

ARMS Jumpchain

It is unknown why or how people develop extendable ARMS.Throughout history some rare people have developed ARMS, their arms unwinding into long springy coils and becoming a different material that either represents something about the person, or a material that was nearby when the change happened. The earliest depictions of someone with ARMS date to 1500 years ago, but historians point to certain myths and legends that imply that the gift of ARMS has been around for over 4000 years. In the last few decades the rate of ARMS changes has increased exponentially to the point that now over 20% of the population has ARMS.
To support the ARMS population and research the condition the ARMS Laboratories were created. Their most important product is the Mask, a mask provided for free to all affected, allowing them to control when their arm is retracted or elongated, and allowing them to manipulate their extended arm. It is rumored that ARMS Labs also have darker experiments going in the background.
To keep the ARMS Laboratories functioning an organization was created to generate profit, the ARMS League, which promotes, produces and regulates fighting tournaments for ARMS fighters, from regional qualifiers to the big international tournament.
This is the world you're entering in Jumper, with a free registration to participate in the upcoming tournament. Have a 1000 CP to prepare before your first fight.

Origin

You retain your gender from the last universe and your age is 23+2d8. You can pay 50CP to change your gender or pick an age between 18 and 60 years old.

Location

Roll 1d8 to choose where you appear, or pay 50CP to choose.
1. Spring Stadium, your first fight is against Spring Man
2. Ribbon Ring, your first fight is against Ribbon Girl
3. Ninja College, your first fight is against Ninjara
4. Mausoleum, your first fight is against Master Mummy
5. Ramen Bowl, your first fight is against Min-Min
6. Cinema Deux, your first fight is against Twintelle
7. Snake Park, your first fight is against Kid Cobra
8. Your choice. Any stage except Sky Arena, if you want to go there you'll need to get to the championship fight.

Race

Human - Free
A normal human, though your eyes, arms and hair might be wildly different due to the ARMS Gift

Robot - Free
Made of metal but with a good enough AI that you are recognized as a free being. Stronger and tougher than a normal human, but not nearly as much as one with ARMS.

Experiment - 100CP
A blob of gelatinous goo in a color of your choice (default lime green) in a roughly humanoid shape. You can bend in strange ways and stretch or shrink your body in some ways, even without having ARMS, like sinking into the ground to avoid attacks, or elongating your torso to punch from above.

Background

ARMS Labs
You are one of the scientists working to understand ARMS syndrome and help the people afflicted with it, working under Doctor Coil. Somehow you've become convinced that participating in an ARMS tournament is the best way to test your new experiment.

ARMS League
You were a League fan even before your own arms changed, and after it happened you've trained your ass off to try and become the next champion.

Artist
You are an artist first and foremost, while winning the championship money would be nice, you're participating in the tournament mostly as propaganda for your upcoming performances.

Athlete
You are already a world champion in your own sport and you've decided to prove the merits of your favorite sport by using it as the basis of your ARMS style. Not that hard to do if you're a master martial artist, a little harder if you're a famous snakeboarder.

Drop-In
No one knows much about where you came from or why you're joining the ARMS tournament. You just came out of nowhere with your paperwork done to enter the tournament. But hey, if amnesiac mummies, escaped genetic experiments and robot doppelgangers can enter without a past or documents, you can too.

