Accel World Jump



(Silver Crow's Player and Duel Avatar (Left), and Black Lotus' player and Duel Avatar (Right))

Welcome to the year 2046, just about everyone in the world is connected to the net 24/7 through a wearable device called a 'Neuro-Linker', though it also has some minor implants to assist with things such as interfacing and 'Full Dives'. A full dive is sending a virtual avatar of yourself into the virtual world, with each local net having their own versions of these worlds.

But, unbenounced to most of those living within this world, there is a secret program called Brain Burst. Utilizing cameras, it is able to reconstruct the world around your virtual avatar, while also slowing down perceived time by 100. This can let many people achieve great feats that most bystanders will mistake for skill. But, you only have so many uses of it's features, and must fight others with this program for the right to keep it. Though, for a multiversal god, that shouldn't be that difficult right?

You have 1000 cp, good luck.

Background

Gender: The same as your last jump or spend 50 cp to change it.
Age: Same as your background says, or you may pay 50 cp to change it.

Drop In (Your age is the same as what you started your last jump as): You've come into this world without any particular attachments, just sort of *poof* you exist now. Subsequently, you have had a Nuero Linker installed since birth within this world...so no matter your age, you can get Brain Burst installed normally within the setting. Well, I hope you enjoy your stay in this world, you'll likely be fine in the real world...probably…

Student (If you are in Middle School, your age is 11+1d4. If you are in High School, your age is 15+1d4.): You are *supposed* to be in Middle School or High School, but as an interdimensional immortal god, if you don't want to exist within a school, not many people will be able to stop you I would imagine. Regardless, before you were in control of your own life actively, you went to school and have made some friends with others your ~~own~~ body's age. Though how much this will actually affect you can vary greatly. If you determine your age, you may instead say you are a student in a University or Elementary School, though getting Brain Burst within the setting will have a chance to fail if you are too much higher out of the high bit of this range.

Enemy (You are 1d8 years old.) (300): You are programmed within Brain Burst, normally enemies take on monstrous gargantuan forms and have to be taken down by groups of players, for the God Enemies, possibly even a good portion of entire Legions, though they only grant 10 burst points, some players get rid of them for safety reasons. Though I won't restrict you from purchasing any perks, all perks relating to using Brain Burst are useless to you for this jump. Additionally, unless you get the God perk, you are not able to take any drawbacks that have to do with the real world, though you are allowed to ignore any restrictions of other Drawbacks based one having a real world counterpart. If you do have the God perk, you will somehow only possess players that are inflicted with those drawbacks. You also can't get any drawbacks that require having Brain Burst, but you can get those that would affect you within Brain Burst. You get the "…, They Aren't Online Either" drawback innately, you get three times the bp within the Duel Avatar customization(this also affects the conversion rate), and when you complete the jump, your base form for this jump will be your War Avatar. If you are killed at any point, you fail the jump, though if you have one-ups, you can negate this effect obviously.

If you bring any companions, they must take this background and are exempt from the "…, They Aren't Online Either" drawback.

Location

Roll a d6 or pay 50 cp to choose.

1 Tokyo, Japan: This is the effectual center of activity for the Brain Burst phenomena. You will find no shortage of players to duel if you want one here, but that also means that there is a large number of players who would also look to duel you. You may start in a territory controlled by a legion or a neutral territory, there are 23 territories total.

2 Okinawa, Japan: This is considered to be the unexplored frontier by most Burst Linkers, this is a Neutral territory and has a whole three Burst Linkers living there. Though you are at least near the rest of the player base somewhat.

3 Hong Kong, China: Well, if Okinawa, a place within the same country as the main player base, is an unexplored frontier, you are in the middle of nowhere. Though not to worry, recently a couple (Couple dozen or so) Burst Linkers moved here, so you won't be completely alone.
4 Detroit, U S of A: Alright, you are nowhere near most of the other players of this game, pretty much alone. Though, through some cosmic coincidence, there is exactly one Burst Linker per state when you arrive, though they are pretty much new players.
5 Field Without Limits: Oh, alright, make more history by being the only level 1 player to get to the Field Without Limits. You didn't spend any Burst Points to get here and you are within the physical representation of where you are within the real world. Reroll to determine where that physical location is, if you roll this again, you may choose from the above options. Enemies get this by default.
6 Free Choice: You may start anywhere on the globe of planet Earth, you may take the options above, or just be somewhere else in the world. Regardless of where you start, there are a couple of Burst Linkers that live within that general area. This will add Burst Linkers for the choices above.

Perks

May discount any three perks, 100 discounts are free (I am fine with you stacking discounts should you wish here), otherwise it will be the standard background discounting.

General

Brain Burst (Free): The standard version of Brain Burst, although it won't delete itself if you run out of Burst Points, it will just restrict access to its functions for the remainder of the jump or 10 years, whichever comes first.

Basic Requirements (100): You have knowledge of basic combat knowledge in addition to the basic knowledge for the world like someone of your age would know. Enemies gain basic knowledge of the system and functions of players instead of the world, being outside of it. This will provide you with better insight and intuition into any settings or worlds you visit.

Skillz (200): You have a more refined knowledge of a subject of your choice. Be it Brain Burst, hacking, hand to hand combat, really anything. The more specific the subject, the significantly larger understanding of that subject you gain. You may purchase this perk multiple times.

Sleek Design (400): You and your Duel Avatar's(assuming you have one) appearance is significantly better looking then it would be without this. Now to clarify 'significantly', it is only an increase of 2, but that 2 is on a 10 point scale...congratulations, you beautiful beautiful specimen.

Reincarnation Protocol (600): ...This program isn't supposed to be here, and yet it is, you can reconstitute someone who has lost their rights and memories of Brain Burst to a level 1 version of themselves within that world. This requires some degree of contact with them to do, but you can manipulate their memories of Brain Burst to dissociate the real you with the duel avatar you. You can do this once a year per person.

Alternatively, this power may be used to reconstitute a form, power, or memory that someone has lost back to them, again with the ability to dissociate that phenomenon with you. Both functions of this power share the same number of uses.

Originator (800): You are one of the individuals that gets the 'Pre Order' bonus so to speak, normally that would allow you to have any number of children, but you are special even amongst the special. Any quantifiable value for abilities/costs you possess in jump (Can't use this on CP, nice try though) is doubled or halved, though if halved, it is rounded to the next whole standard increment. Each value you may individually doubled or halved.

