Heavy Metal Jump Chain Version 1.3 By Atma-Stand/Wandering Shadow



Opening

As soon as you finished your last jump, your benefactor suddenly had you by the arm. They led you into a stadium which was playing the greats. As the sounds of Rock and Metal rang around you, your eyes were drawn to a light on the stage. It wasn't a stage light, rather it was a large glowing green orb that captured your attention. There's a spark, and lightning streaks across the stage, through the orb and into you. You feel yourself falling into a world beyond space and time. A world of mystery, magic, fantasy, sex, awesome good and terrifying evil.

It's your one-way ticket to midnight for 10 years and a **+1000 CP.**

Call it **HEAVY METAL**

Segment Locations

Heavy Metal as a movie and as a franchise, is an anthology series whose stories span multiple worlds and times. This is reflected in this jump through the worlds that are present within. For now, we will call these worlds, Segments, and there are some things that should be addressed.

Roll a 1d8 or pay -50 CP to choose which segment you will be spending your next ten years in.

- **Neverwhere --** This mostly arid world is a bizarre mix between high fantasy and science fiction. It's obvious that some massive war happened, but the civilizations here seemed to have moved beyond what was before and moved towards a more warlike and mystical civilization.

- **New York 2031 --** A Big Deal, now the scum center of the world. The once beautiful city has become a polluted wasteland of degenerates and crime with an almost completely apathetic police force. Keep your wits about you here Jumper, because the streets do not forgive mistakes.

- **The Space Station --** A massive space station that acts like a city in itself. There seems to be however a major court system present here and one hell of an upcoming trial.

- **Neverwhere in the Past --** An interesting choice, as if you get this option, you can start your jump at any point in the planet's habitable time periods up to a massive scale war. However, at any point of your arrival, the evil of Loc-Nar will be felt as it has been subtly pushing the people and animals here to battle.

- **The Pacific Theatre --** The Pacific theater of World War II was not the nicest place to be. Now something else has come. A green light danced across the night sky during a bombing raid and unfortunately, not even the dead can escape its grasp.

- **The Pentagon, Washington D.C. --** Are you sure you should be here? Okay well I hope you enjoy the big briefing on the so-called rise of mutations within the population of The United States… Is that a giant spaceship above the Pentagon?

- **Arszach --** A similar world to the Planet Neverwhere but with far more ordered civilizations. Recently an army of mutants have begun to sweep across the planet bringing mass slaughter to various societies.

- **Free Choice**

Origins

Roll a 1d10+20 to determine your age. Your gender can remain what it was before taking this Jump or it can be freely changed. Origin perks and items receive a 50% discount.

- **Distant Traveler (FREE) (Drop-In Option) --** You were just an ordinary person who lived an ultimately boring and humdrum life. Then something changed, you encountered an object that dragged you into an adventure you'd never think to go on.

- **Cabbie (FREE) –** This business, freakin 'weighs on you, let me tell ya. You've been driving people through the streets or galactic highways of the place you call home, and you know damn well when someone is trying to rip you off.

- **Captain (FREE) –** Look at that face, that body… Well, are you the hero or what?... Oh you're on trial… for all these crimes? Well, no one ever said that an angel's face can't hide a devil.

- **Pilot (FREE) –** You've got some serious skills when in the cockpit. Whether getting a bomber through heavy AA fire or hauling a moon sized cargo ship, you're a tried and tested pilot.

- **Taarakian (-100 CP) –** A rarity in this universe, a being of righteous cause and purpose, a true hero even. There are not many of your kind left, but regardless of that fact, you will be the avenging sword that punishes the wicked.

- **Mutant (-100 CP) –** Exposed to the fel light of Loc-Nar, you've become an abhorrent aberration, a parody of your former self. But there is power there, Jumper, great power if you were to do the Loc-Nar's bidding. Go forth and spread Death and Chaos in the name of Loc-Nar!

General Perks

- **Heavy Metal Styles (FREE) –** So, Heavy Metal is an anthology movie. That much is understood. As such, each segment has its own unique art style. Upon the purchase of this perk, you can apply these various art styles to the world around you. This won't change the nature of the world itself, just change how it looks.

- **Heavy Metal Standards (-100 CP) –** Now, for some of you, this may be more interesting. Heavy Metal as a magazine, and movie series is well known for its violence, and erotica. Specifically, the erotica. As such we're willing to open up some options that would give you more… leeway. Most people are easily an 8 out of 10 in the looks department. Common issues like bad skin and hair are done away with as not only will you look like you just walked the cover of a comic book, but your hair (should you choose to have any) will never hinder you or get in your way. But that's not all, there's more. For men, you'll find that you'll never fail to impress where it counts. For women, you'll find that back problems are a thing of the past and that you'll never have to worry about the issue of sagging. Oh, and should you truly wish to indulge in the pleasures of this world or world's, you have perfect control over your own fertility and related processes. No need to worry about needing protection when the passion takes you.

- **Under the Gaze of Evil (-100 CP) –** When Grimaldi's daughter was held at glow point by the Loc-Nar, it could have killed her just as easily as her father. But it didn't. Instead, the Loc-Nar showed her the effects of its evil across time and space. It reveled in this act, which may or may not have led its destruction. How does this apply to you? Should you encounter the Loc-Nar during your time here, it will not instantly kill you in any of its usual ways. Post-Jump, this perk will protect you from similar instant kill auras that objects of pure evil may exhibit. However! This perk option also allows you to purchase several upgrades to further boost the effects and benefits for an additional 100 CP Each.