Perks

General

Gift of ARMS - Free
Your arms have unraveled, stretched and adopted the composition of a different material usually associated with length or stretching, such as rope, chains, hair, bubblegum, pasta, or springs. You can pull them back into the shape of normal arms, but you can also stretch them long distances. Your arms can shoot forward with a lot of force and retract pretty quick, allowing you to punch with superhuman strength and speed. Your eyes have also changed, gaining a counterclockwise spiral in the iris. Your arms tend to behave erratically or lose all strength and just pool on the floor if you don't concentrate on them all the time, but luckily ARMS Labs offers a free special mask for all affected with ARMs that allows them to better control their ARMS limbs.
ARMS also increases the general physical abilities of the affected, making them tough enough to survive punches capable of breaking stone, strong enough to lift cars, and making them capable of jumping a dozen feet in the air from a standstill, doing a second jump while in mid air, and moving several feet in a dash, which can be used even while in the air. ARMS fighters also produce a mysterious energy that they can use in different ways, the most basic ones being to make an energy shield while blocking and to charge up punches for extra speed and damage. They can also gather this energy to enter a powered state called Rush, which increases their strength, speed and the ARMS ability to quickly retract and shoot forward, allowing them to flurry punches at great speed. This energy can also be used to empower compatible technology such as ARMS weapons.
If you're a robot you don't actually have ARMS but instead your upper limbs are built to function in similar ways, and your chassis is upgraded to similar levels of strength, toughness and agility and you can process energy to mimic what an ARMS fighter can do, such as charging punches, doing air jumps and even entering Rush mode.
You can choose to not have ARMS Syndrome and receive 600 CP instead. You will not be able to awaken ARMS later.

Unusual ARMS - 100CP
You have a rare mutation, your ARMS manifesting in another bodypart instead of your actual arms, such as having long hair that you can manipulate like two arms, or maybe having spring legs that enhance your jumping and kicking. Animals with ARMs Syndrome in their torso or neck exist and can live normally so if you want you can do that too.

ARMS Labs

Field Research - 100CP
It's very important for ARMs Labs to research everything possible about the ARMs syndrome and all the ARMs competitors too. ARMs researchers like you are very good at infiltrating places and gathering information about people. You are especially good about discovering people's weaknesses, even if those weaknesses are things like being bad at drawing or not liking green peppers.

Coyle's Apprentice - 200CP
You have studied under Dr. Coyle and become one of the foremost experts in ARMS related sciences. That is a mix of genetics, sports science, aerodynamics and the study of the strange energies that both powers the ARMS affected limbs and sometimes gives the ARMS fighter extra abilities.

Temporary ARM - 400CP
It seems you were a test subject to the modifications that Dr. Coyle later made to herself and you have gained an interesting power. You can temporarily create an extra limb, copying one of your ARM limbs, you can change if it is the left or right arm each type you create the arm. This arm lasts only a few seconds, but long enough to throw a few punches and appears with a copy of the ARM weapon the copied limb has.

ARMS Field - 600CP
By studying the energy generated by the ARMS infection Dr. Coyle has found a way to give herself a few powers of her choice. But like a good scientist she tried the method on a few ~~lab rats~~ volunteers first, you being one of the successful tests. You can levitate as easily as walking, and at about the same speed too, you can move up and down at will and only fall down if knocked out or if you lose control of your body. You can also use this field to become invisible for several seconds at a time.

ARMS League

Contender's Will - 100CP
You've always dreamed of being the champion and you finally have your shot to win the great ARMS Grand Prix, thanks to your determination. Your willpower is stronger than average and your will to win increases your fighting power when you're on the ropes.

Ring Counter - 200CP
A technique passed from Spring Man to Spring Man in the Spring Gym, by cancelling a Charged Punch you can expel the energy in a ring around you, not powerful enough to deal damage, but powerful enough to deflect incoming attacks.

Career Champion - 400CP
With this perk you are either taking Max Brass spot as the last year's champion or are the multiple times champion of a minor regional ARMS League. You have the sheer skill and experience of being an ARMS competitor for well over a decade.

Pump It UP! - 600CP
Yeah! Flex! Show them the results of all your training. Your muscles aren't just for show, you are a really strong guy capable of doing way more damage with your punches and throws than other ARMS fighters. Additionally, by doing a couple flexes you can pump your muscles into overdrive, making you even stronger, tougher and harder to knock down and making all your punches charged up for a few seconds.

Artist

Showbizz - 100CP
More than a regular artist you are a superstar, you have the talent and charisma to become a world famous performer in your chosen art, whether you're a circus performer, a singer or a movie star.

