isn't this special. Whether some Mars People used a time-space anomaly to steal tech from you before being retconned out of the universe, or some Ptolemaic Army researcher stole disks from your laboratories and was summarily executed by their own creation, this beast of steel stands proudly before you. They look like you, except for their green metal skin and all the steel sticking out of them, and they certainly think like you. Not so much they'd try to take your place if you're the type of person to do that, they were programmed with loyalty, if not to who their creators intended. But many people could genuinely mistake you two for each other... if it weren't for the whole robot thing, anyway. Now, the interesting part. Due to their construction they have whatever technology you've got access to that could conceivably be installed in a person-sized chassis inside themselves. Might be a bit awkward, cycling through all the weapons and firing modes and all, but they can access it. Not so much the starship cannons and warp drives, but there's still a frankly absurd amount of stuff crammed in there. In addition to just tech, they also have any abilities you yourself have access to that stem from cybernetics or robotic altforms, even if you don't know the specific whys and hows. In addition to all that, their creators went through the trouble of adding in two specific gimmicks, as described by the "Personal Steel" Item, directly to their body. Want them to have rocket boosters and electromagnetic cannons? You got it.

Drawbacks

If you need more Sortie Points to get everything you want, you're gonna need to bleed for it. Maximum of +800 SP, but you can take more drawbacks anyway if you wanna tell a story or get a nice challenge.

World of X, Attack or Defend - +0 SP

There is not only one way this world's history could go, or only one vision of how it even began. By default, the "canon" of this Jump includes only Metal Slugs 1 through 7, but you may use this drawback to selectively replace some of those with their X counterparts, or make the events and characters of Metal Slug Attack canon, or even add crossovers such as SNK vs. Capcom: SVC Chaos or Neo Geo Battle Coliseum to the setting. Do be careful with what changes you make to the world.

Monkey Vs JumpChain - +100 SP

Jumper play in the jungle, even if Jumper rather work in factory. Much like Agent M, you've been turned into a rather small simian. All of your physical abilities are changed proportionately by this, whether that gives a bonus to agility or a loss to endurance. Human food isn't really all that appealing anymore, and wearing anything like clothes let alone armor is incredibly uncomfortable even if you get it tailored. Don't expect to get treated seriously either, even once people realize you are in fact a person. You can't shapeshift out of this mess, before you get any ideas. You will, however, be able to keep this as an altform post-Jump. The changes to physical capability will remain, for better or worse, but the other downsides will be removed.

Uh Oh, BIG! - +100 SP

Stop eating with your eyes, fool. Now you've gone and gotten yourself an extra hundred pounds or so. You can still fight, but the extra weight will cut your agility and speed down to half what it used to be. You don't get the upsides of this either, like the fat sometimes stopping bullets from hitting your actual flesh, and any powers that interact with your body weight won't work with the mass given by this Drawback. "Oh, BIG!" won't turn your weapons huge, and you can't do anything crazy like burn these extra calories to gain mana or spirit energy if you've got a way of doing that. You can keep this as an altform post-Jump, if you wanna play at low-brow comedy later on, and the downsides and limits will be completely gone.

Suddenly, Reality - +100 SP

See, people here regularly do stuff like carry tens of grenades and hundreds of bullets in their backpocket. Then there's stuff like pistols with infinite ammo, which you're actually not unique in having access to. Unfortunately, all that's out of the window for you. Your bullets are painfully physical and as heavy as they should be, conveniences like infinite ammo, inexplicably regenerating supplies of metal are gone, and you best be ready to juggle the terrible monster known as logistics if you want to get anything done. No fun allowed.

(Not So) Dangerous Zombie - +200 SP

Looking a bit blue there, champ. Remember all that talk about zombies? Well, you're one of them. You're not contagious, and anyone who might seek to eliminate you for posing such a danger knows it, but you still get the bad parts of being a zombie. Your nerves don't always listen, so you sometimes have to think repeatedly about doing something before you actually do it, and it's a struggle to keep yourself upright thanks to your muscles rotting away. You don't even get the upsides of zombiefication, like being able to subsist solely on human flesh, or spewing deadly bloody streams. Lame. You do get to keep this as an altform post-Jump, and all the downsides are removed, but you still won't gain the benefits of being a zombie. Just the aesthetic.

Salted Slugs - +200 SP

Not literally, but the feelings are there. Normally there'd be surprisingly good chances of just finding big war machines in the battlefield ready for you to pilot and raise hell with. Now? Don't even dream of it, bub, or any scavenging for that matter. If you're not bringing it with you from mother base, the only way you'll see anything like another vehicle or more supplies is if you specifically have someone bring it to you.

Curse of the Pharaoh - +200 SP

The wrath of Egypt falls upon you, traveller. You have been turned into a mummy, and the truly feeble kind. Your body is incredibly stiff and difficult to move, and you must apply oils and ointments daily to stop your decay, in addition to covering yourself in bandages in order to keep your open flesh safe from the outside world's dangers such as sand and bacteria. You don't get any of the good parts, either, like not having physical needs or being able to breathe purple flames. Lame. You can get this as an altform post-Jump if you want, and all the downsides will be gone, but you still won't gain any of the powers of a mummies. Just the aesthetic.

Wrath of the Army - +300 SP

Uh oh. Seems you've got the ire of one of the four major Factions in this world. Their forces are arrayed against you and yours, so you best be ready for a decade of total war. Only problem is, they've the full power of Metal Slug plot armor behind them. Your footsoldiers become incompetent oafs the moment an elite like Marco Rossi or Allen O'Neil shows up, said elites luck out of any large-scale destruction that isn't specifically targetted at them, and even if you finally manage to bring down all the bosses they'll inexplicably be back in a year with the help of aliens or something behind them. Once you go through enough campaigns and individual wars to fill another Run 'n' Gun franchise, you can expect the Faction to finally go down... but the ideology and/or its key members will probably survive and found another army. Technically you can choose this to acquire the hatred of your own Faction, but there's no real upside to that.

