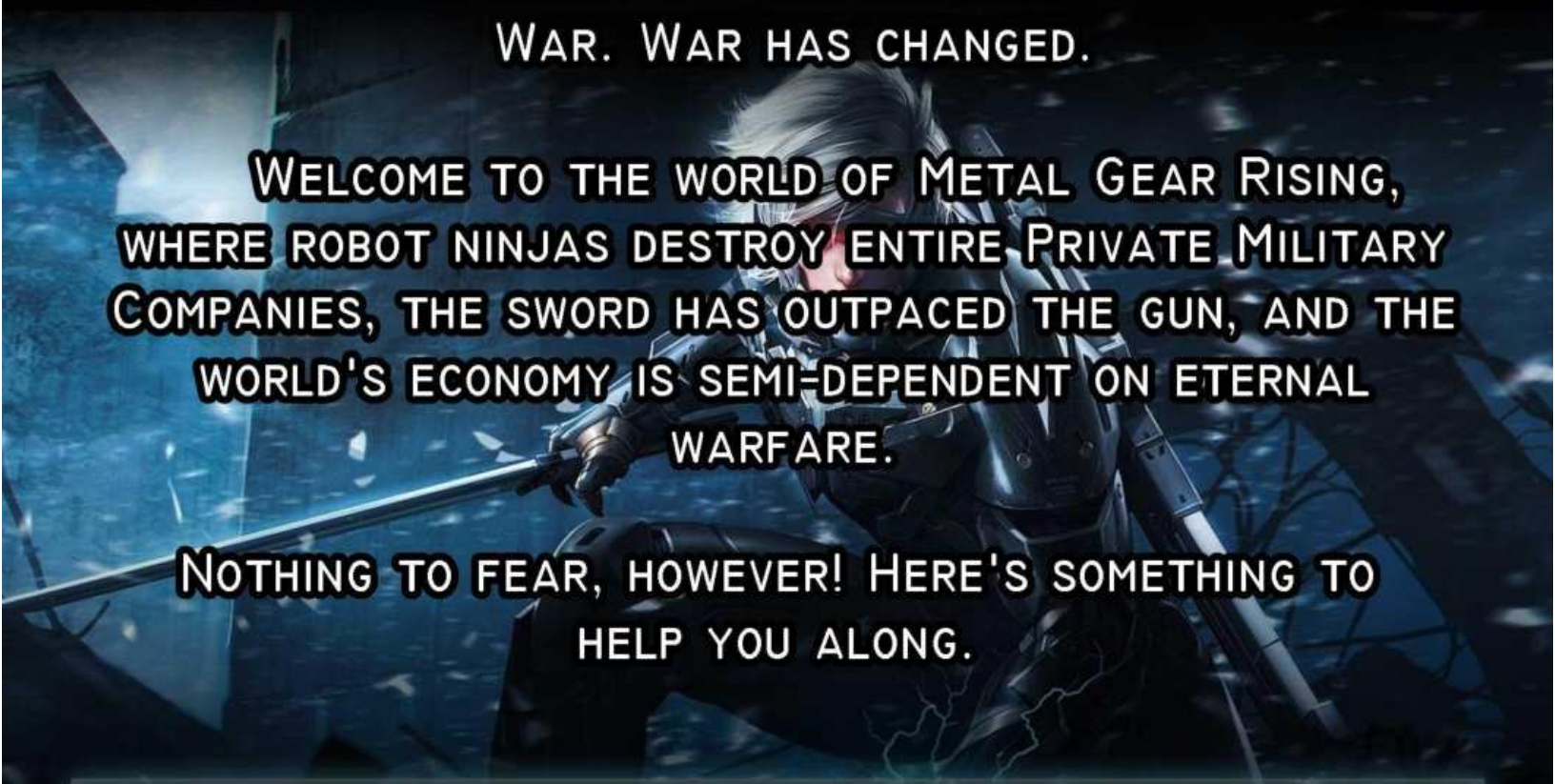
METAL GEAR SOLID LIGHTNING JUMP ACTION

RISING

VERSION 2.0



War. War has changed.

