RWBY Jumpchain



Welcome to the world of Remnant, a land full of monsters, darkness, and cute girls with badass weapons. Humanity is embroiled in a permanent war against the dreaded creatures of Grimm. Mankind is forced to barricade themselves within massive cities to protect themselves lest they be overrun. Using their auras, the lights of their souls, in conjunction with Dust, the manifestation of nature's wrath, the people of this world combat these monsters. Special combat academies train normal teenagers into Huntsmen and Huntresses, capable of wielding powerful weapons and using their unique semblances to bring the fight directly to the never ending threat of the Grimm.

Mankind consists of humans and faunus, with faunus possessing extra traits reminiscent of animals, such as animal ears, horns, or tails. They are commonly discriminated against, and an activist group turned terrorist organization called the White Fang consists entirely of faunus and has brought public opinion to the lowest it's been since the Faunus Rights Revolution.

Behind the scenes, an evil cabal that serves the queen of all Grimm, Salem, has put dark plans into motion. Soon, they will strike a mostly unsuspecting world, with only a choice few, led by Headmaster Ozpin of Beacon Academy, standing in their way. The situation is about to become very grave as they attempt to destroy mankind's last hopes of protecting themselves.

You may choose to enter this world at any time, up to ten years before the story's start You have 1000cp to spend. Good luck.

Locations



You may freely choose your starting location.

1. **Kingdom of Vale**

The central Kingdom of Remnant, located on the continent of Sanus. It is home to the city of Vale and the prestigious Beacon Academy. It is bordered to the northwest by shallow waters and to the southeast by steep mountains, giving it natural protections from Grimm.

2. **Kingdom of Atlas**

The northernmost Kingdom of Remnant, located on the icy continent of Solitas. It is home to the city of Atlas and the similarly named Atlas Academy. Unlike most kingdoms, Atlas' government, military, and the Academy function as a single entity. It is also the location of the Schnee Dust Company headquarters, the largest supplier of Dust in the world.

3. **Kingdom of Mistral**

The easternmost Kingdom of Remnant, located on the diverse continent of Anima. The continent has a wide range of ecosystems, from wind carved cliffs, to Grimm infested swamps. It

has a very wide range of characters from noble artisans to assassins for hire. It is also home to the largest black market on Remnant.

4. **Kingdom of Vacuo**

The westernmost Kingdom of Remnant. It, like Vale, is located on the continent of Sanus. However, the climate of Vacuo is far more severe than Vale's, consisting mostly of desert. Like the rest of the kingdoms, Vacuo is governed by a council representing its people and their interests. However, the formal government's influence is minimal. Vacuo's own Shade Academy is the only true source of law and order in the Kingdom.

5. **Menagerie**

A small island to the southeast, it is inhabited by Faunus almost exclusively. Humans are generally looked on with some suspicion by the residents, and the White Fang's presence here is strong. Very little of the island is habitable, forcing its residents to pack tightly into the areas that are. Menagerie also has no CCT tower, making communication with the outside world very difficult.

Backgrounds

The following options determine you background in this world. Each background has different age requirements. You may pick whatever gender you prefer.

Drop-In

No prior memories and no past connections. You show up with nothing but the clothes on your back and whatever you've brought with you.

Student

You're an up and coming student from one of the combat schools in Remnant. You may still be in a primary school, preparing to go to a more prestigious academy, or you may already be in an academy. Regardless, you've got lots of potential, and you're in of of the best places for dedicated Hunter training. You may pick any age between 12 and 21, with your age determining where exactly you fall within the school system. The main cast is 17 at the show's start, and attend Beacon Academy.

Huntsman/Huntress

You're a trained Huntsman or Huntress. You've already graduated from an Academy and have been cleared for official duty. You're an old hand at slaying the creatures of Grimm,

and have years of experience to draw from. Drinking problem sold separately. You may pick any age between 21 and 70.

Criminal

You're out for number one, even if that puts you on the wrong side of the law. You have a dirty past full of crime and less than savoury characters. You're a part of the underworld Remnant. Be careful not to get busted by a group of teenage girls! Or maybe it's finally time to get on the straight and narrow? With your skills, it probably wouldn't be too difficult. You may pick any age between 15 and 70.

Villain

You're a servant of the Queen of all Grimm, Salem. She has dark plans for the world of Remnant, and you're a pawn in her schemes. Perhaps you could prove yourself to be more than a pawn, or maybe you're just in it for personal power. Regardless, it's unlikely you'll be winning any popularity contests if anyone learns who your master is. You may pick any age between 15 and 70.

Species

Human

You're a normal human. That's it. I don't know what you expected.

Faunus

You're a bit more than human. You have some sort of animal feature like cat ears or a monkey's tail. Faunus usually have enhanced night vision, and possibly even some mechanical benefit like a spider faunus being capable of producing and launching webbing to entangle foes or a bat Faunus having functional wings. Faunus experience discrimination and racism by much of the populace, however, and many will associate you with the White Fang just because of your differences. Also, good luck getting a job in Atlas that isn't mining Dust for minimum wage.

Perks

All 100 CP Perks are Free to their Origin, the rest are 50% off.

Aura - Free

Aura is the manifestation of a person's soul. Now that yours has been unlocked, you can call upon it to protect you, summoning it as a forcefield that cloaks your body. This must be activated manually, but once sufficiently trained, you can keep it on with almost no concentration. It can also heal minor wounds and is used to power your semblance. Your aura grows in proportion to your soul, and your soul grows as you become more powerful. Aura passively increases the physical ability of those who have it, placing them at low superhuman levels. You can channel your aura into weapons and armor to increase their durability and offensive capabilities. With some experimentation, you might even learn to directly enhance your strikes with your aura. Aura is also used to activate Dust, the main energy propellant of Remnant. Lastly, those with aura can also unlock the auras of others with a bit of self-reflection on the nature of their own soul.

Beacon Academy For Supermodels - Free

Why the hell is everyone in Remnant so attractive? You'd be hard pressed to find anyone less than an eight out of ten here, and now that extends to you too. You're a natural ten in terms of good looks and little things like the sweat, blood, and exhaustion of battle do little to hamper this.

