
BROTATO

Brotato 1.0 By **Burkess**

Welcome to Brotato. A ship from the Potato planet crash-landed on an alien planet, and the only survivor was Brotato.

Brotato is special, as he's the only potato capable of wielding 6 weapons at once. Now he must hold out and survive until his mates arrive to save him. But a number of waves of dangerous enemies will try to kill him.

You'll need these.

1000 Brotato Points.

Locations:

1. Potato Planet
2. Alien Planet
3. Anywhere else in the universe

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Brotato Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Material Collector: Enemies will drop items you can use. This includes currency, crates with items in them, consumable health restoring pickups, and experience points.

Shopping Spree: You can access a shop that enables you to spend money you earned by collecting body parts and cash to buy randomly generated equipment. The greater your luck, the more rare items you'll see. Each world you visit adds new items to the stock.

Integration: You can absorb items into yourself to gain their powers, turning the item into part of your physiology. For example, holding a porcupine would allow you to consume it, gaining quills on your head and back.

Mutations: By collecting experience points and leveling up, you'll unlock new mutations. These mutations provide permanent bonuses to your body and can improve things like your health regeneration, your damage, and so on. If there's something within you that exists, it can mutate to improve it.

Red X: When a new enemy is going to spawn, a red X will appear warning you of this. This also tells you where and when a new foe will arrive onto a battlefield or from outside of your view. When something helpful will spawn, such as an ally or a consumable, it'll be marked with a green X.

Set Bonus: Wielding multiple weapons of the same type or class offers a thematic set bonus. Such as using a bunch of blades making critical hits easier, or using multiple rocks giving you more health.

Alien Planet: You can spawn steadily escalating streams of enemies that get more dangerous the more waves you send at someone. Each wave introduces a new enemy and sends them in new attack patterns. You start off with command over all of the aliens from this world. You can learn more enemy types by studying the biology of a creature.

Six Hands: You have control over 6 disembodied, floating hands. Each hand can perform actions that require two hands. This lets you wield 6 weapons at once, with just these hands. Your hands can automatically aim and use weapons when you will them to. Even firing at enemies, you can't see when they're in range.

High Roll: You have amazing results with random chance and can often find the items you'll need. A visit to a shop could, if it's a possibility at all, result in you finding valuable and rare items.

Attribute Enhancements: Are you interested in giving yourself a power boost? You can choose to increase any of the following attribute by a substantial amount with each purchase. The attributes and their descriptions are as follows.

Melee Damage: Adds a flat damage bonus on top of any attacks you perform with melee weapons.

Ranged Damage: Same as melee, but with ranged.

Life Steal: This is a % based chance that you can regain life when you damage a target. Each attack you perform can trigger life steal.

Elemental Damage: This adds flat damage on top of any elemental attack you perform.

Harvesting: This number is the amount of experience points and cash/materials you're awarded at the end of a battle.

Attack Speed: The speed in which you can use weapons.

Speed: Your movement speed.

Range: How far away something or someone can be before you can attack them. This would let you use knives the same way you would a gun if you have enough of it.

Dodge: A flat % chance that has a chance to activate whenever you get hit. If it works, you don't get hit, and instead dodged.

Armor: This subtracts from any damage you take, meaning your target needs more attack than your armor to inflict any pain on you.

Damage %: This increases the damage you deal by the % listed. All kinds of damage.

HP Regeneration: Every 5 seconds, you'll regenerate health. The amount you gain is this number.

Max HP: This is the amount of punishment you can take before dying.

Critical Chance: Your critical hit rate. If you go above 100 critical chance, the extra % is added to your critical damage.

Critical Damage: A critical hit doubles the amount of damage you deal. The amount of critical damage improves that by whatever percentage you've got.

8 Foot Knife Stab: You have a technique that enables you to attack at a distance with melee weapons by launching them. They'll then return to you again, dealing damage on the return to anything they touch.

What's ammunition?: When used by you and your allies, weapons no longer require ammo or reloading. They also remain in pristine condition and don't need repairs or servicing.

Round Over: A countdown timer ticks down whenever you fight. Your enemies are divided into waves and spawn into the field separated from each other. They continue to do so until every one of your foes has appeared. When the timer reaches zero, a force field emerges that pushes your foes out and away, and it doesn't fall until 10 minutes after.

