

Bloodshot (The Movie)
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v1.0

Welcome Jumper, to a world very much like the one you come from. A world of man's unending pursuit of science and war.

This is Earth as you know it circa the beginning of the 21st century with only a few notable exceptions: There are people here that have advanced certain branches of science to extremes that would be considered sci-fi in your original world. There are also rumours going around that they are working on the creation of supersoldiers. The fact that this world might also contain people with naturally occuring psychic powers is also unconfirmed.

That is the wider world however. The actual story that this world revolves around is that of an ex-soldier, Ray Garrison, who wakes up one day inside a very impressive high-tech lab without any memories, and soon learns that some rumors are true and that he has become a supersoldier. Saved from having been well and truly dead by the miraculous nanotech created by Doctor Emil Harting, he tries to come to grips with his new life.

His slowly returning memories, however, force him on the move towards a revenge-fueled massacre of the person he remembers having killed his wife and ultimately himself.

Things are a bit more complicated than that, as he will soon discover.

You arrive here the day Ray wakes up and is primed to kill the second to last of Hartings targets. You're going to be part of this world for the next 10 years, take this and buy yourself something nice:

+1000 CP

Origin:

You must pick one of these and only one.

Drop-In: Free
You're a stranger to this world and this Origin mirrors that. You appear out of nowhere without a history or any trace of you having ever existed here. You also have no memories added to you except what you bring here with you.

Augmented Soldier: Free - *Take The Scars of Power drawback for no points.*
You were once a soldier, fighting for your country and what it stood for. Then you were severely injured and your country abandoned you. You had lost your usefulness to it so they easily discarded you. That was in the past however. You were approached by someone that promised to give you back what you had lost and then some. They more than delivered, gifting you with prosthetics that not only restored you to your peak but enhanced you way beyond what you were before. There is always a price however, and now you work for them. Be careful, they can take away their gifts in a few moments if you start becoming a liability to their designs.

Scientist: [200CP]
Instead of dwelling on what you'd lost, you chose to focus on what you could become. You are a genius in your field of expertise and one of it's foremost figures. You push the boundaries of what everyone in your field believes is possible every time you have a breakthrough. This, however, is loosely focused on the augmentation of human beings in one way or another. Either pushing nanotech to the point where you could inject them into a fresh corpse and bring it back to life with some extra powers or maybe doing the same with a biotech enzyme, or maybe just through some sort of quantum interactions. It depends only on the field that you specialize in. You also possess a small start-up company that is focused on researching and profiting off of your specialization. People might believe you're crazy if they knew the extent you are willing to go when motivated, but I am sure you know how to take steps to keep them quiet and docile, don't you?

Enhanced Super Soldier: [400CP] *Take The Scars of Power drawback and its bonus CP*
You were once a soldier, or maybe not. You don't know because you remember nothing of who you were before waking up inside a laboratory. The eggheads explain to you that your body was donated to them in the name of SCIENCE! That is actually the reason you are up and about right now. You are a second Prototype built by Dr Emil Harting or by a collaborator of his, and have been implanted with Nanite technology. This comes with a lot of advantages and a few disadvantages. You gain Superhuman Durability, Strength, and Stamina, combined with a fast-acting Healing Factor that heals bullet holes in around 10 seconds. This is granted by your Nanites working inside of your body. The Nanites are more than just something in your blood that makes you superhuman, Part of your mind is housed inside the Nanite Swarm. You are able to use this part of yourself to remotely connect and access technology around you, giving you a form of Technopathy, but this also ties your fate to that of the Nanites. An EMP that would shut down your Nanites will also shut you down and ultimately kill you if someone doesn't resuscitate them in less than an hour. You are also changed by this and, for this jump, you will bear the mark of this on your body as well as having to deal with a limited source of energy that your Nanites run on. Be careful, everything you do requires a bit of that energy. You can recharge it with specialised equipment but draining it completely counts as dying for the purposes of Jumpchain.

Age and Gender:
All origins stay the same gender they were before. Drop-Ins are 18+1D20 in age while the other origins are 30+1D20 years old. For the modest price of 50 CP you can change genders to any you want, and even choose your age as long as it is inside the possible range of the rolls.

Location:
Drop-Ins can choose to appear anywhere on the planet. Everyone else appears inside the Headquarters of the Company they either own (Scientist), they work for (Augmented Soldier), or that brought them to life (Enhanced Super Soldier). You can freely choose the country you are a part of.

Perks:
General Perks are not discounted unless otherwise specified. Origin Perks are discounted to 50% of the cost, only for that Origin with the 100 CP perk becoming free.

General Perks:

Combat training: [100 CP] *Free first purchase for **Augmented Soldier** and **Enhanced Super Soldier***
You have been very well trained in the art of combat. This can be a black belt in a form of martial arts or intense training as a frontline soldier. It can even be some sort of ninja training focused on stealth and assassination. It cannot be too broad but one single purchase of this is enough to make an everyday person a threat in that particular fighting field. With a bit more training you could fight an Augmented Soldier that has almost no training and is only reliant on the prosthetic's augmentation, to a stand-still.

Augments: [200 CP] Free for **Augmented Soldier**
Life is hell, and sometimes it gets worse. Either in combat or because of an illness, a part of you had to be replaced. Maybe you lost an arm to cancer, your lungs to a chemical attack, or your sight because of questionable practices in your youth. That's all in the past now as you now have these prosthetic augmentations that not only give back your lost limbs' or organs' functionality but improve upon them massively. The robotic limbs are orders of magnitude stronger, faster, and more durable while maintaining their senses. Any organ you Augment has its function heavily amplified. Your new legs allow you to outrun traffic and your augmented senses could give you extreme advantages compared to baseline. This perk basically allows access to the Augmentations Section and starts you off with 400 CP that you can only use in that section.

Youtube Magic: [200 CP]
Have you ever wanted to be able to edit videos with the best of them? Wanted to be able to create deep fake videos that are indistinguishable from reality. Have you ever wanted to just stick it to that asshole by putting his face on the body of someone commiting a crime and then send it over as proof? THen this perk's for you. You are now a master at editing and manipulating video through very advanced 3D rendering techniques and just plain old talent. you could create a video that is impossible to peg as fake without ever getting your hands on a camera. This comes with extremely advanced photo and video-editing software as an aside for all the talent and knowledge that is about to be downloaded into your brain.