Welcome to the world of Metal Gear Rising, where robot ninjas destroy entire Private Military Companies, the sword has outpaced the gun, and the world's economy is semi-dependent on eternal warfare.

Nothing to fear, however! Here's something to help you along.

+1000 CP

As always, here are your Choice Points. You may use them to customize yourself with perks, items, and the like.

Age:

Roll a 1d8+20 to choose your age.

Alternatively, pay 100 CP to choose your age and gender.

[Locations]

Roll 1d6 to determine where you start out.

Your roll number corresponds to a numbered option below.

1. Denver, Colorado

Home to the world's largest PMC and leading manufacturer of cyborg parts, World Marshall Inc.

Due to PMC's proximity, both jobs and cyborgs are abundant here. It is common knowledge that even the police are working for World Marshall.

2. Colorado Badlands

You wake up in the middle of the desert with a raging headache and covered in fancy wineglasses.

The nearest town is Colorado Springs, which is 30 miles away. Best get to walking.

3. Sukhumi, Abkhazia

Home to a massive oil refinery, this country is currently involved in a rather large civil war. The President and most of his cabinet have been wiped out in a coup, and the majority of the millitary and polititians have fled for saftey. Although the city is mostly deserted, some civillians are trapped inside. Desperado LLC. has been seen roaming the area, and are secretly arming the rebel faction.

4. Tselnoyarsk, Russia

A former government development site, Tselnoyarsk is now largely a nuclear wasteland due to being bombed twice by former US spy and Russian defector, The Boss. You are covered in an unfurled parachute, and several unopened cases of beer lay beside you.

5. Guadalajara, Mexico

A town in Mexico. Strange happenings have been happening here, and alarming amounts of young children, frequently homless orphans, have gone missing, never to be seen again. The police are unwilling to search for them.

Furthermore, word on the street has it that several Desperado Unmanned Robots and World Marshall Fenrir units have been roaming the sewers as of late.

6. Free Pick

Pick any location on the chart.

[Backgrounds]

Drop-In
Free

As a drop-in, you literaly Drop into this world, 60 feet above your destination. Fourtunately, you manage to land on something soft and are only dazed on arrival.

You have no memories of this world to affect or interfere with your native thought processes, but you also have no memories to guide you. In addition, you have no history, no friends, and no properties here other than what you arrive with or buy.

You hop into the world, with all your memories intact. No XIFF, no problems, right?

Career Soldier
50 CP

As a career soldier, you have quite the experience in combat, and quite the history as well. Your family has made contacts over the years, and you have a few friends in high places that might be willing to help you out... for a favor.

On the downside, this is MGR, not MGS. Human soldiers are on their way out, and you and your platoon are pretty much cannon foddder to hold of the enemy until your Cyborgs get there. You're easily replaceable as well, so don't think you can disobey orders. Command will fire your ass at the drop of a hat, and no one would care. Finally, you don't have much say in where you are or where you'll be going. Your contract with the army is for 10 years, so wherever they go, you go. Expect to do commit some questionable acts.
End of story.

Cyborg Soldier
250 CP

The best of the best, you were trained with video games. With your new Cyborg body, anything in a caliber smaller than .50 BMG means nothing to you. CNT Muscle Fiber packs the power of a Jackhammer into every punch you make, and you can go days without sleeping or eating.

On the downside, you're a sellout. Your survival literally depends on how well you can please your PMC. Due to the tricky contracts you signed, they can refuse you the medications, surgeries, or the electrolyte paste you need to survive, and if you you piss them off enough they might just decide to reposess all of *their* cyborg tech, leaving you with your only orgainic component left : your brain. Finally, even though you're pretty high-tech, there's always a bigger fish. You'll last longer in combat against cyborgs like Raiden, but you'd still be best running away. Unfortunately for you, due to the emotional controlling systems in your braincase, you couldn't do that if your life depended on it.

Desperado Corporate Mascot
400 CP

As a Desperado Corporate Mascot, you have some of the highest amounts of freedom. In your free time, you can go anywhere, do anything, ang live out your life as you see fit. In combat, you make use of your specialized cyborg body to annihilate anyone you or your company deems a threat.

