Ratchet and Clank

Up Your Arsenal



“We’re going home” After saying the words Ratchet makes plans to head back to the Solana Galaxy, starting the plot of this game. Welcome to Ratchet and Clank 3 or Ratchet and Clank Up Your

Arsenal….Okay, get it out of your system. Go on laugh it up. Are you done? Good. Now this is the Last… “Traditional” Ratchet and Clank game that is on the PS2.So yeah Ratchet and Clank are now working with the Galatic Rangers So take these and go have fun!

1000 CP



ORIGINS

Newbie/Returning Commando: A soldier or trained Combatant. You are either new to this place or are returning home from another galaxy. Wink Wink

Galactic Ranger: A Military group that was formed to protect the Solana Galaxy.

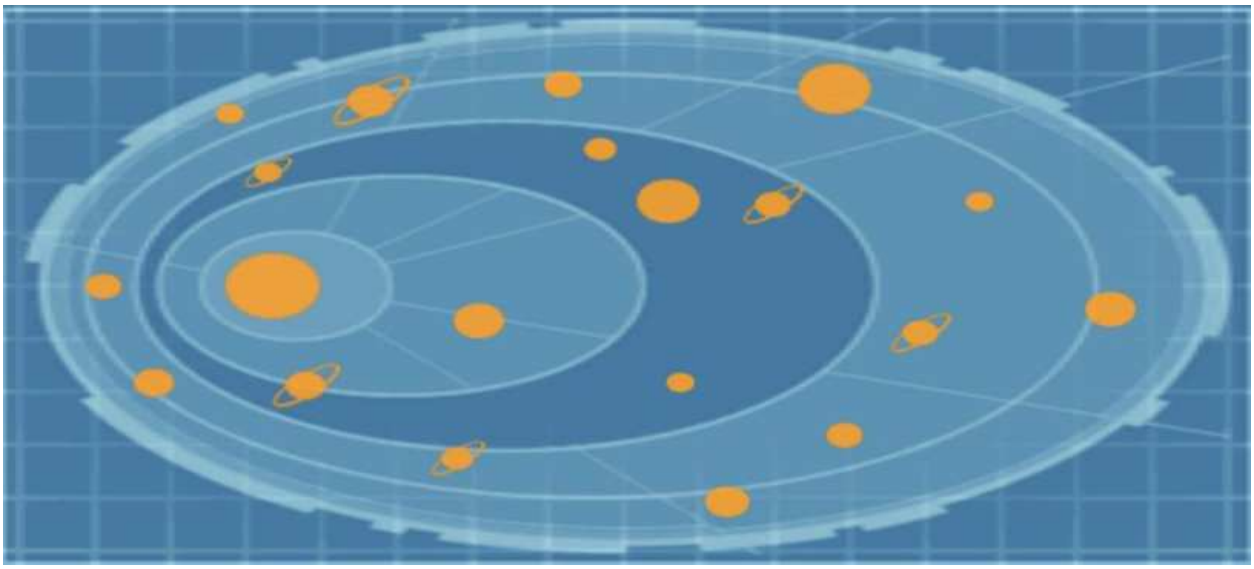
Former Superhero: Like Captain Qwark you are a hero who has retired from that life style and is now back in the game

RACE

Organic: You are a being that is made of flesh and blood. Or Slime. Or Plants. Look this for anything that isn't a robot. Be a freaking anthropomorphic Dragon if you want to but you can't be any bigger than an adult human male and your powers are not going to be anything crazy. Breathing fire is okay but flying and shooting energy beams like Superman is not.

Robot: You are a mechanical being. Self-explanatory really

LOCATIONS



1. **Veldin:** Ratchet's Home world

2. **Florana:** It is a jungle-covered planet, home to cyclopic monkeys, vicious native tribesmen, and other wildlife.

3. **Starship Phoenix:** The mobile base of the Galactic Rangers

4. **Annihilation Nation:** Annihilation Nation is a legal gladiatorial combat competition in Up Your Arsenal, taking place on a space station in the Solana Galaxy known as Station Q9.

5. **Aquatos:** Aquatos is a planet in the Solana Galaxy It is an ocean planet covered entirely in water which is home to the Deep Sea Hideout

6. **Rigar:** Rilgar is a planet in the Solana Galaxy. It is a planet with dark water most notable for being home to Blackwater City, an entertainment capital

7. **Kerwan:** It is a large, bustling, urban planet home to the gigantic city of Metropolis. Metropolis is known for its use of flying cars in pre-designated lanes, grav-trains, and large skyscrapers dotted in green vegetation, plants, and moss. The planet is home to Big Al's Roboshack and Gaming Superstore. It is also the home of Captain Qwark and the most prominent location in the Ratchet & Clank series.