Don't You Recognize Me? [200 CP]
You gallivant around the Multiverse, being different people in different places, you are a true traveler of worlds. What you also are, is a skinchanger of the highest order. Each Jump, or almost, you are a different person, wearing a different skin, maybe even a different race. These are your Alt-Forms, but not

all of them are created equally. Some of them are modelled, or they should, off of famous people of your original Earth, celebrities I mean. With this perk, you are guaranteed that, each time you are inserted into the body of a character that you know was played by someone famous in your old Earth's media, you can choose if their appearance is the same as the one who portrayed them. In case they were played by multiple famous people over the years, you can choose who of them you want to look like. This also boosts your charisma quite a bit when in an alt-form like this. People find it easier to trust you and see your actions in a more positive light when in the Alt-Form of someone famous. This charisma boost can also be used to become less liked if you really want it. By using the Alt-Form of someone that is often portrayed as a Villain you will find it easier to inspire fear, dread, and hopelessness in your foes and viceversa when in the Alt-Form of someone that often portrays Heroes. (For Example Willem Dafoe or Ben Kingsley as Villains and Kevin Sorbo and Dwayne Johnson as Heroes.)

The Jumper That Stays the Same: [400/600 CP]
Most of the things you buy here are very useful but are also physically tied to the Alt-Form you take in this Jump. It doesn't make sense that you would be able to maintain the advantages of a robotic arm in another Alt-Form that doesn't possess that robotic arm. Not any more. With this perk, anything that you might consider an advantage in one Alt-Form is present across all of your available Alt-Forms. The advantages are Fiat-Backed and don't need to come with any physical change, like an actual metal arm, they might have previously been granted from. For 400CP this is restricted only to things that are part of your various Alt-Forms: Origin and Racial advantages, biological powers, and even cybernetics now give their advantages to you even in a body that doesn't possess them. For 600 CP this is improved to also count for any and all forms you can take. If you can somehow turn into a fire-breathing Dragon but that transformation doesn't come from an Alt-Form, Origin, or Race taken from a previous jump, you can still have that form's advantages, like the strength, or the defence of the scales, or fire breathing capabilities, even if your current form is something completely different.

The Optimal Part: [400 CP] Capstone Booster
You aren't ordinary, that's for sure. No, you're extraordinary! You're breathtaking. And not only in the sense that you could easily turn your talents towards stopping people from breathing. You are just more. Every Origin gets something different out of this as a starting point while also acting as a Capstone Booster for each Origin's 600CP perks. You can buy this perk again, discounted, up to 3 more times to get another Origin's bonus, though this doesn't affect the Capstone Booster effects.
Drop-In: Your capability in using known data to create successful plans of any kind is greatly improved. Working from the shadows isn't just convenient, you make it seem a form of art.
Augmented Soldier: Your skill in almost any type of combat that you already know is greatly improved and any skill that has to do with fighting others is easier to learn and improve.
Scientist: Science just comes to you, it's easy. Any kind of purely scientific field is much easier to learn and you often have insights into ways of applying purely scientific knowledge in ways that could be regarded in the lower realms of sci-fi.
Enhanced Super Soldier: You have been enhanced by having Nanites replace your blood. This was supposed to work passively to give you your Enhancements while being under the control of those that put it there. Too bad for them that any attempt to use a part of you against you just became impossible. Either their methods prove faulty or they mysteriously stop working altogether.

Drop-In Perks:

Like a Shadow: [100 CP]
That's what you are Jumper. You came from nowhere and you disappeared into nowhere. You have an uncanny ability to make yourself scarce and to make any trace of your passing vanish. You are the nightmare of anyone trying to track you down.

Break my Chains: [200 CP]
Moving through the Multiverse, getting involved in other people's business, threatening their well laid plans, and just being your busybody self, often runs the risk that someone gets mad and tries to put a leash on you to keep you from mucking up their plans. That isn't an acceptable outcome, however. With this perk you are now a lot more resistant to any form of being controlled against your will. Even direct mind control needs to massively overcome your willpower before it has even a chance of affecting you and even if it does it will now slowly erode until you can once more take back the reins of your own free will. Even direct ways of controlling you, like a chip that sends the impulses to your muscles to control your body or having your lungs replaced and threatened with their shutdown and consequent asphyxiation, will either start malfunctioning in short order or you will find a way of subverting them in order to regain your freedom.

My Superpower is Coding: [400 CP]
And some people are easily convinced that it is. You are a genius in writing computer code and breaking it. You could hack into anything with the right tools and a bit of time. You are a Grandmaster of all types of hacking techniques and at most they can only hope to slow you down. The programs you write easily become legends in the right circles as the way you can streamline your code for efficiency and reliability marks you as one of the best coders in the world. This perk upgrades itself with new coding and hacking techniques and knowledge if you ever visit a Jump with these aspects present.

Reverse engineering: [600 CP]
Reverse engineering the work of dozens of scientists, billions of dollars, and a decade of genetic coding? It will be done by dinner. Not quite, but you are a genius in figuring out the why's and the how's of any technology you spend your effort to reverse engineer. With a good enough sample and the right equipment you could even figure out the work of another genius that focuses on fields of knowledge that you aren't a complete expert of. You just have a knack of applying your strengths to figuring out how to subvert technology even if you might never have been able to invent it yourself. With a lot more time you might even be able to learn how to replicate this reverse engineered tech and the more you know about the field that the tech is based on the faster you can do both.
Capstone Boosted:
By dinner? I meant to say by lunch. The speed at which you can study and get insights into tech you are examining just went from really fast to absurdly fast. Not only the work of other Geniuses, you are now capable of reverse engineering even totally Alien tech. Even if the science behind its operation is completely Alien to everything you know, the more you study it the more you learn, not just about the tech, but also about the science principles that it works under.

Augmented Soldier Perks:

Prosthetics Training: [100 CP]
You have been Augmented and been given a new lease on life, but getting used to the new additions is easier said than done. Weight distribution of your body has changed, you need to learn how to exert appropriate force and deal with every little change that has been done to you. With this perk you already know all of that and can start using your Augments as if you had a few months to train and familiarize yourself with them.