Drop In

Brain Bust (100, Free Drop In): Your Neuro Linker is installed with a unique version of Brain Burst, a test build if you will, that lets you retain the program even after it should uninstall itself. When you get to 0 Burst Points, you will not be removed from the game, instead, you will be reduced by a single level and gain a number of points equal to that new level, with a minimum level of 1. Whenever this happens, you lose that level's level up bonus. So if you were level 10 and reduced to 0, you would become level 9 with 9 Burst Points. Now this sounds like you could just infinitely use the commands of Brain Burst at level 1 right? Well, it seems that the developers thought of that, if you are reduced to 0 Burst Points at level 1, you lose access to the game and all its features for a year. Additionally, unless you are in the Field with No Limits, you can not actively use the game or any of it's features while at or below your Avatar's current level in points, you can still be challenged though.

If this functionality is ever discovered, you will likely never be able to connect to a Network without being challenged for the 'free points' again in this setting, though if you prove yourself not an easy target, you may be able to negate this.

Otherwise, within this Jump, it will function as normal with a single exception. Using "Burst Link" will accelerate your perception of time by 1000, consume a Burst Point, and let a disembodied avatar of you walk around (This is required to access the functions of the game). Using "Physical Burst" will accelerate your perception of time by 10 and let you move within your body freely (or as much as your body would allow), at the cost of 5 Burst Points and lasts 3 seconds. Once level 4 or above, you can use "Unlimited Burst" to go to the game's virtual world possessing no time limit in there, at the cost of 10 Bust Points. Finally, once at level 9, you can use "Physical Full Burst", this consumes 99% of your Burst Points and allows you to move your body and perceive time at 1000 times what you would normally, it lasts .03 total seconds(thirty seconds by the perception of 1000). If you somehow reduce yourself to 0 or less Burst Points

using “Physical Full Burst”, Brain Burst will uninstall itself and you lose access to all of its abilities permanently.

Outside of this Jump, you will not need a Neuro Linker to access any of its features, additionally for the Burst Link command, it will use the resources of the world to reconstruct the environment. So if the setting has magic, it will use the mana of the world to create the visual representation of the world, if it has camera’s like this one, it will use those, if it has nothing to use, it will use your own senses to create the environment. Any copies of Brain Burst created from this one will have this particular feature preinstalled. (Though not said implicitly until now, you will also be able to give your Protege a copy of Brain Burst without them possessing a Neuro Linker, you need only maintain physical contact with them until the process is complete outside of this jump.)

Though this is not mandatory and you can still get a normal copy of Brain Burst within the world, though it won’t have any of these handy dandy jumper friendly features.

Originator Edition (200, Discount Brain Bust or Discount Drop In): This is strange, you somehow have been given a very rare set of permissions for Brain Burst, you can have an infinite number of Proteges, or in other words, you can give a copy of this game to any number of other people. Though in this world there are rules as to who can be given the game, mainly that of having a Nuero Linker installed since effectual birth, outside of this jump, that will not be the case. So long as they willingly accept the game and they have a mental capacity faster than a bag of bricks, you can give it to them, in the same Manner as described in Brain Bust.

There are only so many people with this permission; as such, you will likely be sought after by other Legions if they discover that you have this ability to bolster their numbers.

This will function even without the Brain Bust perk and just a normal copy of Brain Burst.

Alternatively, without the capacity to discount this, you can apply this to any one of your other powers and perks, the ability to transfer a copy of it to someone willing of your choice.

Multiversal Server (400, Discount Drop In): I see Jump-Chan set up this special server for when one of you arrived. The Field Without Limits now has a special gateway that links to the other worlds which have Burst Linkers, and these new instances of the Field have unique enemies and terrain that matches the setting the Field is for (Like how Tokyo Tower in their Field is a massive pillar, buildings and landmarks will work similarly in the otherworlds, but will generally be different themes.).

You also are changing the fundamental play of Brain Burst it seems, as while someone is in the Field, they can challenge someone else who is not in the Field but is in an area around the physical representation of the Field, so long as they are connected to the ‘Global Net’ of their world. This will initiate a Duel as normal, so the challenger in the field will disappear from the field until the duel is complete.

You may choose to integrate other games and digital environments from other worlds into this Gate System. How they become integrated is up to you, although, the systems of the world seem to pseudo shift based on the world you go into, generally favoring the ‘native system’, with true translations between the two systems being on the rarer side. Killing anything from another system seems to grant minimal progression.

Originator Pathogen (600, Requires Originator Edition, Discount Drop In): Okay, I know this is a bug, who approved this? Why would they make this an option? Whatever, now you have the ability, once per jump or every ten years (distorted perception of time will not affect this), you can give a new Protege an Originator Edition of Brain Burst.

This may affect the powers or abilities which are affected by Originator Edition. Not just Brain Burst. So let's say you got Originator edition for an ability to fly for example, once per jump (or every ten years, whichever comes first), when you transfer a copy of that ability to someone new, you may give them the ability to transfer that power to others as well.

Sudden Death (800, Discounts Drop In): You are the last death of those you kill, when you kill an avatar or character in a system or world which respawning is possible, you may choose to permanently kill that avatar or character. For Brain Burst, that would immediately cause it to uninstall and force the person to forget all about the program since they lost all Burst Points with their character, for other worlds where resurrection is normal, you prevent that process from affecting them anymore. Doing so is sure to grab the attention of many within the world regardless.

Student

Honor Student (100, Free Student): Your memory is unerringly precise, like, someone could ask you what you did at three yesterday and not only would you give them what you did at 3 am, you would say what you did at 3 pm. This also increases your mental speed to two times that of a normal human, so you just told them that without hesitation.

Deceptive Innocence (200, Discount Student): Some people may think you look cute (let's be honest, they are probably right), or that you are innocent, maybe even younger than you actually ~~are~~ look. If they don't already, now they most assuredly do no matter what form or appearance you have, this can cause them to unquestioningly trust you or believe you to be less of a threat than you actually are, that is, until you reveal your true colors. Though if you accidently slip up once or twice, that's fine, they'll forget about that when they look into your adorable eyes.

"Another date, Huh?" (400, Discount Student): Regardless of your appearance, you seem to attract those you are attracted to, you even seem to get into...interesting situations with them frequently. Given time, they may even determine that they love you, though this perk won't make them want to share...