8. **Free Choice:** You get to pick where you start in this jump

PERKS



General

Know the Lingo (Free): Well this setting has its own phrases and terms that would alienate anyone who is not of this setting. Well, it's a good thing that perks exist. You understand the lingo of the Ratchet and Clank series

Nice tunes (Free): This perk grants you the ability to have the music from Ratchet and Clank Up Your Arsenal to play in the background.

Newbie/Returning Commando

Welcome Back (100, Free for Newbie/Returning Commando): You don't have trouble refamiliarizing yourself with any area you have previously been to. Almost as if you have never left in the first place.

Seen it all (200, Discount for Newbie/Returning Commando): You tend to react to monster attacks, evil villain plans, and heists with indifference. With this perk, it will now take a lot to get you to panic.

Experiences in Combat (400, Discount for Newbie/Returning Commando): That's more like it. So here's how this works, you are skilled in 6 different martial arts. You know how to use any weapon in the multiverse. You are an expert survivalist, And finally, when it comes to stealth you are practically invisible when it comes to sneaking around

Nanomite Absorption (600, Discount for Newbie/Returning Commando): So in the game, as Ratchet kills enemies he fills a bar. When the bar is full his health increases, he does this by absorbing this energy known as Nanomite. Just like him, you can collect Nanomite as you kill enemies when you collect enough (Roughly around 500 human-sized enemies) your vitality increases. Unlike Ratchet you don't have a limit to how high your vitality can go. This means you increase your vitality indefinitely as long as you kill enough enemies.



Galactic Ranger

Heroic Visage (100, Free for Galactic Ranger): Your appearance will always inspire a sense of trust and heroism. This means that people ll have an easier time of trusting you

Valiant (200, Discount for Galactic Ranger): You don't cower as easily as regular folk. Even when you get scared you can find the strength to cowboy up anyways and get the job done

Galactic Training (400, Discount for Galactic Ranger): Your job is to help bring stability to the Solana Galaxy. You can't do that without the proper training. This will include handling weapons, athletics and acrobatics, operating machinery and vehicles, and unarmed combat. You have received this training. Think of it as a futuristic version of boot camp and other military training regiments.

Political Know-How (600, Discount for Galactic Ranger): Your jobs is to keep the peace of the Solana Galaxy. You can't do that if you don't know the laws and Political game of the galaxy like the backhand of your hand. With this perk you know how to make political moves and maneuver the political and law systems of the many worlds you may venture to. Jump or otherwise. With your skills you could become a President!



Former Superhero

Heroic Physique (100, Free for Former Superhero): Big Biceps, Toned Deltoids, IRON HARD ABS! You can stay fit and know all the tricks of physical fitness and weightlifting. In addition, the populace will have more of a tendency to look more heroic.

Fists of Righteousness (200, Discount for Former Superhero): Boxing, Sumo, Wrestling. You are a master at all these things and most importantly you know how to make it look good….and even cool with the right style and grace. That's you. Know how to fight unarmed and look good doing it.

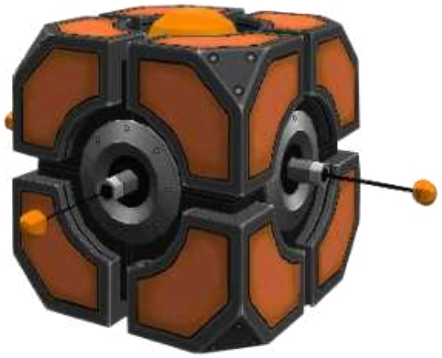
PR Training (400, Discount for Former Superhero): Working with the public is just as important as working weapons. It is easier to protect people if they do not panic. As such you know how to do public speaking, know what words will cause the masses to panic, and what words that will calm them down. You know how to work the press and keep the reporters happy. You could even get a seat in the Solana Galaxy's Presidency with these skills.

Not Jumper! (600, Discount for Former Superhero): People need to look up to their heroes right? Kind of hard to do if they doubt your righteousness. Well, that's what his perk is for. People would be willing to turn a blind eye to your minor misdoings, That way they don't accumulate and ruin your image. In addition, people are more willing to forgive your actions than the average person. Finally, this also acts as a one-up of sorts. When you are about to die, fate will give you a way to survive. Once per jump of course.