Unwavering Willpower: [200 CP]
The mark of a truly powerful man isn't the strength of his body or the aim of his shots. It's how strong his convictions are and how far he is willing to go for them. You now possess massive amounts of willpower, grit, and determination for as long as you have a clear objective in mind. The more personal the objective the more this perk gives you. Working through a job you hate in order to buy that new console gives quite a bit of willpower but going on a hunt for the bastards that you believe killed a loved one will grant you enough willpower to see the world burn before you are deterred from your mission.

Part of a whole: [400 CP]
Familiarizing yourself with a new weapon, or in this case with what you have become is merely the first step. The same way that a master swordsman needs to learn to make the sword a part of his being, so have you learned to make your Augments a part of yourself. You instinctively know all the limits of your body and anything that has become a part of it and can use them instinctively. Even extra bits you weren't born with but were added later, or will be added later, you learn to integrate into yourself with very little effort. All of this culminates in an awesome amalgamation of your previous capabilities and the new additions in a seamless way.

Born to Kill: [600 CP]
That is what some people say about you. And they're right. You have a gift, a dark gift. Everything that has to do with hunting down others and killing them in the most efficient way possible just comes to you naturally. From hand-to-hand combat to Sniper training to setting up ambushes and traps, you excel in all of them and then some. Even new ways of fighting and killing come to you so easily you might pick them up mid-fight if you needed to. You really are born to kill and you are one of the best in the world at it. You could go against twenty armed people with just a knife or your bare hands and the outcome would still be in your favour. It would take a Superhuman to give you trouble.
Capstone Boosted:
But not for long. You really have an almost supernatural instinct for killing. Anyone you meet, you will start to get insights into how one should go about to kill them. Weaknesses and vulnerabilities become apparent to you the more you observe them and the more information you gather on them. Ultimately, If there is even the slightest chance you might be able to kill someone, with enough research and preparation you are able to make that kill a reality.

Scientist Perks:

PhD: [100 CP]
You have a PhD in three mundane specializations that one might have in a mundane 21st century Earth. You also have the paperwork to prove this and, of course, the actual knowledge needed to have achieved this.

Lab Work: [200 CP]
Did you know that Nanite technology didn't just appear out of thin air? It took dozens of scientists a decade of work and billions of dollars in funding to even get the first prototype working. Fortunately for you, that kind of work is something you know how to do and how to do it well. You know your way around a lab, how to organise research teams for the most optimal results, how to conduct experiments without risking to taint the data that you need and generally how to run a lab in the best way possible to get the results you need while optimizing time, workforce, and money. As long as you are at the head of it, your labs and research teams get results three times as fast as they normally would.

Mind of a Genius: [400 CP]
You are one and no one could dispute this fact. Everything that your mind does it does it just plain better. You learn things faster, you are more creative, your memory has an easier time remembering things and does so with improved clarity, ideas come to you more often and you find yourself just smarter. The fact of the matter is that any and all qualities of your mind are improved by this perk. Even the level of neuroplasticity of your neurons will always remain at optimum levels. Combined with the next perk it will allow these qualities to never reach a hard cap. You will always be able to improve your mental capabilities as long as you put in the work.

Supergenius: [600 CP]
Choose another Specialization that has some form of loose connection to the PhDs you have. This specialization doesn't have to be mundane and it really won't be once you start using it. Inside the rather loose terms of this Specialization you can easily create miracles of science. For example, a Specialization in Nanotech can be chosen if you have a PhD in Robotics, or even Biology. It might slightly shift the minutiae of how you are creating Nanites but not their function. This might allow you to create Nanite technology capable of rebuilding a person's body in seconds even from being torn to pieces by a point blank explosion while giving them Superhuman abilities. Any Specializations you choose will give you similar capabilities for scientific miracles. You could choose Kinetic Physics and go on to develop powerful Force-Field technology, or a way to give people telekinetic abilities. Biology might let you splice DNA and the ability to grant powers derived from animals to others. The only thing that limits this perk seems to be that your efforts work best when in pursuit of augmenting others with your miraculous discoveries.
Capstone Boosted:
You are no longer just a Supergenius, you are a Comic Book-level Supergenius. While you do your best work inside the limits of your Specialization you can extend your knowledge and skill to any other scientific field, with enough study and work, and achieve the same level of miracles in them as if they were under this Perk without the Capstone Boost. The really wonderful stuff will become obvious to you when you start combining them, as you will soon discover that the more fields of science that you can work miracles in, the more their combined effects are greater than the sum of their parts. As an extra bonus, any Science field you study to this level will work for you and people you teach them to in any future Jump.

Enhanced Super Soldier Perks:

Invasive Enhancement: Free and restricted to Enhanced Super Soldier.
You have been changed and it is debatable if the changes have only been for the better. This perk, however, is for those that believe so anyway. With this, the Nanites you've been injected with are now much more invasive than it seemed at a first glance. So much so that they invaded your other AltForms and brought with them all the advantages you gained from this Origin into any of your other AltForms. This includes the Superhuman Durability, Stamina, Strength, and Healing as well as the Technopathy Power. Only these advantages become Fiat-Backed. In future Jumps, any drawbacks that come with this Origin like the need for nanites in your bloodstream, risk of death from a depleted powersource, or similar are only applied to this AltForm.

Instinctive New Self: [100 CP]
You have been enhanced. No longer are you only human but you are now part Nanite-Swarm. While your body is still completely human, part of your mind is now supported by the Nanites themselves. While normally, in cases like this, there's a period of acclimation and training needed to come to grips with what you have become, this doesn't seem to apply to you the same as it does others. The Enhancements gifted by the Nanites are easy for you to integrate into your existing skill, it will take just a few tries to understand how to regulate your strength and new senses, and even the Technopathy you are now capable of comes to you easily. You could be awake and with no memories other than the last 12 hours and you will have no problem connecting to the internet and hacking governmental databases with a few moments of concentration. This doesn't grant Nanites if you didn't have them before.

