Weaponized Taco Factory Jump

1.2

The Score

Welcome the Land of Serack, a place that is very surreal compared to the other realms you have traveled to. Serack itself has recently gone through a revolution after the Indigo Shogunate was kicked out back to one of the two moons by the Aetherpunk Union, which is currently building up an empire that might cover the entire world. Unfortunately for them, some people would rather not be ruled by the Union, and have taken arms against them. Thus a very strange war has begun, with the only thing deciding outcome being…you, the jumper.

You have 10 years to fix this place…or not, it's your choice. Anyways take 1000 Taco Points and get going!

Origins

(You can choose your age and gender for free, and your starting location is determined by your faction. discounts here are 50% off)

Aetherpunk Union: Made up of a number of different species, the Aetherpunk Union spawned from rebellion called the Aetherpunks, who used their magi-tek to fight back against the rule of Indigo Shogunates. After doing that, the Aetherpunk formed their government where they would elect 12 different people to form a council for 10 years. There have been 5 elections so far, and most of them were people formally in the rebellion, so the main focus has been securing a stable future. Now that the stable future has arrived however, the current council has decided it is time to expand the territory of the Union, which has ticked off all of their neighbors. Now basically fighting a war on all fronts, the Aetherpunk Union could be crushed like a soda can. That is where you come in. If you picked this origin, you will be a member of the Aetherpunk Union and it's up to you to save the Union from destruction…or be the one to destroy it.

Your starting location is **New Crankpoint**, the capital of the Aetherpunk Union. It is a pretty advanced town for the most part, though the lower levels are a lot more poor and unkept.

Scarlet Love ♥ Rose: Once upon a time, vampires ruled Serack with an iron fist. However they were defeated by the Indigo Shogunate and were forced into hiding. Now that the Indigo Shogunate is gone the vampires can come back, however they need a way to gain a foothold on Serack again. Enter Scarlet Love ♥ Rose, an idol troop designed to capture the hearts of people all over the realm so the elders can begin phase 2 of the "take back our land" plan.

However many idols in the group don't actually listen to the elder plans and really care about the found family they have made with their fellow idols. By picking this origin, you become an idol of Scarlet Love ♥ Rose, or perhaps a producer?

Your starting location is **Castle Gothrox**, where all of the new idols are trained. It is located in the Grimlands, a place where the ground is grey, the sky is a maroon, and all of the trees look dead.

Soda Lords: There was a legend of a man who had achieved ascension to the world above through the most unusual of substances…soda. Many people believe this story to be a myth, however there are those who know better. These people are the Soda Lords, followers of the man who achieved greatness via sodas. Hiding up in the mountains, the Soda Lord walks the path of Soda Cultivation, hoping to one day reach Soda Ascension. They do not care for the conflicts that plagued the world outside of their mountainous home, as it was beneath them…that was until one of their items got hit on accident by one of the Aetherpunk Union's mortars, then they decided that conflict is their business. Choosing this origin, you will be one of the first Soda Lords to leave the Mountains in a 1000 years.

Your starting location will be the **Gingerfall Gate**, the entrance of the mountain realms where one can first encounter the fizzy dew of the mountain that the Soda Lords' territory is known for.

Bird-Lizards: Imagine a mixture of a crocodile, an iguana, and a velociraptor (The real-ones with the feathers, not the Jurassic Parks ones). Now make it humanoid, give it feathery wings on its back, and make it extremely colorful. That is what the bird lizards look like. These jungle-dwelling creatures can be seen flying through the Tidalwave Jungle, a place that is one part jungle, one part swamp, and one part ocean. To the Bird Lizards though, it is all part of Paradise. Unfortunately, as the fires of war brew near the Tidalwave Jungle, the Bird-Lizards fear that one way their home will become a battlefield, a thought that terrifies them. Now that you are one of them, you choose to do your best to keep your home peacefully…and rally them and show the world why you don't cause trouble in paradise.

Your starting location will be **La Lluvia**, one of the many tree-tops villages in the Tidalwave Jungle and home to Serack's best fruit smoothies.

Beasts O' Bramble: In the depths of the Darkbark Woods lie the Beasts O' Bramble, nightmarish creatures who protect the forest from anything that wishes to harm it, with the newest thing being the Aetherpunk Union. It is unknown how the beasts were born, however many believe that the woods itself created them because of their role as guardians. Either way, the Beasts O' Bramble are feared throughout the land thanks to their animal-skull like faces, their sharp claws, and the whole "killing anyone who dares enter these woods" thing. However, this has not stopped the Aetherpunk Union from chopping the trees of the wood, which is a declaration of war in the eyes of the Beasts O' Bramble. Now among them, you must do your best to keep the Woods safe, or perhaps go eye for an eye against the Aetherpunk Union and anyone else who attacks the woods.

Your starting location will be the **Heart of the Darkbark Woods**, the dead center of…well, the Darkbark Woods. This is where the woods spawned from and what keeps it alive.

Indigo Shogunate Remnants: Blue Skin, Sharp Ears, 3 Eyes, and long flowing colorful hair. These are the traits that the aliens from the Indigo Shogunate have. What is the Indigo Shogunate you ask? Well it's an alien empire that is a culture which is basically a rip-off of feudal japan. Anyways, when they achieve space travel they decide to journey across the universe, finding "primitive" worlds and enlightening them. While these worlds may have benefited from technology that the Indigo Shogunate, they lost their culture and their identity, all because it didn't fit into what the Indigo Shogunate believed was civilization. In Serack's case, the vampires were almost wiped out after the Shogunate arrived, and the planet was almost completely conquered by them. However they were beaten back by the Aetherpunks, and were eventually banished from the planet. Now the only members of the Indigo Shogunate that are even near the planet are the ones that were one of Serack's two moons. These survivors seek to rebuild the empire they once had by either contacting the homeworld (Something that is surprisingly hard to do) or take back the planet themselves.

By selecting them for your origin, you will be helping them in this cause…or you won't, I can't decide things for you. Either way, you will start at **Ainpsed**, one of the two moons of Serack (The other one is called David….we don't go to David).

