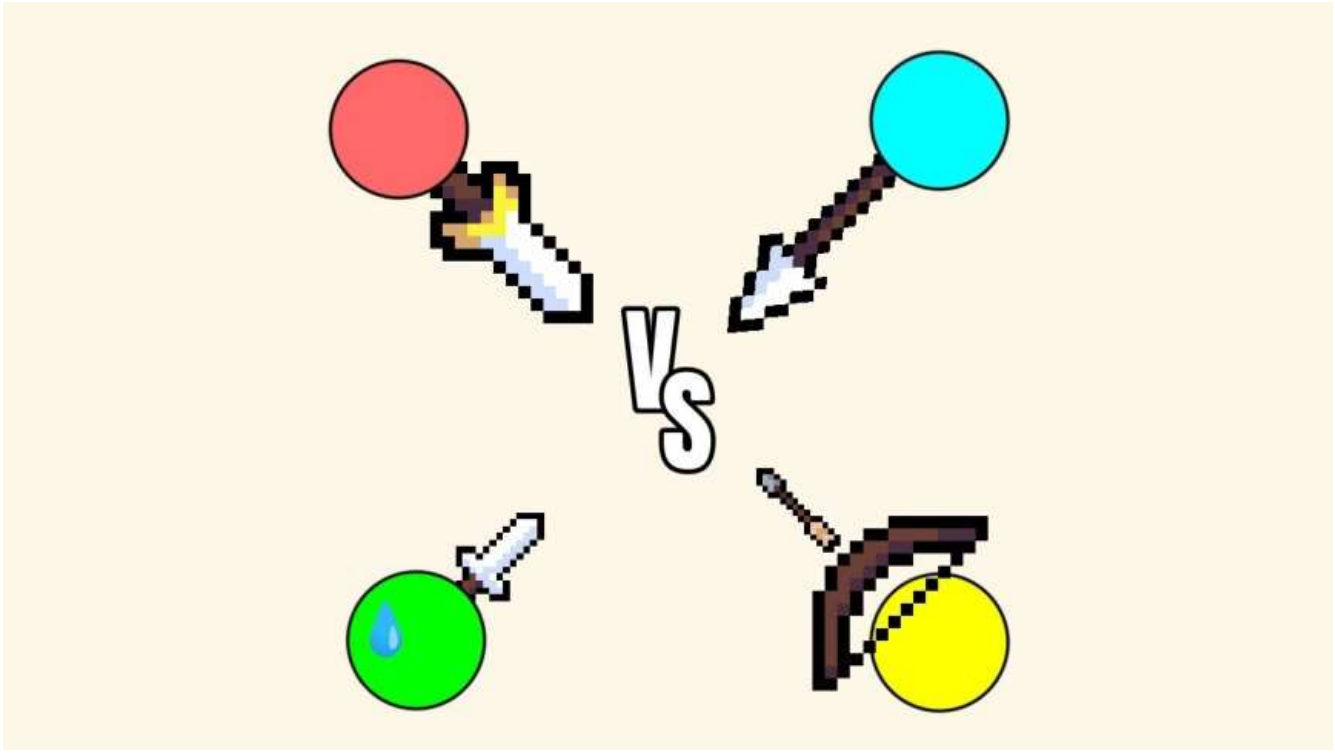


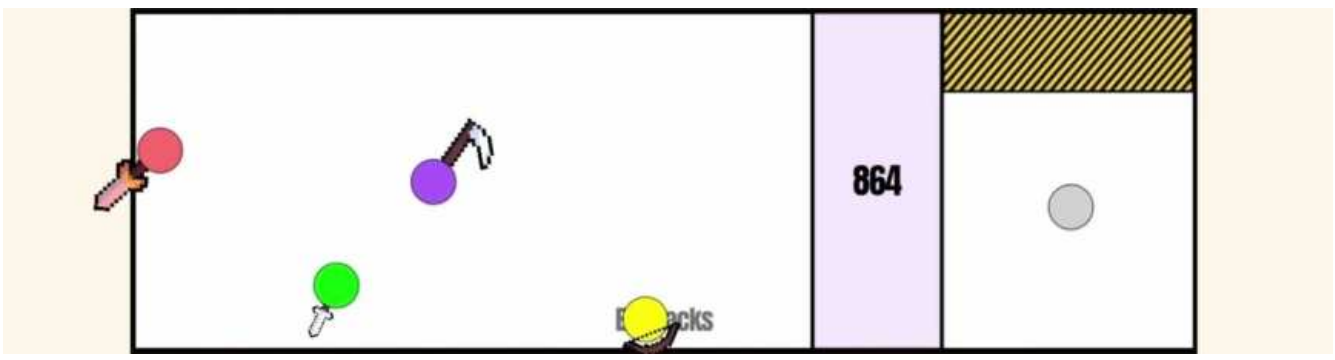
EARCLACKS JUMPCHAIN

Welcome, Jumper, to Earclacks. You find yourself in a world of pure physics, satisfying collisions, and endless tournaments. Here, balls of various colors and abilities fight to the death or race to shatter blocks. It looks simple on the surface, but the omniscient spectators know the deep lore, the tier lists, and the powerscaling drama that unfolds here.

In this world, death does not mean a chain fail.
In fact, there basically is no way to fail your chain here. Simply absorb yourself in your favored method of violence and enjoy.

Each year, there will be a tournament. Winning this tournament will allow you to leave this jump early. Otherwise, you'll be spending ten years here.

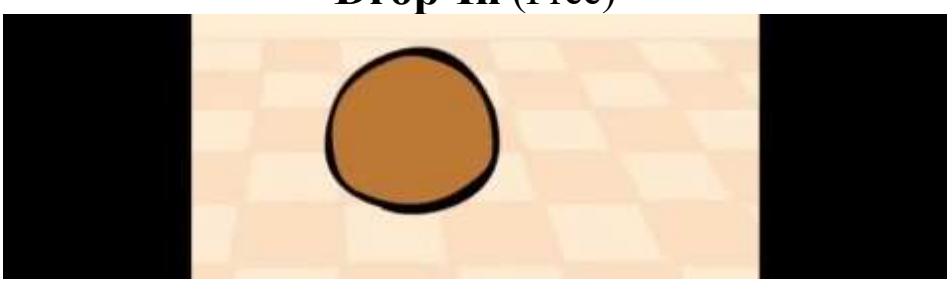
You have **1000 CP** to spend.



ORIGINS