"Game Over" (600, Discount Student): I don't know how you do it, but you seem to have the ability to convince others that your plan is full proof or even flawless, when anyone thinking

about it for a moment would actually prove otherwise. You can convince them that a camera that they aren't aware of recording them in an area they shouldn't be in is definitive proof to convince other people that you set up that camera. There is no way it could've been someone else since they didn't even attempt to evade the recording, no way...This is borderline supernatural, but will not work if enough people are aware of the aspects of the holes in your logic or if the person that you are trying to duep is already aware of you trying to use this, but they will take your side if you go to them first.

Incarnate User (800, Discount Student): The Incarnate System is a secret mechanic within Brain Burst that allows the user to sort of cheat. They gain access to some sort of power or ability that their avatar shouldn't normally have through imagining it happening and sort of walking through how it would happen mentally, this is also a malleable and repeatable process. Anyone has the capacity to learn this power, but to you, it is rather on the easy side, you don't even widen the scars in your heart by using it. You gain the fiat-backed ability to use this in any world that is governed by a video game like system.

Now, for those who don't install Brain Burst, what use is this to you? Well, through the generous power of Jump-Chan, you (even you who did install it) will be capable of using a weaker version of the Incarnate System in reality. So if you need a little more strength to lift something or a little more speed to win a race, you can gain that through imagining yourself going faster or with more dense muscles.

Enemy

Lesser (100, Free Enemy): Being an Enemy has some inherent benefits, mostly that your physical attributes are greater than what it should be. This translates to both your Duel Avatar and your base form should you have either.

Wild (200, Discount Enemy): You will not be tamed, any attempt to control, possess, or dominate you will be broken shortly afterwards. This ability is toggleable, but takes said shortly to turn off completely, though turning it on is instant.

Beast (400, Discount Enemy): Your senses and physicality become enhanced, so if you were peak human in any of those traits, you are subsuper human now. Just a normal athlete? Now you are on par with olympians. Completely debilitated in a sense? Now you can use a weaker than normal version of that sense.

Of course, a good Enemy is hard to put down, once each jump or every ten years (ignoring time displacement), you may respawn to a location you have been to within it, one hour after you have died.

Legend (600, Discount Enemy): Everyone knows one when they see one, those that are weaker than you, physically, magically, statistically, what have you, will be predisposed to immediately turning tail and running at the mere sight, or even sense in the case of supernatural senses, of you. You may alternatively have them cower in a somewhat praising manner at your immense power. On top of that, your abilities become stronger, more effective, and more efficient.

God (800, Discount Enemy): For the duration of this jump, you will not be restricted to this *game*, you will have the ability to momentarily possess one of the players and control their body in the real world, transferring all of your abilities you could use from digital environments into that world, albeit significantly neutered in maximum potential. This possession will last minutes at a time, but you may somehow gain the ability to extend the duration. You may also momentarily possess any individual you touch, though you may not make them hurt themselves; they will have no memory of being possessed. While possessing someone in this way, your body disappears and you will gain surface knowledge and memories from that person, possibly triggered as events unfold, such as learning their password when opening their computer, or that there is a secret they don't want to talk about when someone mentions it, stuff like that. Likewise, this possession lasts for minutes initially, but you may be able to extend it through various means.

After the possession ends, your body appears wherever it was when you initiated the possession.

Equipment

You may discount any two items (Unlike perks, I am not fine with you stacking them here), discounting 100 items will cost 50 and 50 discounts are free, and you have 500 cp to use in this section only.

Neuro Linker (Free and Mandatory): The object around your neck that interfaces with you brain and eyes with an information display. For the duration of this jump, this will be required to effectively interface and interact with the world.

Direct Connection Cable (Free, 50 per after first, Varies): This object is a simple wire with a port on either end that allows devices plugged into it to directly interface with one another. The ports will shape themselves to fit onto the device you try to plug it into, and the cable's length can vary anywhere between 10 cm to a meter, taking a minute to resize. You may purchase more than one cable for 50 cp each.

When you purchase this more than once, you may instead attach a new port onto an existing cable, the cost of the purchase will be 50 cp for each port already on the cable. When resizing these cables, you may make any amount of the ports disappear or reappear, though it must always have at least two.

OST (50): You now have access to the Accel World OST on any device that can play sound, or, if you have Brain Implant or some item or perk that lets you hear things in your mind, you may have the OST play at any time and any song in your own head.

Legit ID (100): Neuro Linkers all have a very unique ID attached to them that can't be faked or modified in any way, that isn't the case for yours. You can modify this digital ID to your heart's content, you can even spend time to link the various Identities you make to particular documents or events, though it will be easier to do this with a fabricated event or document than a real one.

Pocket Change (100): Whenever you stick your hand into your pocket for money, you will find some. You will find at most an equivalent of 20 USD to the setting in your pocket every week this way. So if you take out 10 USD one day, until a week has passed, you only have 10 more USD you can get this way. You will be able to get an equivalent within the setting to a United States penny once an hour. Getting a penny this way does not affect the remaining money you can get with this. When you may purchase this, you may combine it with any similar/relevant items or perks, adding the value that this would grant to that item or perk instead of using this as described above.

You may purchase this multiple times, but each purchase after the first will add 10 (or 5 if discounted) cp to the cost.

For Spite (100, 200): You have a small plug-in to your Nuero Linker that, when activated, will cause every burst linker within a mile radius to be forcibly logged out and restricted from accessing Brain Burst. For a total of 200 cp, you may have this functionality embedded into your Brain Implant. While within the Field, this will appear like a black fog that originates from the point that you are in in the real world. This item also works in other video game like worlds, though if that system is just the way of the world, you will sort of just *poof* them out of existence for a moment (When this includes you, it shuts off immediately).

For Wrath (400, Requires For Spite): An added functionality of the For Spite system, it allows you to remain within Brain Burst and challenge others who have been disabled by For Spite. When used in the Field, it will still create the black fog on your body's actual location, but you will no longer be automatically logged out and can even enter the fog if you wish. This will also grant immunity to similar effects as For Spite.