Abyssborne Pirates: Deep at the bottom of the Limen Ocean lies the Primordial Soup, a living pool of pure dna. It is here that the Abyssborne spawned, though how exactly is unknown. Some say a forgotten god commanded the pool to spawn life, other say a scientist and their collection of rum fell in, and there those who believe the pool just willed them into existence itself. It honestly doesn't really matter how it happened, just that it did. Upon being created, the Abyssborne would try to make a civilization, but without fire they had to get creative. So they would take the lifeforms around them and turn into the tools they needed. But one of them had an idea. Why do they have to make everything themselves when they could just take from the land above. And thus that is how the Abyssborne became the Abyssborne Pirates, and you are one of them. Get ready to plunder life itself!

Your starting location is **Port Charybdis**, an underwater town located deep within the kelp forest. It is a favorite spot for pirates, and has some of the best rum and sushi in Serack.

Shrine of the 9-Tailed Fox: There was once a ram-like god known as the Harvest Lord, god of agriculture, but this story is not focused on him, rather it is focused on his "pet", the Silver Fox, though she would rather she not say that. She was tasked with guarding the Harvest Lord's fields from bandits and pests. However despite how hard she worked, she never got anything for it expect for constant criticism by her master. One day she had enough, and staged a trap for the Harvest Lord that sent sliding into a pit of divine fire, killing him, allowing for the Jade Bull (Also known as the Dairy King) and his friend the Lashis The Thorny Cobra to take over the Agriculture God role. However, the Silver Fox's brother, Claiorir, The Wolf of the Sword

discovered what she did as guardians of the gods, decided to go after her. She was forced into hiding, where she fell in love with a dashing tod. Together they birthed the first kitsunes, though unfortunately the Silver Fox would found and killed by Claiorir, but the Kitsune live on. They can be found all over Serack, but most especially at the shrines dedicated to the Silver Fox. (And before you ask, they can be both anthropomorphic foxes and human-like beings with fox traits)

Your starting location is **Hoshi No Tama Shrine**, which is the largest shrine dedicated to the Silver Fox. It is so big in fact, it is basically a town.

General Perks

Am I Reading? What The Fuck!? (Free): This world is basically a giant crack fic, now what if we brought that vibe to other jumps you go to. With this perk any jumps you go will randomly have odd, surreal, and downright bizarre events. This doesn't mean that a dark setting is going to stop being dark, it just means it's going to be a very strange experience that you and your companions can look back on and laugh at.

Super-Duper Model (100): You are 10 times more attractive than you were before taking this perk. This perk also can combo with other beauty-enhancing perks to make you extremely beautiful…almost too beautiful….oh god, what have you done?

Your Body, Your Life (200): Unless you're someone who exclusively does Drop-Ins (In that case why are you here, there is no drop-in opinion in this jump), you likely have a lot of alt-forms. Perhaps you have so many alt-forms it's hard to say what your true form really is, luckly this perk exists. With this perk, you can merge all of your alt-forms into a "true" form which you have complete control over appearance-wise. It doesn't matter what you choose to look like, as this form will have the power of all of your alt-forms no matter what. So be whoever you want to be.

"I Am The One Who Jumps" (300): The Jumper is an extremely powerful being that can change the fate of the entire world. However most people don't really know what a jumper is or what they are truly capable of. That is where this perk comes in. By communicating the words "I am the one who jumps" or whatever other command words you chose in some shape or form, everyone in the setting suddenly knows what a jumper is and the power they wield. Your enemies will shit their pants so hard they destroy them, anyone attracted the gender you currently are will pass out from trying to hold back their lust for you, your non-companion allies will be filled with joy knowing they have such a powerful being on their side, storytellers will sing your name for ages, and whatever higher-powers out there will have at least some respect for you. This is also the **Capstone Booster** for this jump.

Aetherpunk Union Perks

Aetherpunk Engineering 101 (100/Free for Aetherpunk Union): The Aetherpunk Union is the home of magi-tek engineering. Each day, a new innovation is made, sometimes even two. With this perk you possess the knowledge of an Aetherpunk Engineer, allowing you to craft magi-tek devices with any resources you have. In addition, you are usually one of the first people to see new advancements in magi-tek, which evolves into both magic and technology in future jumps.

Stealing? I Call It Reverse-Engineering (200/Discounted for Aetherpunk Union): Many Engineers in the Aetherpunk Union love to look at each other's inventions. For some it's to see their comrades' hard work pay off, but for most it's to steal ideas. With this perk you can look at a piece of technology for a bit and instantly a blueprint of it will form in your brain, allowing you to build it perfectly. The more advanced the tech, the longer you have to look at it, with clarketech level stuff being an hour.

Jury-Rigged Election (400/Discounted for Aetherpunk Union): Now magical engineering is something that everyone in Aetherpunk Union can understand…now politics? That is a different story. The world of politics however is confusing, so many people just voted for the original rebels, but now most of those rebels are dead or retired, creating the perfect opportunity for those who know how to twist the masses to vote for them. With this perk, you can do just that. You can convince the masses with ease to do things like vote for you or take up arms against the forces of hell.

Aetherborg (600/Discounted for Aetherpunk Union): You are an Aetherborg, a magical cyborg that serves as the Aetherpunk Union's main footsoldiers. As such, you possess a body made from both flesh and magical steel. You are immune to normal illnesses and a resistance to supernatural illnesses. You also possess strength similar to that of a Space Marine from 40k, stamina like that of Luke Cage, awareness like that of a motion sensor, twice the speed of Usain Bolt, a scanner vision, and a huge reserve of magical energy.

Aetherborg Mark 2 (Requires Aetherborg & Capstone Booster): You are the first (and current only) Aetherborg Mark 2, a secret project that the Aetherpunk Union is working on. The Mark 2 possess greater stats then 10 Aetherborgs, has an insanely high magic reserve, complete immunity to magical illnesses, have a supercomputer built into their brains, and have a Jetpack built into their backs.

Scarlet Love ♥ Rose Perks

Children of the Night (100/Free for Scarlet Love ♥ Rose): As stated before, Scarlet Love ♥ Rose is made up of vampires, and if you're a member, then you are also a vampire. Of course, this means equipped with the powers of a Serackain vampire, those being the ability to suck blood with sharp fangs and the ability to turn into a cute little bat. While that isn't as much power as vampires from other things, they don't really have any weakness (Well most of them don't), so it evens out.