You can choose to enter with memories appropriate to your origin, or take any background as a **Drop-In** with no existing memories or history.

Drop-In (Free)



You have no pre-set history, appearing as a generic ball with no weapon... yet. You retain your human mind more easily than others, and have more control over your trajectory than other balls.

Weapon Ball (Free)



You are designed for combat. Your purpose is the Arena. You live for the versus screen and the thrill of the kill.

Brick Breaker (Free)



You aren't here for violence (mostly), you're here for efficiency. Your dopamine comes from clearing grids of blocks and bricks in record time.

Super (600 CP)



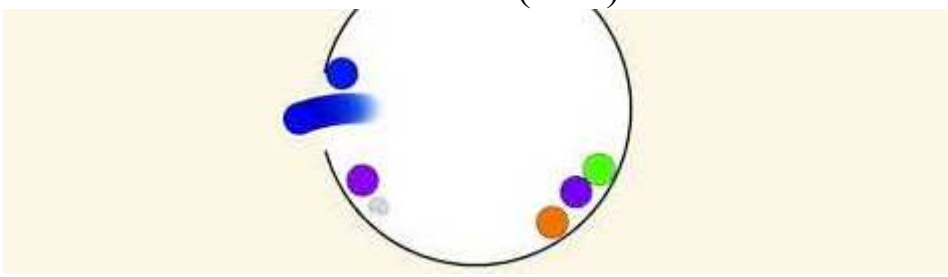
You are the Super version of a weapon ball or brick breaker. You have an unfair advantage that lesser balls have to team up to defeat.

PERKS

The **100 CP** perk from your chosen origin is free.
Other perks from your origin are half-price.