Brain Implant (100, 200): You have an Implant within your brain that you can run Brain Burst through, this doesn't remove the need for a Nuero Linker, but now you will not appear on matching lists unless you want to. For a total of 200 cp, you actually move Brain Burst to the

Implant, removing the need to use a Nuero Linker. This Implant can be found on scans looking at your brain, though after this jump, you may have it fuse with your brain granting any functionality it has to you naturally and no longer being noticable on scans, but irremovable except by Jumper shenanigans. As a note, this Implant is Highly illegal within this world, so you probably shouldn't be caught with it.

Temporal Dissociation (400, Requires Brain Implant): You underwent a risky procedure to have your brain implant affect your perception of time without requiring Brain Burst. This is a borderline magical item that allows you to decelerate completely so you don't experience the different flow of time while in the Field, or you can accelerate your consciousness up to two times, though you can not do this in the Field, only the real world. While decelerated within the Field, it functions normally by some witchcraft, meaning that you could play the game in real time while everyone else is playing in accelerated time, again, by some witchcraft...Jump-Chan had to have something to do with this one.

A Gun (200): Hey, I don't blame you Jumper, sometimes you just need to get rid of the competition, though it is generally considered poor form to target someone in real life, I'm obviously not going to stop you. It can be any gun within this setting that you want it to be, though I'm pretty sure it is illegal to carry them in this one, so...careful who you shoot.

This Gun is special though, when shot at someone, if it would hit before any sort of burst or other time based shenanigans goes on, it will continue to hit them in that same spot as if they didn't do anything.

At the beginning of each jump, you may change the appearance/type of this gun to one of the current setting, or you may revert it back to one of its previous forms.

Nice Ride (400): A beauty right? It will always be clean, have a full tank of gas, *and* self maintenance! Unless of course you don't want it to, but that's a pretty penny saver right there. But wait, there's more! Whenever you manipulate time, like for example Bursting, it will also be affected like you, should you wish it. So you have something that freezes time but leaves only you free to move? Well now you got a Ride to use with that.

This vehicle may be any vehicle within this world that you want it to be and at the start of each jump, you may change its form to one within that setting or to one of it's previous forms. 'Vehicle' for the purposes of this item is up to interpretation. It could be a horse or a war shark should they exist somewhere in the setting, for the purposes of animal based vehicles, fuel is stamina. (Boeing 737 anyone?)

Safe House (600): This is a building within the world, this building will appear as any legitimate functional business within the world would. But it has a back room which requires proximity of an item or items of your choice to be able to open and enter. Once inside, all communication to the outside is utterly cut off unless you plug in a special cable to the device in question. The cable will conform to the input of said device each time you try to plug it in. The cable has 8 plugs.

There is an additional upstairs that has enough room for you, your companions, and the staff of the business to sleep should it be needed, though it will be a little on the crowded side potentially, since it is meant for the staff to use.

The business will make you money from its patrons and the staff will do everything in their power to safely harbor you within should they need to. Speaking of the staff, the staff are your companions which are not currently joining you on your adventure in this world within the positions of the business of your choice, provided they are willing. Though they have no powers, they do retain full memory of interacting with you, and obviously, unless you tell them to, they won't spill any of your secrets.

The business will only do as good as it's unpowered staff can manage, so if you don't have any staff in the business, it will just be an abandoned building.

At the beginning of each jump you may import this building and business near any starting location or have it act as a Warehouse Attachment.

Instant Access (600, Requires Legit ID): Well, you know how you are able to modify your digital ID? Now when you send one of them to someone else, you imbed a sort of Trojan that will keep track of any passwords they use and link it to their digital ID, which means that whenever you make your ID a copy of theirs, you have access to any and all systems they used since the Trojan was installed. This can let you into so many places if you are smart with it.

Duel Avatar Customization

You must have a copy of Brain Burst or be an Enemy to use this section, if you get a copy in Jump, your Duel Avatar is effectively randomized like everyone else within the setting.

Every duel avatar is created from the mental scars of their player, though your copy of Brain Burst seems to have ignored this and let you actively customize your Duel Avatar, have fun I guess, you have 100 bp and cp to bp conversion rate is 2:1. Though it has stuck with one feature, your duel avatar's name is two words,

<color> <Descriptor for class/abilities/appearance>

If you are an enemy, you simply have a name with a progressively more badass sounding title for each Enemy perk you have. If you have no Enemy perks, players simply refer to you as 'That one Enemy'.

Colors do have particular abilities and attributes associated with them, though it does not need to be one of these colors, all of the colors are on the color wheel, so these are like the pure form of the color:

- Red: Generally have some form of external equipment they use, borderline rely on; Seem to deal with damage that isn't necessarily physical such as flamethrowers or draining the 'blood' of another avatar; They seem to be the color with the least durability; They seem to excel at either extreme of range for damaging opponents, long or close(though it is more common for long range); They seem to be amongst the best at fighting multiple targets, but it seems some can only fight one opponent at a time, so abilities geared towards either of those extremes is fitting.
- Blue: They seem very much like they prefer close combat, though some have mid-long range abilities or equipment; They appear to be the second most durable color, of the normal colors anyways; They seem to prefer single or few opponents at all times; Seem to have a fascination with swords and blades.
- Green: The toughest of all the colors, that seems to be their main attribute; They appear to pull out utility and support as their secondary focus, though a pure green isn't going to heal.
- Black: Damage and restriction of opponents is the name of the game, especially physical damage; Those with this color seem to be faster than others; They seem extremely entrenched in focusing down a single target until it is dead(which is normally not that long); They seem primarily as close to mid range fighters.
- White: Damage output for these are reduced primarily to the basic attacks of "Kicks" and "Punches"; They are unrivalled supports, this coloration is required in order to heal; They also manipulate the system, such as resurrecting someone or forcing a transition in the Field.
- Yellow: They use illusions and perception manipulation; Generally distort the abilities of others.
- Purple: They hold the most elemental power; Generally AOE abilities; Mid Range specialists; close and long ranges are possible though, just less effective.

Atypical Form (15, free for Enemy): Most Duel Avatars are of a humanoid build, having two arms, two legs, and a head. Yours however, isn't subject to such restrictive regulations, you may make them in any shape or orientation so long as it remains at least half of what a human could be in size and at most three times the size of a human. So you could make your avatar like a lamia or a centaur, maybe a giant spider or a derp geko, choice is yours.

Monstrous Form (15, Requires Atypical Form) Want to straight up be a multi headed hydra or a gryphon, how about a half hippo half eagle? You can be any kind of monster you want to be and completely forgo your more humanoid aspects.