ITEMS





Starship (Free/300): A Ship to get you to Point A to Point B. However if you pay 100 cp it will be similar to Ratchet's Ship from Going Commando so it has the basic weaponry already installed. But pay an additional 200 CP it will be fully upgraded.

Omni Wrench 12000 (Free): As the name instructs it's a wrench and a weapon it can be used for any mechanical challenge. The Omni Wrench 12000 is an upgrade to the 8000. Just like the 8000, it can be used as a sword as you hack and slash enemies or can be used at a more calming pace like throwing the Wrench at enemies and making it swing back like a boomerang. It is twice as strong as the 8000 version.

VG 9000 (100): A video game console of sorts. It plays these games known as vid comics in the game. Yours works similarly…in addition, it sort of works like a N64 with better graphics. So if you ever wanna play an HD version of some of your N64 games, this is the item for you.

Newbie/Returning Commando

Commando Suit and Helmet (100, Free for Newbie/Returning Commando): Well you need to wear something to protect you from damage. This one is standard issue for all Megacorp commandos. Each armor contains a built-in O2 Mask.

Rangers Gadget (200, Discount for Newbie/Returning Commando): Several Items that are not meant for combat

Refractor: The gadget forms a protective force field around You allowing him to manipulate lasers without losing health. The lasers an be used to open doors etc or DAMAGE enemies. Just direct the laser at them. In turn it can also be used to redirect and reflect lasers fired by enemies.

Tyhrra-Guise: This gadget allows you to disguise yourself as a Tyhrranoid. You are very limited when using the Tyhrra-Guise. All you can do is move, jump, and start conversations. No weapons can be used. It is necessary to use it to get past certain areas.

Hyper Shot: This is an upgrade to the swingshot. This gadget allows you to activate hyper shot platforms,for a limited time.You can also swing on hyper shot targets to get past certain areas.

Warp Pad: The warp pad allows Ratchet to reach the place where he placed the warp pad from a distance

PDA: It functions as a portable vendor and allows Ratchet to purchase ammo (not weapons) for Gadgetron weapons remotely, but for a higher price than at a normal weapons vendor, due to shipping and handling. After the Jump it can be used to purchase ammo and weapons from any company.

Charge Boots: These boots allow Ratchet to speed forward. To activate them, double tap and then hold R1 whilst moving. You slow down fairly quickly so you'll need to stop and restart. It's also quite difficult to turn left and right.

Gravity Boots: These boots allow Ratchet to climb on metallic surfaces. But unlike the Magnet Boots from Gadgetron, you can leap while on these metallic surfaces.

Hacker: This gadget opens locked doors.

Map-O-Matic: This gadget is the result of gadgetron's effort to mark every inch of the galaxy. This will allow you to see hidden areas on your map,plus all sewer crystals on aquatos. Post jump it will automatically have a map of any area you enter including secret pathways

Nano-Pak: This gadget gives your reserve nano-tech JUST when you need it i.e. when your nano tech is down to 5 points. You have to fill it with unused nanotech. You have to fight your a way to this gadget on the crash site.

Garage (400): This item is twofold. It is both a Garage where you can do your tinkering and inventing and a living complex complete the amenities that you need.



Galactic Ranger

Arm Cannon Blaster(100, Free for Galactic Ranger): A sci-fi classic for games. A gun that encases your hands and forearm, It fires energy projectiles and recharges its energy rather quickly.

Ranger-approved vehicles (200, Discount for Galactic Ranger): Well these vehicles are used for and sky operations on the surfaces of planets.

> *Hover Ship: The Hover Ship is a grey vessel with two engine flaps and two thrusters at the back behind the cockpit. It uses twin repeating rocket blasters as its main weaponry fired by the pilot, and bomb launchers that can be used by a second passenger..*
>
> *Turbo Slider: Turbo Sliders are lightly armored green buggies with two back wheels and a pair of skis replacing the front wheels. On the back is a mounted turret that fires repeating plasma shots, while the driver can sometimes also fire cannons at the front.*

Starship Base (400, Discount for Galactic Ranger): Your own Starship Phoenix all to yourself. Enjoy!



Former Superhero

Costume and signature blaster (100, Free for Former Superhero): A Costume of your design and with a logo that fits your personality. And with it an energy blaster. However, It can overheat….that you can fire once more to unleash a large beam attack.