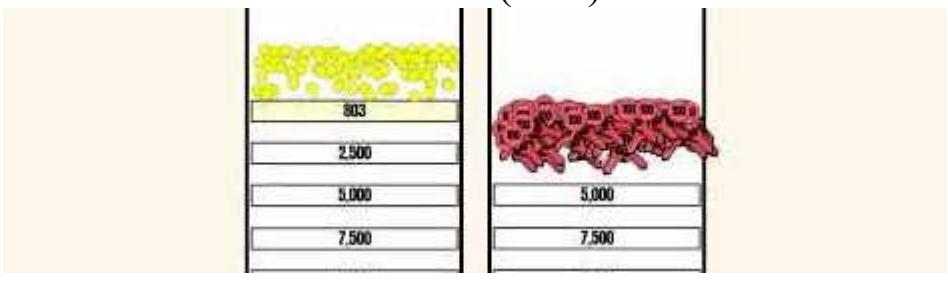
=== General Perks ===

Mentum (Free)



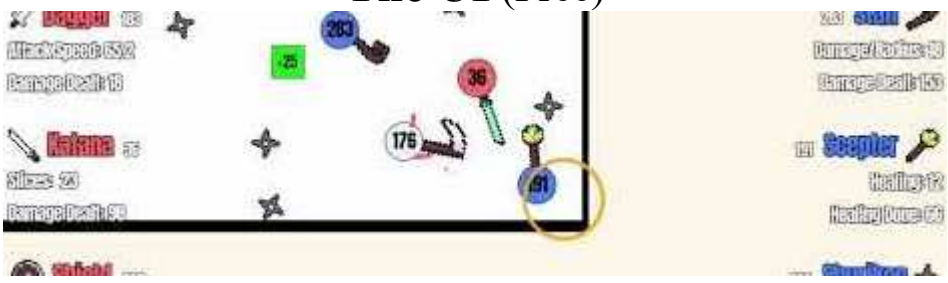
You have an advanced understanding of momentum, basic physics, and collision dynamics. You always know the optimal trajectory for a hit. You never trip over your own feet (or lack thereof).

Clacks (Free)



Your collisions and weapon hits make satisfying clack and thud sounds that provide audible feedback so you know how well you're performing and how much damage you're taking. They can also act as ASMR to anyone listening.

The UI (Free)



You can see life totals, damage numbers, and stats floating over everyone, including yourself. You always know exactly how much HP that a ball or a block has left.

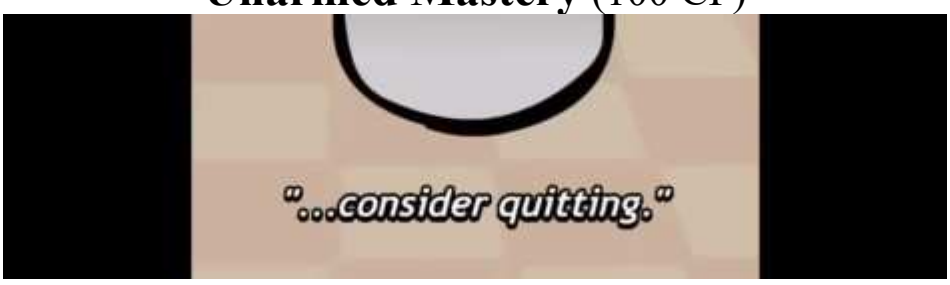
Infinite Scaling (600 CP)



Most scaling in this world is reset when a fight is over. However, with this perk, your scaling never resets. You carry your growth forward into each new battle, exactly where it left off. This applies to any and all perks that have their scaling reset when a condition is met.

=== Drop-In Perks ===

Unarmed Mastery (100 CP)



You don't need a weapon. Any part of your body is capable of dealing damage on par with or greater than a typical weapon, so long as you strike with great speed. Additionally, your movement speed increases with every successful hit on your opponents. This effect resets when the fight is over.

Support (200 CP)



Your attacks don't just deal damage, they can heal and support your allies. This can be a genuine heal like the Sceptre, or something else like a damage boost or barrier. The more you land hits, the more powerful this supporting effect becomes. This effect resets when the fight is over. In duels, or when you have no allies to support, this effects works on yourself.

Passive Damage (400 CP)



Your attacks don't just deal damage, they have a secondary effect. Something like a residual damaging zone like the Flask, a damage-over-time effect like the Scythe, or the creation of an autonomous turret like the Wrench.