Gothic Idol (200/Discounted for Scarlet Love ♥ Rose): At the end of the day, Scarlet Love ♥ Rose is an idol troop, so all members are expected to know how to sing or dance. With this perk, you become a master of song and dance, able to hit every note flawlessly and dance with such grace and energy. Any critic who watches can't help but give you 6 stars, 11/10, A++.

PRETTY Scary (400/Discounted for Scarlet Love ♥ Rose): Once upon a time, Vampires were the things lived in children's nightmare, but now they are the unholy desire of hopeless romantics living in their mother's dungeon. While being beloved is pretty good, being fearful is also pretty nice. With this perk, you can translate your beauty into a fear aura that scares people, with this aura getting stronger the more beautiful you are. You can also do the reverse, translating natural intimidation into beauty, with the same rule applying to do.

Blood Siblings (600/Discounted for Scarlet Love ♥ Rose): The life of a Scarlet Love ♥ Rose member is a stressful one. You constantly have to perform, deal with creepy fans, and the elders nagging about reclaiming the land of old. Luckily the other Scarlet Love ♥ Rose members understand this and do their best to keep each other's spirits up. With this, you can do the same as you become a master of dealing with other people's problems, especially those closest to you. Depression won't stand a chance against you….wait, you think that isn't enough for 600 TP? Well I will throw in a little bonus, in addition to mental healing, you can now physically heal somebody just talking to them. No magic or tech needed, all you gotta say is "wow that looks like it hurts" and BOOM, it's healed. Works on yourself too, but it has a weakened effect.

Blood Family (Requires Blood Siblings & Capstone Booster): Your connection to people has grown so strong, that you now have the ability to bless them with your abilities. Whenever it be a perk, power, or something else along the lines, you can now bless a person with all of those, with the best part being that you can choose how much of it they get in case you fear they will go mad with power. Of course, you can revoke these at any time too if your fears were correct.

Soda Lords Perks

Soda Cultivation (100/Free for Soda Lords): By buying this perk, your path to Soda Ascension has begun. From now on, you can drink soda in order to increase your power. The more soda you drink, the more powerful you get. You also have immunity to the downsides of drinking way too many soda.

Soda Alchemy (200/Discounted for Soda Lords): You have reached the next step of Soda Cultivation, Soda Alchemy, the ability to unlock the hidden potential of soda. Whenever you touch a container containing soda, the soda inside can be used as a potion for whatever effect the type of soda would give. Some would be healing, some temporary stat boosters, some would grant you fire breath, you get the idea.

Soda Shaping (400/Discounted for Soda Lords): You have reached the second to last step in Soda Cultivation: Soda Shaping, the ability to manipulate soda at will. You can now use soda to create liquid blades or soda soldiers to fight for you. Just remember you need soda on hand to do this, as you can't soda out of thin air….yet.

Soda Ascension (600/Discounted for Soda Lords): You have reached the final step of Soda Cultivation, Soda Ascension. Many have tried to reach this step, but only a few have ever made it, and you have become one of those few. Soda Ascension comes with many perks, but let's get the main out of the way….you're immortal. Though immortality is a joke when it comes to Jumper, there are also a few more benefits. All of your soda related perks (If you took any) get a power-boost, and more important you create soda out of thin air, something that is very useful for someone who has walked the path of Soda Cultivation.

Soda Omnipotence (Requires Soda Ascension & Capstone Booster): By the Cola, you have somehow gone beyond Soda Ascension and have reached a new level: Soda Omnipotence. Here, you begin to realize something…everything can be a soda. And upon realizing that, you then realize you can unlock the soda in another thing…aka, you can turn anything you see into SODA!!!!! That rock? Soda! That Castle? Soda! The BBEG? Soda! The Moon?! DO I EVEN NEED TO SAY IT?!

Bird-Lizards Perks

Ones with Feathers and Scales (100/Free for Bird-Lizards): Bird-Lizard Physiology is interesting, being a mixture of avian and reptilian heritage. This grants them the best of both worlds, as they possess both scaly armor and wings that allow for flight. With this perk your skin's thickest increases to that of a crocodile and you gain a pair of wings which you can use to fly.

SWOOP! (200/Discounted for Bird-Lizards): It is a very well known fact that the Bird-Lizards are very loyal to each other. As soon as they hear that one of their friends is in danger they will drop everything in order to save them. The most common method for how they do this is by swooping in out of completely nowhere, which they have become a master of. With this perk, you can also become a master of the art of swooping in to save your friends. Whenever an ally for yours is in trouble, you instantly know where they are and can figure the exact best way to help them. If they are fighting an enemy, you can appear out of nowhere at the best location to be in during said fight.

Living Arrows (400/Discounted for Bird-Lizards): Some bird-lizards train their body to unlock a unique power, being able to turn the feathers on their body into powerful projectiles. You have undergone this special training, and now you are a walking machine gun. It doesn't matter what you have, whether it be feathers, scales, hair, or any other body part that can be safely removed, it can be fired from your body with the same force as a high caliber bullet and then regrow in seconds.

Land, Sea, and Sky (600/Discounted for Bird-Lizards): The Tidalwave Jungle is a pretty hard place to traverse. The ground is either mud or water, and the density of the trees makes flying a nightmare. However the Bird-Lizard have been living here for ages, and as such mastered traversing their home. With this perk you can do the same, but it isn't exactly worth 600 TP won't it? No, which is why it goes beyond that. No matter what environment you're in, no matter what hellscape you have been banished to, no matter what 4D hellscape you find yourself in, you will always find your way through it mostly intact..mostly.

Truly Unstoppable (Requires Land, Sea, And Sky & Capstone Booster): There is no stopping you now, as reality itself will now come to your aid. Pathways leading to exactly what you want will pop out of nowhere and then deform when you stop using them. If you are being chased the chaser will be stopped in their tracks by the terrain, while your comrades will be able to find and meet up with you easily. Nothing will ever break your stride again.

Beasts O' Bramble Perks

Weapon of the Woods (100/Free for Beasts O' Bramble): Being Guardians of the Woods, the Beasts O' Bramble have the tools required for the task. What are these tools you ask? Sharp claws and powerful jaws. With this perk, you get both of those things, allowing you to rip people open with your bare hands or take out a chuck of their flesh. These things can even damage metal, meaning even armored foes aren't safe from your wrath!