Airess - 200CP
Like Ribbon Girl you have focused into dominating the mobility your ARMS has given you. Where other fighters can do a single mid air jump you can do it four times, you can also do two dashes in mid air without touching the ground, and you know how to dash straight down if you need a quick landing.

Balloon Artist - 400CP
You have gained a mutation similar to Lola Pop, which allows you to suck in a great amount of air and inflate like a big round balloon. In balloon form your defense is increased and you can move more easily while holding a defensive block. While inflated you can expel the air rapidly to increase your dashing and jumping abilities. You can also inflate in mid-air to bounce when hitting the ground.

Actress Aura - 600CP
An ability developed by allowing the energy of a charged punch to leak into the air, it creates a few feet of slowed time around you. This aura slows down projectiles, including spring powered punches, but the effect on an enemy's body is much weaker. You can also use the slowed time to slow your fall without slowing your own motion, allowing you to basically float around and even do a second air dash.

Athlete

Snakeboarder - 100CP
ARMS affected people are stronger, faster and tougher than most people, so those seeking more radical sports had to adapt, thus was born snakeboarding. You are one of the best snakeboarders around, with only Kid Cobra as your rival and you have decided to follow him to the ARMS tournament. Your skill with snakeboarding has greatly improved your leg strength and jumping height. You know how to send the energy of a charge punch to your legs, allowing you to dash faster, cover more ground and dash multiple times in a row.

Kicking - 200CP
Well, turns out it isn't against the rules to kick people in an ARMS tournament. It's not boxing, it's just that unlike Min Min and you, most people just aren't good enough to use them in a tournament usually fought at long range. Pick one martial art based around kicks. You are good enough at it that you can parry an ARMS punch out of the air with your kicks. If you managed to close you might even be the first ARMS fighter to knock out someone without using your ARM.

Ninjutsu University Graduate - 400CP
You have studied under the master ninja of the university and learned many tricks to use your ARMS. The most important being your ability to teleport, which you can do while air-dashing or guarding. You are also very skilled at stealth, enough that you could be a ninja despite rattling like a chained ghost with every movement, and know how to take advantage of your ARMS while using several melee and projectile weapons. You've also taken several classes in things like security systems, poisons, anatomy and other ninja skills, though none of that helps with the really important stuff, like winning an ARMS tournament.

Dragon Power - 600CP
The energy generated by the biology of someone with ARMS makes them stronger, faster, allows them to use all kinds of different techniques… Sounds like what ancient martial artists called chi, doesn't it? By studying kung-fu, you've adapted a chi technique to use with your ARMS. By charging a punch with more energy than normal you can shift the material of one of your ARMS into a thicker, scale covered arm that resembles a dragon. The dragon ARM is faster and stronger than normal and all its punches are charged. Your ARM can remain in dragon form for as long as you concentrate, so if you don't get knocked down or get stunned you can potentially use it for the entire fight.

Drop-In

Team Player - 100CP
The ARMS tournament is composed of single fights between two fighters. Mostly. Byte managed to sneak in his robotic K9 partner so it's not impossible you can find some way to bring a partner too. You are really good at working with teammates, fighting as a single unit and developing tactics that take them in account.

Engineering Prodigy - 200CP
Just because you do not have access to ARMS Labs proprietary research, doesn't mean you can't be a great scientist. You have great knowledge on engineering and robotics, you can easily make a robot or small mecha and you also know how the technology of the ARMS weapons work, allowing you to customize, change and even create new ARMS.

Misanga Shaman Style - 400CP
Before ARMS started to affect more and more of humanity, one civilization already had a large percentage of ARMS fighters. The Misanga know how to appeal to spirits to help them control ARMS and fight and now you have been inducted in their mysteries. You can summon an ARMS spirit to your side, this spirit can turn into human sized objects, usually a stone pillar that can block a punch or two. They can also become a mask over their partner's face giving them one of three boosts: increasing speed and agility but decreasing strength and toughness; increasing strength and toughness but decreasing speed and agility; or a small degree to physical attributes but an increase on how fast they can gather energy to start a Rush.