Duplication (600 CP)



Every few seconds, you create a copy of yourself. After a few seconds, your copies can create copies of themselves. This ability is as powerful as it is dangerous: While you multiply your own potential exponentially, your opponents can possibly scale out of control as they land repeated hits on multiple copies at a time. Your copies disappear when the fight is over.

=== Weapon Ball Perks ===

Ramping Lethality (100 CP)



Like the Sword, your power grows with every successful hit. As long as the fight lasts, your attacks grow stronger and every strike hits harder. This effect resets when the fight is over.

Speed Demon (200 CP)



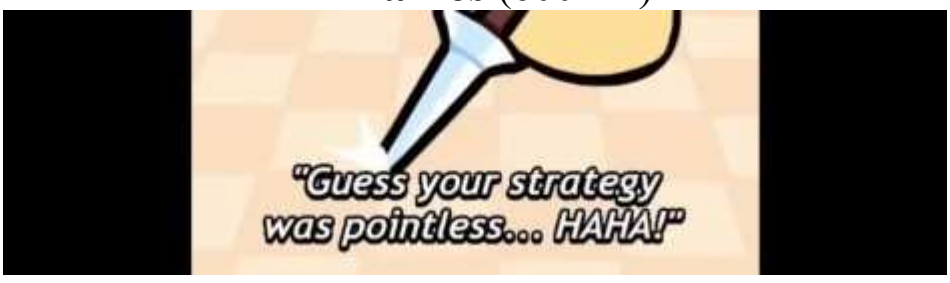
Like the Dagger, your attack speed increases the more you fight. You turn into a blur, striking dozens of times a second, overwhelming slower opponents with sheer frequency. This effect resets when the fight is over.

Ranged Meta (400 CP)



You are not limited to melee. You can volley projectiles like arrows or magic. What sets these projectiles apart and justifies their cost is that they're totally automatic and require no thought or active input from you. Each time a projectile hits, the number of projectiles you fire increases. This effect resets when the fight is over.

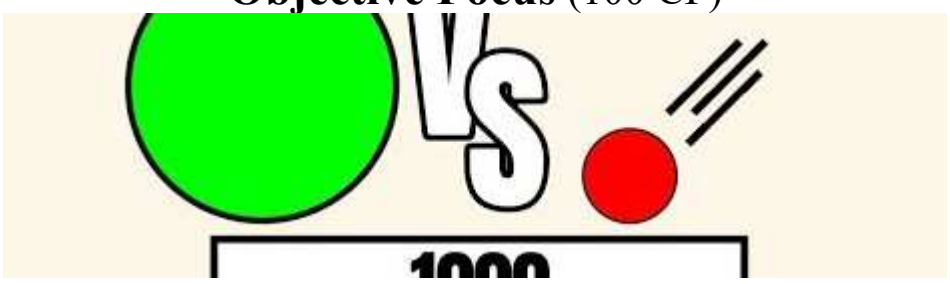
I-Frames (600 CP)



Like the Lance, you have moments of absolute invulnerability. When you wind up for a big strike, you simply cannot be damaged. You can tank hits that would delete lesser beings.

=== Brick Breaker Perks ===

Objective Focus (100 CP)



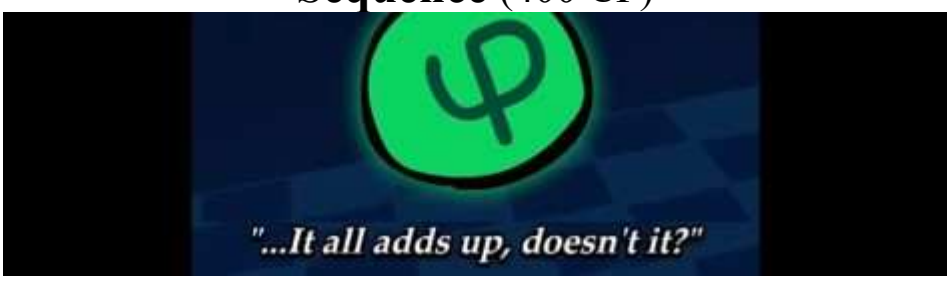
You are a machine of destruction. When faced with a static defense like a wall or a building, you are able to swiftly break through it brick by brick. You can dismantle a fortress in seconds simply by slamming into it.