    - **Lessons of Evil (-100 CP) –** Should you have the misfortune of encountering the Loc-Nar in your travels, it will be more than glad to regale you of its various wicked ways and the horrors it has unleashed upon those who have fallen under its baleful light. You'll find that you can internalize these lessons and learn from them in ways both intended and unintended. Post jump, you will find that those who are bound to evil will do something similar regarding their past conquests. What you do with the knowledge you will inevitably receive though, is up to you.

- **Mind of Evil (-100 CP) –** Violence, in any form, abounds when the Loc-Nar is present and with you there is no exception. The Loc-Nar's presence has allowed you to step away from your morals and better notions. By doing this you can execute the most pragmatic and brutal plans without such pesky things such as morals or emotions getting in your way.

- **Fortunes of Evil (-100 CP) –** Where the Loc-Nar goes, evil is sure to follow, and there's no greater evil than boundless appetite of greed. Still, let it never be said that evil does not beget opportunities. You'll find that you'll experience unexpected windfalls when items like the Loc-Nar are fought over. Perhaps the would-be owners fought between themselves over who would hold it, or a third party intervened at the last minute. Regardless of the circumstances when objects of evil are being fought over, you'll find yourself lucky where it counts.

- **Strengths of Evil (-100 CP) –** Men like Hanover Fiste were overcome by the Loc-Nar and transformed from weak-willed and meek men into hulking brutes capable of monstrous feats of strength. Now, something similar can occur within you as well. When holding an object of evil like the Loc-Nar or something similar, you may be able to exponentially increase your size and strength proportional to your original physical abilities.

- **Rejections of Evil (-100 CP) –** It's not easy to reject power, especially power as potent as the Loc-Nar. However, should you have the strength to do so, you'll find that it can never have a hold on you, hold no power over you. Should the force of evil be an object of some sort, it will only be a threat to you when wielded by one of a lesser will, one who could be considered a more malleable puppet if you will.

- **Astronaut (-200 CP) –** The funny thing about this universe is that the framing of everything came about due to an Astronaut named Grimaldi. Now while his time is very short, it is well established that he is a fully trained astronaut. And now, so are you. Regardless of the improbability of your situation, you have the training and certification of a fully-fledged astronaut. Such training includes science and technology, mathematics, geology, meteorology, guidance and navigation, oceanography, orbital dynamics, astronomy, and advanced physics. You will also be trained in land and sea survival training, scuba diving, and the proper use and maintenance of regulation space suits. This knowledge and skills will update every jump in which similar programs and organizations exist.

Distant Traveler Perks

- **Body of Den (FREE, Mandatory for Distant Traveler, -100 CP All Other Origins) –** When the freak accident that dispersed energies which sent you to another world occurred, your body was heavily affected.
    - To get the most apparent out of the way, you now look to be in your physical prime with one or two odd variations. The first of which is your skin color. It will appear to change from what you started with to either a strange purple tone, an incredibly dark tan, or a grey tone. The art style of the segment is somewhat inconsistent. You may also choose to be completely bald or have incredibly long and voluminous hair. The general appearance of this perk can be toggled on and off and will become an alt-form Post-Jump.
    - Physically, you are much stronger than you were originally, with your body now operating at peak levels of human strength and endurance. For example, without any prior training, Den of Earth was capable of easily subduing and or possibly killing several of Ard's guards with ridiculous ease. You're more resilient too, as you can withstand the heat and cold of the desert of Neverwhere, and run across its jagged, rocky landscape comfortably with your bare feet.
    - Your lung capacity has also increased greatly, so much so that you could swim for several minutes while carrying an adult human, and still not have to worry about suffering from oxygen deprivation.

- **My Dork is Showing (-100 CP, Discount Distant Traveler) –** When Den and Kath were transported to Neverwhere, they lost all their clothes. While Den was quick to cover himself, Kath was not. So, we'll compromise, going forward, no one will care how you dress, and neither will you. You could walk around wearing anything from a full suit to a loincloth, to even divesting yourself of all clothing and no one will look at you oddly for it.

- **Highschool Physicist (-200 CP, Discount Distant Traveler) –** With this, you a master of high school level physics with several additional boons. The first additional boon is that you understand astronomy to the point where you can correctly identify the nature of meteorites and their components, as well as any odd inconsistencies with their physical appearance. The second is that you also have a gift for electrical engineering and through experimentation, you could eventually discover how to apply eldritch energies to the pursuit of science.

- **Shoot First (-400 CP, Discount Distant Traveler) –** You were probably not a fighter. Hell, I bet you were just an intellectual who was in the wrong place at the right time. It seems though that Loc-Nar may have planned this and gave you something for your troubles and its amusement. You have a shocking proclivity towards violence and are easily capable of learning how to use various weapons as though you had been using them for years prior. In addition, you'll find that the act of shooting first and asking questions later will work far more in your favor than you'd have otherwise thought.

- **The Power of Electricity (-600 CP, Discount Distant Traveler) –** Maybe there is something special about your relationship with electricity or perhaps you always seem to be lucky when it's in play. As a primal force of the universe, electricity has a strange reaction with the Loc-Nar. You'll find that like a faraday cage, electricity protects you against the influence of the Loc-Nar and even counteracts its power when enough is used. This won't be enough to destroy it, your very nature would prevent you from doing so, but it will mitigate the damage that can spread from the Loc-Nar from catastrophic to almost negligible. Post jump, expect a similar effect to manifest when dealing with other foul objects with the power of electricity.

Cabbie Perks

- **Nobody Touches Jumper, Unless I Want Them To (-100 CP, FREE Cabbie) –** You've been working as a cabbie in the decaying streets of New York City long enough to know that people will try to rip you off more often than not. Because of that, It's impossible for anyone to get the drop on you.