Battle Shuttle (200, Discount for Former Superhero): Think of this as the starship item at the beginning of this section. But it can hold only one person and it only has rockets.

Personal Abode (400, Discount for Former Superhero): A Nice large mansion that has all the amenities that you can need. Plus some luxury addition like a personal theatre, a trophy room, etc.



Weapons

Okay, so weapons can level up or upgrade into a more powerful form. You can 100 CP To purchase the weapon in its base state or 200 CP to purchase the weapon in its upgraded state. With the exception of the RYNO 3 which will cost ya 400 CP. To purchase and an additional 100 CP to upgrade it to Ryncinator.





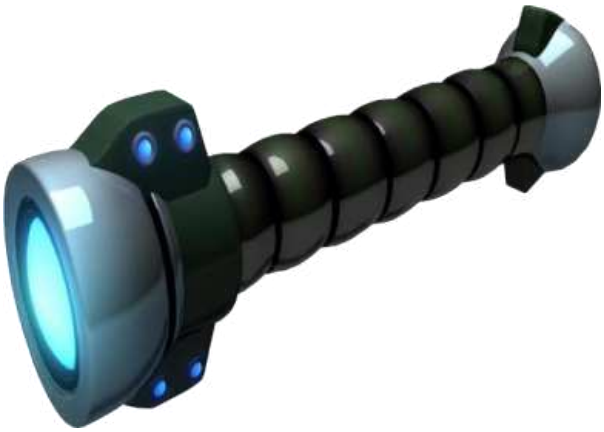
Shock Blaster – Shock Cannon: The Shock Blaster deals damage in a wide radius in front of Ratchet, dealing damage the closer he is to the enemy, but significantly less near the maximum range.



Nitro Launcher – Nitro Eruptor: Nitro Launcher has a good blast radius and is powerful, but has very limited ammunition. Early on, the Launcher is very useful in situations against mobs of enemies clustered together, or against larger bosses where its damage is useful, though its low ammunition means it should be used sparingly.



N60 Storm – N90 Hurricane: The N60 Storm fires at a moderate rate of fire at enemies, although it possible to fire even faster by rapidly pressing the fire button. It is an all-purpose long-range weapon, and adaptable to most situations



Plasma Whip – Quantum Whip: The Plasma Whip is a short metal device with a rubber grip from which a whip of plasma is generated. This grip is green, and the plasma whip generated is orange, which changes to blue at V3. When upgraded to the Quantum Whip, the whip becomes dark blue and black instead.



Infector – Infecto-Bomb: The Infector fires a blob of serum which, when infecting enemies, damages them over time and causes them to turn on one another. It deals little damage on its own, but it is tactically useful to reduce the immediate threat from enemies and deals damage indirectly when enemies attack one another. If an infected enemy has no nearby targets, the infection will wear off instantly, either killing it or releasing it from its infection. Because of this, it can be better to use more ammo than necessary to avoid an enemy unexpectedly turning on you at the end, or in the middle of, a fight.



Suck Cannon – Vortex Cannon: Functioning as a deadly vacuum cleaner, it uses quantum technology to suck smaller enemies in and converts them into explosive projectiles, using them as ammunition.



Spitting Hydra – Tempest: The Spitting Hydra is a light blue and silver carbine with a large nozzle and a left-handed grip. The Spitting Hydra locks onto targets while the fire button is held down, and once the button is released, shoots out tendrils of lightning unless canceled. These lightning tendrils not only damage enemies the weapon locked onto, but also any enemies which get caught in their path. Therefore, it is possible to use the weapon more efficiently by firing from an angle that not only hits the maximum number of enemies, but will catch smaller enemies along the blast.



Agents of Doom – Agents of Dred: The Glove of Doom in the original Ratchet & Clank itself is a black glove that fits onto Ratchet's hand, with a green circle in its center. In Up Your Arsenal and Size Matters, the Agents of Doom glove is a red, bulkier glove with silver fingers, which retains the central green circle. The Agents of Doom robots are short, with a large circular head, blue eyes with the left eye larger than the other, and sharp teeth.