I speak for the Trees, and the Trees say "You are Cringe" (200/Discounted for Beasts O' Bramble): The Beasts O' Bramble have the special ability to speak to plants, and with this perk you can also speak to plants. But that isn't the true power of this perk. No, you see, since everyone knows the Beasts O' Bramble can speak to plants, they often take whatever the Beasts O' Bramble say the plants saying at face value, when they have no idea the Beasts could be lying to them. This leads to the other power of this perk, people will believe anything you interpret from another language as long as they don't know the language.

Call of the Wild (400/Discounted for Beasts O' Bramble): All know that the Beasts O' Bramble are the protectors of the Darkbark Woods, even the animals that live in them. Because of this, the Beasts O' Bramble can command them to anything they wish. With this perk you possess the ability to order any animal to something and they will not hesitate to add you, but animal I mean anything with an animallitc mind, so feel free to abuse that. On the plus side, you can also have a casual conversion with them, which is always fun.

I Am One With The Bramble (600/Discounted for Beasts O' Bramble): I see that you have become one of the Darkbark Wood's favorite. This means you likely have been given one of its most powerful boons, the ability to change the very earth around you. With this you can tap into the plants nearby to form a connection with the terrain, which you can then manipulate in any way you see fit…depending on how many plants . The more plants there are, the more control you have, meaning a place like a forest will basically be like using god's paintbrush but in a

desert there is only so much you can do…still, there is stuff you can do . You also get plant manipulation.

And The Bramble Is One With Me (Requires I Am One With The Bramble & Capstone Booster): You have not just been blessed by the Woods, the Darkbark Woods has infused its very essence into you. What does that mean? Well, now you don't need to worry about the amount of plants for I Am One With The Bramble, but you also get the ability to summon vines from your body, which by the way will quickly put you back together if you get sliced to pieces or something like that.

Indigo Shogunate Remnants Perks

Lunar Eye (100/Free for Indigo Shogunate Remnants): The Third Eye of the People of the Indigo Shogunate isn't just there for slightly better vision. No, it grants the people the gift of foresight. Now it's not exactly "I know everything that is going to happen", more like mere glimpses of the future, but still sometimes a glimpse is all you need.

School Scholar (200/Discounted for Indigo Shogunate Remnants): The People of Indigo Shogunate is renowned for their mastery of the sword, and with this perk you become the best of the best. You become a master of the art of swordsmanship and you can perform sword techniques that most would consider impossible.

Moonbeam Enlightenment (400/Discounted for Indigo Shogunate Remnants): Moons are sacred to the Indigo Shogunate, for their homeworld was a moon. Because of this, they possess a connection to moons and they light they reflect, to the point where they can manipulate it as a weapon. With this perk you can call down powerful moonbeams that can incinerate your enemies, or in other words you have a powerful satellite cannon at your command. Unfortunately it has a half-hour recharge and it only works on planets with a moon.

Once in a Blue Moon (600/Discounted for Indigo Shogunate Remnants): The moon has blessed the Indigo Shogunate with life, a fact that the people of the Shogunate are grateful for you, but for most that is all it has given. But for the truly gifted it has given more, a blessing that will save them when the time is right. Once per jump, at your lowest point, a miracle will happen that will turn the tide in your favor

Moon Child (Requices Once in a Blue Moon & Capstone Booster): You were born from pure moonlight, a true child of the moon. As such, it has given a very special blessing, your luck has been increased by 100% percent. This doesn't mean things always go your way, but oh boy it feels like it does.

Abyssborne Pirates Perks

Born Deep Below (100/Free for Abyssborne Pirate): You're a member of the Abyssborne Pirates, not the Landborne. As such you were born with the adaptations needed to survive deep

below. You can breathe underwater, survive water pressure, and can swim as fast as a swordfish.

Plunder With Thunder (200 Discounted for Abyssborne Pirates): Being a pirate ain't easy you know, it requires a lot of different skills. Luckily you have mastered every skill needed. You're a master of ship/sub maintenance, nautical navigation, cooking with limited supplies, and of course brutal fighting with a sword and a gun.

Liminal Life (400/Discounted for Abyssborne Pirates): The Abyssborne Pirates are masters of biotechnology, twisting life in order to mimic technology. You are not only a master of biotech "engineering" but you can also convert normal technology into biotech just by touching for a minute, allowing you to use it in your future advancements.

DNA Plunder (600/Discounted for Abyssborne Pirate: The Abyssborne Pirates plunder many things, I mean they are pirates. However they do something that other pirates could never dream of plundering: DNA. You have the ability to steal DNA from your foes (or anyone else) and use it to enhance yourself or your biotech creations if you have the ability to do so.

Dread Pirate King Of Evolution (Requires DNA Plunder & Capstone Booster): The Abyssborne Pirates steal DNA in order to make themselves great, but it is not true greatness. In order to be truly great, one must rely on their own power. You have that power, as your body will give itself adaptations in order to help you against the challenges you need. Your nails become silver when facing a werewolf, your body will ooze flame retardant when you're running through fire, you gain wings as you fall. It won't guarantee your survival, and you don't have full control of what it does, but it will help you succeed nonetheless.

Shrine of the 9-Tailed Fox Perks

Vixen's Ember (100/Free for Shrine of the 9-Tailed): All kitsunes have innate connection to fire, which they use to burn weeds and protect themselves from your enemies. You gain the ability to create these flames, dubbed foxfire. You can lob these as balls, fire it as a stream, make simple shapes/characters with them, and can decide the color of it too. However, that is all it can really do, if you really want to get some cool fire power, you would need to go to a certain other jump created by a fish cat.

Painting Like A Trickster (200/Discounted for Shrine of the 9-Tailed): The fox is the very symbol of trickery all over the multiverse, and Serack is no exception. You gain the ability to create illusions that are extremely vivid and are completely flawless in their design, meaning that everyone will be fooled unless they know it was an illusion ahead of time. Remember it is just illusions, so while you can make someone think they are eating a whole banquet, they wouldn't get the calories and nutrition.