Red Like Roses - Free

Your very own theme song that plays anytime you get into intense fights. It's timing will always ensure you're hearing the best parts during the coolest moments, and you're guaranteed to love the song. Your choice of a brand new song, or a song of your choice that may be changed at any time. You can toggle this at will if you so choose, and may decide if others can hear it or not. If you decide to allow others to hear it, you may also choose whether or not they find it strange.

Basic Training - Free

You have the bare minimum fitness and training to be a student at a combat academy. This isn't anything super special, but you'll know how to use dust based weapons as well as dust in it's basic forms. You also gain training with the weapon that you build in the module below.

Drop-In

Welcome to Beacon - 100 CP

It's always good to put your best foot forward. When you enter a new Jump, you find that you have an instinctive grasp of that world's culture and customs. This only covers general knowledge like basic social customs and current rates, but it'll save you time not needing to learn the minor things.

Friends You Haven't Met Yet - 100 CP

People like you. There's just something about you that make people want to be your friend. Assuming you put any effort into it, you will find yourself becoming fast friends with nearly everyone that you meet.

Landing Strategy - 200 CP

You're excellent at thinking on your feet in unexpected situations. You'll never be caught off guard by surprise, instead adapting to new problems with practiced ease, allowing you to always take calm, rational action even in the heat of the moment. With a bit of clever thinking, you could turn a deadly fall into a graceful landing almost off-handedly.

Flipping The Board - 400 CP

You have a peculiar way of absolutely demolishing other people's plans. Simply by becoming a part of the scenario, you can throw everything into chaos, your opponents simply incapable of planning around you. If you decide to actively dismantle someone's plans, you'll find it remarkably easy to do, destroying years of planning in mere hours. You can turn this effect on and off at will, and can choose whose plans are affected by it.

Dust Grafts - 600 CP

You've undergone surgery to have Dust infused into your body. You may select any one of seven common Dust types (Fire, Water, Air, Earth, Lightning, Ice, Gravity) to have bound to your blood. This gives you the ability to create and manipulate the element of your choosing by channeling your aura. Using more aura will create more powerful effects with very little in the way of upper limits. You may purchase this more than once to gain several elements, discounting subsequent purchases if it wasn't already.

The Old Wizard - 600 CP

You've been cursed by the gods of this land. Once per jump, upon your death, you find that your soul is transferred to a new body. Unlike Ozpin, however, you will immediately supplant the original owner of your new body, taking full control immediately. All your perks,

powers, skills, and abilities will transfer to your new body, but items explicitly will not. You'll need to track those down if you plan on continuing to use them.

The person you take control of will always be a unnamed background character in the setting, and will possess no abilities unique to them. The effect of this perk will only prevent your death, not make you any stronger.

Student

Kids Will Be Kids - 100 CP

For some reason, you seem to get a little more leeway when it comes to breaking the rules as long as you do so with noble intentions. For example, if you were to destroy a bridge and cause massive property damage, you'll find people in authority overlooking it as long as it was to stop a dangerous criminal or a terrorist organization.

Isn't It Past Your Bedtime? - 100 CP

Your enemies always seem to underestimate you for some reason. No matter how often you prove yourself capable, they will almost always look down on you. Though this could give you an opening to end a fight before they realize how strong you really are... This can be toggled on and off at will.

Mecha-Shift Engineer - 200 CP

You possess all the engineering knowledge needed to create, maintain, and upgrade the mecha-shift weapons that are used by Huntsmen and Huntresses, and how to apply these design principles to other projects.This translates to the mechanical knowledge to fit large complex machinery into very small forms, as well as machinery that transforms into different shapes like a sniper rifle shifting into a scythe.

I Want To Be A Hero - 400 CP

You've always dreamed of being a hero, and now it's time to become one. Your training yields extreme results, allowing you to learn new things at a rapid pace. A fighting style that takes years to master? Even if you began with no combat experience, by the end of a few months of hard training, you'd be capable of matching your peers who have had a decade of rigorous training.

Overflowing Aura - 600 CP

Aura. You have a lot of it. Several times the normal person in fact. If you were capable of doing so, you'd be able to fully refill an ally's aura without breaking a sweat, and the defensive

nature of aura means that you'll be extremely difficult to take down in a fight by anyone of similar skill to yourself. Even those who far surpass you in power may find themselves surprised as you keep fighting long after the point where anyone else would've been dead. This may not always win you the fight, but it'll keep you on your feet long enough to have a chance.

Silver Eyes - 600 CP

You have the Silver Eyes of the warriors of old, said to be capable of killing Grimm with nothing but a single look. Your eyes start off weak, only activating in times of great need, but in time you will reach this level of power as well. When your eyes reach their zenith, you'll be able to kill lesser Grimm with glance, and petrify greater ones with minor effort. In future Jumps, you may choose a single enemy type to gain these same effects on.

Huntsman/Huntress

Huntsman Training - 100 CP

You graduated from a prestigious combat academy and you have the skill to show for it. You've mastered the acrobatic combat that is a staple for Huntsmen and Huntresses and can hold your own against hordes of mindless Grimm.

Certified Badass - 100 CP

You're awesome and everyone knows it. As a Huntsman/Huntress, you have an aura of strength and inspire awe in those you meet. When you give advice and weigh in on situations, your words will be taken very seriously. People know that you know what you're talking about, and they respect you enough to listen.

Monster Hunter - 200 CP

You hunt monsters for a living. It's what you do and you're damn good at it. Anytime you're fighting creatures that could be considered monstrous, you'll have an easier time dealing with them and will quickly find their weak points. In addition, in future Jumps, you'll always be able to find jobs hunting down and killing creatures for cash. This will vary in effect based on the Jump.

Outnumbered - 400 CP

Quality trumps quantity every time, and Huntsmen are the embodiment of this idea, often facing dozens of Grimm at a time. You're an expert in fighting in such a way that a numerical

advantage means absolutely nothing when facing you. Assuming you have the time and the energy, no horde of Grimm will ever overrun you due to sheer numbers.