Wallbounce (200 CP)



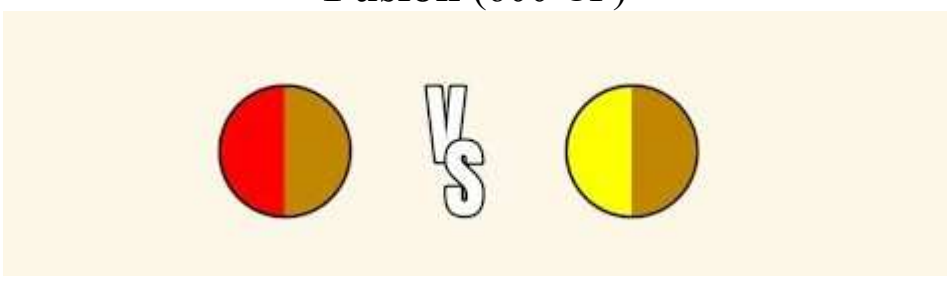
Weapon balls scale each time they land a hit on an opponent, but you prefer function and purpose over raw brutality. Rather than needing to land a hit on an opponent or target, your abilities scale each time you use them, whether or not they hit anything in particular. Whether you're just bouncing off of walls or throwing projectiles at nothing in particular, you never hit a point where you aren't scaling upwards.

Sequence (400 CP)



You scale in a non-linear sequence. Instead of scaling in a straight line (1-2-3-4-5-6), you scale in a Fibonacci sequence (1-2-3-5-8-13). This allows your power and any special effects to quickly scale up higher and faster than what others would expect.

Fusion (600 CP)



You can fuse with an ally or companion, granting your new form the combined total power of both parts. You can unfuse at any point, or stack additional fusions to achieve massive increases in power and ability.

=== Super Perks ===

Super State (Free, **Restricted** to Super origin)
Your base HP dwarfs regular weapon balls, and your scaling abilities receive a massive buff. Your weapon is improved as well; it swings faster, fires more projectiles, or you might possibly wield two or more copies of it at once. A Super ball has the offensive and defensive potential of a full squad of regular weapon balls.

Intimidate (100 CP)



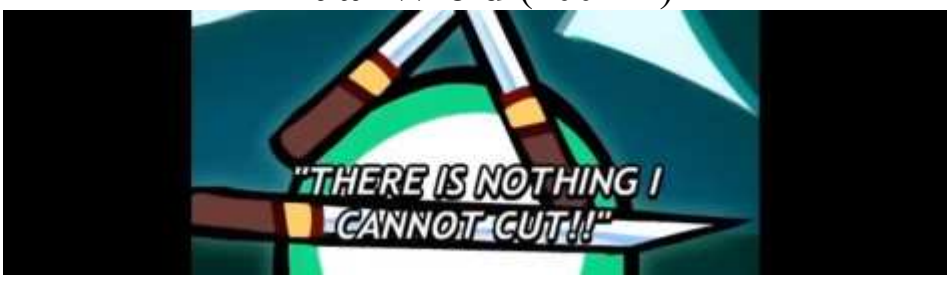
You just look plain scary. Your colors, your shape, your size, it all sets you apart from the others and signals you are not to be fucked with. This alone is enough to keep weaker foes from bothering you at all unless they have numbers on their side.

Indomitable (200 CP)



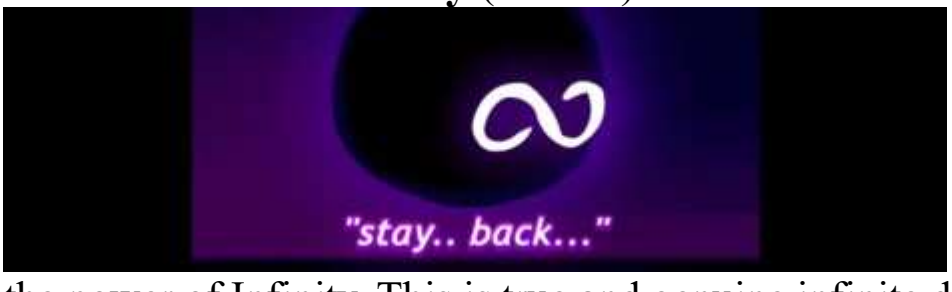
You cannot be slowed, stopped, knocked back, or otherwise have your inertia affected by anything beyond your own will. You are unaffected by gravity. Slamming into an opposing weapon ball simply knocks it aside without affecting you.