- **Doing Better (-200 CP, Discount Cabbie) –** Considering the state of NYC, its police department isn't much better, what with charging $1,000.00 a day for full investigating. Well, that's where you come in. Seems like you have the right mind to be a successful amateur detective, competent enough to solve a mob-related case and make off with the goods.

- **Getting The Girl (-400 CP, Discount Cabbie) –** You're not living a glamorous life, that's for sure. But you've got a charisma about you, Jumper, a bedroom-rescue charisma. When you save someone's life, you can easily seduce them into your bed for a night of passion. Hell, if you really impress them, they'll jump into bed with you without even being seduced.

- **The Unimportant (-600 CP, Discount Cabbie) –** In the grand scheme of things, you're just a cabbie from NYC, utterly unimportant in the grand scheme of things, and that's all you'll be if you choose it. As long as you do not actively interject yourself in matters beyond your understanding, eldritch beings will simply overlook you and world ending effects will wash over you like a bad batch of city gas.

Captain Perks

- **Unwavering Confidence (-100 CP, FREE Captain) –** On trial for crimes that many would see you dead for? Actually, perpetrating those crimes for your own gain? Well situations like those require guts, which you have in spades. You have complete confidence in your capabilities and chances in any situation that you may find yourself in, so much so that people around you may begin to believe that you have a screw or two loose.

- **Vile Minded Savviness (-200 CP, Discount Captain) –** Don't worry Jumper, you've got an angle. Why? Because you didn't do all that you've done to get here by being a simpleton. You have a criminal background that can make the even hardest of convicts look at you with shock and horror. This includes counts of Murder in the first degree, armed theft of government property, piracy, fraud, sexual assault, pimping, drug dealing while disguised as a member of clergy of the opposite gender and… moving violations.

- **I've Got an Angle (-400 CP, Discount Captain) –** In light of the perk above and the evidence that is surely mounted against you, you have probably pleaded not guilty. This may come as a shock to anyone with common sense but don't worry, you have an angle. You know how to compile counter evidence, witnesses, and affidavits that would be more than enough to exonerate you. This includes the ability to account for and profit off the influence of evil artifacts, corrupting sources that would have made look better in the eyes of the court and your peers.

- **Hanover? Goodbye. (-600 CP, Discount Captain) –** So, you're star witness just transformed into a raging monster with a serious murder-boner towards you. Bad day am I right? Well, no actually. See this was all according to plan, your plan. You are your own personal spin team, always having a way of making yourself seem like the best you can be and to do that you need to get rid of some loose ends. A witness here, a report there, whatever it takes. You know what and who you need to get rid of to maintain your image. More importantly, whenever you do so, there's no chance of it coming back to bite you in the ass later down the line.

Pilot Perks

- **Piloting Skills (-100 CP, FREE Pilot) –** Unlike the origin above, you probably know how to handle an aircraft… or spacecraft. You'll find yourself with knowledge of piloting aerial vehicles common to whichever setting you may find yourself in with skill of a pilot with several years of experience under their belt.

- **Grace Under Pressure (-200 CP, Discount Pilot) –** Whether an intergalactic trucker, or bomber pilot, you're bound to find yourself in some hairy situations. That's fine because you're fine with it. No matter the situation, you can keep a calm and levelheaded attitude when needed. Perfect for when you're either high as a kite or half your flight crew have become reanimated monstrosities.

- **Go For Broke (-400 CP, Discount Pilot) –** Long hours in the cockpit can be hell sometimes, so it's always nice to have something to make the trip a better experience. Whether it be alcohol or hard drugs, you'll find that you can enjoy all the benefits of their use without suffering from any bad side effects. So go ahead, snort that entire bag of Plutonian Nyborg like a living vacuum cleaner, it'll be a great trip.

- **Last One Standing (-600 CP) –** There's always a chance that your vehicle will suffer an accident or damage on its journey. It's a sad fact of life, a statistic if you will. But it's good to NOT be part of that statistic. When experiencing a catastrophic crash or damage you will find that lady luck is on your side, making sure that not only will you be able to survive the initial crash, but also land in a location that would allow you to repair your vehicle with items on hand. Surviving that location though, that's on you.

Taarakian Perks

- **Warrior Race (FREE, Mandatory Taarakian, -100 CP All Other Origins) –** Where once there was only one, now there are two. You belong to the near dead race of humanoid beings descended from Taarik the defender.
    - On the surface, the only notable difference between you and other humans will be your pure white hair and birthmark along your neck. Physically though, you are much stronger than you look, easily capable of cutting through bone and armor with a lazy swing of a blade or punching through a human head with a wounded arm.
    - Your tolerance of pain is much greater than most beings here, able to take several hours to days' worth of torture before walking it off like nothing happened. To aid in this, you now have a subtle regeneration factor. Not enough to restore lost limbs or the like, but enough to keep you going for as long as you need.
    - Finally, and most importantly, there exists within you a powerful potential for what can only be described as holy might. If you had something that you could channel that energy through, the battle against evil in all its forms would be much easier.
        - The more mystical aspects of this appearance such as the white hair and the birthmark can be toggled off should you choose to. The general appearance of this perk will become an alt-form Post-Jump.

- **In The Blood (-100 CP, FREE Taarakian) –** When the innocent require protection, when injustice and cruelty abound, you will have an irresistible pull towards it. Should the offended party know of you by name, they can call you forth directly and the urge you feel will be much more directed, allowing you to arrive at locations where help is required far more quickly. It may not be much, but it could be the difference between the life or death of scores of people.