Variable Form (15) You may change the form of your Duel Avatar from the most monstrous you can be, to the most humanoid you can be or anything in between forms.

Though this process takes a proportional amount of time equal to the amount you are changing. Going from the most monstrous of enemies to the most average of humans takes maybe a few hours. If your monstrous form was a giant crane or phoenix you could be completely human, be like an angel, or a bird-person, or the crane whenever you wanted, the phase forms between are up to you and you may stay in phase.

Extra Form (10, Requires Monstrous Form): You may pick an extra monstrous form to take on if you choose. You may blend elements from multiple monster forms if you have variable form. This may be purchased multiple times.

Quick Change (30, Requires Variable Form): You may change your form almost instantly.

Atypical Size (15, free for Enemy): As in the previous option, most Duel Avatars seem to stick within a specific size range, well, you can be bigger. Though that will make you a bigger target, size matters right? You can be as big or as small as some enemies get, which is about a ten to fifteen times size difference compared to Duel Avatars.

Variable Size (30): You may change the size of your Duel Avatar from the largest you can be, to the smallest you can be. Though this process takes a proportional amount of time equal to the amount you are changing. Going from the largest enemy size to the smallest Duel Avatar size takes maybe a few hours.

Extra Size (10): Your maximum size and mass or minimum size and mass is even bigger or smaller by a factor of 1.5. This can be purchased multiple times.

Swift Change (15) (Requires Variable Size):You may change your size between even the biggest and smallest you can be almost instantly.

Density Shift (15) (Requires Variable Size): You may have your largest size at your lowest mass or vice versa or anything between.

Size Form Stability (30, Free for Enemy): No matter how preposterous a form you take, it will be viable and not suffer ill effects due to the square cube law or density volume ratio, while your proportional strength with the square cube law isn't completely removed it is nudged up or down a good bit to accommodate your capabilities. You could just as easily fly as a lead dodo bird as you could as a normal falcon.

Immutable (20): No forces, abilities, items, objects, power, or gods can alter your size or form against your will.

Color (Free, Not an Enemy): So, your first part of your Duel Avatar's name, simply put, name a color, a non-metallic color that is. Look onto a color wheel for help or just guesstimate looking at the named color, and that is the 'Types' of color your Avatar is, so they can possess traits from those colors, for example, Lime Bell to me looked like a Green/Yellow/White, which let her heal in a trickstery round about way. Though that aforementioned example, Lime Bell, could be considered multiple colors, someone who was pure in those colors would out class her in the color's specific abilities, while she retains a strange mix of those colors. Specific colors

are generally unique, though in very rare instances, a second of a color will appear. Given time, more appearing is theoretically possible.

Multi-Colored (10 per additional color, Requires Color): Oh, okay, pretty sure this is going to be a unique trait for your Avatar, instead of a singular word for color, you have a word that could connect to multiple distinct colors, such as Seafoam for a pureish Blue and Green, Holly for a pureish Green and Red, possibly even something like Greyscale for Black and White. This means that you can take the full breadth of those colors instead of only parts. Really, what is considered a proper word for this is up to you. Each time you purchase this option, you can try to stuff a new color into the word, though honestly, more power to you if you can go beyond two of those pure colors up above, though if you get all the colors, I have an easy word for you, “Chromatic”.

Non-Color (20, Don’t have Color or Metal Color, Not an Enemy): Alright, you want something on the rarer side with a little pop, well, here you go. Name a non-metal material, simple right? Well, now all of your abilities will have to be themed around that material, but you are no longer restricted to the conventions of the colors, opening up a large number of options to what you could do, but you also won’t be able to excel at many of their specifics either. Sorta makes you an all-rounder until you push for a particular play style.

Rare Form (40, Requires Non-Color): Well, this one is rather simple, your body will be made of the material and act like a pure source of that substance, so ‘water’ for example, if pure is the perfect insulator, so you no longer need to fear electric based attacks. Very similar to how metal colors work, but it seems slightly rarer than a Metal color.

Metal Color (40, Don’t have Non-Color or Color, Not an Enemy): Now, with this option, you can actually choose a metal. Your Duel Avatar now has all of the traits of that metal. But you also get some extra benefits, you are resistant to cold up until your metal would shatter, you are immune to heat below the melting point of your metal, and finally, regardless of the metal chosen, you are more durable than a color would be. Though you do gain a vulnerability to impact style damage, you are resistant to slashing style damage.

Alloy (30 per additional metal, Requires Metal Color): Alright, this is extremely rare if it isn’t completely unique, you combine the traits of two metals or can just name an already existing Alloy. When you take the Alloy option, you gain those traits instead of whatever metal you may have gotten, if you combine metals, you gain both traits on top of one another. This could increase some traits and decrease others from what it would normally have been, for example, Silver and Nickel combined would decrease Silver’s vulnerability to electricity by a significant amount, but it would also weaken Silver’s corrosion resistance some.

Strange (50): Huh? What’s that? You want more colors like a strange one? Or perhaps you want non-colors and metals clashing against one another to form a weird avatar? Purchase this and your avatar’s color restrictions are outright removed. Just don’t make people go

epilepsy, okay? Also do note that if you take the Strange Color, your avatar would gain eldritch-like properties that makes people go insane, if only for a few days, on how an avatar like yours exists and what kind of trauma did you get to have such an avatar. The color word for your avatar is now overwritten to be just the word, “Strange”.

Class (Free): This word is the most flexible (I know, the last was pretty flexible too), this word is simply a single noun that indicates the main gimmick, playstyle, or theme of the avatar. Generally, this has to do with your ability, like Silver Crow could fly, Cyan Pile had a piledriver, Dusk Taker could take abilities, Ash Rider had a motorcycle, etc. Your Duel Avatar may now have something to represent this word on their form, though it is not technically the ability.

For enemies, this word doesn’t normally go into your name or title necessarily, though it can if you want it to, not saying it can’t. You aren’t restricted by this word in any case if you would use it for your Abilities.

Ability (Free, 20 per after first, Enemies pay 15 per): Using the Class and Color, make yourself an ability which your Duel Avatar possesses, which is likely their signature tool in their arsenal, though generally flashy. Generally, they consume part of the Killer Move Gauge while in use or upon activation, though not all of them have to do this. Feel free to fanwank it, though I would prefer you use the Class and Color for determining what it is. Each time you get this option, you gain another ability which you can fanwank.