The Greatest Costume (400/Discounted for Shrine of the 9-Tailed): Some of the more powerful kitsunes have a special ability to change their shape into almost any form they wish,

and now you are at that level. You can shapeshift into almost any animal or person you have seen, with the only limit being that it has to be something that is equal to or below your level of power. All your perks and powers work in these forms too.

Nine Tails (600/Discounted for Shrine of the 9-Tailed): You have 9 tails, which you might think is not much but Kitsune with 9 tails are some of the most powerful creatures in all of Serack. All of your energy reserves, such as magic, ki, or whatever are increased ninefold, and your perks and powers are tripled. And yes, this does stack with other perks that do something similar. Also you don't age.

Silver Fox (Requires Nine Tails & Capstone Boosters): My word, you're not just one of the most powerful kitsune, you are the most powerful kitsune, for you become the Silver Fox herself…or himself/themselves/whatever that isn't your pronouns. Anyways, first of all you count as divine because you're a god beast, second anything fox related will now listen to your commands no matter what, third you gain a powerful alt-form of a giant nine tailed fox with the other details appearance is up to you for the most part. This alt form also comes with powerful fangs, claws, and extremely heightened smell/hearing.

General Items

Clothes (Free): You need clothes unless you want to go to jail, so here are some clothes. They can look any way you want.

Taco Scanner (Free): A simple handheld scanner gun that looks like someone stole it out of a 21st century supermarket checkout lane. The main difference is the LED display on the back and the fact that this device can scan people to determine what the perfect taco is for them.

Unlimited Taco Bar (100): This is your personal all you can eat taco buffet that never runs out of ingredients. The meats are always the right temperature and tenderness, the tortillas are fresh, and the veggies crisp. You can even make fajitas since that's just a chicken taco. Seafood tacos are good too… Let's just say if it can be made into a taco or taco adjacent then you can find the ingredients at this buffet. No supernatural ingredients, though. That's extra.

UTB Ultra Package (200, requires Unlimited Taco Bar): You can now get supernatural ingredients for your tacos at the Unlimited Taco Bar. You just have to provide a sample to the bar and it will produce the new ingredient alongside the usual fair.

Cockatrice Farm (200): The Humble Cockatrice is the backbone of Serack's food industry. For not only its flesh and eggs can be eaten, but because they can use as attack dogs thanks to aggressive attitude, the spurs on their feet, their petrifying bite. With this purchase you get a whole cockatrice farm filled with these things, which you can either harvest for food, or train for violence. Whatever floats your boat.

Weaponized Taco Truck (400): This may look like a taco truck, and it is but it has a few features that makes it worth its price. First of all, it has unlimited fuel. Second, it has equipped with armor on the level of the average sci-fi military. Third, it is equipped with a cannon that fires exploding tacos that are basically fallout mini-nukes. No one will ever get in the way of your taco business again.

Weaponized Taco Factory (800): The namesake of this jump, the Weaponized Taco Factory can make tacos in record time…oh, I am sorry, don't think that is good enough to spend 800 TP on it? Well how about this then, it can make any kind of taco…and I mean any! Tacos can be used as grenades, tacos that give people superpowers, tacos turn people into animals, taco that can teleport you to venus. There is almost nothing that these tacos can't do. The two things they can't do is bring back the jumper from the dead and teleport you to another jump until you get your spark.

Aetherpunk Union Items

Magi-Tek Toolkit (100/Free for Aetherpunk Union): A magi-tek engineer requires tool in order to be able to work. These are those tools. At least the basics. This durable hard case holds one Harmonic Wand used to check magic levels and spot containment leaks, a pair of mana repellent gloves that allow the safe handling of magic dense materials, and a set of magi-circuit grafting tools used to make magic circuits that direct the magic in many magi-tek items.

Aether Rapid Gunner (200/Discounted for Aetherpunk Union): The Aether Rapid Gunner is the main firearm used by the Aetherpunk Union. The Aether Rapid Gunner is basically a magical machine gun, firing arcane bullets that never seem to run out, though it still needs to be "reloaded" every now and again.

Lumberpunk (400/Discounted for Aetherpunk Union): A 4-Legged Spider-Like Robot that is equipped with two buzzsaw arms, the Lumberpunk mainly serves as a tool for lumberjacks. However researchers in the Union have also discovered it's a great tool for warfare, and as such it has been mass-produced. Unlike other Lumberpunks, the remote control this one has only works for you and your companions.

Great Durendal Z (600/Discounted for Aetherpunk Union): Great Durendal Z is a project that is currently being worked on by the Aetherpunk Union, however you somehow possess the completed version. As for what Great Durendal Z is, it's a magi-tek airship that is equipped head to toe in magi-tek weaponary. It can also travel through water and even space (Which I guess makes it more of a spaceship but *hush*). But the thing that makes Great Durendal Z so great is the fact it can turn into a giant gundam-like mecha which is not only equipped with the weaponry from the ship form but also a giant magical laser sword that it wields into battle. Great Durendal Z also has living quarters and is basically a giant floating house.

Scarlet Love ♥ Rose Items

Bottle of Neverending Blood (100/Free for Scarlet Love ♥ Rose): By all appearances this is just a thermos in a design of your choice. In truth it is a never ending source of fresh blood that is as good as any vampire could get from a living vein. Blood stored in the thermos does not spoil. Do not leave uncapped and unattended. That's how we get blood oceans.

Razor-Sharp Heels (200/Discounted for Scarlet Love ♥ Rose): Many idols in Scarlet Love ♥ Rose wear high heels, even the dudes. They do this for two reasons, one High Heels have been proven to have sexual appeal, and two the heels that Scarlet Love ♥ Rose use are also equipped with RAZOR-SHARP BLADES!!!!! This allows the idol to defend themselves should a creep come across them, or really anyone they don't like.