However, this comes with some downsides.
Foremost, The Winds of Destruction aren't known for their mental health; take the TRAGIC PAST Drawback for no points. You are still a slave to the whims of your leaders, and you rely on them for survival. Since your body is so specific and tailor made, your repairs can only be done by Desperado scientists on top of the normal maintenence, and it takes hours to replace your custom parts.
In addition, said body now has a microbomb imbedded in it, that is hardwired into it's code and machinery. If you fall in battle and enemies are approaching, Desperado will not hesitate to destroy you in order to protect their patents.

In addition to all of the above, you must now think of a wind-related codename for yourself. Said name must be related to your geographical homeland. Monsoon, Sundowner Minuanino and Khamseen are taken.

Each background has its' own DISCOUNT ICON, loacated in the top-right corner of their box. Perks with an ICON are 50CP are free for the ICON's corresponding background, and Perks above 50CP are discounted for said background.

[Skills and Perks]



Marksman: 50CP

You can hit things with a gun reliably and accurately, at least enough to not get killed in conventional warfare. Furthermore, your accuracy never wanes due to stress, orientation, or environmental activity, save for natural disasters and the like.



HF Blade Traning: 100CP

You can block bullets and cut through objects with ease. Doesn't mean shit in an actual sword fight, but you can cut through peasants with guns. Only works with an HF Blade.



Cut At Will: 100CP

You cut only what you wish and it falls apart only when you want it to. That is, assuming you can cut it. This applies to explosions, collapses, or similar effects as well.



Switching Ports: 400CP

You come up with ingenious ways of solving problems, thinking outside the box. Furthermore, you get an innate "feeling" for the rules of any setting you are in, and how to twist them for your benefit. How do you do it? Check the back of the box for a clue...



VR Training: 300CP

Practice makes perfect, right? You move almost autonomously, using moves perfected in your two years of VR training. Most combat related actions gained in this jump occur reflexively, allowing you to concentrate on other things. As a bonus, repeating the same thing over and over again allows you to add your own spin to it, without ruining the practicality.



CQC: 600CP

You are now an expert of a new Anti-Cyborg variant of Close Quarters Combat, allowing you to turn an opposing force's numerical superiority into a weapon against them. While not as good as the original, it's more been made more effective against cyborgs to make up for it. Your spatial awareness is also improved, and you are aware of everything in about a 3 meter radius of you. Combined with a cyborg's better strength and speed, and one can non-lethally defeat entire armies of soldiers, so long as they are within grabbing distance.



Master Swordsman: 600CP

Striking with unnatural speed and precision, you are a master of your preferred weapon style. You can perform almost supernatural feats with it, and while others claim to have mastered it, your weapon only truly comes alive in your hands. So long as your weapon is within reach, you'll have no problem defeating most people in a one-on-one fight, even if they are a cyborg and you aren't.

[Gadgets and Gear]

Box: 50CP
It's a cardboard box. You can hide in it and stuff.

Colt Single-Action Army: 50CP
"This is the greatest handgun ever made. The Colt Single Action Army. Six bullets... More than enough to kill anything that moves." -Revolver Ocelot.

Van-Der-Waals' Footwear: 200CP
You can now run up walls by exploiting Van-Der-Waal's force. Somehow. With practice, you can even run on water.

Grenade Pack: 200CP
Just a pack of 30 grenades. 10 Fragmentation, 10 EMP, 10 Red Phosphorus. Supplies replenish monthly.
For 50 CP more, replace these with their cyborg variants, which are too heavy for normal humans to throw, but are also far more effective.

Custom HF Weapon: 200CP
You get to design your weapon. Less shitty than a mass produced weapon, this will probably hold up in combat over long periods of time.

Gekko: 300CP 
The bridge between artillery and infantry, you are now in possession of a 12 foot tall bipedal robot with two M2 mounted machine gun and two tube-launched BGM-71's on each side of it's head. It also has a machine gun in the "beak", as well as a sensor tentacle for throwing grenades and sensing heat signatures. It is programmed to protect you from enemy combatants, and give you a ride whenever you need. It also moos. Awesome.