- **The Pact is To Avenge (-200 CP, Discount Taarakian) –** You arrived far too late to save those who called out for you. Beyond their corpses, all that was left behind was evidence of the ones who committed these vile acts. With this evidence, you may be able to effortlessly track down traces of the perpetrators, delivering justice up the chain of their command until you finally confront their leader.

- **Vengeance and Justice (-400 CP, Discount Taarakian) –** So, you've started to follow the trail, maybe you've come across a few lackeys who don't realize your purpose or maybe they are attempting to stop you. No matter, they won't slow you down. When you designate or have a target designated for you by an aggrieved party, you will find that every attack you land against them will do vastly increased damage. This effect lasts until either the group's leader is slain, or their forces break down and disperse.

- **The Spirit of Time (-600 CP, Discount Taarakian) –** At the end of her journey, Taarna used her sword to imbue herself and her mount with holy lightning, strong enough to utterly destroy the Loc-Nar in both her present time and in the ancient past. You may be able to do this as well. By sacrificing yourself in the effort to destroy beings of great evil, two things will occur. The first, is that you will reincarnate into the body of one of your descendants who will quickly develop some of your surface physical features. The second and more profound consequence is that the evil you destroyed will be retroactively destroyed throughout all points in time, never being able to save itself from destruction at your hands.

Mutant Perks

- **Corrupted Form (FREE for Mutant, -100 CP All Other Origins) –** What else can be said about you in your current state? The effects of the Loc-Narr have altered you on a physical level.

    - You are somewhat stronger than an average human and your ability to feel pain has been dulled to a degree where you could either get some manner of enjoyment from it or continue fighting despite grievous bodily injuries.
    - Naturally, there are some obvious signs denoting this change. Your skin has changed to a sickly green and eyes have changed to be completely yellow. This surface level change affords you no real benefits, but it will allow you to easily interact with other mutants with greater ease during and after this jump.
    - The general appearance of this perk can be toggled on and off and will become an alt-form post jump.

- **Brutal Command (-100 CP, FREE Mutant) –** It's easy for you to take control over a group, might make right after all. Through displays of your might, skills, or base cruelty, you will be able to force others to accept your commands, no matter how brutal or abusive you are when delivering them. In addition, because of your brutality, they will exhibit a deep fear-based loyalty towards you.

- **DEATH!!! (-200 CP, Discount Mutant) –** Commanding troops is one thing, making sure they get the job done is another and making sure that all who oppose are slain is a greater feat still. However, that problem is something you will never experience. When calling for the absolute destruction of a people, city, or army, your troops will find no problems searching for and eliminating the last commanding officer, the last fleeing soldiers, and the last man standing. Let all those who oppose meet the deaths at the hands of your legion.

- **Sacrificial Magic (-400 CP, Discount Mutant) –** While not frequently appearing in the anthology, magic as a concept was seen in the Den and Taarna stories. So why shouldn't it be made available to one such as you? Upon purchase, you will have a basic understanding of magic, specifically rituals for empowerment and deals. Now to use such rituals, you would need to provide a worthy enough sacrifice, preferably human, but as long as it can think you can get away with it. Virgins are preferred mind you. Post jump, you may be able to permanently bolster magical abilities, pre-existing rituals, establish deals, circumvent ingredients, and succeed in other magic related feats through the use of… well unwilling sacrifices.

- **Immortal? (-600 CP, Discount Mutant) –** Like Ard and presumably his sister, you have a truly monstrous ability to heal from your wounds. Take several bullets to your unprotected chest. They will heal within seconds. A blade is thrust through your throat? Walk that off. This naturally does come with agelessness as well but be warned, just because you can heal extremely quickly does not mean that you are unkillable. It might have to be through some very creative means, but it can still be done.

General Items

Below are the General Items and Origin Items for this Jump. Should any of these items be lost or destroyed, they will reappear in your Warehouse within a week's time. If you desire, a similar item that is already in your possession may be imported into one of the purchasable items found here.

- **One Way Ticket to Midnight (FREE) –** So, you've come to this Jump and need something to really… set the mood. Well, I've got you covered. You'll find that you now possess a mental library of all the music used in the original as well as any song found within the albums the tracks were taken from.

- **35,000 Zoolex (-100 CP) –** Maybe you were short on funds? A bad gamble? Trusting the wrong nun? Well, I got something that'll lessen the sting. Upon purchase, you'll receive a wallet containing the rough equivalent of 35,000.00 Zoolex or intergalactic currency. It'll be enough to get you back on your feet for a little but don't expect this last.

- **Space Corvette (-200 CP) –** When you want to ride in style. This Corvette has been heavily modified to withstand the rigors and dangers of space flight, allowing you to successfully take off in and descend into the atmosphere of whatever planet you happen to be on. It will maintain itself, never needing repair or fuel, and comes with a series of resizing spacesuits capable of withstanding your various flights. The number of spacesuits will be determined by the number of people who are planning to use the Space Corvette.

- **InterGalactic Space Station (-400 CP) –** A massive space station that seems to circle a gas giant. Its purpose is to act as a form of megacity, one that draws in all forms of sentient life who would use it for day-to-day life. Curiously, regardless of their species, those beings that will be found within will act quite human and make it far easier for various races to acclimatize with each other. It also has a surprisingly large courtroom. Wonder what that's for?

- **The Loc-Nar (-600 CP) –** The root of all this universe's woes. Created by the being known as Uhltuc for unknown purposes, this size changing stone is a force of pure evil easily capable of killing vast swathes of people within seconds, or horrifically slowly. Since you are purchasing this item, there will be some benefits. First, the stone is loyal to you in ways that the non-fiat backed version isn't and will gladly offer counsel on matters that you deem to be important. Second, it will act as a near inexhaustible source of energy for whatever you need it to be. Finally, it will always be the perfect lure for your enemies. Delight as their hubris leads to their horrific ends.