Flux Rifle – Splitter Rifle: The Flux Rifle is a long, thin, dark green, and orange rifle with a small yellow scope, a small magazine, and a left-hand grip. It was designed and built by Cora Verolux while she was simultaneously doing her math homework and eating breakfast. It is a long-range sniper rifle with a scope allowing it to zoom in on enemies from a distance. The Flux Rifle fires a single, powerful bullet that deals heavy damage at a long distance. It is most effective and stronger when aimed down its scope, allowing it to be precisely aimed, and also to defeat enemies at a distance from a vantage point. This can make it a very strategic weapon. However, when used without its scope, it is ineffective against all but large targets, as it can easily miss, and it is nigh-impossible to aim the weapon at enemies mid-combat without taking damage first



Miniturret Glove – Megaturret Glove: The Miniturret Glove is quite costly, especially for it to merely hold 20 pieces of ammo inside. However, the ammo is fairly decent, as it will erect into a turret gun on a stand, and fire on any enemy that even looks at it. Sadly, the Miniturret Glove ammo can be easily destroyed by the bigger, badder enemies in the game. This can be easily overlooked, especially in crowds of enemies that will go down in one to two hits.



Lava Gun – Liquid Nitrogen Gun: The Lava Gun is a long rifle with various shades of dark red and gray paint. It features a left-hand grip, and a canister of lava preceding a cone-shaped nozzle. It spews out an orange-red stream of lava a short distance from the nozzle. And when upgraded it become the Liquid Nitrogen Gun….wait what? Yeah this Lava Gun is different from the one from the Bogon Galaxy. Anyways Liquid Nitrogen Gun works similarly to the Lava Gun but it freeze instead of burns…and does more damage. Strange isn't it?



Annihilator – Decimator: The Annihilator is a long, orange weapon, with several metal parts grafted onto its barrel, and with blue highlights also on its barrel. It launches rockets from its wide nozzle with a good rate of fire. The Annihilator is, at its core, a simple rocket launcher, with a good rate of fire and solid range. Its damage holds up for the entirety of the game, and is strong against the majority of enemies and bosses once it is acquired.



Holoshield Glove – Ultrashield Glove: The Holoshield Glove is an anomaly in the arsenal, as unlike other weapons, it lacks major offensive capabilities at V1. At this level, it can damage enemies only upon deployment by being thrown at them, but it's main purpose is to absorb damage while deployed until it eventually runs out on its own, or is overwhelmed by enemy fire. Absorbing damage is required to upgrade into its more powerful variants, meaning the Holoshield Glove upgrades very fast if bombarded with as many ranged attacks and projectiles as possible, but this will also cause it to run out more quickly.



Disc Blade Gun – Multi-Disc Launcher: It fires a large rotating saw blade-like disc that deal heavy damage to enemies.



Rift Inducer – Rift Ripper: The Rift Inducer is a small, light blue carbine with a polygonal nozzle and a left-hand grip. It fires black holes which pull in every enemy surrounding them and suck them into another dimension.



Qwack-O-Ray – Qwack-O-Blitzer: The Qwack-O-Ray is a light blue, yellow, and grey pistol, with a single blue canister on the top, and a large nozzle. The Qwack-O-Ray fills up a bar in the HUD which, once full, transforms the enemy into a duck. It fills faster the less health the enemy has, and does not work on bosses.



Bouncer – Heavy Bouncer: The Bouncer is a lot like a very low grade RYNO, in that it is extremely powerful, and can eliminate really tough enemies in no time. Call it the "Poor Man's RYNO," if you will. Still, 100000 Bolts is not cheap, but this weapon is well worth the cost, especially in boss fights. What this weapon is, exactly, is a missile that explodes to do tons of damage, but on top of that, bouncing landmines pop out of the missile to clean up anything that is leftover from the explosion. In other words, this one will clean your room very well.



Plasma Coil – Plasma Storm: The Plasma Coil is a short, blue and silver pistol with three rotating holed claws on the end and a large electric nozzle. The Plasma Coil fires a ball of plasma that damages targets upon contact and subsequently shocks up to three enemies in the vicinity of the impact. It deals significant damage, and its ability to shock nearby enemies makes it very powerful at defeating groups of larger enemies.



Shield Charger – Tesla Barrier: The Shield Charger deploys around Ratchet when selected, allowing him to use any other weapons simultaneously, and then protects him from damage. There is little reason not to deploy a Shield Charger in more difficult battles once it is acquired, as it provides a strong defensive boost and saves nanotech.



RY3NO – RYNOCIRATOR: The RY3NO is a brown weapon with a large, thick barrel. It has a left-hand grip and six protruding spikes surrounding its main nozzle. The RY3NO launches eight auto-targeting missiles which can each destroy almost any enemy

Armor

Each armor costs 100 and it is incremental. So, it would look like this.