Maiden's Power - 600 CP

Choose one of the four Seasons. You have replaced the seasonal Maiden for that season, gaining all of her powers. This grants you the use of elemental magic, whether it be launching fireballs, calling down lightning, or even turning leaves into razor sharp blades, this power is supremely versatile. In addition, you can create weapons from the solid elements (Ice, Earth, Glass) and possess the ability to fly. A single Maiden with adequate training would not be hard pressed to defeat a full team of Huntsman in a fair fight.

Typically, Maidens are required to be female, but since you're paying with CP, that restriction will be waived. Have fun explaining that to people. Keep in mind that because you're replacing a Maiden, this could have unintentional side effects on the plot as we know it so far. This will also likely attract the attention of both Salem and Ozpin, and especially Cinder should they learn you have this power.

Combat Ready - 600 CP

You're one of the best in the business. Very few can match your prowess and experience. You can move faster than the eye can track, are strong enough to casually smash through stone walls, and are skilled enough to fight nearly any opponent on any battlefield. You have over a thousand battles under your belt to draw from, and you have a lifetime of experience with all of your skills and abilities purchased here, a testament to your impressive career.

Criminal

Roguish Skill-Set - 100 CP

You've got a particular set of skills geared towards breaking the law. You're a master pickpocket, can pick nearly any lock, could talk your way out a paper bag, and are particularly skilled at avoiding detection and blending in with the crowd.

Master Forgery - 100 CP

You possess the lucrative skill of forging documents. Any documents you forge are of the highest quality and will pass nearly any inspection. Lots of people would pay lots of money to get their hands on the things you can provide.

Dirty Tricks - 200 CP

No fight should be a fair fight. You're excellent at utilizing what most would refer to as "cheap tricks." Whether it's throwing dirt in someone's eyes or attacks towards your opponent's "sensitive" places, your dirty tactics yield disproportionate results and your enemies never quite seem to adapt to them. Even the strongest opponents can be beaten so long as you're willing to cheat.

Escape Artist - 400 CP

Typically, a thief should strive not to get caught, but when one makes a profession out of illicit activities, it's only a matter of time until it happens. When it does, you're prepared. Any escape attempts just seem to go your way. Disengage using a semblance? No one will pursue you. Have a bullhead waiting to ferry you to safety? You'll get away no problem as your foes look on as their attempts to stop you fail. If someone should be so foolish as to imprison you on a massive airship armed to the teeth with lethal weapons? Well, I'm sure they wouldn't have put you there if they didn't want you to take it for yourself, right?

Silver Tongue - 600 CP

You could talk your way out of any situation, and you always have a witty retort ready. You exude likability and charisma. Simply put, you're a people person. Talking is like breathing for you. You could rally a crowd full of civilians into willing joining a terrorist organization, or keep someone from killing you by convincing them to let you work for them instead. This also comes with the added benefit of being incredible at monologuing. So long as you've got time to talk, your greatest weapon is always on hand.

Self-Preservation - 600 CP

You usually need to take damage to lose a fight, and you're incredibly good at making sure you never get hit. You have an almost supernatural ability to not only dodge and deflect attacks, but to gracefully control the flow of battle as you do so. Your combat reflexes are incredible and so long as you are even slightly relative to your opponent in speed, it's unlikely that you'll ever be touched.

Villain

Subtlety and Subterfuge - 100 CP

Sometimes subtlety is the way to go. You're extremely good at deceiving others and misdirecting people as to your true intentions. You'd easily be able to infiltrate even the extremely secure combat academies with almost no effort. A simple disguise and some honeyed words are often worth far more than blunt force.

Ally of Evil - 100 CP

Grimm no longer attack you and will obey your basic commands. They will defend themselves if attacked, but will otherwise ignore your presence. In future jumps this also applies to other "evil" mindless creatures, such as Zombies. Be warned, this is a very weak effect. If such a creature's true master or really anyone with a more concrete claim to authority over them exists, they will be able to override your commands.

The Best Leverage - 200 CP

Nothing inspires loyalty quite like the unspoken threat of murder. So long as you are significantly more powerful than they are, you can coerce and intimidate anyone into becoming your loyal pawn. They will instinctively understand that they are completely outclassed by you and acquiesce to any of your demands.

Final Showdown - 400 CP

For some reason, the Heroes never seem to gang up on the bad guy. They instead always go for the dramatic final one-on-one showdown, sacrificing their numbers advantage for the sake of drama. When it comes time to fight powerful opponents, so long as you are alone, the plot will conspire to isolate you and and your opponent for single combat. You'll never need to worry about the Heroes outnumbering you.

Destiny - 600 CP

Do you believe in destiny? Well you should, because it seems to believe in you. So long as you make plans towards accomplishing a goal, fate seems to do its very best to ensure your success. Even half-baked schemes will yield moderate success, and well designed plots will be almost guaranteed to succeed barring the influence of something you didn't account for. Even in those scenarios though, your plans may succeed anyway, and at the very least will be salvageable with very little effort.

Grimm Parasite - 600 CP

You've been infected with a docile Grimm Parasite. It lives within your body and can be summoned from your hand at will to excrete a black webbing that will link you and your target.

When linked to someone, you can steal any innate power they possess for yourself. This process takes around ten seconds and can be broken prematurely if the target is not sufficiently restrained, leaving you with only a portion of the power you were attempting to take. Taking a power fully from someone puts immense strain on them, potentially leaving them in a comatose state or even killing them.

For an additional 200 CP (before discounts), you may choose to instead have a Grimm arm. This black limb will allow you to steal powers much more quickly, requiring only that you make physical contact with your opponent, though it will still take time to steal the full power. This will, however, render you vulnerable to anyone who possesses the Silver Eyes of legend. But those are just a myth, right?

Semblance Creation

You gain 250 SP to build your semblance, and can convert cp to sp at a 1:1 ratio. There are 3 categories with 5 tiers each. You may purchase one Tier from each category.

Effect - Free

Your Semblance is a power unique to you. It is a reflection of your soul's true form. As a result, your semblance may be anything as long as it begins within the limits of what you purchase here. As a general rule, most semblances can be fully explained in around one full sentence.

Semblances can and will grow over time with sufficient training, but the process is slow and requires significant time investments. Some semblances are naturally powerful from the start, and your semblance will begin at the strength you purchase below. Increasing any category through training will likely between five and fifteen years for the average person depending on the intensity of the training.