Distant Traveler Items

- **Worn Banner Loin Cloth (-100 CP, FREE Distant Traveler) –** When you traveled between earth and Neverwhere, you lost clothing. Bit of a shame if any of it was nice but them's the breaks. If you're that self-conscious, then you will find a worn and tattered banner that is perfect for creating a loincloth for your lower body. The loincloth has an interesting tendency of not being to be removed unless you allow it, making it possible to perform death defying acts, and great leaps of faith and still retain some modicum of modesty.

- **Science Set (-200 CP, Discount Distant Traveler) –** Well maybe you did bring something with you. This is a home order science set that would normally be found in an 80's era bedroom. It can easily be hooked up to a power grid of any type and works best when dealing with experiments that handle electricity. The best feature of this set is that should any accidents occur, the resulting effects will always be beneficial to you and those in the immediate vicinity.

- **Horse Cat (-400 CP, Discount Distant Traveler) –** This is a mighty steed that you managed to find completely naturally, ignoring the dead body right beside it. This animal is very loyal to you and is capable of a couple of neat feats. The first one is that it has a great degree of stamina and endurance, perfect for traversing the desert plains of Neverwhere and crossing the distance between warring city states in a timely fashion. The second is that it is a very hardy animal, capable of handling both the hot and cold desert temperatures with minimal water or food. Lastly, it always seems to appear at spots that are most advantageous for a quick getaway.

- **Hollow Staff (-600 CP, Discount Distant Traveler) –** A golden staff with a hollow ring at the head. While simple in appearance, the hollow ring allows the wielder to safely channel the energies of any object placed within. I do mean ANY object. With this staff and something of an appropriate power, you could easily attain enough power to rule a planet like Neverwhere as you see fit.

Cabbie Items

- **Crummy Apartment (-100 CP, FREE Cabbie) –** You can't be a resident here and not think of overpriced apartments in less-than-ideal neighborhoods. Well, you can forget the overpriced part, we'll foot that bill for you. What you have is a one-bedroom apartment, complete with bathroom, kitchenette, futuristic appliances that anyone would want (afford more like), and a steel barred door that can take much punishment and tampering than first thought. I know it's not much compared to some other high-rise jobs, but something is better than nothing.

- **Glove Box of Guns (-200 CP, Discount Cabbie) –** A glove box that will appear in a vehicle you designate. Seemingly ordinary, it can contain an astonishing number of firearms, hand-to-hand weapons, and explosives inside. The best part is that even if the local PD were to get off their asses, pull you over, and check your vehicle, they'd never find this stash. In future jumps, this can be applied to any form of law enforcement.

- **Yellow Cab (-400 CP, Discount Cabbie) –** An NYC Yellow Cab that you've been tinkering with for some time. One of the many features is the rear facing machine lasers, which can be aimed through a screen next to the rear-view window and fired through the steering wheel. The main feature of this cab though, is the neat button hidden just by the brake pedal. When depressed, a light will be emitted in the rear of the cab, atomizing any organic material that it hits. Perfect for dealing with an unwanted mugger or two. And because you're buying it, we'll throw in something extra, an infinite tank of gas and a self-repair function. Rates are killer in NYC, what can we tell you.

- **Containment Unit (-600 CP, Discount Cabbie) –** Appearing like a slightly smaller than average steel briefcase, this item is able to contain items of power whose very presence can bring horrific death. In doing so, it can completely cut off their influence and abilities from affecting the world around them. Do note however, that the item must be able to fit within the dimensions of the briefcase. As it currently stands, the largest item the containment unit can contain would be the size of a large orb.

Captain Items

- **Snappy Uniform (-100 CP, FREE Captain) –** A uniform that seems to be tailor made to not only fit you, but to make you look ever the part of a dashing captain. It's incredibly tear and stain resistant and will alter itself to match whatever organization you claim to swear loyalty to.

- **Quality Care Kit (-200 CP, Discount Captain) –** A personal and portable grooming kit that is second to none. Holding way more products than it ever actually should, this kit can not only keep you clean but also make you radiant in appearance, adding to your natural roguish charm and making people think more highly of you.

- **Bribe Money (-400 CP, Discount Captain) –** A wallet that you tend to find on your person when going into difficult situations. When attempting to bribe a person, or pay off a bribe, the wallet will always hold the correct amount for that situation. This money cannot be used for anything else, however, so keep that very much in mind.

- **Convenient Lever (-600 CP, Discount Captain) –** An almost comically cartoon style lever that can, once a jump, manifest within arm's reach of you. Its purpose is simple. The lever will open a trapdoor under a person that is attempting to chase, harass, kill or just be a problem for you, and drop them into certain death. Whether this be the void of space or something else, this lever is perfect for removing any unwanted inconveniences.

Pilot Items

- **Quality Parachute (-100 CP, FREE Pilot) –** A simple parachute that alters itself to match the technological level of the setting you are in. This parachute will always deploy whenever required and will never suffer damage as it carries you to safety.

- **Plutonian Nyborg (-200 CP, Discount Pilot) –** A highly dangerous and… it's Space Cocaine. Yep, a whole trash bag sized bag full of space cocaine that you can use for either monetary purposes or recreational purposes. Should you wish to use it for yourself, it comes with a handy cart that can create lines of PN on the floor for a perfect 'Nosedive'.