Dual Wield (400 CP)



For any weapon you wield, you can create a perfect copy of it. This copies all enhancements, enchantments, and special effects. Perfect means perfect. As a weapon ball, this second weapon either swings from behind (doubling your effective area coverage) or swings directly behind your main weapon (doubling your damage output and allowing you to scale faster). The copy remains for the duration of the fight but vanishes once the fight is over.

Infinity (600 CP)



You have the power of Infinity. This is true and genuine infinite damage on contact. Anything you touch, you destroy. This applies to bricks, walls, opposing weapon balls, anything finite. In future jumps, you can channel this power only once per jump.

ITEMS

You receive a **200 CP** stipend to use in this section only.

Plushie (Free)



A plush of your favourite weapon ball, or of your Jumper's own personal weapon ball from this jump.

Custom Weapon (100)



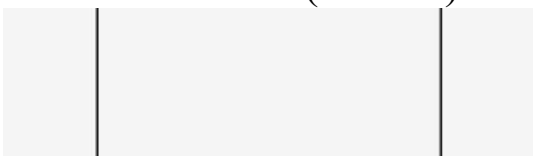
You get a weapon of your choice attached to your form. It can be a typical fantasy weapon like a sword, axe, or staff, or something modern like a gun or laser. This weapon is relatively mundane on its own.

Tier List (200)



A digital tablet that updates in real-time. It displays a ranking of every entity in your immediate vicinity (or the current setting) based on their combat viability, win rate, and raw power.

The Arena (400 CP)



A pocket dimension that takes the form of a white void. You can pull a target into this dimension for a fair fight. Inside this arena, outside interference is impossible. The arena supports 1v1 fights as well as team fights, battle royales, and "raids" (many fighters versus one stronger foe).

Brick Shooters Fortress (600 CP)



A full-scale fortress made of floating bricks. Included are turrets: automated cannons that fire high-velocity spheres capable of ricocheting off of walls to hit targets and various angles. The more enemies that crash against your walls, the faster your turrets upgrade themselves, gaining fire rate and damage multipliers to match the escalating threat. Perfect for turning any location into an impenetrable fortress.

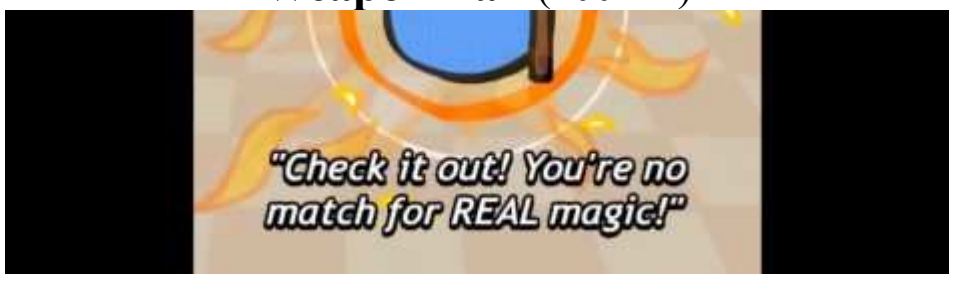
COMPANIONS

Import (Free)



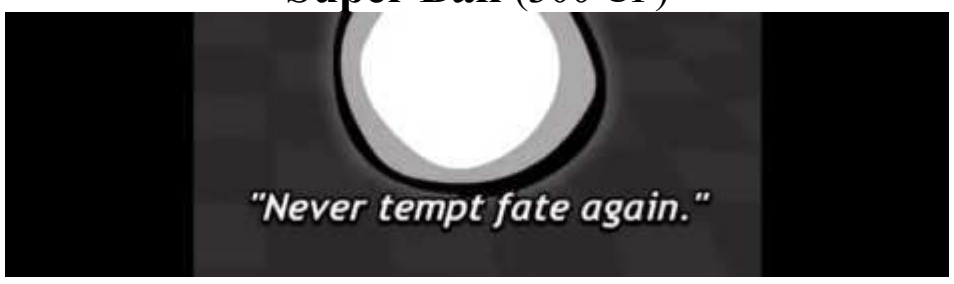
Import or create up to 8 companions. Companions may take any origin and receive their associated freebies and discounts, but cannot take drawbacks. Each companion imported or created this way gains **300 CP** to spend. Additionally, for each **100 CP** you donate, each of your companions imported or created this way gains **an additional 300 CP** to spend.