The effects of some semblances can be altered through the use of various elements of Dust. A semblance that creates intangible clones, for example, may be able to create elemental statues of the user with the application of Ice or Earth dust.

Range

This category represents the distance at which your semblance is functional. Depending on the method of delivery for your semblance, certain ranges may be necessary. If your Semblance is voice based, it's probably Mid-Range. If it requires line of sight, it could be Long range. If it needs eye contact, it might be Close or Mid.

Tier 1 – Self - Free

Your semblance affects just you or requires physical contact. These semblances are often self-buffs or on touch abilities.

Tier 2 – Close - 50 SP

Your semblance is effective in close quarters. As long as you're close enough to jump into melee combat, you're probably close enough to use your semblance. This range is never more than about 2 meters in any direction.

Tier 3 – Mid - 100 SP

Your semblance is effective at most combat distances. So long as you're actively engaged in a battle, your opponents are probably within range barring the presence of snipers. This range is about equivalent to reliable handgun accuracy range.

Tier 4 – Long - 150 SP

Your semblance is effective at very long ranges. You could affect long range combatants, airborne opponents, and far off enemies. You might be able to end a fight before it begins with this range.

Tier 5 – Planetary - 300 SP

Range is nearly irrelevant for you. As long as you're on the same planet as your target, your semblance is always effective. You still need to have awareness of the target, or have a general idea of where the area you want to affect is, but you no longer need to worry about an arbitrary range limit. For example, if you had a semblance that created portals, you could freely create them to places you know the location of, but would be unable to portal to a specific person without a method of keeping track or perceiving of them. If you take this range, you're not allowed to tack on a passive sensory ability to bypass this, though you may have the ability to "mark" targets with physical contact, or something similar. In general, any uses of this that completely break the setting won't be legal. Use best judgement.

Power

This category represents the magnitude of your semblance. Higher tiers will have more impact on events.

Tier 1 – Minor - Free

Your semblance has a small effect. It probably won't be helping much without some really creative use. Offensive semblances might deliver attacks equal to your own punches and Defensive semblances might block attacks of the same caliber. Mobility semblances might provide some minor speed increase or some superhuman agility. Support semblances may make you silent or quickly heal minor injuries. Utility semblances might send very short telepathic messages.

Tier 2 – Useful - 50 SP

Your semblance is a useful tool. It will nicely supplement your other skills. Offensive semblances might deliver attacks equal to gunshots and Defensive semblances might block attacks of the same caliber. Mobility semblances might double your speed. Support semblances may give you imperfect camouflage. Utility semblances might grant you very minor telekinesis.

Tier 3 – Major - 100 SP

Your semblance is powerful enough to be a pretty major part of your kit. Offensive semblances might deliver attacks equal to military grade explosives and Defensive semblances might block attacks of the same caliber. Mobility semblances might provide flight. Support semblances may make you invisible or quickly heal major wounds. Utility semblances may make you fully telepathic with willing targets.

Tier 4 – Defining - 150 SP

Your semblance is powerful enough that your kit may be based around it instead of the other way around. This is the higher end of canon semblances. Offensive semblances might deliver attacks equal to sustained fire from a military vehicle and Defensive semblances might block attacks of the same caliber. Mobility semblances could make you fifty times faster or allow you to create temporary portals. Support semblances may allow you to create illusions or temporarily buff allies or yourself to three times normal strength. Utility semblances might let you read minds and send telepathic messages at will.

Tier 5 – Legendary - 300 SP

Your semblance is absurdly powerful. It is a match for even the most powerful enemies in Remnant. Offensive semblances might deliver attacks equal to that of what a Maiden could dish out and Defensive semblances would block attacks of the same caliber. Mobility semblances could allow you to teleport or move near instantaneously across distances. Support semblances may allow you to create physical illusions or bring back and heal the recently dead in perfect condition. Utility semblances could give you precognition or even mind control.

Usability

This category represents how easy it is for you to use your semblance. Higher tiers of this will allow your semblance to be called on more easily.

Tier 1 – Situational - Free

At this level your semblance requires special circumstances to activate. You will be unable to use it unless certain conditions are met.

Tier 2 – Difficult - 50 SP

Your semblance requires serious concentration to use and will likely drain you quickly. When using it, you'd likely be unable able to move or be required to close your eyes to concentrate.

Tier 3 – Trigger - 100 SP

You semblance can be called on whenever you need it, but it still requires conscious effort on your part. In addition, it probably needs some minor hand gestures or another small action to guide your focus.

Tier 4 – Instinctual - 150 SP

Your semblance is extremely easy to call upon. It wouldn't be unreasonable to describe your mastery over it as muscle memory. You could use it even while distracted or caught off guard. It will barely drain you at all unless you use it for days on end.

Tier 5 – Like Breathing/Always On 300 SP

Your semblance is either always on, or requires no effort to use. It's a part of you and you call on it like you call on your ability to breathe. You could use it forever and you'd never feel even a slight drain.

Weapon Creation

Weapons on Remnant are mechanical marvels that typically merge several weapons into a single deadly hybrid. Weapons typically have separate forms that they can shift between, like a Scythe that can shift into a Sniper Rifle. There are exceptions to this rule, of course, but you can decide what you want your weapon to do below. You get 300wp for this section and can convert cp to wp at a 1:1 Ratio.

Base Components - Free/50 WP

You may pick any of the below options to form the base of your weapon. The first two are free, and extras can be purchased for 50wp each. You may also choose only a single component to have a mundane weapon and get a free upgrade on it. A single weapon cannot have more than 4 of these options.

If you want more than one weapon, you may purchase them by purchasing these components individually. You may also choose to import weapons from previous Jumps of appropriate types to merge them into hybrid mecha-shift weapons:

- *Melee Weapon*: Swords, Hammers, and everything in between.
- *Ranged Ballistic Weapon*: Gives your weapon a gun form that fire bullets. Go figure.
- *Ranged Launcher*: Bows, Crossbows, Grenade Launchers, Missile Launchers, etc.
- *Thrown Weapon*: Javelins, Throwing Axes, Throwing Knives, Boomerangs, etc.
- *Dust Caster*: Anything that uses Dust to attack directly. Flamethrowers and much, much more. Also your general "I want to play a mage option." Weiss's Rapier uses a Dust Caster.
- *Armor Up:* Your weapon is wearable: Gauntlets, Boots, Codpieces. Fashionable. Also your shield option if you're into that.
- *Common Object*: You can make one of your weapon's forms a common object like a handbag, cane, or trumpet. This also covers any more exotic options.