Exoskeleton: 300CP 
Not as good as a real cyborg body, and doesn't really protect or heal the way a cyborg body does either. But it does amplify strength and speed to near cyborg levels, and it is removable. Just hope you have the reflexes to deal with it. Semi-rare.

High Frequency Manufacture: 300CP
A blade launderer, huh? Anyways, you can now make a HF blade out of anything you want. Depending on the original craftsmanship of the weapon, it could be good or shit. But if you picked this, you probably have something in mind. Must be a physical object. No lightsabers and the like.
Yes, blunt objects can become HF weapons. No, they can't cut. They only get stronger, and can resist other HF weapons.

Masterpiece Weapon: 500CP 
Your weapon is a work of art. A tool of superb craftsmanship before it became a High Frequency weapon, now it is almost unmatched in strength and sharpness. Furthermore, it can be modified to incorporate a Ballistic Sheath, allowing for bullet-fast draws.

[Cybernetics]

These are the really cool perks and augmentations you were expecting on the other pages. Unfortunately, these are only usable by cyborgs, with some exceptions. Desperado and Cyborg Soldiers start off with these integrated. Other backgrounds must find a way in-jump to equip these.

In addition, Desperado Mascots can choose one of the starred (*) items for free.

Upgraded Vision: 50CP  
Comes with IR sensors, Enemy Movement Prediction, Energy Usage, and amplified vision.

Standard Cyborg Body: 400CP (Free for )
It's a standard Cyborg's body. Anything short of 50.BMG does scratch damage, and while high-powered weapons do hurt, you can still walk them off. Light to moderate damage is healed via a Nano-Repair Cache inside the body, which dispenses Nano-Repair paste to heal cybernetic organs. Cache must be replaced when supply is exhausted. Requires bi-weekly maintenance to function. Replacement parts are comparatively cheap, when compared to a specialized body.

Specialized Cyborg Body: 500CP *
In addition to being far superior to the standard body in strength, speed, reaction time and dexterity, your body has some sort of gimmick to it that helps in combat. Maybe it emits Chaff and Red Phosphorus smoke, or it can detach into pieces, or it has guns in its arms, or something. Requires weekly of maintenance to function properly. Said maintenance is extremely expensive. Replacement parts are also very expensive.

Zandatsu Approved: 500CP
Instead of a specialized body with gimmicks, you get a specialized body with a SPECIFIC gimmick! Your new body is capable of absorbing Nano-Repair paste and electrolytes directly from Caches stored in other cyborgs. By cutting them open, one can extract their... fluids, and completely repair themselves and recharge their batteries. Again, requires weekly maintenance to function properly. Said maintenance is somewhat cheap, if one is absorbing Nano-Repair paste daily. Replacement parts are almost non-existent, since only one other cyborg uses this state-of-the-art technology inside their body.

Blade Mode: 500CP
Another one of Raiden's abilities, you can slow time down to 1/10th of i's normal speed. This costs an absurd amount energy to maintain, however, and with even the best bodies offered in this Jump, you could only do so for 30 seconds of real time. In addition, if you are willing to shut off all other functions of your body but movement and this, you can slow down time to 1/100th of it's normal rate. This takes a heavy toll on your physical and mental being, and using such a technique too quickly in succession will easily destroy your body and cause monsterous headaches.

Civilian Cyborg Body: 200CP (Free for )
Allows you to walk around with the civilian population without being arrested for being a living WMD. Still, doesn't look quite like a real person. Expect the Uncanny Valley. Unlike most cyborg bodies, doesn't require maintenance.

Electromagnets: 500CP *
You can lift anything with metal components, so long as those metal components are magnetic. Costs large amounts of energy. There is a 50-ton limit, but this can be improved if one knows how.

Reactive Armor: 500CP *
It's like normal armor, but explosive. Comes in about three foot by one foot rectangles, and you get six of them. Reusable. Do with them as you wish.

Modular Parts: 500CP *
In exchange for being slightly more brittle than your average cyborg of your class, you have the ability to repair limbs and organs on the field by stealing them from dead units.