Reanimated Vitality - 600CP
Dr. Coyle has done some shady experiments, some even say she accidentally reanimated the dead body of someone with ARMS. You might have been part of that experiment, because somehow you've gained some strange powers. First you are much tougher than most people, not only capable of taking more damage, but you don't flinch and enemy attacks rarely have enough power to stagger you. Melee attacks and explosions do less damage to you when you are guarding or holding a charged punch, and lastly, while guarding you start to regenerate any damage that you have taken.

Items

You can pick one 100 CP item for free and gain one discount for each price tier above.
Items can be imported on similar items to gain any improvements and an alt form.

ARMS Weapons - Free/400 CP
ARMS are large weapons worn over the user's hand. Some are similar to boxing gloves, some allow you to turn your punch into a slap, some come with hammers or nunchucks attached, some lower the range of your punch and use the extra energy to shoot projectiles or energy beams.
ARMS can be charged with ARMS energy to increase the power of a punch and add an elemental effect. You get three pairs of ARMS for free and can take one pair of every canon ARMS, for a total of 42 pairs, for 400CP. While each ARMS comes as a pair you can use a different ARMS in each hand. ARMS bought here already come upgraded to the plus version. For examples of ARMS check the Notes section.

Snakeboard - 100 CP
A large beyblade-like thing, with a board on top. The board remains stationary while the rest spins, allowing the snakeboard to move pretty fast. The board can also do jumps and ride on rails.

Byte - 100CP
A robotic dog. Well an enormous robotic dog head on a wheel, but it acts like a dog. It can shoot an ARMS like spring from its mouth, armed with an ARMS weapon you own, and does so to attack any target you attack first. Byte can be used as a platform, and he is really springy so he can be used as a trampoline. If you are a robot or have some sort of power armor, Byte will join you as a helmet during a Rush, adding his attacks to yours.

HP Juice - 100 CP
A six pack of HP Juice, a powerful healing potion that can be drunk or thrown in the ground to heal anyone who stands on the puddle.

Rush Juice - 100 CP
A six pack of Rush Juice, an energy drink that greatly increases the Rush energy of an ARMS fighter. It can be drunk directly or thrown on the ground to affect anyone that stands on the puddle.

Bombs - 200 CP
A supply of half a dozen fire bombs and half a dozen shock bombs. These bombs look somewhat like soccer balls and are activated by a physical hit like being punched or thrown at a wall. After activated they explode after a short delay.

Personal Drones - 200 CP
Four item carrying drones, surprisingly strong for their small size, tough enough to tank a full punch from a fighter without damage and, since you're their owner, they will attempt to block punches for you.

ARMS Stage - 400 CP
Your own themed ARMS arena, large enough for the acrobatic ARMS fights and with an area around it for watchers. It can have a gimmick of your choice, like platforms that rise from the ground or snakeboards for the fighters to ride around. If you have a property already you can choose to have a section of it prepared as your stage.

Hedlok - 600 CP
A large silvery helmet in the shape of a grinning skull with golden teeth and four holes from which it can sprout ARMS equal to those of the wearer. When worn it will punch your enemies as you command, with the same strength and speed of your own ARMS. It is usually equipped with the same ARMS weapons the user has, but you can give him different ones if you wish. This is an improved version and will not attempt to take over anyone's body, unless you allow it. You can also decide how much of a personality it has, or if it's a dumb AI that only obeys orders.

Mechanical Prototype - 600 CP
A large power armor with a pill shaped body and articulated waist, and ARMS shaped arms, capable of wielding ARMS weapons. It is very strong, tough and heavy, barely being moved by the charged punches of most fighters. Its legs have powerful springs, and together with an airbased jetpack making it much more agile than its shape and weight suggest, even capable of double jumps and air dashes and it can hover for a few seconds after a jump. It has a converter that turns electricity into ARMS energy and can create shields, charge punches and even enter Rush mode. Any perks or items that affect ARMS can affect the ARMS of this armor.