Upgrades - 50 WP Each

These upgrades are weapon specific. You cannot take upgrades for a weapon category you did not take. All weapons can take general upgrades. All upgrades are 50 wp. No discounts.

General

-- *Collapsible*: Your weapon has a compact carrying form. Depending on the specifics of your weapon, this may be as small as a wallet or as large as briefcase.

-- *Lightweight*: Your weapon weighs half as much and will be much faster to use in combat. Durability is not impacted. Recoil may have a larger effect on lighter weapons.

-- *Heavyweight*: Your weapon weighs twice as much. It now will hit much harder, assuming you're strong enough to use it. Recoil may have a lesser effect on heavier weapons.

-- *Mobile*: Your weapon has been designed to enhance your mobility in some way. This may be extreme recoil, some sort of specialized system that uses dust, or something more exotic at your discretion..

-- *Streamlined*: Your weapon shifts between its various forms much more quickly. Depending on the complexity of your weapon, the time will vary, but it will never take any longer than a half second with this upgrade.

-- *Dual Wield*: Your weapon either splits into two separate identical weapons for dual wielding or you have a single perfect replica of your weapon. Weapons must be maintained and loaded separately. You may not purchase this more than once.

Melee

-- *Dust Forged*: When your weapon was forged, Dust was infused into the metal. You may pick a single dust type. Your weapon's melee form will now have a special effect specific to your chosen element when you channel your aura through it. Fire might cause the weapon to superheat, Ice could flash freeze objects on contact, Lightning might electrocute targets, and Gravity could cause struck targets to be launched away from you, temporarily nullifying gravity on them. You may decide the specifics of this effect within reason. This can only be purchased once per weapon.

-- *Atlesian Steel*: Your weapon was created using Atlesian Steel. Atlesian Steel is nearly indestructible and is the lightest metal in all of Remnant. It is typically reserved for the extremely wealthy aristocrats of Atlas because of how expensive it is and how difficult it is to shape it.

-- *Perfect Balance*: Your weapon has been balanced to the point of perfection. In addition to giving you more precise control over your weapon, this also makes weapons of any type excellent for throwing.

-- *Unexpected Gun*: Your weapon can utilize all of its functions while in its melee form. Shoot someone with a sword.

Ranged Ballistic (By default, Ranged Ballistic Weapons are Semi-Automatic. With upgrades, you can decide what type of gun your weapon is within reason.)

-- *Fully Automatic:* Your weapon's gun form is fully automatic. Just hold down the trigger. You may purchase this up to 3 times, with each purchases further increasing the firing rate. One purchase gives you a firing rate of 900 RPM. 2 Purchases: 3000 RPM. 3 Purchases: 6000 RPM.

-- *Bullet Penetration*: Your weapon fires larger or more penetrating rounds. You may purchase this up to 3 times, with each purchases further increasing the size and penetration power of your ammo. One purchase gives you basic higher caliber rounds, capable of quickly killing basic Grimm..Two purchases gives you the equivalent of sniper rifle rounds, capable of punching through even Alpha Grimm with ease. A third purchase gives you Anti-Armor rounds, capable of punching through military vehicles and even injuring massive Grimm such as the Goliath.

-- *Silenced*: Your weapon fires much more quietly.

-- *Buckshot*: Instead of single bullets, your weapon fires a spread of bullets. This makes it harder to aim at long ranges, but drastically increases close to mid range damage.

-- *Long Range:* Your weapon is accurate at much longer ranges.

-- *Dust Rounds*: Your weapon utilizes specialized Dust rounds. This upgrade also adds your ammo to your free restocking kit.

Ranged Launcher
-- *Dust Ammo*: Your weapon uses specialized Dust ammo. This varies according to your specific weapon, but you can decide the specifics for yourself. Lightning grenades, Ice Missiles, Gravity Arrows and much, much more. This upgrade also adds your ammo to your free restocking kit.

-- *Long Range:* Your weapon's maximum range is extended and is much more accurate.

-- *Explosive*: If it didn't already, now your ammunition explodes. If it already did, you're now packing demolition level explosives that could easily bring down an entire building.

Thrown Weapon
-- *Extras*: You gain copies of your weapon. You can purchase this as many times as you want, with each purchase doubling the number you possess (1 purchase = 2 weapons, 2 = 4, 3 = 8). Note that each copy needs its own ammunition.

-- *Returning*: Your weapon returns to you after you've thrown it. This may be a complex Gravity Dust mechanism, magnets, ricochet, or even just sheer badassness. The point is, you don't have to retrieve your weapon after you throw it.

-- *Dust Forged*: When your weapon(s) was/were forged, Dust was infused into the metal. You may pick a single dust type. Your weapon(s) will now have a special effect specific to your chosen element when you channel your aura through it/them and throw it/them. Fire could cause the weapon(s) to superheat, Ice might flash freeze objects on contact, Lightning could electrocute targets, and Gravity might cause struck targets to become twice as heavy briefly. You may decide the specifics of this effect within reason. If you purchased *Extras,* you may choose a single element for each copy.

Dust Caster (By default, One Dust Type, Granule Form)
[Dust Types: Fire, Air, Water, Earth, Lightning, Ice, Gravity]

-- *Crystalline*: Your weapon uses Dust Crystals instead of the more common Granular Dust. This means you won't have to refill your weapon. You *will* have to replace the crystals once every six months or so, and Dust Crystals are more dangerous in inexperienced hands, but the benefits likely outweigh the costs.

-- *Extra Dust Slot:* Your weapon gains an extra Dust Slot. Pick one more element. You may purchase this option as many times as you want. If you have more than one Dust Type you'll have a mechanism like a revolving chamber or a dial to switch between elements.