5-Star Carriage (400/Discounted for Scarlet Love ♥ Rose): An idol needs to travel in style, and preferred the way to travel for vampires is carriage, so members of Scarlet Love ♥ Rose have access to the best carriage service in the land. With this purchase, you get a bell that when rung calls a carriage to your location. The Carriage can take you anywhere you can get on land, and your ride will always be pleasant and comfortable. Nothing will interrupt it, so if you are

Vlad, the Impaler of Song (600/Discounted for Scarlet Love ♥ Rose): Created by the elders, Vlad is a magical spear on one end and a magical microphone on the other. The spear end is a really good spear that can piece almost anything. The microphone end possesses the ability to expand the power and range of any vocal-based abilities one might have up to a range of 500 miles. Just imagine Fus-Ro-Dah-ing into this thing, you could move an entire city!

Soda Lords Items

Soda Collection (100/Free for Soda Lords): 10 boxes, each one holding a different soda that they love, all containing 30 sodas each. They refill every week, and you can change the sodas at any time in case your tastes change.

Fizz Stick (200/Discounted for Soda Lords): This is basically a super soaker from hell which has soda as ammo. With the force of waterjet cutter times 8, the Fizz Stick makes for a good sidearm for the Soda Lords when Soda Cultivation can't help them. A single can of soda can be used for 5 shots.

Sprites (400/Discounted for Soda Lords): Sprites that take forms made out of soda, Sprites are used by the Soda Lords as helpers. You get around 50 of them, and you can order them to do any task that doesn't require a super genius to do. They also can't die.

BONUS SODA!!! (600/Discounted for Soda Lords): A rare type of soda that can bring back the dead. Once per jump when you die, this soda will appear out of nowhere and pour its

contents down your throat or closest thing it can find to that, bringing you back to life. Remember it is only once for jump, so still try not to die.

Bird-Lizards Items

Arcane Bola (100/Free for Bird-Lizards): Used by the Bird-Lizards for either hunting, law enforcement, or simple play, Arcane Bola are basically normal bolas that can track down targets and wrap them up tightly. There is a durability limit to them, so you can't use them to trap a god but most other things you can trap within them. You get three of them.

Solar Saber (200/Discounted for Bird-Lizards): Forged of platinum, onyx, and solar crystals, the Solar Sabers in their base state may look like fancy hilts without a blade of their own, but when held by a mighty warrior a blade of magical sunlight/plasma will spring from the hilt. Magical plasma blades can slash through anything that other laser swords can cut through and it releases an aura of sunlight, making it useful against foes that are weak against sunlight.

Tidalwave Frog Killer (400/Discounted for Bird-Lizards): Native to the Tidalwave Jungle, the Tidalwave Frog Killer is a semi-aquatic parasitic wasp whose sting can make even the mightiest warrior die or beg to die. You get one in a bottle, which you can unleash upon anyone you don't like. It will never sting you or your allies, and if it dies you get a new one.

Drum of the Beast (600/Discounted for Bird-Lizards): Only used in the worse case scenario, when struck the Drum of the Beast will summon the guardian of the Tidalwave Jungle: A massive multi-limb spinosaurus-like creature that is utterly unstoppable and destroy everything in its path for one day. You can only use this item once per jump however, but you can use a normal drum afterwards.

Beasts O' Bramble Items

Everyfruit Trees (100/Free for Beasts O' Bramble): The Darkbark Woods is home to many magical plants of all shapes and sizes. One of the most coveted of these plants are the Everyfruit Trees. As you can guess from the name of the tree, it bears any and all fruits you can think of. With this purchase, you gain a bag of Everyfruit Tree seeds that refills every week. These trees can grow in any kind of soil, and take 2 years to grow. Also the trees will bear fruits exclusive to any future setting you go to in your jumpchain.

The Roots (200/Discounted for Beasts O' Bramble): The Darkbark Woods are big, very big, so the Beasts O' Bramble crafted the Roots, a network of tunnels underneath the woods that allows them to travel quickly across it. Buy this item, you can import the Roots to any future jumps you travel to and use to get around quickly. Just be aware that other things can enter the Roots too, so don't think of it as a safehouse.

Shillelagh of the Forefathers (400/Discounted for Beasts O' Bramble): Carved from one of the oldest trees in the Darkbark Woods. The Shillelagh possesses the strange ability to

downgrade any technology it hits. A sci-fi spaceship would get turned into an old rocket, a rocket would get turned into a plane, the plane would get turned into a biplane, and the biplane gets turned into a prototype aircraft. You get the idea.

Heart Seed (600/Discounted for Beasts O' Bramble): The Heart of the Darkbark Woods, a strange seed-like orb that is connected to every plant in the woods. No one knows where it came from, but its power has changed the entire world…and now you have its seed. Every jump, you get a Heart Seed which you can use to plant your Darkbark Woods wherever you go. It takes some to grow, around 5 years at the least, but it comes equipped with its own population of Beasts O' Bramble which you can command to do anything you wish and possess a spooky aura that will make your enemies not want to go there for at least a bit.

Indigo Shogunate Remnants Items

Lunar Scrolls (100/Free for Indigo Shogunate Remnants): One of the things the Indigo Shogunate is known for is their mastery of the art of making things easy to understand and read. By this item, you will get a number of scrolls that you can place your knowledge on and they will automatically break it down into easy to understand format that would allow this information as fast as possible, even if they are complete and utter morons.

Indigo Katana (200/Discounted for Indigo Shogunate Remnants): Forged from a special metal that can only be found on the homeworld of the Indigo Shogunate. The metal of the blade is almost undestroyable, and can be used on things that can only be hurt through supernatural means.

Ring of the Shogunate (400/Discounted for Indigo Shogunate Remnants): Rings are used by the Indigo Shogunate as keys, and there are no rings as powerful as the Ring of the Shogunate. Only given to the most trustworthy, with it you can unlock any lock, whether it be physically, magic, biologically, or anything you can think of. Just present the ring and it will be unlocked.

Terraforming Palace (600/Discounted for Indigo Shogunate Remnants): One part grand palace, one part spaceship, and one part terraforming machine, the Terraforming Palace is a miracle of Indigo Shogunate technology. It can fly through space, is equipped with as many rooms as you need it to, fully staffed, and it can terraform an area within 500 miles of itself.