- **The True Companion/Space Wheeler (-400 CP, Discount Pilot - Choose One) –** A unique option for sure. You may choose one of two options. The True Companion is a USAF B-52 Bomber that has been made far more resilient than its counterparts, easily weathering AA and enemy fighter fire to complete its mission. It also comes with a bomb bay of infinite bombs. The Space Wheeler is a massive space craft that is effectively a heavy load truck shaped like a smiling face. It has no defensive qualities but can hold far more than its already massive dimensions suggests and will never have an issue when docking at space stations.

- **Isle of the Dead (-600 CP, Discount Pilot) –** An oddly undiscovered island in what would be Earth's Pacific Ocean. The island is uninhabited but has an impressive number of wrecked aerial vehicles on it. These vehicles, while heavily damaged on a visible level, contain enough spare parts that would allow you to easily repair any ship in your possession. This island expands and updates every jump to include new aerial vehicles from across your jumps. Should unwanted visitors land on this island, the reanimated remains of the pilots of the derelicts will act as an effective and terrifying defense mechanism.

Taarakian Items

- **'Armor' (-100 CP, FREE Taarakian) –** Yeah okay, let's go with that. This really isn't armor in the usual sense of covering your body and offering protection. Easy to put on and take off, this set of clothing exists to show off your body in both a sensual and powerful way which draws the attention of all those around. More specifically it seems to quickly draw the attention of those who are tied with, or even aligned with, the wrongdoers that you have been called to bring to justice.

- **Winged Mount (-200 CP, Discount Taarakian) –** Waiting for you ever so patiently and already saddled, is a winged creature that will serve as your mount for the future. Far smarter than it looks, this mount is completely loyal to you and will always be at locations where you need it the most. It helps that this creature is capable of an incredibly fast flight while almost being a smooth enough ride that you will face no risk of falling off when in use.

- **Shrine of Vengeance (-400 CP, Discount Taarakian) –** Depicting a woman holding a sword skyward and resting within a lake of crystal-clear water, this shrine cannot be considered anything other than holy ground. In order to reach it, one must swim across the lake, and this is where the first effect of this item manifests. The waters of the shrine will purify the mind, body, and soul of those who enter it, steeling their thoughts and focusing their minds on the duty that they are given. When standing in front of the shrine itself, a weapon may be placed within it. This weapon will be charged with righteous energy that will allow it to cut deeper and strike harder against those that perpetuate evil.

- **Sword of Justice (-600 CP, Discount Taarakian) –** A golden broadsword received from the statue at the Shrine of Vengeance. Rendered unbreakable and incredibly sharp by the power of the statue, this blade will feel as light as a feather in your hand. While useful, that's not the only thing this weapon is capable of. When used by a descendant of Taarik, it can channel the sleeping energy within them, and create a monstrously destructive ball of lightning. This lightning can and will be used to destroy beings of great evil. But be warned, the greater the evil the more that is required and to destroy the Loc-Nar or something akin to it, it will be your life.

Mutant Items

- **Warlord's Helmet (-100 CP, FREE Mutant) –** A horned helmet similar to one used by the Mutant Overlord who would face Taarna the Taarakian before the gaze of the Loc-Nar. When worn, any being that can be considered a mutant of some varying degree will find themselves more willing to follow your orders and commands. Overtime, this willingness will persist even if you are not wearing the helmet.

- **Glass Coffin (-200 CP, Discount Mutant) –** Recovered from the personal keep of Ard, the would-be ruler of Neverwhere, this is a curious item. The glass coffin can be used to hold a person in stasis for an indefinite period of time and can only be accessed by the owner. Very useful when using someone as a hostage or keeping a potential sacrifice secure.

- **Mob Rules (-400 CP, Discount Mutant) –** It's not every day you get an army of loyal followers screaming 'Death' at the tops of their lungs. This though, will let you have that. What you have here is a small to moderate sized army of mutated humanoids who are all slightly stronger and durable than the average man. Their equipment will range from automatic bolt launchers, flame throwers, and repurposed mining equipment. Should members of this army fall in battle, they will be replaced by interchangeable new recruits within a month's time.

- **Pool of Uhluhtc (-600 CP, Discount Mutant) –** It was said that the Loc-Nar was created by a foul creature named Uhluthtc. For what reasons is unknown, but the effects have spoken for themselves. How does all this matter to you? Well upon purchasing this item, you will receive a large stone pool. It is infinitely deep and filled with murky, greenish water. However, its true purpose is to be a receptacle for the Uhluhtc itself. It will enter the pool when you wish to make a sacrifice of some kind and will remain in that pool until a sacrifice has been successfully made. When it is satisfied, it will grant its part in the bargain the way you most desire it. Post-Jump, this pool can be used to draw forth other dark entities from worlds that you are currently within.

Companions

All Companions purchased in this section will receive +600 CP to use during this jump on Perks and Items.

- **Neon Knights (-50 CP to -400 CP) –** Well what's the fun of going on a Jump like this and not bringing a few friends along the way? At a cost of 50 CP each, you may import up to 8 companions to travel alongside you during your ten years here.

- **Hanover Fiste (-50 CP) –** This meek looking man really isn't all that special. However, when paid enough, he can deliver a pretty damn convincing argument on your behalf. Comes with the following perks.
    - **Perks –** Heavy Metal Style, and Strengths of Evil
    - **Items –** 35,000 Zoolex

- **Gloria (-50 CP) –** This buxom pentagon secretary was having a normal at the office when her superior Dr. Anrak started to… glitch the fuck out. Before she knew it, she was unintentionally abducted by Anrak's operators. She's now found herself in your presence due to unknown means. Maybe it has to do with the hollow piece of jewelry around her neck. She comes with the following perks.
    - **Perks –** Heavy Metal Styles, Heavy Metal Standards, Under the Gaze of Evil.