-- *Dynamic Duster* (Requires Multiple Dust Types): You no longer need to switch between your purchased Dust Types. You can utilize any and all Dust Types you have available simultaneously. Note that this does **not** allow you to combine Dust Types in combat.

Armor Up
-- *Reinforced:* Your weapon's armor form is far more durable, capable of taking even the heaviest attacks.

-- *Dangerously Fashionable*: Your weapon can utilize all of its functionalities without transforming from its armor form. Fire bullets from your boots, Dust from your shield, or use your sword from your gauntlet.

-- *Elysium Crusader*: Your armor is no longer a single piece. Your weapon is now a full set of mecha-shift power armor. It comes with a free HUD that keeps track of your aura and ammunition, has a Dust powered flight system, and can form an overshield when aura is channelled through it.

Common Object
-- *Concealed Weapon*: When in its object form, your weapon will be indistinguishable from any other object of its type. This also makes it undetectable by most means of security (i.e. metal detectors).

-- *Durable*: Your weapon is the closest thing to completely indestructible while in its object form. It'd be capable of taking nearly any attack.

-- *Hyper-Efficient Design*: Because your weapon transforms into such a mundane form, much more time was able to be devoted to its other form(s). All of your weapon's capabilities in other forms are doubled.

-- *Surprise!*: Your weapon can utilize any of its functions while in its object form. Shoot someone with a briefcase or a cane.

Note:
Assault Rifles have a firing rate between 700ish and 1000ish RPM. Submachine Guns (Like Ren's) and Miniguns (Like Coco's) have a firing rate of 6000ish RPM. Combinations of unrelated or somewhat contradictory upgrades can be fanwanked or meshed in whatever way makes sense so long as it doesn't significantly increase the power of the weapon.

Items

All 100 CP Items are Free to their Origin, the rest are 50% off.

General

Scroll - Free All

Remnant's local version of the smartphone. It can call, video call, browse the web, and anything thing else that you'd expect a smartphone to do. Everyone's got one. In addition to its basic communication method using CCT towers, it can also communicate locally with other scrolls nearby without them. It also serves as a data storage device and method of identification.

Munitions Restock - Free All

You gain a daily resupply of whatever ammunition and dust you purchased above in weapon customization. If you purchased the *Dust Rounds* or *Dust Ammo*, you receive a supply of various types of it according to what you want. Barring ridiculous circumstances, you should never run out of ammo.

Cool Outfit - Free All

Your own badass outfit. Pick a few colors, a motif, and a general style of outfit. You now have enough of those outfits to wear them every day of the week. And why wouldn't you want to? They look cool as hell. Once per month you may change the appearance of these outfits to another similarly-colored thematic variant.

Drop-In

Field Survival Supplies - 100 CP

A basic assortment of items useful for survival that renews daily. Enough food for a group of four, basic medical supplies, camping gear, and various other sundries.

Money - 100 CP

Enough lien to survive on provided you're frugal. You receive enough each week to cover your basic needs, but nothing beyond the bare necessities. In future jumps, this will be the local currency of wherever you find yourself.

Bullhead - 200 CP

A VTOL transport vehicle. It can comfortably hold 5 people and utilizes a combination of Air and Gravity Dust to fly, which never seems to run out. This model comes equipped with two fully automatic guns mounted on the outside of the body.

Project P.E.N.N.Y. - 400 CP

The research notes of a renowned Atlesian scientist that details the science behind the creation of one Penny Polendina, an artificial human capable of generating an aura. Naturally this includes the necessary information to create a robot capable of standing up to trained huntsmen, but also the creation of extremely advanced artificial intelligence that is virtually indistinguishable from a human, barring some potential robotic language, though that could surely be debugged. Most impressively, the notes detail how to give a robot it's own aura, which by extension means it will teach you how to give an inanimate automaton a soul of its own.

Student

Acceptance Letter - 100 CP

You've worked hard to secure your place at this prestigious academy, and your letter of acceptance has finally arrived. This letter entitles you to a spot at any of the four major combat Academies in Remnant. In future Jumps, this letter can secure you a place at a school of your choice.

Textbooks - 100 CP

A collection of textbooks downloaded on your scroll covering every topic an aspiring Huntsman or Huntress might need to know.

Sweet Ride - 200 CP

A mundane vehicle (cars, trucks, motorcycles, etc) of your choice. Curiously, it seems to run without any need for fuel. Painted to your specifications.

Family Fortune - 400 CP

You come from money, and your family is extremely supportive of you. They've essentially given you a blank check. You have a debit card that pays directly from your family's main account. It isn't quite bottomless, but it's more than you'll ever be able to spend in your lifetime. This follows you to future Jumps, resetting to its original amount each time, regardless of your family's status.

Huntsman/Huntress

Hunter License - 100 CP

This is literally your license to kill. Well, a license to kill Grimm that is. This identifies you as a Huntsman or a Huntress. Showing it to people will afford you a measure of respect from most people, and it can get you into places that most people aren't allowed to go.

Trusty Flask - 100 CP

A small flask that is always full of whatever drink you want when you go to drink from it. Fits comfortably in any pocket and will return to your pocket if lost.

Secluded Cabin - 200 CP

A small log cabin, fully furnished and fully stocked with anything you could need. It's hidden away in a picturesque forest and will not be attacked assuming you don't lead enemies to it.

Huntsman Academy - 400 CP

You've become the headmaster of your very own Huntsman Academy. Here, you can train teenagers into monster hunting warriors. It comes with everything you need to train Huntsmen and Huntresses and will follow you to future Jumps, inserting itself seamlessly into a location of your choice.

Criminal

Thieves' Tools - 100 CP

An assortment of small tools necessary for your--ahem--particular line of work. Lockpicks are just the tip of the iceberg. You have a tool for nearly any and every situation imaginable. All tucked nice and neatly into a folding leather case. Any lost tools will be replaced each night.

Bag of Tricks - 100 CP

A variety of useful items for turning a fight in your favor or escaping from one unscathed. Smoke bombs, blinding powder, caltrops, ball bearings, steel wire, and so much more, all organized by type in the compartments of a small satchel. It will automatically refill itself with useful items as you use them.

