Masters of Red:
Jumpchain Edition

It was near the end of World War 2 when the world changed for good. Hitler, turning to desperate measures to win the war, ordered scientists to look into anything at all that would help. With many experiments, the scientists made a startling discovery as they created red mercury. However, the concoction was volatile, and shortly after it was discovered it went haywire.

It is now 2008, and the world has changed thanks to the proliferation of red mercury. The magic it has brought is now accepted as a part of life, and things are more or less stable now. This peace will not last long, as the Soviet Hegemony prepares for war with the Coalition of the Americas, and the clash of the two megapowers will see the entire world caught up in the storm. Meanwhile, the remnants of the Old Reich prepare for their return, to pay back those who banished them to the Red Realms so long ago... Welcome to the world of the Masters of Red.

Background:
Where you come from. Offers discounts on Perks and Items. Gender is the same unless changed for 50CP, roll 1d8+19 for age.

Drop-In (0CP): You appear in the Mercuriverse with no idea where you are, but no memories clouding your mind.

Combatant (100CP): You are a special agent of one of the world power's armies, ready to fight for their ideals wherever it may be.

Mercurist (100CP): You have studied red mercury for a while and now know how to manipulate it like the alchemy of old.

Redmage (200CP): Red mercury runs through your veins, granting you control over the elements of nature... assuming it doesn't destroy you.

Locations: Roll 1d8 or pay 50CP to choose.

1: You start in the Coalition of the Americas, the world's largest civilized megapower. Red mercury is heavily restricted here as the government clings to the ways of old.
2: You begin in the lands of the Soviet Hegemony, the world's other grand megapower. As red a state as the mercury they love so much, their ways are arcane and mysterious to outsiders.
3: You awaken in Neo-Nazi Germany, the world's leaders in red mercury research and development. Life here strikes a strange balance between calm green fields and massive industrialized towns.
4: You start in the European Superstate, formed after the end of World War 2. A mostly pacifistic nation, they care little for war but are often dragged into it.
5: You are in Megachina, a seemingly unending cityscape of pollution and industry. The Megachinese care little for the individual and seem almost as a hivemind.
6: Welcome to BIG!JAPAN City, the most entertaining place in the world. Focusing on a culture of luxury and indulgence, BIG!JAPAN is the #1 vacation spot in the world.
7: The African Painforest, due to massive amounts of REDiation, has mutated into something much less pleasant. Though some areas seem tailored to human life, others are pocked with mercurial geysers and hordes of Red Runners. It is the last unknown wild in the world, and the inner areas are hostile enough to keep it that way.

Perks:

100CP Perks are free for their Background. All others are discounted for their Background.

Drop-In

But It's An Idea (100CP): People are naturally inclined to go along with whatever you say, assuming it sounds about right. Likewise, you can make people dismiss ideas by saying they are just that, ideas. Keep in mind you will be blamed if something goes wrong.

Vulgar Foreigner (200CP): Being a total foreigner to these lands, everyone's willing to accept your social missteps a bit more. This Perk enhances that a little more, allowing you to commit acts of lunacy in public and get away with it because you're not from around here.

Mercury Tolerance (400CP): Red mercury's more detrimental effects just don't seem to affect you. You can even drink unrefined RM as if you were one of the Redblooded, though you gain none of the benefits this way – or drawbacks.

ALL!NIGHT!LONG (600CP): As long as you're having a good time, you'll never run out of energy or have to do mundane things like sleep. Works well if you gain joy from combat.

Combatant

Ops Training (100CP): You have mastery of one of the arts of war, choose one of the following: Swordancer Arts, Grand Marksmanship, Rhythm Basher, or Cloak and Dagger. You gain mastery in the art as if you had spent 4 years training it.

OSP (200CP): You have no trouble getting gear you can use in enemy lines, where you'll spend most of your time. A mercurimancer with this Perk would be able to find RM even deep in CotA territory.

No Need to Bleed (400CP): Your wounds don't heal much faster, but they don't cause you much issue after a bit and don't get worse over time. Clots will form rapidly, infections will be fought at high speed, and mercurial staining progresses twice as slowly.

Man of Rolling Thunder (600CP): You can enter the trance known as Thunder-Rush during battle. Every enemy you dispatch will lengthen your Thunder-Rush and increase its intensity, until your blows strike as hard and fast as lightning itself. You also suffer none of the psychosis Thunder Men usually have.

Mercurist

Mercurial Knowledge (100CP): You gain an advanced insight into how RM affects the world and is in turn affected by worldly phenomena. You can influence RM in your own little ways, as well.

Mercurune Artist (200CP): Drawing Mercurunes is second nature to you, and you can craft truly awe-inspiring works of merchemy using them. The Sigil of Ratakr is no issue at all to draw, despite all its perfect circles.

RMTEK Master (400CP): The closely guarded secrets of RMTEK are revealed to you, allowing you to mix RM with science to create powerful magic machines. Be careful, as if word gets out you may find yourself a target by certain groups.