As a note, each level, you have the choice to upgrade an ability or to get a new ability, though all abilities start at ‘Level 1’ so to speak. You may choose to upgrade an ability your Duel Avatar has that uses the Killer Move gauge by a level for 20 bp. You may choose to upgrade an ability your Duel Avatar has that doesn’t use the Killer Move gauge by a level for 10 bp.

Enhanced Armament (Free, 20 per after first, Enemies pay 30 per): Some Avatars start out with some sort of Exterior equipment, though technically affected by color, it’s mostly affected by the class and is generally a weapon or vehicle.

Similar to abilities, Enhanced Armaments can be upgraded or gained with each level your Duel Avatar gains, again at ‘Level 1’. You may upgrade an Enhanced Armament your Duel Avatar has by a level for 15 bp.

Killer Move (Free, 10 per after first): Every Avatar has one or more of these, they are like a finisher move for the fight, they consume the full Killer Move gauge you got upon use. As your Avatar progresses, it will likely unlock more Killer Moves. 5bp to upgrade (similar to other abilities.) (They can be as glamorous as a death beam or as mundane as a headbutt.)

Jumper Cheat Code (Free, 5 per after first): Nice, using cheat codes I see, well, for each time you purchase this, your Duel Avatar gains a Power or Item that you got before

coming to this Jump, for the rest of the Jump, you lose access to that power or item in the real world. Not to worry though, you will regain access to them after this jump.

Enemy Capability (Free for Enemy, 50 after first): Enemy capabilities are immensely versatile, often acting as a combination of abilities, special abilities, enhanced armements, and killer moves all rolled into one. While they are a bit more powerful than their normal counterparts they can be vastly weirder, varied, or adaptable. Where an ability may represent one spell and upgrading it gives a higher level version of that one spell or simply improves it, an Enemy Capability may represent an entire school of magic or collection of spells. This could also represent having a weakened or reduced lesser enemy as a pet. 25 to upgrade.

Potential Delimiter (40): I see how it is Jumper, you think that just because you can only go up to level 10 that you'll be weak huh? Though I would love to point out the insane power of a level 9, it seems your oh so helpful patron has modified the code yet again. Your Avatar now has no upper bound to their level, but the number of Burst Points required to level up beyond 10 starts getting pretty steep.

Normally, Enemies don't have levels, just their type/class, which is being represented by the Enemy perks, but you are unique, you can actually level in the first place on top of having no upper bound to your level. If you are an Enemy, you gain a tenth of the normal Burst Points from killing players, but you still gain 10 Burst Points from killing other Enemies. You can have 0 Burst Points subsequently whenever you level with no repercussions.

"Even High Level Burst Linkers Have Trouble With The Lowest Level Enemies" (100 or 1000): Your strength, durability, gauge, and health bar will be increased while within this form by a factor equal to the number of Enemy Perks you have plus 2.

For 1000 bp did i say factor, I meant exponent.

Arcs (100): You have somehow taken one of the Seven Arcs from their owner or acquired a copy for yourself(your choice), these are incredibly powerful and unique items within Brain Burst. Each time you purchase this, you choose a new Arc to gain ownership of.

<<The Impulse>>: This is a sword that possesses insanely high damage output. It is also capable of bypassing any form of Defense that someone tries to put in front of it, seemingly increasing it's damage proportional to the 'attempted' damage reduction.

<<The Tempest>>: A rod which is capable of manipulating non-physical elements and using devastating elemental attacks.

<<The Strife>>: This is a shield with unparalleled defensive capabilities. It possesses the ability to inflict twice the damage it takes back at the attacker, though there is a time limit and range on this ability.

<<The Luminary>>: A scepter and crown. Whatever the crow is placed upon must obey the owner and holder of the scepter. Though the owner will take priority over whomever happens to be holding the scepter, the scepter may be loaned to others.

<<The Infinity>>: A sword and a sheathe, while within the sheathe, the sword accumulates a damage bonus with no upper bound to this bonus. The bonus is expended on the first successful attack that is made with it unsheathed. No, while sheathed it does not gain the bonus to wack someone upside the head with it, nice try though.

<<The Destiny>>: This armor heals the wearer for all damage they deal. Additionally, the armor is nearly indestructible(Though this does not translate to damage reduction it gives by wearing it) and it can't be removed unless you let it.

<<The Fluctuating Light>>: An orb of light, it holds the Fluctlights(souls) of the players of Brain Burst. While in possession of this, you may cause others who have souls near you to take the same amount of damage you take whenever you take damage.

Companions

If you are an Enemy, any companions you take with you will be able to freely transform between their Enemy form and a human form after this jump, retaining all powers of both while in either.

Canon Companion (100, 300): You get to steal away a Brain Burst buddy from the world to take along on your adventures! Though I will stipulate that you aren't actually stealing them away, you gotta convince them to come with you, or you can actually steal them for another 200cp.

Import Companion (Free, 50 per after first): You can bring in any of your favorite extradimensional travelling buddies! They get 500 cp to spend on perks and items! They take the same Background as you.

Jump Native that was totally there the whole time (1-1000): You can make your own Brain Burst Buddy! They were obviously just off screen during the entire thing, but they were definitely there. They get twice the cp you spent on them to crawl towards your likely divinity. You can also just use this to pad out your group if you don't want to spend the cp on anything else.

Drawbacks

Take as many as you want, I hate it when other people restrict me so I'm not gonna restrict y'all.

Toggle LN (+0): I assume it is different.

Toggle Manga (+0): I assume also different.

Toggle Anime (+0): Again, assumed to be different.

Toggle Jump Canon (+0): If you have been in an SAO canonicity jump before this one, you may choose to have that be the events of the past or of any of the Bridges, though if chosen for the Bridges, you will Bridge the worlds together immediately after you had left the world.

Toggle SAO Bridge (+0): There is a strange gate within the Field that connects to one of the canons of SAO within the flying castle Aincrad. Players of both games seem to be able to go from either game world to the other freely, though because of this, they can not resolve their own storyline properly. Can be taken with any other toggles here. If you have Multiversal Server, you may choose to have this world be permanently connected. How they become integrated is up to you, although, the systems of the world seem to pseudo shift based on the world you go into, generally favoring the 'native system', with true translations between the two systems being on the rarer side. Killing anything from that game grants 1 Burst Point, the same relative progress for them killing anyone from this game is applied.