Legitimate Business - 200 CP

A completely legitimate business during the day, it brings in a hefty profit for you. At night however, it's a hub for criminal activity. Everyone who's anyone in the local underworld knows and frequents your business and most of them are willing to go pretty far to stay in your good graces lest you bar them from returning.

Criminal Organization - 400 CP

You have control of your very own criminal organization. This may be a simple group of thieves or assassins, or something more radical like a terrorist organization, but regardless of the specifics, they are completely loyal to you. You'll have around 500 members in your group to start with, though this can grow over time with some effort, and any increase in numbers will be maintained between jumps. Likewise, any changes to the overall level of power or technological level of your group will also be maintained. Augmenting all of your members to be superhuman will mean your group consists of superhumans in all future jumps as well. All members will begin as baseline humans. In future jumps, you may choose to have this group inserted into the world retroactively.

Villain

Disguises - 100 CP

A wardrobe with the necessary contents to successfully disguise yourself and blend in nearly anywhere. Everything from business suits to school uniforms, you're sure to have an outfit for the occasion.

Fake Identity - 100 CP

A forged Identity that will successfully pass any inspection. Any attempts to look into your past will find you described as an upstanding member of society.

Stolen Dust - 200 CP

Enough ill-gotten Dust to equip a small army, all stored all in an abandoned warehouse. What nefarious plans could you possibly have for all of this Dust? Well, this supply of Dust will renew monthly, so you'll have plenty of chances to put your schemes into action.

Black Queen Virus - 400 CP

An extremely advanced virus has been installed on your scroll. This virus is special, not affecting the device it is installed on, but rather infecting other systems. By simply touching your scroll to another device, system, or network, you install a backdoor that allows you to remotely gain administrator access to it. This could be used to take control of a computer network or even turn a robot army to your side.

Companions

Team JMPR - Free/50 CP

You may import up to three companions for free in order to have enough members for a team. You may import more for 50cp each. Alternatively, you may create your own companions to add to your team. All companion imported or created through this method gain 600cp of their own and all freebies applicable to them, as well as their own SP and WP stipends.

Canon Companions - Free/100 CP

You may bring any canon characters with you as companions, barring Ozpin or Salem, so long as you can convince them to come with you. Alternatively, you can assure success in convincing them to join you by paying 100 CP per character. If you pay to have them join you, you can choose to assure that you end up on their team or even as their partner if that is applicable to you. Non-students can choose to have pre-existing relationships with their chosen companion if they so desire.

Drawbacks

Need some extra points? Limit 1000 extra points if you actually follow drawback limits.

Self Insert - (+0) You may choose any one character that shares your chosen background to replace in the world of Remnant. The specifics of how you are inserted is up to you, whether it be an insertion into their body, or a rewriting of reality to allow you to take their place. No, you're not allowed to pick Salem or Ozpin. This does not grant you any of the abilities unique to the character you choose.

Professor Jumper - (+0) You may choose any fanwork that takes place in the RWBY universe and replace the canon setting with that fanwork's setting. You could also choose to replace it with a more generic fanwork that has a combination of fan tropes. Taking this alongside **Self Insert** will cause them to work together, allowing you to replace a character in a fanwork. Choosing a setting that changes fundamental factors of the world may have adverse effects alongside certain perks.

If taken alongside **Self Insert**, and the character in the chosen work has a particular power that is not offered here, you may choose to gain access to it for the duration of the jump, but you will not retain it when you leave. This is only intended for fanworks that have the main character have abilities integral to the resolution of the plot. This CANNOT be used to gain any powers permanently, so don't try.

A Different Story - (+0) Or maybe you'd rather go further back? By taking this drawback, you will instead be allowed to enter the setting along with team RWBY's parent's generation. You may decide exactly when this inserts you, but your ten years will not start until team RWBY joins beacon, or if they should not exist after you make *ahem* alterations to the world, when their team would have done so. We all know you're just here for Bellamomma.

By My Shoulder - (+100) You no longer start off with your aura activated. You will need to either convince someone to unlock it or somehow unlock it yourself. Until you unlock it you will be incapable of using your Semblance, Dust Grafts, or any type of Dust more complex than simple bullets.

He's Always Drunk - (+100) You're an alcoholic. If you don't maintain at least a slight buzz at all times, your skills will get progressively more sloppy and you'll get splitting headaches until you get a drink. Try not to drink too much, though. Going too far in that direction carries its own penalties.

Delicious - (+100) Grimm are naturally drawn to your scent. You smell like the tastiest thing they've ever smelled and they will prioritize you over anyone else nearby. This negates the effects of **Ally of Evil** for the duration of this Jump.

Malfunction - (+100) You have terrible luck with weapons. They always seem to malfunction, jam, or break at inopportune moments. This will never be bad enough to cause you to die in the middle of a fight, but it happens all the time so you'll be constantly doing repairs.

Hunted - (+100/200) You've been noticed by your enemies. Depending on your faction you will be either hunted by Qrow Branwen if you're a Villain, or Tyrian Callows if you're not. Additionally, for another 200 CP, you will also be hunted by Raven Branwen if you're a Villain, or Hazel Reinhardt if you're not. If you take both, they will not hunt in pairs, but if they encounter you at the same time, they will work together to bring you down.

Fall of What Now? - (+200) This drawback wipes your memory of RWBY. You have no meta-knowledge of the world you're in. If you want to stop the bad guys, you'll probably have to do some detective work first. You retain all of your other memories.

White Fang Grudge - (+200) The leader of the White Fang has put out a kill order on you for some reason or another. The White Fang is essentially a racially motivated terrorist organization and has a few pretty powerful members. They'll now be gunning for you at any chance they get.

Motion Sickness - (+200) You're afflicted with the most dreaded of all conditions: Motion Sickness. You'll begin to become nauseous any time you are travelling faster than around the average speed of a car. This includes airships, bullheads, or even running if you're fast enough. Good luck holding onto your lunch.

Aura Flux - (+300) Most of the time aura is simple. You call on it and you get an overshield until you run out. Yours...is a bit wonky. Sometimes it just seems to not work quite right, shorting out at random. This isn't too terrible, but if it were to go down during a critical moment, it could spell death for sure. It doesn't fritz out all that often, perhaps happening once every few minutes, and it's only down for about a second when it does, so hopefully you can work around it.