- **Harry Canyon (-100 CP) –** The surly cabbie from NY decided that maybe a job with you will pay his bills better than his current gig. Comes with the following perks and items.
    - **Perks –** Heavy Metal Styles, Fortunes of Evil, Nobody Touches Jumper, Unless I Want Them To, Doing Better, Getting The Girl, and The Unimportant.
    - **Items –** Crummy Apartment, Glove Box of Guns, and Yellow Cab.

- **The Girl (-100 CP) –** Not really a girl, she is a woman fully grown, but well she's gotten into a rather bad situation, what with her father being murdered by the mob over a mysterious stone he discovered. She's awfully grateful to you and seems more than willing to get one over his killers… and maybe some others as well.
    - **Perks –** Heavy Metal Styles, Heavy Metal Standards, Under the Gaze of Evil, Mind of Evil, and Fortunes of Evil.

- **Gorilla-Man (-100 CP) –** A mutant that accompanied Den during his attempted theft of Loc-Nar. Surprisingly loyal to you, this mutant is a paradigm of physical strength and martial prowess, while also being an excellent interpreter of more animalistic languages. He can get measurements wrong sometimes though.
    - **Perks –** Heavy Metal Styles, and Mind of Evil.

- **Crewmen (-200 CP) –** A curious situation with this one. Upon purchasing this companion option, you can choose to have it manifest in one of two ways. The first is to have a small crew of WW2 era American Pilots who were pulled from sudden death by AA fire. The other is to have a three-ma… er extra-terrestrial crew containing two humanoid pilots and one robot. They will each come with their specific perks from the pilot line.
    - **WW2 Airmen Perks –** Heavy Metal Styles, Piloting Skills, Grace Under Pressure, Last One Standing,
    - **So Dangerous Crew Perks –** Heavy Metal Styles, Piloting Skills, Go For Broke, Last One Standing

- **Kath (-200 CP) –** Formerly known as Katherine Wells, this once sickly author from Gibraltar has become a picture of beauty and desire within the land of Neverwhere. She seems to be incredibly receptive to you and would be more than willing to help you in any way she can. And I do mean anyway.
    - **Perks –** Heavy Metal Styles, Heavy Metal Standards, Rejections of Evil, Body of Den, My Dork is Showing
    - **Items –** Worn Loin Cloth, and Horse Cat

- **Den (-400 CP) –** Formerly known as David Ellis Norman, this once scrawny teen has been reborn into the mighty Den! Looking for greater excitement and adventure, he's agreed to join you on your future travels. I think he'd like more clothes first though.
    - **Perks –** Heavy Metal Styles, Heavy Metal Standards, Rejections of Evil, Body of Den, My Dork is Showing, Highschool Physicist, Shoot First, and The Power of Electricity.
    - **Items –** Worn Banner Loin Cloth, Science Set, and Horse Cat.

- **The Queen (-400 CP) –** The sister of Ard and current ruler of Neverwhere. She uses sacrificial magic to boost her power and ensure her rule. Beyond that, she has an eye for those most attractive, and should she find you to be so, will more than likely take you into her bed. She comes with the following perks.
    - **Perks –** Heavy Metal Styles, Heavy Metal Standards, Under the Gaze of Evil, Mind of Evil, Fortunes of Evil, My Dork is Showing, Brutal Command, Sacrificial Magic, and Immortal?

- **Taarna (-600 CP) –** The last descendent of Taarik, this holy warrior will soon be on her way to destroy the Loc-Nar. Embodying the idea of the strong and silent type, there is no denying that this warrior-woman is not the picture of righteous fury. Regardless of what world you and she may find yourselves in, she will always be driven to defend the weak.
    - **Perks –** Heavy Metal Styles, Heavy Metal Standards, Under the Gaze of Evil, Lessons of Evil, Fortunes of Evil, Rejections of Evil, Warrior Race, In The Blood, The Pact is to Avenge, Vengeance and Justice, and The Spirit of Time
    - **Items –** 'Armor', Winged Mount, Shrine of Vengeance, and Sword of Justice

Drawbacks

No Drawback Limit

- **The Catalog (+0 CP) –** Not satisfied with existing in a single world during a Jump based around an anthology? Alright, well then due to Loc-Nar's influence you find yourself being swept from segment to segment when their story is done. Upon the ending of all the major events in each segment, you may be able to travel to each one after waiting a period of six-months.

- **Censored for Viewing Audiences (+100 CP, Cannot Be Taken with 'Satisfy Me') –** So wanted to enjoy the fruits of the universe? Well too bad! You'll find that there's been a censor effect on the world. Everything is less sexy, plainer, and the worst part is that you won't even have the ability to get some action for the next ten years! Hope you can handle this decade long dry spell.

- **Satisfy Me (+100 CP, Cannot be taken with 'Censored for Viewing Audiences')** – You are beautiful, has anyone told you that? Oh, they have, and at the other end of a weapon. Well, I'd say sucks to be you but… maybe you have an out, maybe. You find that when you are at someone's mercy, you may be able to forestall your imminent death by giving them a few hours of passion. Hope you're good, because if you fail, they'll try to kill you immediately.

- **Had an Angle (+100 CP) –** Jumper, you are a very confident person, aren't you? Hell, I bet some would even say over-confident… lethally so. You have a supreme belief that nothing can go for you and that even the flimsiest of your plans will bear great success… which they won't. In fact, most if not all of your plans will fail miserably, and you will refuse to entertain the idea that you're wrong.

- **Looking For The Angle (+200 CP) –** It seems that with offers of power, wealth, and other opportunities, it all goes to everyone's head. Real shame for you when you think about it. See, the problem is that when it comes to matters of opportunity, everyone has an angle, and that angle often means throwing you under the bus. Expect greed and avarice to overtake even your strongest allies as the draw of the Loc-Nar affects all.