Toggle GGO Bridge (+0): There is a strange gate within the Field that connects to an MMO called Gun Gale Online, weirdly enough, that game seems pretty balanced for the low to mid level Burst Linkers. Players of both games seem to be able to go from either game world to the other freely, though because of this, they can not resolve their own storyline(s) properly. Can be taken with any other toggles here. If you have Multiversal Server, you may choose to have this world be permanently connected. How they become integrated is up to you, although, the systems of the world seem to pseudo shift based on the world you go into, generally favoring the 'native system', with true translations between the two systems being on the rarer side. Killing anything from that game grants 1 Burst Point, the same relative progress for them killing anyone from this game is applied.

Toggle ALO Bridge (+0): There is a strange gate within the Field that connects to an MMO called Alphiem Online, though it seems that they actually outclass most Burst Linkers since every single avatar from that game can fly (unless you or your companions gain the capability, there is exactly one Burst Linker that can do that). Players of both games seem to be able to go from either game world to the other freely, though because of this, they can not resolve their own storyline properly. Can be taken with any other toggles here. If you have Multiversal Server, you may choose to have this world be permanently connected. How they become integrated is up to you, although, the systems of the world seem to pseudo shift based on the world you go into, generally favoring the 'native system', with true translations between the two systems being

on the rarer side. Killing anything from that game grants 1 Burst Point, the same relative progress for them killing anyone from this game is applied.

Toggle Alicization Bridge (+0): There is a strange gate within the Field that connects to a world that seems like a strange reality governed by a sort of game like system called Underworld. Players(or in this case, NPCs and players) of both games seem to be able to go from either game world to the other freely, though because of this, they can not resolve their own storyline properly. Can be taken with any other toggles here. If you have Multiversal Server, you may choose to have this world be permanently connected. How they become integrated is up to you, although, the systems of the world seem to pseudo shift based on the world you go into, generally favoring the 'native system', with true translations between the two systems being on the rarer side. Killing anything from that game grants 1 Burst Point, the same relative progress for them killing anyone from this game is applied.

Wasteful Usage (+50): While in this jump, any time you would use Burst Points for a command, the command consumes twice as many Burst Points to be used. This prevents you from physically being capable of using 'Physical Full Burst', even if you somehow have infinite Burst Points.

Handing Out Points (+250, Requires Wasteful Usage): While in this jump, you gain half as many Burst Points from any source and you lose twice as many Burst Points to any source. So you level up? Requires twice as many points to do so. Kill an enemy? You only get 5 Burst Points. Win a duel as a level 9 against another level 9? You only take half of their points, and they get to keep Brain Burst.

Piggy Piggy (+100): You are a small, fat, unfit person. Now, in and of itself, this isn't necessarily bad, but it seems that people are always picking on you for it if they aren't one of your friends, if they are, you seem to notice them pointing it out a lot. Any fitness related perks or powers you have don't affect you within the real world, though perks or powers that attract others can still be used.

"Get it right ya hear!?" (+100, Requires Piggy Piggy): The situation is worse that I made it out to be, you are actually getting physically bullied and beaten up because of this by your non-friends, no matter what you do, it doesn't seem like you can fight back. You get rid of them somehow, *BOOM*, someone else starts up. Your friends have also gotten worse, instead of pointing it out occasionally, they seem to tease and pick on you constantly for it.

One Life... (+300): For the duration of this jump, if you end up getting your Burst Points to 0, you lose Brain Burst and any related perks permanently. This may go without saying, but to make sure we are on the same page, any safety net from your copy of Brain Burst is negated for the duration of this jump.

...In Hard Mode... (+100, Requires getting a copy of Brain Burst through cp, Requires One Life): For some reason, it seems the entire Burst Linker community has heard about you already, aware of any special traits your Duel Avatar or copy of Brain Burst may have.

...Alone…(+100, Requires getting a copy of Brain Burst through cp, Requires One Life): Oh no, not only are they aware of your Duel Avatar, it seems they've also gotten a hold of your real world identity. For the duration of this jump, any illusion, identity changing, or any other means of convincing a Link Burster that you are someone else will fail spectacularly.

...In A Nightmare... (+200, Requires In Hard Mode or Alone): and now the developers have put a bounty on you it seems, guess your copies weren't exactly 'licit'. You are now playing with legitimately one life, if you lose, that's it, and on top of that, whoever defeats your Avatar immediately levels to 10, not sure you'll find many people that will help you here.

...With An Ironman Modifier (+300, Requires In A Nightmare): Honestly, not going to be worth the cp, but now, if you lose Brain Burst, not only will you lose that dope ass game, but you will also lose your chain.

No Friends Are Home... (+100, +200): You can't bring any companions with you to this jump. If you bought the Safe House item, there will be no staff, you will have to hire any if you want any. If you took this with Alone, you gain an extra 100 cp.

…, They Aren't Online Either (+200, +400, +600, +800): For the duration of this jump, you can't fight with a partner, join or make a legion, and if you enter a battle royale fight, the game will make the teams of you vs them until you are eliminated. If you took this with Hard Mode, you gain an extra 400 cp. If you took this with In A Nightmare, you gain 600 cp instead. If you are playing With An Ironman Modifier, you get this heap of 800 cp instead.

Research Group (+100): You bump into this group of seemingly high level players who are using multiple unorthodox methods of trying to level. They are difficult to fight, but not impossible, though if you aren't with someone else, chances are slim you'll get away unscathed.

Your Taker (+500): I thought people didn't like taking these drawbacks? Well, now you have someone who seems to be stalking you with the intent to take all of your special abilities, then all of your Burst Points, though they are fine with what they already got. Your Duel Avatar starts with less abilities than they should and 10 less Burst Points as, in a totally fluke accident, you lost your first match against this guy specifically(does not have to be a guy) and they took one or more of your abilities before the match ended. You lose a random ability for half(rounded down) of the number of Jumper Cheat abilities your Avatar has plus 1, and each time you fight this character, they seem to already know your capabilities and each time you lose, they seem to take either an Ability, Equipment, Killer Move, or even physical trait of your color. Once you defeat Your Taker, you get back all abilities they took.

When the jump would end, you may choose to continue if Your Taker is still around. Though you can continue on with your jumps, your Duel Avatar will permanently lose those abilities, and if he stole some of those 'totally balanced cheat enabled jumper' abilities, you and your Avatar permanently lose it.