Last Reich's Prowess (600CP): Though most knowledge the Last Reich discovered is buried, you managed to uncover some of it. The old Wunderwaffes that threatened the world can be made once again with your knowledge. Just remember that this power was hidden for a reason.

Redmage

Red Magic (100CP): You can manipulate the elements using a supply of red mercury. Though your power starts off weak, with enough training you may be able to move literal mountains.

Hands of Mine Stained (200CP): Overuse of RM has turned your hands red, and the oils they leak are infected by red mercury. Though this does not affect you, it is as toxic as unrefined RM to those it stains, and is extremely fatal if it manages to enter any orifices.

Redblood (400CP): By drinking unrefined RM, you can escape the physical form to alter the spirit of the world directly. Your body is vulnerable in this state, and one must never stay in the Red Trance for too long lest they become trapped outside forever, or come back wrong.

Mercury Manipulator (600CP): Your magical prowess extends to being able to control RM like water, a feat only one in a million Redmages are capable of. Past the initial power of being able to manipulate RM itself, it vastly increases your red magic efficiency and even allows you to create RM from your own blood. Train this power well enough and you may even surpass Archmage Nuyras in strength.

Items

QUID (50CP): You have 200 units of Quasi-Universal Intergalactic Denominations, the universally-accepted currency of this world. Whever you are, you'll be able to buy things with QUID. Can be bought multiple times.

BIG!BOOK (50CP): An encyclopedia of everything you need to know when going to BIG!JAPAN. In other worlds, it will tell you where the best places for vacations are.

Art Weapon (100CP, Free Combatant): As a student of the combat arts, you get a weapon according to the art you chose with your Perk, perfectly balanced and capable of its role. If you picked no Art, it instead meshes with the fighting style you are best at.

RM Decanter (100CP, Free Mercurist and Redmage): A canteen holding a modest amount of red mercury, for use in merchemy and magic alike. Refreshes every 24 hours.

Mercury Detector (100CP): A device that detects ambient red mercury levels and can point in the direction of deposits or geysers.

Hazmerc Robes (200CP): A set of robes and a mask that protects from red mercury in the environment.

Handglockes (300CP): A belt of 6 handglockes, the devastating hand grenades developed by the Old Reich. One is capable of leveling a bunker and everything in it. The mercurial radiation they leave behind should be avoided. Replenishes every week.

Star Nails (300CP): Made of starmetal, these fine nails can be hammered into objects and people alike to reverse mercurial corruption and heal the land. They are also one of the few things that can put down a red horror aside from total destruction. You start with 20 and get more every week.

Red Spear of Destiny (400CP): The Old Reich's recreation of the Spear of Destiny. When its head comes in contact with blood, it transmutes it to “wine” - red mercury. A single strike with this blade can prove fatal, and stabbing someone in the heart turns them into a red horror. The bearer of the Spear can command red horrors made this way.

Ubermensch (400CP): A construct made of red mercury and steel fashioned after a WWII infantryman, this cold calculating soldier of the Old Reich will follow every one of your orders unquestioningly. If destroyed, a drop of red mercury poured on its remains will reconstitute it within a day. It carries and is a master of the use of an MG42, red mercury sprayer, and mercurial iron combat machete. Can be treated as a Companion if so desired.

Drawbacks:

Great War Times (+0CP): Instead of starting in 2008, you will begin in 1945, 1 year before the world became chaos due to the introduction of red mercury.

Left Hand Man (+100CP): Not only are you left-handed, but your left hand bears an unsightly, devilish mark. People will be inclined to distrust you based on it.

Stained (+200CP): You carry a chronic case of mercurial blight. Though not fatal, you'll always feel like you've got a bad cold.

Horrorific (+200CP): An immortal horror from the depths of Africa has caught your scent. It follows you passively, acting as a human, but once it finds you will reveal its true nature and fly into a destructive frenzy. It will always follow you no matter where you go, but you can evade it by being on the move constantly.

Bad Man (+300CP): The CotA and Soviet Hegemony have both marked you as an unperson for some reason. You will be outright shunned in areas controlled by the two, including areas sympathetic to the two megapowers.

Death Watch (+400CP): At some point during your journey, you will be forcibly drafted into the African Death Watch, and sent into the depths of the Painforest, where you will have to survive six months. It will take all your wits and strength to last out there.

The Old Reich Cometh (+600CP): The Old Reich's return has been moved from 2015 to 2009, and Adolf the Reborn has set his sights on your destruction. Nowhere will be safe once they arrive, and there are only so many places to run to. You will have to fight.

Ending:

You've survived in the mercuriverse, seen what it has to offer, and your 10 years are now up. It's time to go... or is it?

Go Home: You wake up in your house with all the powers you've gained up until this point, as if you had never left.

Stay Here: The power RM has to offer is too much to resist, and you decide to stay behind and study this grand power. Perhaps you may become a Master of Red someday?

Continue: This world was interesting, but it's time to go to the next one. There are always more adventures to be had out there.