Companions

Newcomers - 50CP each or 200CP for a package deal
Import or create a companion and give them 600CP for 50CP each or 200CP for a group of up to eight. If they don't want to have the Gift or Arms they get the extra CP as normal. Companions cannot get drawbacks or buy companions.

Recruit - 50CP
Want to take someone from this universe along to other jumps? You could just invite them, but by paying 50CP you can make sure that they will accept and that fate will help keep them around for the next 10 years.

Biff - 50CP
A small yellow humanoid scrimblo with a fist coming from the top of his head. He has blue spiral eyes and extendable ARMS, but no real fighting skill. Weirdly, if you take him with you, some people in any jump you bring him into will spontaneously develop ARMS.

Drawbacks

Brand New Fighter +100 CP
Whether you're a reanimated corpse, or a science project just a few years old, you have no memory from before waking up at the start of the jump. You know your name and that you really want to become the ARMS champion in the next ten years and… that's about it.

Championship Obsession +100 CP
While you start the jump with a tournament spot, nothing says that you have to compete or keep competing for the next ten years. Except for this drawback. Now you really want to win the championship belt, and once you do you will defend it every year. The tournament is just about the most important thing for you now.

Toothpaste!? +100 CP
Pfft… Sorry. It's just… Your hair. It's ridiculous. It's hilarious and will elicit a giggle from most people you meet. And you weren't trying to make people laugh, so it does hurt your pride when people laugh behind your back. Or in front of your face, they'll do that too.

Fighting Fair +200 CP
Not much fun seeing you overpower the competition with overwhelming power, so here's some CP in exchange for making a more fair fight. During an ARMS fight you won't be able to use any powers from outside this setting and any tech or enchanted items will be disabled too. If you imported power armor into the Mechanical Prototype you can still use it, but only the Prototype's systems will work.

Wobbly Punches +200 CP
For an ARMS fighter you are strangely weak and your ARMS tend to be less well controlled too, even with the mask. This means your punches deal less damage and are harder to aim, and your attacks tend to veer off mark in flight especially when using heavier ARMS.

Samurai Spirit +200 CP
You are much slower and less acrobatic than other ARMS fighters, even Master Mummy can jump rings around you. Your dashes are shorter, your jumps don't get as much height and generally you'd rather tank your enemies attacks instead of dodging or even trying to parry with heavier ARMS.

Poisonous Loyalty +300 CP
You have great admiration and loyalty to a character from around here, probably Dr Coyle or Max Brass, someone who doesn't really deserve your adulation. Dr Coyle might find you useful, and Max might be nice to an adoring fan when he pays attention, but mostly they'll not acknowledge you, will treat you like garbage and will use and abuse you for their own goals. And nothing they do will break your admiration and loyalty. Feel free to use another character if you want, just add a properly jerkish and asshole-ish side to their personality.

Jumpertron +300 CP
A robot replica of Jumper has also entered the tournament, it has the same perks you've bought in this jump and will adapt to imitate or counter other powers and technology you use during a tournament.

Outro

While participating in all those ARMs fights, ten years have passed. Now you have a choice to make:

Next Tournament: Stay in this universe, fighting in ARMs tournaments.
Keep on Fighting: Go to the next jump.
Retire Your Gloves: Go back to your original universe.

Notes

If you have Unusual ARMS and some sort of shapeshifting you can change which part of your body has the ARMS effect. If you have Unusual ARMS and Temporary ARM or use a Hedlok they will create copies of whatever limb has the ARMS modifications.

Bringing Biff as a companion will not give you ARMS later if you rejected the ARMS Gift, you cheeseball.

Example ARMS

Toaster, glove, fire

The toaster is considered the most basic ARM, looking like a large red boxing glove, and belonging to the glove type which flies pretty straight. It has a fire attribute, so when charged it is surrounded with flames, setting enemies on fire and becoming better at knocking them down.

Boomerang, curve, wind.