I Told You I'd Find You: [200 CP]
You have a sort of sixth sense when it comes time to track and find people. The more emotionally driven you are to find them the better this works, with more and more of your skills getting enhanced by this perk in order to get you in the presence of your quarry. At any cost

Nanoforge: [400 CP]
The Nanites that make up your blood have somehow learned a new configuration that they can create inside your chest with their own bodies. This configuration lets them recycle materials that are present inside your body in order to create more of themselves. It does need specific elements, mostly iron and carbon, but they can now also absorb them from objects you touch and that you do not consider important. A second advantage that this perk gives you is that your Nanites can now extract power from almost anything, especially food and in emergencies even less important parts of your body. The efficiency with which they do this is impressive so the times when you had to keep an eye on your energy levels are no longer here. Combined with the next perk (even without the Capstone Boost) your Nanites will be able to replicate themselves even outside your body and are now a lot faster in almost anything they do.

Unification: [600 CP]
You are no longer being pulled in two directions by your nature. You have achieved Unification with the Nanite Swarm inside you and now YOU are the Nanite Swarm. Your mind is fully integrated into the Nanites and the meat brain you inhabited is no longer needed for your continued existence. Even if your entire body gets shredded to pieces, as long as enough Nanites remain, they can rebuild it without any problem or loss. Since you are now the Nanite Swarm your control over the Nanites has improved to impossible levels, your Technopathy cannot be blocked save by the strongest AIs, your distributed processing power is through the roof, your healing factor is much faster, and you can now use your

Nanites to manipulate the world around you. As they still share power, you can't stretch them too far from your body but you can now do things like temporarily push Nanites inside someone else to heal or damage their body, move them out of your body and have them chew through materials that they can use to make more of themselves, and a lot more. With the Nanoforge perk you can also use your Nanites to inject them into an item, find out how it is made and, if you have the skills and materials for it, use the Nanites to create more of it. A true Forge of Nanites.
Capstone Boosted
You no longer are just the Nanite Swarm, you are now the absolute Nanite Master. You can now control any type of Nanobots that you come into direct contact with and can now have new generations of Nanites you create that have the advantages and functionalities of all the Nanite Types you have ever come into contact with. Each new Nanobot you get your hands on adds its advantages to the ones that you are a part of even if they come from things outside of pure science. Even completely biological or supernatural Nanobots are now yours to control. You really are the sum of your parts.

Items:
General Items are not discounted unless otherwise specified. Origin Items are discounted to 50% cost, only for that Origin with the 100 CP Item becoming free.

General Items:

Valiant Comics: Free or 50 CP
You receive, inside your Warehouse, a physical collection of all Valiant Entertainment Comics as well as every piece of related media. This includes at least a part of the figurines based on their characters and all derivative media. You get this for free at the end of this Jump, but if you need a refresher, maybe because you chose the **Valiant Effort** drawback Toggle, you can pay 50 CP and get it at the beginning of the Jump. This is because of the potential advantage that metaknowledge of the plot of this universe can give you.

Cash: First free for everyone. 50 CP
Nothing much, just a few stacks of unmarked bills, around 50.000 dollars. You get another payment, equal to how much you bought here, sent to you every year. In future Jumps this will come in whatever currency is present and will adjust itself according to inflation to always give you the buying power of your purchase in Dollars, circa the 1990s. The first purchase is free but it is also a one-off payment.

Fake Documents: Free/50 CP
Maybe you don't show up in any database in this world. Maybe you just need to act as someone else for a change or just escape the country. This is a set of perfectly created fake documents. From birth certificate to a driver's licence, with these you can pass for someone else. They were created to be inconspicuous and only a very thorough check by the authorities has any chance of raising any red flag. They only work during this Jump for the Free version. The 50 CP version of this item will update itself each Jump with another set of documents almost perfectly legal for the setting you will be in. No one will ever be able to tell these are fakes, being of almost perfect quality. Does not include things that would let you access restricted places like government facilities or private companies.

Drop-In:

Hacker Van: [100 CP]
Ever wanted to hack someplace but for whatever reason you had to be in the vicinity of your target? No? Well, now you can anyway. This is a medium-sized, inconspicuous white van that never runs out of gas. What makes it really special is the 'Hollywood Hacker' setup in the back. It can even connect to private local networks as long as you park it at least 300 feet away from it. Getting actual access is up to you however.

EMP Bomb: [200 CP]
Oh boy, this is a sweet little something you have here. It's a handheld inconspicuous case that can be easily carried around. Inside is a very powerful EMP Bomb. You can prime it and detonate it from anywhere in the world with the remote that comes with it and ever program in a timer. When this baby blows, you can be certain it will take the neighbourhood with it, And the town or city. It needs around 60 seconds to charge from the time you prime it, but when it blows it will wreak havoc to any and all electronics, no matter how well they are shielded, in a five mile radius. Everything, even Nanites, are going to be shut down hard.

Prosthetic Technology Schematics: [400 CP]
What a mad lad you are! You seem to have successfully hacked and downloaded absolutely every little piece of technology that would allow someone to start creating cybernetic replacements for people's limbs, senses, organs, and even how to graft new unique pieces on people. It's basically enough information that a normal person with at least a 3d printer and some start-up money, could start creating the various options from the Augmentation Section. The Upgrades in that section are not included and what you build with this isn't covered by Fiat. Really good for when you need to make an army of Augmented Soldiers.

Lab of Your Dreams: [600 CP]
Gallivanting through the Multiverse gives you a lot of opportunities to stumble on new pieces of technology, lost techniques of crafting things, and maybe even long forgotten scientific breakthroughs. But how are you going to take advantage of it all? This is where the Lab of Your Dreams comes in. This is a room that gets attached to your Warehouse. Through the new door is a laboratory that is as big as it needs to be with all the instruments that it needs to have for you to study, well, anything. Found a broken Kryptonian-tech crystal? You will find every instrument that could help you study it and uncover all its secrets, inside here. Everything will always be at the appropriate tech level required to get you the answers you seek but be careful, there are no seat belts here. Go around studying Old God Eldritch porn dataslates at your own risk. The lab doesn't come with any safety features save for what you yourself bring with you. And you also better have the skills to operate the stuff that you will find here. It comes with operating manuals but they're as dry as they come.

Augmented Soldier:

Combat Gear: [100 CP]
This is the standard gear a frontline soldier is expected to be kitted in. It includes the uniform, armor, and weapons, as well as any accessories like grenades, radio, night vision goggles, and other various implements that a 2020 soldier might have on his person while deployed in enemy territory. You can choose the Military branch for which this applies.