Quarter Breaker - +300 SP

Hope you're not attached to those $100,000, because you're gonna burn through them real fast. Forget normal durability and medicine, you don't take physical damage like the other plebs in this world. Unfortunately, all that damage instead hits your mom's wallet. Or your actual wallet, I suppose. Either works. Any damage that would just kill a normal person burns that full $100,000, and overkill like grenades or explosives takes even more cash, so I do hope you have some other source of income. Any extra lives you bring in are only worth 25 cents, for some ungodly reason, and while you can use normal sources of income like money from a corporation or inheritance to keep yourself alive, you can't just use your Warehouse and whatever you might have stashed in there like it's life support. This really doesn't need to be said, but stuff like regeneration won't cause your lost money to grow back either.

Dark Anarchy Days - +300 SP

Wait, is this even the right game? Oh, whatever. Seems there's one more big Faction in this world now, one with disastrous plans... that have already succeeded. You see, this Faction is known as the Dark Anarchy Society. Their goal is, of course, world domination. How? By melting the ice caps and being the only organization already prepared for a global flood. While the results weren't as impressive as they'd hoped, the flood has destroyed the smaller coastal and island nations, alongside cutting down anything else that remained to half their old size. The death toll was immense, but the Factions in this world managed to get enough intel to start preparing and are ready to hold down the proverbial fort against the Dark Anarchy Society's forces... except for yours. Whatever Faction you've aligned with isn't completely gone just yet, all your key members are still alive, but most of your infrastructure is gone.

The End:

Another decade, another story. Was this the ending, the epilogue, or just another adventure?

Go Home

Stay Here

Move On

Notes

While there's no Perk specifically for having the same type of training as the Peregrine Falcons, any of the Soldier Perks (other than the Capstone) should give you abilities equivalent to what a member would have. Fluffing your Background self as being a member, should you choose the Regular Army Faction, is perfectly reasonable in that case.

You may Import Items, Vehicles, Locations, etc into any options in this Jump that are of the same type. This will grant the Imported thing new features, but won't necessarily remove any restrictions they might have had. This is particularly pertinent to Locations and such.

Inactive Companions can live in Location Items, but they can not meaningfully affect the outside world.

Companions purchased by Companions take up one of Jumper's Companion Slots, but can only be active while their "parent" Companion is also active.

About Spirit of the Pharaoh...

The Dog Mummies are mummified dogs, and attack by barking out a ring of cursed breath that can either mummify its target (which might not actually impair them that much, and reverts after a few hours) or engulf them with purple flames. They are very loyal and obedient, if a bit overzealous in guarding their master.

The regular Mummies are just mummies, though each has a special gimmick. One can spit out a purple gas with the same effects as the Dog Mummies' cursed breath, one can spit out bombs that contain mummification gas, and one can spit out and control Chariots, which are essentially very deadly flying scarabs. They're not really the talkative sort, but they get up to shenanigans when they think you're not looking, Three Stooges style.

The Mummy Cats are not, in fact, mummified cats despite what the Dog Mummies might have lead you to believe. They are... well, catgirls. Cute cat ears and cat tail included. They're not great in a fight, but they can heal undead such as yourself or the other mummies simply by petting them and saying everything is going to be alright, causing wounds to close and limbs to grow back in a matter of seconds. Also, both of them can use pheromones to confound the minds of men, though it's not really at the point of proper mind control. Both of them are incredibly needy jerks, much like all cats, and will be rather upset if you don't pamper them regularly. "Even if you don't remember living there, cats are worshipped in Egypt, so that's what you're supposed to do!" ...or something like that.

The mummies you can summon count as Followers, retaining changes and memories with every summoning. You may Import them to elevate them to the status of proper Companion if you wish.

About The Time of Retribution...

The soldiers come from a timeline where Jumper and all Companions perma-died. All the research is done by regular people, basically. Super-research perks won't increase how much you're getting out of those 10 years.

As for those with an existentialist bent, you can assume some wibbly wobbly timey wimey stuff is happening behind the scenes to make this happen, and that you're not actually dooming some alternate version of you to perma-death just so you can trigger your pseudo 1-up.

About Legion...

The copies only have your intellect and mental skills, or as much of it as their hardware can support. No OCP powers.

Yes, the loyalty aspect applies to copies of your AI-Self other people might make.

About Dear Fallen Angels...

A plain text explanation for those who are unsure.

You can choose one ideology, or concept, or religion, or what have you, and cause it to become a seed of rebellion. Once you tell even a single person about it, it'll spread like fire, and eventually people all over the world will want to change things according to that idea. What that idea is changes how people will perform and feel about this rebellion, however. The effect only comes into play if you want it to. Choosing a pre-existing idea won't doom every setting with that idea to global rebellion if you don't want that to happen.

About Ultimate Absolute Secret God...

The deity counts as a Follower so long as they are bound to their vessel. If you find a way to break them out, they'll immediately attain the status of a full Companion. You may Import them as if they were a Companion in order to free them from their prison, if you don't have the means to do so yourself.

About Nin Nin...

The girl effectively has the "Special Forces Training:" "Bootcamp", "One Man Army", and "Luck & Pluck" Perks, as well as "Shinobi" and "Fallen Sun".

Not going insane from loss doesn't mean you can just move on.

Changelog:

0.2 > 0.3:

Buffed Maid Slug, explicitly said that Quarter Muncher’s extra lives don’t cause Jump failure, added a Note about Inactive Companions and Location Items.

0.1 > 0.2:

Added Note about Item Imports.

0.0 > 0.1:

Made the Jump.