- **Sounds Reasonable To Me! (+200 CP) –** You'll find that you'll be placed into near impossible tasks on a regular basis. Usually, the beings that will give you these tasks, will provide the flimsiest excuses for it… and you'll completely agree with them. You'll see their lack of explanations as perfectly reasonable and never bother questioning why they are keeping so many things secret from you.

- **Licensed Power (+400 CP) –** Funny thing about Heavy Metal. It uses a lot of licensed music in its various scenes. Surely the creators of the film went to the appropriate authorities to request their use. What does that have to do with anything? Well, it seems that your out-of-jump powers and abilities are also similarly licensed and the legal firm that is responsible for allowing their use in the Jump has denied their use.

- **Not Even in Death (+400 CP) –** It seems that the power of the Loc-Nar is far more pervasive than it would originally appear. While this ability was displayed in only one segment, the Loc-Nar's ability to resurrect the dead as mighty horrors persists in all locations and times. While it only takes an additional death to put these down for good, they are much stronger and hardier than their decayed appearance would suggest.

- **Evil's Glory (+600 CP) –** It seems that the Loc-Nar read up on its evil lord monthly, realized something critical, and had the nameless girl meet her end shortly after arriving at the Grimaldi Manor. What does this mean for you? Well without the nameless girl, it's implied that Taarik, and by extension his descendants would never exist. This leaves the Loc-Nar in an unchecked position to bring death and destruction to the world that you inhabit. Expect massive armies of mutants howling "Death", bizarre creatures stalking in darkness, and much, much more examples of its twisted evil.

- **A Hand in Everything (+600 CP) –** When the Loc-Narr said that it had a hand in everything, it meant that in a very real and temporal manner. You'll find that a few years into your time here, there will be a cataclysmic natural disaster that wreaks havoc on the land. That though is the least of your issues. In the ensuing chaos, the other worlds described in the Jump doc will merge with your current one, and the Loc-Nar will use these frightened and scared denizens for its own ends. From here on out, expect your time here to be hell, as multiple versions of the worlds present in this Jump battle each other through technological and magical might. Welcome to the psychic wars Jumper. We hope you have a blast.

Afterwards

- **New Track –** Well you had your time here Jumper, time to move onto the next world.
- **Repeat –** You want to stay in the universe? Well kick back Jumper, your new home awaits.
- **Turning It Off –** You've decided that you had enough are taking the chance to go home.

Notes and Changelog

- **12/22/23 –** Version .9 Released, subject to grammatical checks and community reaction.
    - The Taarakian and Mutant Perks were the hardest to write for this jump by far. The Taarna segment of Heavy Metal is surprisingly barren of things for her aside from the capstone perk and first two perks. Mutant perks were cherry picked across two major segments, Den and Taarna, with the 200 CP perk going through multiple and complete changes.
    - The Distant Traveler origin can be considered the Drop-In origin for this Jump.
    - The Perks, **Body of Den, Warrior Race, and Corrupted Form** can be purchased by Jumpers who do not take their respective origins for 100 CP each.

- **12/28/23 –** Version 1.0 has been released. Grammatical checks have been made and community feedback has been implemented.
    - Added to **General Perk – Heavy Metal Standards**, preventing the perk owner's hair from hindering them or getting in their way.
        - Since Heavy Metal has a lot of inspiration from Rock and Roll and Metal, it made sense to allow a Jumper to have the hair to headbang properly but not where it could harm or bother them.
    - Added flavor text and dice roll to the **Section** – **Segment Locations**
    - Added additional text to **General Item – Space Corvette**
    - Special thanks to Reddit Users Fregith, the1an, and Fallout10mm, for your suggestions. They have been implemented into Version 1.0
        - Per Fregith's suggestions.
            - I have extended the effects of **"Under the Gaze of Evil"**, to include protecting against similar items in future jumps,
            - Clarified and augments the effects of **"Rejections of Evil"**
            - Made it clear in the perk sections that **"Body of Den"**, **"Warrior Race"** and **"Corrupted Form"** can be purchased without needing take the associated origins, and
            - Removed some of the perks from the companion **"Taarna"**, due to not matching her character background. These being, **"Mind of Evil"** and **"Strengths of Evil"**
        - Per the1an's suggestion;
            - I have added in the option for Item imports. See the flavor text under General Items.
        - Per Fallout10mm's suggestions;
            - I have added the companion options for **Gloria** (So Beautiful, So Dangerous), **The Girl** (Harry Canyon – Yes that is what her

character is called, you may Fanwank her name), and **The Queen** (Den – No name is given, so fanwank her name)

- **12/31/23 –** Version 1.1 Update, thank you Fregith, Pleasant_Ad_3168, and Horrorshowjack for catching several mistakes I missed.
    - Minor grammatical error with **Item – Sword of Justice** fixed.
    - **The Perk – High School Physicist** had a fragment from a previous build that I meant to remove but forgot. In addition, the secondary field was mislabeled and has been changed to Astronomy.
    - **The Perk – Spirit of Time** has been altered to affect descendants instead of ancestors.
    - **The Perks – "Body of Den**", **"Warrior Race"**, and **"Corrupted Form"** have been given Toggle abilities and will become alt-forms Post-Jump.

- **4/27/2024**
    - Version 1.2 released.
    - Minor grammatical errors and spacing issues fixed.
- **3/25/2026**
    - Version 1.3 Released
    - Minor grammatical errors and spacing changes
    - "Heavy Metal Standards" has been expanded on slightly.