High tech Accessories: [200 CP]
You aren't an ordinary Soldier, and your kit shows it. This is a case of High-tech gadgets that replenishes itself with anything you might need on your person in an upcoming fight. The tech level of the things you will find inside will vary with the degree of danger that you are equipping yourself for and the current setting's maximum tech level, with stuff here being close to the top tier of the setting. It only contains stuff that you might need but it has a degree of randomness to it. It is limited to accessories and not direct weapons or armor. At most you will find a grenade or two once in a while. Trying to open it with the intent of just getting the stuff for other purposes than an upcoming fight will fail.

Exogear: [400 CP]
A man, no matter how much he gets Augmented, is still a man, mostly made of flesh and bones. If he really wants to bridge the gap between human and superhuman he needs something more. And this is that something. This is a full-body exo-scheleton harness that, once donned, will add its amazing power to your own. Just this item comes with the harness and enough armor plates to cover your vitals, including a helmet, but not hinder your actions. By wearing this, you gain the strength, agility, speed, and endurance of 10 men beside the protection of having mostly metal for legs and arms. This can be further upgraded by adding limbs and Augments from the Augmentations Section. If you don't have access to that section you now do but only for improving this Item as well as 400 CP to improve it with.

Interference Gun: [600 CP]
No matter how many Augments you have, the eggheads are bound to find a way to make someone even better than yourself. To be able to continue doing your job and have a chance even against someone that is an order of magnitude better than you, you have two choices: Git Gud or bring them down to your level. This weapon facilitates the second option. It fires sticky darts that travel at supersonic speeds and are designed to incapacitate any kind of advantage a target has over a baseline human. Be that magic, divine power, or the power of love, someone that gets hit with this will feel as if a strong current was passing through his body, disrupting everything that made them special. It can be resisted by strong enough wills or if someone is really that powerful, but a shot from this is guaranteed to disrupt an opponent, at least the area on their body that you hit in case they can resist more, and grant you a second or two of them being distracted. These shots cannot be adapted to and never completely ignored. They are also non-lethal by Fiat, and the ammo replenishes itself at a rate of one shot every five seconds with a 20 shot magazine.

Scientist:

Start-Up Company: [100 CP]
You own a small but respectable company dealing with the research and development of tech that is based on something you are very good at. It defaults to the PhDs you bought in this Jump or if you didn't to the field of science that you are most knowledgeable in. It comes with basic facilities and moderately competent staff. It's your job to make it profitable.

PMC Contract: [200 CP]
This contract grants you four Augmented Soldiers that are under your employ. They are loyal to you but not to the point of following suicidal orders. They will be replaced if they fall in battle in around a week. The fees are always paid and no one will ever contest the contract. These people are not Companions and in future Jumps will be replaced with people of a similar level of competence. They all have the Augmented Soldier Origin and the first three perks of that perkline.

Supercomputer: [400 CP]
Working to create Nanites that are able to network together, keep someone's body going at 900% efficiency and be able to put him back together even with the worst possible injuries is a miracle. But miracles don't just pop up from nowhere. They are made. And to design miracles you need the computational power of a supercomputer. This gives you a Server Room that houses the world's most powerful supercomputer, and it's all yours. You can decide where you want this room to be located, either through a door inside your warehouse or in a specific place in a setting. It will always be 1% more powerful than the second strongest supercomputer in any setting you are, updating itself with each jump, but only when it has to become more powerful and it will never downgrade.

Multinational: [600 CP]
Your company is no longer just a small start-up struggling to survive. With this you now own a global multinational corporation that brings in hundreds of millions of dollars each year into your pockets. It deals in almost anything that can bring in a profit but is mostly focused on things that you can create at a much better standard of technology. Everything you need for R&D, tinkering, or whatever fits your fancy will be present here, or can be arranged to be in the future, and you will have the best possible facilities money can buy. You are the sole owner and CEO.

Enhanced Super Soldier:

Recharge Equipment: [100 CP]
Your Nanites need energy to function and without energy you are headed for an early grave. This hospital bed covered in various equipment is able to convert electricity and charge you up to 100% in a few minutes. A car battery could allow it to recharge you at least twice before needing a recharge itself. Since this is paid with CP, in future Jumps this equipment can be used to recharge almost anything using any source of energy, even incompatible ones. The only problem is that the more they are incompatible the worse the recharge efficiency becomes.

Nanite shielding System: [200 CP]
Considering what you are made of right now, you just acquired a very dangerous weak point. An EMP could easily disable all the Nanites in your body, considering how small they are, and basically spell the end of your Jumpchain. Now you might have a few tricks up your sleeve, maybe an 1UP here or there or

something else but what I am offering here is something you should really consider buying. This syringe contains a particular agent that makes it so that any Nanites inside your body become immune to anything that might try to shut them down. It is highly toxic so it's going to hurt, like a lot, but you have Nanites in your blood right? They will keep you alive through it. If you don't. Well, what did you expect?

Nanite Injection: [400 CP]
This syringe contains a number of the same Nanites that created Bloodshot. Inject it into someone completely and they too will have the basic powers granted from the Enhanced Super Soldier Origin. The drawbacks are also included but you might find a way of eliminating most of them and mitigating the others during this Jump anyway. The Nanites can fall down in number if the user gets too many injuries in a short amount of time but they will be recovered the next time they rest for a couple of hours. The syringe replenishes its shot of Nanites once a year. Maybe, if you're good enough, it's enough to unlock the secrets of how these little machines work.

Nanite Research Data: [600 CP]
Or if you really can't be bothered, here. A complete database of the entire research that made the Nanites a reality. With this, even a normal non-scientist person could get a small Nanoforge up and running, churning out Nanites by the gram per minute. It's everything one needs to learn to create, control, destroy, subvert, and upgrade Nanites, and maybe even more. It presumes you have at least a lab with at least some medium-range equipment to get you started, at least the year 2000 tech, but from there the instructions make it a done deal.

Augmentations:

The following is a list of the various Augmentations you can have, and the general advantages you get from them. Augmented Soldiers get a discount on everything here. Since this section needs the **Augments** perk, everyone starts off with 400 CP that can only be used in this section.