Abyssborne Pirates Items

Fishparrot (100/Free for Abyssborne Pirate): If the Parrotfish is a fish with some parrot stuff, then the Fishparrot is a parrot with fish stuff, perhaps it is a Parrotfish genetically modified to be more parrot-like. Either way, not is genetically engineered to be absolutely funny, it possess the uncanny ability to detect threats before they strike,

Jigerworm Cannon (200/Discounted for Abyssborne Pirate): The Jigerworm is a species of parasitic worms that use the horn on their head to burrow into their prey and eat them from the inside. The Abyssborne Pirates have weaponized them but created a cannon that acts as a Jigerworm incubator, which can fire them out. It has unlimited ammo thanks to its nature, though it takes them to refill once all of the worms have been used out.

Rendering Tendril (400/Discounted for Abyssborne Pirates): Crafted from a cephalopod of somekind, the blade is a modified tentacle that can extend and move at the user's command. The tendril is covered in microscopic razor-sharp suction cups that not only dig into anyone hit by it, but also inject a paralyzing toxin.

S.M Fantoms (600/Discounted for Abyssborne Pirate): One Part Sea Monster, One Part Submarine, the S.M Fantoms is a prime example of Abyssborne Bio-Engineering. It has a number of features, such as sharp teeth that can bite through ships, bioluminescence that can light the way, bio-tech cannons on its back that fire organic plasma, and it can even go land! It also has built-in living quarters, complete with a bathroom. In fact, waste product/ dumped there is one way it gets its energy (The one ways are filter feeding and snacking on your enemies.)

Shrine of the 9-Tailed Fox Items

Noodle Stand (100/Free for Discounted for Shrine of the 9-Tailed): Shrines need money to stay afloat, and while donations help, some kitsunes have discovered a different way to raise funds: NOODLES!!! You have a noodle that makes any non-supernatural noodle dish you wish. Not only that, but any Kitsune Soba made the stand will heal both mind and body, at least a good bit.

Omamori Set (200/Discounted for Shrine of the 9-Tailed): Kitsunes have many enemies, most likely due to their love of trickery, the worst being various supernatural forces. So in order for them to have "me time" they need to find a way to prevent said beings from finding them, so they use omamori, special seals that wards away evil spirits. You have 10 of these, which you place on entrances that prevent supernatural entities such as fiends, celestial, fey, sprites etc from entering without your permission. Though they have no effect on your mundane enemies.

Akasugi Shrine (400/Discounted for Shrine of the 9-Tailed): One of the many shrines to the Silver Fox, it has now fallen under your ownership. Serval Kitsune priests, monks, shrine maidens will serve under and do as you say for the most part. The shrine and the land around is considered hollowed, so anything repelled by the divine can not willingly enter it, and if they somehow do they will be burned alive by divine fire.

Shukaku No Kama (600/Discounted for Shrine of the 9-Tailed): A scythe once used by the Harvest Lord himself, the Shukaku No Kama has fallen into your hands. The scythe is not only super sharp, but can allow any non-supernatural plants to instantly wither away, and allows the user to summon any plant that is harvested as a crop. They can then imbue the plants with

weaponized properties, such as turning pumpkins into fire breathing Jack O' Lantern monsters or giving wheat the property of Pele's hair.

Companions

Old Friends (50/200): You can pay 50 TP to import a single companion, or pay 200 TP to bring a total of 8 Companions. Either way each Companion gets 600 TP for their budget, and can take drawbacks that are marked with a *.

Excalibur-001 (200/Discounted for Aetherpunk Union): Excalibur-001 was going to be the first of the Excalibur Series Androids, which were Magi-Tek Robots that were going to be the backbone of the Aetherpunk Union's military….but were replaced when the Aetherborgs were discovered to be the cheaper resource. Excalibur-001 was promptly thrown into the garbage bin, which has been their home ever since. If you were to take this machine with you, not only will you have a robot that has Aether Rapid Gunners built into each of their hands, but also a machine who likes to learn about new things and has very good manners.

Morgan Labyrinth (200/Discounted for Scarlet Love ♥ Rose): One of the popular idols in Scarlet Love ♥ Rose, Morgan Labyrinth doesn't do most of the "cute" stuff that others do, rather she prefers a more rugged and punkish style. Her songs are known for crass and aggressive lyrics, metal-style melodies, and her iconic baritone voice. Despite what I just described however, she is actually a pretty nice girl who is totally chill to hang with you. If you take her as a companion, you will get more then a vampiric rockstar. She comes with a guitar that is also an Ax, and she is a master of street fighting…both types too.

Cola Templar (200/Discounted for Soda Lords): Clad in a soda-themed knight armor, the Cola Templar is different from the other soda lord. While they seek enlightenment, the Cola Templar believes that instead that he should be enforcing the will of Soda upon the world. This led to him forming the Order of the Cola, of which he is the only member. A loyal and honorable warrior, he possesses a magical suit of armor and magic sword and shield, both of which he is a master of.

Quartz, the Winged Serpent (200/Discounted for Bird-Lizards): Looking more like a bird-cobra then a bird-lizard, Quartz was blessed by the snake god and as such has gained the ability to infuse venom into his attacks. In addition to that, he is a master of dance (combat) and deception, the former of which is the reason he was blessed in the first place. He also likes vibrant colors.

The Lonesome Witch (200/Discounted for Beasts O' Bramble): This Bird-Like Beast is one the oldest beasts within the Darkbark Woods. Never seen without her magic staff which allows her to manipulate dreams and shadows, the Lonesome Witch is a powerful magic user who

possesses many nature themed spells. Personality wise she acts like a sweet if not senile grandma who sometimes says some pretty morbid stuff.

Princess Kaguya-Tsukiko (200/Discounted for Indigo Shogunate Remnants): The daughter of current shogun of Ainpsed, Princess Kaguya-Tsukiko may not be a mighty warrior like most of the Shogunate, but she makes up for in other ways. She is extremely intelligent and possesses an encyclopedia worth of knowledge. She is a master of social engineering, and can wrap almost anyone around her finger. In terms of her character, she is the very model of elegant and is never seen without her fan…she even sleeps with it

Bahauagin (200/Discounted for Abyssborne Pirates): Imagine a mixture of a mako shark, an angular fish, a spinosaurus, a marine iguana with some kaiju design philosophy thrown in there, that is Bahauagin. He is 8-feet tall, super strong, can swim as fast as a black marlin, can go on both land and breath underwater, extend the glowing lure on his head to use as a whip, and fire a stream of glowing liquid that is actually acid. However he isn't really smart, and has a fear of smoke because where there is smoke, there are chefs, which he also fears.