[Drawbacks]



Smokin' Sick Suck: 100CP

You think you're hot shit, and constantly interrupt pitched battles in order to show off your skills in juggling and sword spinning. Too bad you're also shit at both of those. Even if you get better, everyone will still use the opportunity to attack while you're defenseless.

Predictable: 200CP

You attack in simple, easy to predict patterns, and do so without realizing it. While said patterns are enough to deal with foes in short encounters, rematches and drawn out battles are not your friends.



Pervert!: 100CP

Your libido gets the best of you, even in battle. Stopping to glance at Holographic hookers in the middle of a fight is nothing new to you, and if you see anything resembling pornographic material, you are reduced to a drooling mess. While this doesn't affect you in battle for too long, it still allows people to sneak past you when you are to be guarding something.

No Nano-Repair Organs: 300CP (Only)

You do not heal naturally, due to a lack of Nano-Repair paste generating organs in your body. You must pay out the ass for even minor scratches to be repaired.



Tragic Past: 300CP

You are officially bat-shit insane. Due to a tragic childhood, you now suffer from PTSD and the urge to tell your life's story to any enemy who lasts more than half a minute in combat with you. Semi-useful as a distraction in combat, but let it be known that it has never saved the life of anyone using it as such. Mandatory for Desperado Mascot.

Lag: 300CP (Only)

Your neural connections are faulty. There is a slight, but noticeable delay between when you decide to move and when you actually start moving. While you may learn to conpensate in time, there will always be a noticable diffrence in response time.



Chronic Backstabbing Disorder: 400CP

You have an uncontrollable urge to kill and back-stab everyone around you, doubly so if they are your allies. Why? Because they're all out to get you, or so you think. All of them. Coffee guy? Undercover Cop. The doctor who maintains you for free? Trained Assassin . Your boss who pays your expensive salary? Illuminati informant who is secretly mind-controlling you. That lady at the grocer's was nice though. Too bad you'll have to shoot her kids in order to make sure they don't destroy your plans. What plans? You'll figure that out later. And no amount of thioazurilamine can delay your symptoms.

Raiden's Hit List: 400CP

Raiden has a personal vendetta against you, and will stop at nothing until he kills you. Even if you defeat him, he always survives, usually unscathed. And with his support team analyzing his combat data and making adjustments to his cyborg body, he can develop counters to your powers after seeing them once.



I Fought The Law: 650CP

(Takes up Both Drawbacks)

Several major PMCs are out for your head. Someone shelled out the big bucks for someone to kill you, and everyone wants to cash in. They're all unable to be convinced from this. Furthermore, your parent PMC is divided over whether they should kill you for the money or not. If you are a Soldier or Cyborg Soldier, your own company is probably after you. If a corporate mascot, they'll want to keep you around as long as possible, but won't "officially" sponsor you, which means suspended without pay, and no maintenance.Also, you get a shitty, edgier-than-a-razor-factory, INDIE soundtrack. It doesn't turn off.

[After 10 Years...]

Regardless your following choice, you get one of the following perks:

1. Your cybernetic parts are now seamlessly incorporated into your body, as if you were born with them. Your muscles are now Carbon Nanotube muscle fibers, your CSF now has regenerative properties, and your brain still works far faster, due to nerve fibers being enhanced by blending them with cyborg tech to create more Carbon Nanotube cells.

OR

2. You can keep your original body, and use the cyborg one as spare parts, make it into armor, or fuse it onto someone else, if you know how.

You also keep anything you get from the jump's start or over the 10 years.

Go Home

You wake up in bed, with all your powers from previous jumps. Your companions come with you, but do not wake up in bed with you as well, due to the awkwardness of it all. Instead, you get a phone with their cell numbers and new residences on it, and have to gather your party yourself.
Choosing this means your adventures as a jumper come to an end.

Stay Here

You choose to live out the rest of your life as a resident of the world of Metal Gear. You keep all your powers, and resume the story from where you left off.

Again, Choosing this means your Jump-Chain days are over.

Move On



You move on from this world, and continue to the next Jumpchain.