After this Jump, these augments are tied to the Alt-Form of this Jump only, unless you take the perk that allows you to bypass that. In case you did, you maintain all advantages but they are applied to your actual body. Extra Augments are summoned into being instantly only for the duration you need them.

Limbs: 100 CP per, 4 max
One or more of your limbs has been substituted with a robotic equivalent. It still relays senses as if it were your original one but has a lot of advantages. It is generally 10 times better than a baseline human's original limb, made out of very tough alloys, and can be further Augmented with gadgets or weapons. They start from the shoulder or the hip, and replace the entire limb. If broken, they will return to a pristine state the next time you sleep or sometime in the next 24 hours when you are in a safe location, whichever comes first. If you can upgrade them yourself, the changes will become part of them and the upgrades will also be repaired.

Senses: 200 CP per
One or more of your senses has been replaced with a cybernetic equivalent. Your implants give you back the sense you had lost but don't stop there. The sense is amplified to the extreme that science is capable of. Your sight is now able to cycle through most of the Electromagnetic Spectrum, gaining the ability to see through walls or in pitch darkness while also being able to connect to external cameras. Your sense of smell would put a bloodhound to shame, being able to pick up things in the air that no biological being is capable of, your hearing is so much better you have become immune to loud debilitating noises while

being able to hear with perfect accuracy in a mile's range while you map out the area using echolocation, and so on. Taste could become equivalent to a mass spectrometer ...etc. This cannot be applied to senses that are supernatural but may add senses that animals or technology possesses but not humans like sensing magnetic or electric fields.

Organs: 200 CP per
One or more of your internal organs has been substituted with a cyber mechanical counterpart. There is no risk of rejection and the new addition works much better than the original. A cyber lung would render you immune to air-based contaminants, let you breath underwater, and go without air in space for around 10 minutes at a time. An augmented Heart would have armor protecting it, be able to slow blood towards arteries that were losing blood, continuously monitor for things inside your blood and even administer drugs automatically. Your new liver would render you immune to poisons and contaminants in your food. The brain cannot be substituted but can still be augmented with better nerves, faster reaction speeds, and maybe even a Bullet Time effect that works a few seconds at a time every five minutes or so. You could even substitute your skin with an exact copy that has extremely durable subdermal plating or your bones to make them almost impossible to break.

Upgrade: Hidden weapon: 200 CP per.
This applies to one of your augments as long as it makes sense. You have a retractable weapon installed inside this augment. It can be a blade, gun, stun baton, dart thrower… etc. You can upgrade this to almost any level that you have the knowledge of creating but it starts off as similar simple weapons. It retains upgrades when getting automatically repaired. It still requires ammo or more frequent recharges to use anything other than a melee weapon if you use it too much because, while the ammo recharges it is too slow to take advantage during fights.

Upgrade: Armor: 100 CP per
This applies to one of your augments each time you buy it. The augment is a lot more durable and even sniper rounds can barely scratch it. It is not rated for anti-tank or artillery weaponry, it might still stop one or two of those shots but the forces at play would see you dead anyway so stay away from those. For everything up to sniper rifles your bones would become almost unbreakable, your skin could be almost impenetrable, and so on. This doesn't do anything to the shockwaves that will travel through your body.

Upgrade: Impact Dampener: 100 CP per
Remember how I said that **Upgrade: Armor** doesn't protect from the shockwaves created by the hits you can tank? You need this for that. It applies to one Augment per purchase and lets them absorb impact forces like a champ. It does nothing against cutting, slicing, or penetrating hits but that's what **Upgrade: Armor** is for. The 2 upgrades, combined on an extensive part of your body, something like Skin + Muscles + Bones will see you even standing up after taking an artillery shot to the chest, you might not survive a second one but you're already more durable than a freaking tank.

Upgrade:Strength: 100 CP per
This upgrade grants one improvement to the strength of an Augment that you apply it to. It can only be applied to Augments that can move, as it improves the physical force that the augment can apply externally. Circa x4 the Augment's strength. You are still capable of accurately applying as much force as you want; this just pushes the maximum you can output.

Upgrade: Speed: 100 CP per
This upgrade grants one improvement to the speed of movement of an Augment that you apply it to. It can only be applied to Augments that can move, as it improves the physical speed that the augment can be manipulated at. Circa x4 the Augment's speed. You better have fast enough reflexes for this or it will move faster than you can control it. You are still capable of moving the augment as fast or slow as you want; this just pushes the maximum speed it can reach.

Upgrade: Reach: 100 CP per
This upgrade allows a movable augment to extend and be able to reach 3 times the original distance from your body.

Extra Augment: Limbs: 200 CP per pair, max number limited by space on your torso.
You have an extra pair of cybernetic limbs attached to you that you can use with the same ease as your original ones. Upgrades applied to this are shared by them both.

Extra Augment: Redundant Organs**:** 200 CP per
Even if you didn't buy any cybernetic substitutes for your organs you can now buy them here without having to replace any of your original organs. These are semi-passive inside your body, granting you their advantages at any point you need them and will take over in the case that the organ they are modelled after is injured or stops working. Cannot pick the brain for this. In the case of the skin, this is a subdermal extra layer of cybernetic skin.

Extra Augment: Retractable Wings: 200 CP, max 1
A pair of cybernetic, retractable wings that allow you to fly at around 100 miles an hour at the top speed. It also allows you to hover but their acceleration is around that of a normal person starting to sprint. They retract well enough that they don't bulge inside your clothes.

Extra Augment: Prehensile Tentacles: 100 CP per, max 6
These are a number of tentacles that were designed to help the work of anyone that needs to use their hands. The ones you will be receiving are the MilSpec version, with each having five times the strength and speed of a normal human limb. They are extremely useful for precise manipulation, can do anything a normal limb can and a lot more besides. The termination has 6 finger-like manipulators that allow them to act in various situations, from grabbing things to usings tools. They can be upgraded with stuff from here or through your own efforts. They maintain their upgrades. Getting more than 2 of these preclude you from taking the retractable wings as they would occupy too much space on your back, the only place they can be placed as it offers the best anchoring. They are retractable down to a foot in length and can reach around 9 feet in length at their longest. Even retracted, they will bulge under your clothes. the more you have, the more noticeable they are but you can detach them easily if you don't need them.