Yuki Fuyukissu (200/Discounted for Shrine of the 9-Tailed Fox): One of the last Snow Kitsune in the world, Yuki possess Foxfrost instead of Foxfire, which basically works the same ways as that but with ice. She also learned the way of Crystal Magic, allowing her to cast crystal-based spells of all kind, and on top of that she owns a young Ice Phoenix Owl that she dubbed Kōyamaki that can fire sharp icicles from its wings. Yes, she basically has her own companion. Companioneption.

Toggles

Stay Extender: By using this toggle you can extend your stay at Serack for however long you wish, whenever it be 20 years or 10 billion.

What Is This, a Crossover Episode?: Have you ever wondered what would happen if two jumpers on completely different jumpchains went to the same jump at the same time? Well if you did you can use this toggle you can experience this first hand as you and someone else can do this jump together. Just hope that you can find someone to do it with you.

Out Of Context Factory: Do you have a hard time understanding the lore of this weird, weird world, or just don't like it but do like the perks and items. Well with this toggle this Jump becomes an Out Of Context one, though the world you end using will be altered if you take certain drawbacks such as David. Speaking of David, I will warn you, some settings might make him even more mad!

Tex-Mex: Of course, maybe you want the weirdness of this setting but still something you're familiar with? Well with this toggle this jump becomes a supplement to any other jump of your choosing, with the elements of Serack bleeding into the world of the other jump, or perhaps the other way around.

Extra Taco: There is a lot of things that people can be in this world, and maybe you couldn't pick which one you wanted to be. With this toggle fixes that, as you can take this jump as many times as you want, well kind of. You will have to pick a new origin each time. Luckily you don't have to buy the capstone over and over again for it to take effect. You can also choose for the story to start after your last visit, or start over.

Drawbacks

Balance Patch (+100/+300/+400/+600): Let's face it, it's very easy in Jumpchain to become an unstoppable force of nature and makes even the most brutal of settings a joke. This of course gets boring to your benefactor thus leading to chain failure. Of course, the Benefactor doesn't want you to fail either and as such given you the choice of buffing the setting. For 100 extra choice the power level of all threats are increase 2 times, for 200 extra the the power level of all threats are increased to Planetary Level, for 300 extra the the power level of all threats are increased to universal level, for 400 extra the the power level of all threats are increased to mutiversal level, and for 600 extra the setting is upgraded to a level that even sparked jumpers will have a very hard time completing. Be aware of your current power level when choosing this drawback.

***I forgor 💀 (+100):** You have a very hard time remembering things, like who you are, where you are from, your perks, your items, and what your favorite soda flavor is. Also, all that Jumpchain business is a bit foggy. You still have…. something?

***Hi Forgor 💀, I'm Dad! (+100):** You just can't help yourself. You are incapable of passing up an opportunity to make the lamest possible dad jokes. If no opportunity presents itself for more than an hour and you are not drinking coffee or reading the paper, you will be compelled to belt one out with no context or set up.

***Sunblight (+100):** Many people believe that vampires turn to dust when exposed to sunlight but this is actually false. In reality, many vampires get sick with an incurable disease known as Sunblight, which causes the cells of anyone infected to break down when exposed to the light of the sun or anything like sunlight. And guess what, you now have it. Don't worry, only direct sunlight or similar stuff will harm you, so the moon is fine.

***Was it Something I said? (+200, can be taken multiple times):** For some reason one of the factions here does not like you at all. In fact breaking you down into component parts is an important objective to them. They will go out of your way to murder you, even if they shoot themselves in the process. Charisma Perks will not work on them either.

***The Boring "Out of Jump Lock" Drawback (+300):** It's your standard "No perks or items from outside of the jump" that all jumps have. Nothing to see here.

I hope I don't have to fight my evil shadow self today (+300): For some reason when you entered this jump, an evil dark copy of you appeared in Serack. They have every perk, item, companion, and everything you have gotten on your jumpchain so far…and they will stop at nothing to murder you. Have fun dealing with your own overpowered build.

Revenge is a dish best served cold (+300): Did you have a particular enemy in a previous jump you did? If so, are you glad you never have to deal with them again? Well too bad, they have somehow appeared in this jump and now at your power level

David (+800): Okay….it is time we talk about David. David is the second moon of Serack, and is also a cosmic horror who will kill all life on the planet if he feels like the people have become hateful of each other. Given what has happened recently, it's honestly a surprise that David hasn't attacked Serack already but now he has. Now David possesses an ability that allows him to create anything he wishes at will, so if you take this drawback the first thing you think you are going to see when you get to the jump is an army of monsters that look like they came out of some analog horror story. If you somehow survive that, I am sorry to say that your worries are not over yet, as if every lifeform on Serack except for you is killed, you will fail your chain. Also I should tell you that David will know that you are a jumper and has planned accordingly for whatever you can do. I will say that you can not prepare for the worst, as it has already prepared for you.

It's Over

After all of the insanity you had to endure, you have three choices

Stay Here: This silly world has captured you with its charm, and you decide to settle down.

Go Home: You had enough of this madness and decide to head home.

Move On: There are still many worlds to explore, hopefully the things you have gotten on this world will aid you in those worlds.

Notes

For starters, I would like to thank everyone who helped with the making of this jump. I didn't use every idea but I am very glad that people were willing to help me, even if I forgot most of their names…sorry about that.

This Jump was originally created in order to practice my jump-making skills, though I think had already evolved past that point. My brain already has quite a few idea for more factions but I

should see how everyone feels about this jump first. Plus with how this took, I don't know if I could get an expansion done…maybe I should do a community project thing so people can submit their own factions. Is that allowed?

The name Weaponized Taco Factory was chosen because the first letters of each word spell WTF, and that was the vibe I wanted people to get when they looked at this thing.

Somebody asked for more lore and I was going to do that but I stuck there and honestly it didn't feel right to me. I feel like this is more of an anti-canon setting, which is a setting where you only have a small glimpse of a setting and use your imagination to fill in the rest..so I went with that. So to chain writers who come to this strange realm, feel free to tell whatever story you want.