VR Noob (+100): For some reason, this whole ‘full dive’ thing just isn’t jiving with you. You take a couple months to actually get a grip on it, but until then, you are, shall we say, an easy target. For the duration of this jump, your learning related perks are disabled.

Amnesiac (+200): Oh Boy! With this perk, you only have knowledge that your background would give you, so if you dropped in, you are probably very confused. If taken with VR Noob, your background doesn’t actually help you figure it out in any capacity.

Hugh Mann (+150): While within the real world, you lose use of all of your powers from other jumps, but you can still use their items. As a bonus, you will respond to Hugh or Mr. Mann as if it was your actual name.

Lost and Found (+150): Inverse of the previous drawback, you can use powers but can’t use any items during the jump, so you can’t physically enter your Cosmic Warehouse. Why? Because I’m counting buildings and magical locations you own as items for this drawback.

Calamity Incarnate (+800): Remember that Chrome Falcon and how that certain armor manifested? Well… Bad news. On this peculiar timeline, there’s another one that exists before the game even begun. It started out as a bug that gained a will of its own. The maker of Brain Burst decided to make it the final boss. You will not leave the Jump until it has been beaten, and it will chase you once a year before full-blown chasing you on the last two years.

Reward

For completing this Jump, you get your Enemy form or Duel Avatar as an Alt-Form. Additionally, Enhanced Armaments become normal Items should you wish, otherwise they will be usable only while in that alt-form or Brain Burst.

Ending

You’ve got yourself the usual suspects:
Go Home
Stay Here
Continue Onwards into the Multiverse

Scenarios

Royal Flush

(Requires Enemy or a copy of Brain Burst)

The Seven Kings of Pure Color are seven level 9 Burst Linkers that are the most extreme of their respective colors in purity. So they are pretty niche in skills, but that's besides why you are here. They have all come up with a non-aggression pact as the only way to achieve level 10 is to defeat five other level 9 Burst Linkers, so they understandably agreed that they wouldn't take one another's powers over time for the sake of being friends (well, the Black King did straight up murder the Red King, but that is also besides the point for you). They have learned of a particular entity which will pose not only a threat to them, but to their entire legions potentially, though unless you have a Drawback that specifies otherwise, they know not of your identity until you start making some big moves.

For this jump, you are to get all of the Kings to surrender to you, or you are to get Brain Burst uninstalled from the King's players. A mixed reward is possible in this Scenario. If you take this Scenario and aren't able to complete it, you may either fail the chain or remain until it is completed or you die (which will obviously fail the chain for you).

Completing this scenario, you gain an item that gains additional functionalities based on who you 'eliminated':

Armor of Catastrophe: This armor feeds off of your hopes and desires, growing stronger the more you have, significantly so when those hopes or desires can be considered as negative for you. Increasing your strength in all manners in relation to this.

The armor also allows you to consume others, when you do so, the afflicted area almost melts into a silverish liquid, which spreads over the rest of the body given time. If you don't want to feed it 'concepts' like above, this is a significantly weaker/slower yet more permanent alternative.

The armor is capable of collapsing and folding to fit underneath your clothes and encaseing any other armor you might wear to improve its effects.

If you eliminated Black Lotus, the armor gains the ability to travel between shadows and any part of the armor can protrude blades when you will it, these blades are capable of cutting through all but the most durable substances.

If you eliminated Blue Knight, while wearing the armor, you gain the knowledge to use and repair any weapon or tool you are holding to the degree of nearly being a master with said item.

If you eliminated Green Grandé, for a few minutes each week, the armor(and by extension, you inside it) can become considered an "Immortal Object" by reality. Meaning that during those few minutes, you physically can't be harmed except by powers that warp reality. You have a total of 240 seconds a week that can be used on this ability, split up as you choose, any unused time is lost.

If you eliminated Purple Thorn, after being struck with an elemental or magical attack, the armor gains the ability to replicate that power, albeit for only a couple minutes and in a limited fashion. The replicated power can be increased in flexibility and power the more powerful the armor is.

If you eliminated Scarlet Rain, the armor's arm/hand is capable of 'consuming' weaponry, allowing you to morph the limbs of the armor into a form of that weaponry that becomes stronger as the armor does. The weaponry is restricted from being blades (potentially) unfortunately.

If you eliminated White Cosmos, the armor will heal you and repair itself overtime, this can be sped up through feeding the armor more, either through desires or through actually consuming someone. Though even if you don't feed it, the healing is noticeable.

If you eliminated Yellow Radio, the armor gains the ability to create two exact copies of itself, linking your mind and will to the other copies. Though the copies will be noticeably weaker and less durable than the real you, though there is no cooldown on this after both have been defeated.

Each of the Kings you make Bend the Knee will become your followers. They each get their Duel Avatars as an alt-form and have all items and powers they had in Brain Burst while in that form.

Instead of taking Scarlet Rain (The current Red King), you may take Red Rider (The first Red King) as a follower if you made Scarlet Rain bend the knee.

Notes

- The Incarnate system is one that anyone can use within Brain Burst. It allows the user to imagine doing something, and with enough will, it will happen. Now it isn't just 'imagination and willpower' there is also some genuine belief sprinkled in there. Which makes this system almost like a circular argument, if you use it first try, it will become easier to use afterwards. If you can't use it after a couple hours, it becomes harder to use since you subconsciously don't believe it will work. Though this does come with the unfortunate downside of prolonged use causing the user to succumb to the darkest corners of their mind.
    - Jumpers can use this to recreate any power they have with their Duel Avatar quite easily, though it does come with these mentioned risks.
    - This power is also secret and borderline forbidden in Brain Burst, so using this will attract attention.
    - The one thing every instance of Incarnate System usage share in common, is that the user sort of glows or 'shines' on whatever part of them that is being affected by the Incarnate System.

    - The only way to block an Incarnate skill is with another Incarnate skill. Which I feel makes sense since it is literally manifesting a warp in reality.
- Abilities of Duel Avatars can be extremely versatile and variable, being akin to magical spells, physical abilities, things such as flight or stealing the powers of others. Really they can be just about anything.
    - With that being said, Abilities that use the Killer Move gauge are generally more powerful by a substantial amount, and those that don't use the Killer Move gauge are generally on the weaker and more restrictive side.

Made by u/novisius.