Companions:

Import/Create: [50 CP for 1, 100 CP for 4, 200 CP for 8]
You may import a number of Companions that you already had adventures with at the listed prices or create them to your specifications regarding personality and appearance. Even if created by you they maintain Free Will. Each receives 600CP and can go through this JumpDoc the same as you, with the same limitations and discounts but cannot buy more Companions and can only take Drawbacks that affect them personally and not the world at large or other people.

Local Friends [Free or 100CP per]
Did you start to fancy someone from this world and decided to take them with you on your future adventures? Did you ask them and they said yes? If both those statements are true you can take them with you for free as long as they are neither Augmented or Enhanced. Baseline humans are free but if you want to bring someone like KT, Dr. Emil, or anyone at their level, but not Ray Garrison himself, you will have to pay 100CP for the privilege. You might not know yet if you want any of these people, so here's what we'll do: This option can be paid for later, even with CP from your next Jump if you spent it all already. Aren't I generous?

Bloodshot [200 CP]
The one, the only. It seems that a bond between you and the titular main character of the movie has been forged. It can be camaraderie, friendship or something more. This only ensures that, if asked, Ray can accept becoming a Companion on your adventures. If you actually got to know him and made a good impression, he might even do so. The same rules apply as the **Local Friends** option.

Drawbacks:
Take as many as you dare. No CP Limit.

Valiant Effort: +0 CP
Instead of the Movie version, you are now in the greater universe that is represented in the Valiant Comics. Be careful, the power levels being thrown around here are very much higher than the Movie version while what you bought from here isn't any stronger. On the other hand, there are things you might take advantage of that are unavailable in the Movie-verse, with the right perks.

The Scars of Power: +100 CP
Power always comes at a price and you bear this wisdom openly on your body. You have an obvious mutation depending on what you bought from the document that marks you as different from your fellow humans. Maybe you have cybernetic implants that cannot be hidden, maybe the nanites you have instead of actual blood in your veins have turned your eyes blood red and your skin gray. One way or another you show obvious signs of being 'other' than normal and you will have a hard time hiding these signs for any period of time. People will react to them as they want to do but are not influenced in any way to like or dislike them. Perks that force people to ignore such esthetic differences have their effect reduced by this drawback.

Badass Fighting: +200 CP
You are a real badass and the way you fight shows it. You rarely take cover and prefer walking slowly and menacingly towards your opponents. Even if they have a shotgun aimed at your face you won't flinch or dodge it because that wouldn't be badass enough. Let them see how their bullets do nothing to you as you slowly walk to them and kill them. I really hope you can actually survive shotguns to the face because you will be letting your enemies get a lot of free hits if you ever enter a fight.

Forgot the Password: +200 CP
You know all those nice goodies youve been saving up in your Warehouse? Well, they're staying there for the duration of this Jump. Neither you, nor your companions will be able to access the Warehouse or use any of the Items you got in your previous travels, except for what you bought here. You can still push things inside the Warehouse, if you could do so already, but nothing comes out of there until this Jump finishes.

The Leash: +200 CP
Someone that wants to use you for their goals has implanted something inside your body, either through an Augment, the Nanites in your body, or just the classics, a cranial bomb. You are forced to work for them or risk them activating the contingency that would lead to your death. This guarantees that what they will ask of you will be something you find despicable but you are free to find ways that remove the leverage they have over you. Don't get caught doing so though, they have no problem cutting off loose ends.

Obligatory Power-loss Drawback: +300 CP
Yeah, I know it's clichè, but if you're really strapped for CP you can take this and relinquish all of the perks and powers you got in your previous Jumps, while getting restricted to this Jump's Alt-Form on top of your BodyMod and whatever you bought from here. Don't worry, you'll get them back when you finish the Jump. I'll take good care of them, don't worry.

Who am I?: +300 CP
You wake up on a slab of metal in a laboratory who knows where. You remember nothing of your Jumpchain or the life you had before it. You still have your powers and perks but won't be able to use them unless their use is ingrained deep in muscle memory. You will recover your memories every time you hear a phrase or sound that has a strong tie to a certain memory, potentially unlocking them all at some point. They are not guaranteed to actually be your actual memories though, at least some of them are not. Anything you have that would have prevented you from losing your memories or stopping someone from manipulating them, is negated by this drawback.

Weakness: +300 CP
For the duration of this jump you will find that your enemies seem to always stumble on one way or another of taking advantage of any weakness you have. This scales with your enemy's level of intelligence but even at its worst it will not be something that completely no-sells your advantages. They will mostly develop ways that reduce your advantages against them with the worst that could happen being some form of weapon that bypasses some of your defences in order to immobilize a part of your body. You will not be able to take advantage of this as whatever they devise only works for them.

Hunted: +400 CP
You have a squad of Augmented Soldiers sent after you to be captured dead or alive. The squad has a random number of members from 4 to 8. They have the 100, 200, and 400 CP perks from the Augmented Soldier perkline and will not stop until they either get you or you completely neutralize them as a threat. You will find that a new squad is sent against you every 6 months or so, and no matter how well you hide, at least for each first confrontation, they will find you.

You Killed my Wife: +400 CP
Oh shit. Someone must really want you dead. They even went to the length of wiping Ray Garrison's memories and implanting ones where you killed his wife right in front of him. He will be coming for you once every year or so, every time using his powers to easily track you down with the intent to brutally murder you. You cannot permanently kill him or imprison him, he will always find a way of escaping, and even fixing his memories only works until the next time they do it to him again. He is a Nanite **Enhanced Super Soldier** that can recover from anti-tank shots in a few seconds, possesses Technopathy, and all the advantages of that Origin. After five years he will also overcome his disadvantages and adapt to

some of the methods that defeated most of his past attempts. Be careful, he isn't just powerful, he is also extremely driven.

Too Late: +600 CP
This isn't the world you were expecting. You arrive a bit later than normal and you will soon find out that Ray Garrison has tried and failed to kill Dr Emil Harting. Dr Harting was able to escape and has been received with open arms by the US Military once he showed them the results of his research. Ray is still around hunting him but Emil Harding is now creating Supersoldiers for the US Military and somehow has developed a grudge against you, believing you are at fault for putting Bloodshot against him. He will be sending teams of resurrected Enhanced Super Soldiers against you again and again until you find a way of making him stop. Each of them has the Enhanced Super Soldier Origin and the 100, 200, and 400 CP perks from that Origin's perkline.