The boomerang is a smaller glove with a large boomerang on top that spins when the ARM is charged. As a curve type it flies in a more curved way when the wearer punches, and allows him to control how much of a curve they want to add to the punch. It has a wind attribute and when charged small gusts of wind, tinged green by the ARMS energy, swirl around the boomerang. It adds less damage to charged punches compared to other attributes but it pushes and knocks down enemies hit by it.

Dragon, beam, fire

This glove looks like a roaring dragon and it is designed to reach only a short range after you punch, then stop in the air and use the remaining ARM energy to power a laser beam. By moving his hand the wearer can change the lasers aiming. The laser carries the attribute of the glove, in this case setting enemies on fire, but there is a beam type ARMS that shoots freezing beams and there might be others with different attributes.

Megaton, heavy, null

The Megaton is a large purple sphere covered in blunt studs. It is a heavy type, punching straight like a glove type, but with a shorter range and a slower punch. Despite its lack of speed it deals more damage than other ARMS, both with punch and with grapples. It has no elemental attribute, but when charged it grows in size and deals more damage.

Slapamander, whip, fire

Looking like an open handed mitt, this whip type ARM will stop at the end of the punch and transform the leftover forward energy into a whipping slap. This delays the attack for a few moments but allows it to come from unexpected angles. It has a fire attribute, like the Toaster.

Triblast, multi-shot, explosive

A red mechanism with three yellow tipped missiles, when the wearer punches it, flies for part of the way and then uses the remaining energy to shoot the three missiles. Once the missiles reach maximum range they are pulled back into the glove by wires. This one fires all three shots simultaneously, but other multi-shot ARMS can shoot one at a time or shoot curving projectiles. It has an explosive attribute, and glows when charged. Explosive attributes don't deal extra damage in the initial hit, but deal a lot of damage in an explosion right after the strike connects.

Blorb, bouncy, blind
A sphere of blue gel-like substance held in place by straps that attach to the wrist and with an LCD screen in front showing an expanding circle pattern. It is a bouncy type ARM, heavy but when you punch instead of flying straight it bounces along the ground and can even bounce off of walls and obstacles. It has a blind attribute and when charged it splashes blue goo into the eyes of the enemy it hits.
Guardian, shield, electric
A shield shaped ARM, shaped like a white-faced tiki with red highlights and green frills around the edge. It is slow but it can block multiple strikes before retracting. It has an electric attribute, not only doing extra damage when charged but the electricity also slows ARMS fighters and disables their ARMS limbs for a while.
Whammer, hammer, stun
An ARM that looks like a blue and green plastic hammerhead. A hammer type ARM, it flies to the enemy and then swings the hammerhead up to strike the enemy from above. When charged it has a stun attribute, stunning the enemy for a few seconds on a successful charged hit.
Brrchuck, nunchuk, ice
A nunchuk type ARM, it looks like a robotic hand holding blue nunchuks, when striking they spin one of the nunchuk handles. Different nunchuk types have different spinning patterns, spinning the nunchuk horizontally, vertically or diagonally, and each has a different pattern depending on whether you're punching while grounded or jumping. This ARM also has an ice attribute, slowing enemies hit with a charged strike and making it harder for them to jump or dash.
Homie, missile, explosive
Shaped like a cartoonish rocket and painted to look like a fish, when you punch with it, the missile separates from the glove and flies forward before homing onto the enemy. The missile is still connected to the glove by a wire and is pulled back after hitting or reaching its max distance. It has an explosive attribute like the Triblast
Scorpio, unique, poison
A frisbee-like robot shaped like a scorpion, when you attack with it, the robot is thrown. It flies only a short while then falls to the ground and scuttles seeking to hit the enemy. If it hits the enemy or reaches the maximum distance it is pulled back by an attached wire. It has a poison attribute and if used with a charged attack it will poison the enemy. The poison does a little damage every second for several seconds and makes the enemies movements sluggish.

For more ARMs, see https://armswiki.org/wiki/ARMS_(equipment)