Incomplete - (+300) You're missing an arm or a leg. This makes it much more difficult to fight in the style common to Huntsman and Huntresses and is taxing in everyday life. You'll likely have to adapt to fighting with this new disability. There are mechanical options for you if you desire a replacement, but they're all expensive and will require regular maintenance and run on Dust. This drawback prevents you from regaining your arm through any out of setting perks or skills.

Clapped In Irons - (+400) General James Ironwood is by far the most paranoid person on Remnant. He has spies in every city and leads Atlas's military, the strongest of the four kingdoms. He is always on the lookout for potential threats, and you just might fit that bill. If you display any sufficiently dangerous abilities, or if he thinks you oppose humanity's survival, he will not hesitate to remove you from the equation. This will begin with attempted capture, imprisonment, and interrogation. If he fails to capture you, he will move onto assassination attempts, using snipers, poison, hitmen, and more. If all of this fails, he will attempt to use his considerable political clout to turn public sentiment against you, eventually escalating to

mobilizing military forces to kill you. This includes his fleet of airships, an army, another army of robots, and a small army of autonomous mech suits.

Grimmdark Fantasy (Cannot Be Taken By Villains) **- (+400)** Remnant is a pretty scary place. Now it's even scarier. All Grimm are now much stronger, often requiring entire teams of Huntsmen and Huntresses to kill small packs of Beowolves. Giant Nevermore would be as strong as the Grimm Dragon from Canon. The Dragon would be a monster of titanic proportions. Humanity is at war, and it's losing. The world is now a much, much, darker place to live, and the four kingdoms are on the verge of being overrun. Grimm are the only threat that matter now.

Heroes of Remnant (Villains Only) **(+400)** Remnant's heroes rise in response to the growing darkness. Huntsmen and Huntresses far outmatch the mindless Grimm. Single heroes can slaughter hundreds of Grimm with little effort, and Salem is nowhere near the threat she is in Canon. You'll be going up against the best humanity has to offer, Jumper.

Black Queen (Cannot Be Taken By Villains) **(+600)** Salem is the true queen of all Grimm. She has precise control over all Grimm and full awareness of every single one in existence. She manipulates them with a tactical acumen that exceeds that of even the greatest strategists. Huntsmen and Huntresses will respond to reports of Grimm only to be outflanked and ambushed. Supply shipments are attacked at critical junctures, airships have their flight mechanisms destroyed in mid-air by nevermore, and Grimm swarm small villages in the dead of night when they're unguarded. Salem plans to destroy humanity and she's done pulling her punches. No human will be spared.

White King (Villains Only) **(+600)** Ozpin has single handedly been responsible for keeping humanity alive for as long as it has existed. He has the mind of a true genius, the charisma of a god, and an unbreakable will, and puts it all to work manipulating the governments of all four kingdoms to keep them strong enough to stand against the Grimm and their mistress. He sacrifices Huntsmen and Huntresses for the greater good and is a brutally efficient mastermind. He will work tirelessly to destroy Salem and all those who have served her. He will show her, and you by extension, no mercy.

<u>Ending</u>
Go Home
Stay Here
Move On

Notes:

- If you're having trouble coming up with RWBY appropriate team names, try out this: https://docs.google.com/document/d/1LOobHtli8aRJisz890xFoxvNUVi-auk_jmq4jo0rY9o We didn't make it, but it's a good rescource.
- Here is the RWBY wiki's page on canon weapons if you need a reference: http://rwby.wikia.com/wiki/Weapon

Sample Semblances:

Canon:

Ruby: Range 1 (Self), Power 3-4, Usability 4
Weiss: Range 3, Power 4, Usability 1 (Summoning) 3/4 (Glyphs)
Blake: Range 2, Power 2, Usability 4
Yang: Range 1 (Self), Power 4-5, Usability 1
Pyrrha: Range 3, Power 4, Usability 3
Ren: Range 1 (Self), Power 2, Usability 3-4
Nora: Range 1 (Self), Power 4, Usability 1
Raven: Range 5, Power 3, Usability 1
Qrow: Range 3, Power 2, Usability 5 (Always on)

Maiden Power: Range 3-4, Power 5, Usability 4-5

Old Jump:

Jam: Range 3, Power 3/4, Usability 3
Highlighter: Range 3, Power 4, Usability 3
Represent: Range 1-3, Power 2, Usability [Dependent on copied ability]

Updates

Version 1.08 12/25/2018
Old Man no longer gives magic. It isn't actually unique to Ozpin like I thought.
Weapon Dust options are now open ended. Make up your own cool effects.
You can now Waifu Kali

Version 1.07 11/02/2018
Fuck changelogs I changed a bunch of shit because the jump was overpowered and unbalanced fuck off.
Removed Versatility from semblance creator because it was dumb and vague. Just use best judgement.
Changed some perks and removed almost all OC content.
Replaced Drop-In 400 item with Penny blueprints so you can build your own waifu.

Version 1.06 7/24/2018
Added OST perk Red Like Roses
Added 3 Drawback: **Hunted (+200/400), Damn Animals (+200), Aura Flux (+400)**

Version 1.05 7/15/2018
Nerfed some shit (Combat Ready, Overflowing Aura, Semblance Tier 5s, Wording of Bullet Pen).
Added Maiden's Power as an example Semblance.

Version 1.04 7/01/2018
Clarified the Maiden's Power Perk.

Version 1.03 6/28/2018
Added some more fluff to the Criminal Empire item.
Changed the Old Wizard Perk. Buffed the power granting and nerfed the reincarnation.

Version 1.02 6/27/2018
Overhauled semblance pricing for balance's sake. Also lowered the Season Unending Reward.

Version 1.01 6/27/2018
Lowered the semblance stipend from 400 to 200
Fixed some grammar issues and the wording of a few perks and items
Added 2 new drawbacks **Malfunction(+100)** and **Motion Sickness(+200)**

Andoriol basically donated the skeleton of the semblance designer. So thanks bro.

fucking kill me this show is so bad
i want it to be good but it isn’t