Weapon Ball (100 CP)



Take any non-Super non-Giga ball from Earclacks with you as a follower or as a companion. If taken as a follower, they're as powerful as their base form usually is. If taken as a companion, they receive **600 CP** to spend and may take any non-Super origin.
You can import a companion into this role.

Super Ball (300 CP)



Take the Super form of any ball from Earclacks with you as a follower or as a companion. If taken as a follower, they're as powerful as their base form usually is. If taken as a companion, they receive **600 CP** to spend, receive the **Super State** perk for free regardless of origin, and may take any origin.

DRAWBACKS

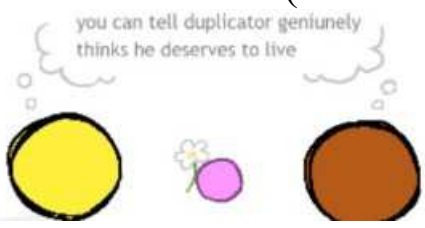
You can gain a maximum of **+1000 CP** from drawbacks.

Ligma (+100 CP)



An entire game built around balls touching? C'mon now. With this drawback, you and other nuts can't help but make crude jokes once in a while. Which nuts? Deez nuts. Gottem.

Hitler (+100 CP)



The crowd hates you. Maybe you won a few too many matches in a row or maybe they just don't like your mechanics. This won't affect your chances of winning, and maybe you can revel in the booes from the crowd.

Personality (+100 CP)



With this, the weapon balls have their fanon personalities. Laser is a cyborg, and Unarmed is an emotionless sociopath that would kill a family of three. Arguably not a downside at all, if you plan on interacting with anyone outside of fights in the arena.

Expanded Set (+200 CP)



Crossbow? Magnet? What the hell is a Soul Guitar? The weapon balls have been expanded to include a wider variety of balls. More than just increasing the variety, this increases the variance of your matchups, and makes it more difficult to prepare and acquire matchup knowledge.

Grower (+200 CP)



You're a grower, not a shower. You grow slightly over time during fights. While this can work in your favor, most of the time this will just make your hitbox massive and let any opposing weapon balls score easier hits on you.

Century of Humiliation (+200 CP)



You keep getting thrown into bad matchups. Expect to lose a lot of fights because your abilities get countered or because you just can't hit the right angles. Losing fights won't end your jump, it'll just make you look like a chump.

Crossover (+400 CP)



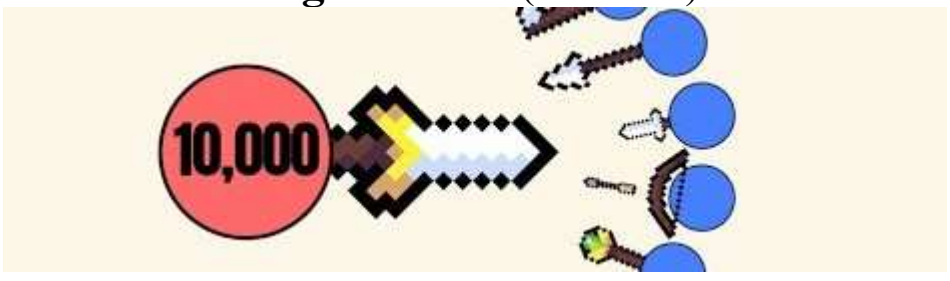
You will be forced into matchups that were never meant to be. Weapon balls and block breakers will swap formats often, causing chaos and upsets as their skills and abilities break formats they were never designed for. Some of the most infamously powerful contenders in 1v1 duels were originally designed for other formats entirely.

Soul Stolen (+400 CP)



You were tapped by a cursed grimoire, and a piece of your soul was ripped away. Any perks you have from outside of this jump are disabled. Worse still, there exists a certain weapon ball with the very grimoire that stole them from you, and that weapon ball is able to summon copies of you with those perks attached. However, each copy they summon is only able to use one perk each. You don't necessarily need to defeat this weapon ball, and they aren't antagonistic toward you, but they are likely a powerful and chaotic threat beyond any other weapon ball in the arena.