Scenarios

Bloodshot: Restricted to the Enhanced Super Soldier Origin
Now, how did this happen? Instead of being a second prototype, you find yourself in the body of Ray Garrison, Bloodshot himself, as you wake up one day. Unless you take the drawbacks that change this, you still retain your memories. Have fun.
Reward:
Even without the **Don't You Recognize Me?** perk you can now choose to have any of your human male Alt-forms be a perfect copy of Vin Diesel, giving them a sort of secondary form. This has to be chosen at the beginning of the Jump, and it increases your intimidation factor tenfold when you want it to.

End Choice:

As always, you have a choice to make:

Stay here.

Go Home.

Onwards to Adventure.

Notes:

One thing I have been torn about is the power level present in the Jump. I think that a good way to get over that problem is with the Capstone Booster. If you don't want your Jumper to suddenly jump in power with just this Jump, you could just treat everything to do with the Capstone Booster as if it didn't exist if your Jumper has the kind of personality that wouldn't let them pass off an opportunity to gain the most power possible.

The Enhanced Super Soldier Origin allows you to come back from some very gruesome injuries, but without the **Unification** Perk, decapitation and having a bullet inside your brain will still kill you for the purpose of Jumpchain. As will having your Nanites disabled by EMP for more than an hour. You start as half-human half-Nanite Swarm and you need both to be considered 'alive'

1UPs work as intended here no matter the way or reason you die.

Break my Chains: Having your loved ones threatened in order to get your compliance isn't included in the perk's effects. It's your choice to give in or not as the perks only work against direct ways of controlling you.

The Optimal Part:

Augmented Soldier: it's at most an x2 or x3 boost but it counts for anything that can be rationalized as a way of fighting an enemy, even tangential things. Getting better at crafting: it activates because I can then make better weapons that give me advantages against my foes. Getting better at writing poems? It works as the improved skill will let me devise better propaganda that can be used to weaken an enemy's power base. You have to have your Jumper rationalize the activity as such for it to activate for more creative ways of fighting

Scientist: If you got this bonus you will probably also get the perks from that origin as they are now discounted. This basically improves upon them slightly and allows you to more easily branch out of the Specialization you chose to apply a bit of the perks to other fields. You are still a Comic-Book level Genius in your Specialization but with this and the 600CP perk you could bring in other fields of Science as minor specializations just by studying them. At most these minor specializations are a quarter as powerful as the 600Cp Specialization but you can have as many as you can stuff in your noggin'. With enough time you could be able to learn every branch of science and create miracles.ù

Enhanced Super Soldier: it doesn't apply to weaknesses that you specifically suffer from but if someone gave you a power with the hidden feature that lets him control your mind, you get the power but not the disadvantage. If you get a Klyntar Symbiote, it would still be weak to fire and sound but you wouldn't feel any discomfort. If you threw a punch but the enemy warped space in order for the punch to hit yourself, it just wouldn't work. The keyword is that anything that can be considered as a part of you, it cannot be used against yourself.

The Jumper That Stays the Same: Yes, only advantages carry over. If you have a previous Kryptonian Alt-Form but you are now in a Human one, you keep all of the Kryptonian powers and abilities without anything that you might consider a weakness carrying over. This also works for accumulated training, though it only works if an Alt-Form gives an advantage over what you have at present. It doesn't give you the sum of all your Alt-Forms' strength or speed. If multiple forms have the same advantage, only the one you consider the better one is available to you through this perk. If your opinion changes, so does the advantage that is shared. you will always have the best durability among your Alt-Forms, the best strength, the best powers, they just don't stack.

Reverse engineering: You still need to be good at least in a tangential field of science for this to work. The creation of Nanites in the Movie is a mix of Robotics and Biology. Someone that is very good at hacking could subvert their programming and take control of them or at least give himself some influence over them and do small manipulations but nothing more unless you have a good grounding in at least one of those 2 science fields. The Capstone Booster removes this limit and even rewards you for trying to reverse engineer something that is outside your knowledge base, as the act itself counts as you learning the science fields that went into making the object you are reverse engineering. In the previous example, you would be slowly learning Robotics and Biology the more you studied those Nanites. The more time you spend the more you learn, up to the point that you are good enough to replicate the same feat of inventing Nanites yourself.

Supergenius: Yes, you can go for any field of science that is something that is being studied in real life Earth and even some that are on the lower scale of Sci-fi. They will mostly be focused on the augmentation of people but you can still work stuff out outside of that with slightly more effort. The capstone boosted version improves upon everything the base perk does while allowing you to have multiple specializations by working your ass off and studying. Basically, any mundane knowledge that you work to bring to the level of a PhD now counts as if you bought it as a Specialization for the base Supergenius perk. This can be even further enhanced to add sci-fi fields of science by doing experiments related to them and learning their principles. This will work the best in Jumps where those fields are possible but you could study Dimensional Travel in a mundane universe and get some progress towards it even if very little.

Nanoforge: the structure that lets you create more Nanites inside of you also keeps stores of material collected from things you touch. At full stores they will have enough to create the maximum number of Nanites your body can house.

Unification: Without the Nanoforge perk, the Nanites will still be able to replicate themselves but it will take around an hour for them to double their numbers, while with that perk it would take a minute

Nanoforge and **Unification**, if taken by the other Origins, gives them the equivalent of a Nanite shot and all the advantages and disadvantages of the Enhanced Super Soldier origin but without the discounts and the free perk that lets you keep those advantages in your other Alt-Forms. you would need to cough up the CP for **The Jumper That Stays the Same** if you wanted that. It would also cost more to get your Nanites protected from EMPs and the control of others so I believe it's pretty well balanced

EMP Bomb: Yes, I know what an actual EMP pulse is supposed to do to electronics. No, this one just shuts down electronics and doesn't fry them. Just makes it impossible for them to work for around an hour. It is Fiat-Backed and doesn't need to have its 'batteries' changed so you could program it to go off every 60 seconds forever.

Changelog:

V1.0 First jumpable version.