Magnaplate Armor 100

Adamantine Armor: 200

Aegis Mark V Armor: 300

Infernox Armor: 400



Magnaplate armor: A full-body personal armor system reinforced with an energy-absorbing alloy called Magnaplate. Gadgetron guarantees their new Magnaplate armor system will reduce damage from enemy fire by a full 33%.



Adamantine armor: Adamantine is one of the hardest substances in the galaxy. Gadgetron scientists claim that their brand new and nearly indestructible Adamantine armor suit will absorb at least 50% of the energy of any incoming projectile or energy blast.



Aegis Mark V armor: The Aegis Mark V represents a major breakthrough in armor technology. The suit combines adamantine plates with a web of integrated forcefields and a sophisticated onboard computer system. The suit's built-in AI responds automatically to any attack, redistributing power and angling the armor plates to absorb up to 66% of incoming damage.



Infernox armor: The prototype Infernox armor suit represents the ultimate achievement in personal protection systems. The Infernox suit combines Carbonox alloys imported from the Bogon galaxy, a Nanotech control system, and an onboard quantum hellfire generator to create a blazing barrier of total protection. Test results indicate that the Infernox system reduces damage by an unbelievable 80%!

COMPANIONS



Import (50-200 CP): It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 CP to import one companion. 200 CP to bring them all. Each gets 1000 CP and a background.

Create (50-200 CP): Same as above but you make new companions that you'll come across in this jump. 50 CP for, 200 CP for 8. You can never have too many friends. Each gets 1000 CP and a background

SCENARIOS

Stop Dr. Nefarious: Well the Solana Galaxy in peril again. This time against an insane mad scientist called Dr. Nefarious. Work with Ratchet and Clank as they work with the Galactic Ranger and the Q Force in order to take Nefarious down.

Reward – Ratchet and Clank: Well seeing that you are an interdimensional traveler, naturally you would see all kinds of adventure and action. Seeing that the Galaxy is safe and time will be frozen when you leave Ratchet and Clank have decided to join you. If you already have them as a companion due to a scenario from the **Ratchet and Clank 1** jump or **Ratchet and Clank 2 Going Commando** jump then you are instead awarded 500 CP that you can spend anywhere on this document

Reward – Sasha Phyronix: Acting Leader of the Galactic Rangers. She looks kind of like a Lombax but with darker Skin

DRAWBACKS

Welcome Back (0): If you have been through the **Ratchet and Clank 1** jump your actions from that jump carries over to this jump

You Goob (+100 CP): You're kind of a Dork. You can be awkward in social situations and encounters.

Drama King (+100 CP): Overreacting is a common thing for you. You will react to the minute of things as if it is an major event or end of the world scenario

Hyper Focused (+200 CP, incompatible with Easily Distracted): You have tunnel vision. When you have a goal in mind you focus on it. So focused that everything else just seems to fade away. This will be a problem when you need to multitask. And it may land you into trouble,

Easily Distracted (+200 CP, incompatible with Hyper Focused): You know ADD? You basically have that you can't go 2 seconds without getting distracted. Best you bring someone to keep on task and prevnt you from wandering off and getting lost

Jank (+300 CP): The galaxy seems to be a bit odd. Like it has its quirks and flaws that make things a bit weird. For you, this will feel Janky to you. Won't be life-threatening but it will be annoying.

Naive (+300 CP): You're gullible and too trusting for your good. You tend to fall for obvious traps. Now this won't be too debilitating for you unless someone knows this and tries to exploit it but that would require you to be on someone's hit list

Gonna Make You Pay (+400 CP): Everything costs money. Taxi services, Getting coordinates, getting water, turning on a computer, ALL OF IT! It costs money!

Where is that? (+400 CP): You have a bad sense of direction. Yeah, this is going to be a problem for a setting that is about traveling from planet to planet. Basically, you will find yourself lost 55% of the time. It would be wise to bring someone to retrieve you and bring you back to your ship.

No Warehouse (+500 CP): You rely too much on the items that are in your warehouse. So let's see how well you fair without them.

No Powers (+500 CP): Perks, powers, system? PALOR TRICKS I SAY! One does not become a master with such things. Only blood, sweat, and tears will do. There are no shortcuts. Therefore any perks that are not from this jump have been confiscated and sealed away for the duration of the jump.

ENDING

Go Home: You had your fill of adventure time to head home

Stay Here: You like it here so why not stay

Continue: Time to head to the next jump my dude.

NOTES

Made by Sonic Cody12/Sonic Cody123/Cody Majin