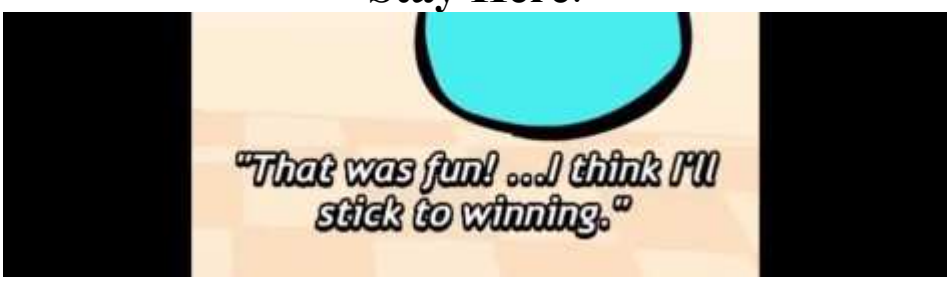
Giga Fodder (+600 CP)



You will be periodically summoned to the raid boss arena, where you are a mere one of several weapon balls thrown against a Giga threat. The Giga scales to your power level, ensuring you will not be able to defeat them unless you push your strategy and teamwork with your fellow fodder balls to the absolute limits.

ENDING

Stay Here:



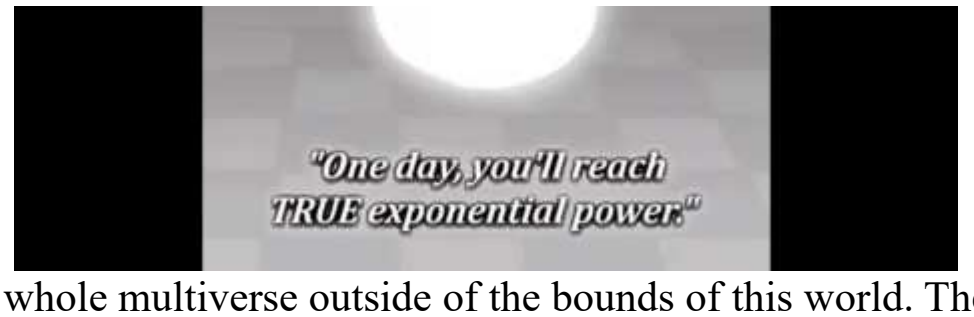
The game's addictive, but isn't this a bit much?
Balls, game modes, projectiles, and more. From now on, you've got it.

Go Home:



Click-clack-pack up your bags, because you're going home and you're taking any perks, items, and companions from your chain with you.

Continue Your Chain:



There's a whole multiverse outside of the bounds of this world. The arena is too small to contain you. It's time to leave.

NOTES

>this jump sucks bad
Anyone who wants to make a better one or a supplement has my blessing.

>my favorite weapon ball isn't in this
Sorry.

>you should have put all the weapons in the items section and made different perks
Sorry.

>the weapon/scaling i want isn't in this
Sorry.

>spending ten years here sounds crazy, this should be a gauntlet
I don't like gauntlets.

>why is the origin called brick breaker instead of brick shooter / block breaker?
I merged the brick shooter and block breaker formats into a single origin.

>you messed up the fibonacci sequence in the sequence perk, it has two 1s in it
You're paying CP for it so it wouldn't make sense for it to be worse than the default scaling, even if only for a little bit.

>speaking of fibonacci, isn't the sequence perk overpowered?
Fibonacci is one of the strongest balls in the series, so basically yeah.

>does fusion work additively or multiplicatively?
Additively.

>is the infinity perk basically an instant kill move?
Yes.

>why is the grower power in the drawbacks section?
It's a hilariously bad ball.

>what are all the images from?
https://www.youtube.com/watch?v=YcHi8r8p9Mw
I love these.

>best ball?
Unarmed fucking rocks. I also love watching Laser in the arena.

>worst ball?
Duplicator obviously. I've been enjoying the Duplicator century of humiliation.

For any questions about specific numbers, wank it.
For any questions about how things work, watch the simulator or make stuff up.
earclacks.fun

A not-even-good jump made by Die Ame.