Lick Your Wounds: When a battle ends, you'll be healed in both stamina and health.

Big Potato Energy: You can run a marathon indefinitely. You don't use up any stamina anymore and no longer get tired.

Alien Attack: When you toggle this on, touching you inflicts damage as if you struck someone. Simply standing near someone and walking into them could easily kill them.

Dashing Blow: You can charge up energy inside your body, and then unleash it in a speedy charge. This lets you trample your victims and crush them.

Ranged Alien: You can fire a red energy ball from your body that has infinite range until it crashes into something.

Brute Alien: You can choose to gain 12 feet in height at 600 pounds of weight. Any charge or tacking attack you use becomes extra devastating.

Speedy Alien: This provides a flat 50% boost to your movement speed from now on.

Blade Alien: You've got a defensive, durable body covered in saw blades. You become faster and deal more damage the longer a fight goes on. You can spin around as much as you like and never get dizzy.

Item Combine: If you have two identical or highly similar items, you can merge them together into one upgraded, stronger item. You can also initiate this process when buying an item that matches one of yours, automatically merging them.

Exponential Odds: When you have one of something, it's exponentially more likely that you'll find another one of those. A rare or ultra rare item can become somewhat common if you have multiples of them.

All Seeing: This grants 360 degree vision. Also allows you to see without having eyes.

Artful Dodger: You can predict the flow and movements of enemies, letting you slip and elbow past them. A large swarm of enemies will always have gaps you can dive through to break away from them.

Brotato's Drive: You have the courage and drive to fight an endless number of enemies with the vague promise of an eventual rescue. You will not falter or break under the pressure.

Eat Alien Fruits: You can extract nutrients from practically anything and can eat and digest most anything. This would let you consume alien plants nobody's seen before, and unless they were on fire, they won't hurt you.

Run Lost: You have a precognitive ability that allows you to predict potential future deaths. If you died in the future, you'll experience a life like vision of it, before it happens. This gives you a chance to do something to avoid that.

One-Armed: You gain 200% extra attack speed, and any effect that improves your damage output is doubled. For this jump only, you're only allowed to use one weapon at a time.

Well-Rounded: You gain 5% more speed, harvesting, and max health.

Brawler: You gain 15% more damage with fist weapons and unarmed. And gain a 15% dodge chance. For this jump only, you get 10% lower critical hit chances, 50% lower critical damage, and -10 ranged damage.

Chunky: You gain 30% more health. For this jump only, you have 20% less speed.

Crazy: You gain +150% range with blade weapons. For this jump only, you have 30% less dodge and -10 ranged damage. Comes with a free purchase of Knife.

Dumb: You gain +100% luck. All luck gains are increased by 25%. And you have a 25 percent chance to inflict your luck stat as damage to a foe when picking up a material and enemy dropped. During this jump only, you gain 50% less exp and deal 50% less damage.

Loud: You deal 30% more damage. During this jump only, you spawn 50% more enemies.

Mutant: You gain +200% experience gains. During this jump only, you pay 50% more for items in the shop.

Ranger: You gain +20% critical hit rates, and have +100% range with attacks. During this jump only, you can't equip melee weapons. And all max HP gains are cut in half. Comes with a purchase of Pistol.

Speedy: You gain +30% speed. During this jump only, you have -3 armor.

Savage: You gain 25% life steal when using any weapon classified as primitive. During this jump only, you have -3 ranged and melee damage. Comes with a purchase of Stick.

Mage: You gain 8% more elemental damage. Your attacks have a 25% chance to inflict a burning effect that harms enemies for your magical damage, three times. Any flame effect you cast spreads to nearby enemies. During this jump only, you have -1 armor, and -20 melee and ranged damage.

Warrior: You gain +5% melee damage, and +15% attack speed for every unique weapon you equip. During this jump only, you can't equip ranged weapons, and you have -30% speed. And -80 luck.

Pacifist: You gain +10% harvesting. For every living enemy when you finish a fight, you gain 1 material. During this jump only, you deal -100% damage.

Masochist: You gain +5% damage every time you take damage. +1 armor, +10% max health and +%5 health regeneration. For this jump only, you deal -100% damage.

Items: Weapons you buy here give you a set of six.

Fists and Hands: First Purchase Free! These are your hands. Fists make great melee weapons, and hands can perform palm slaps. The hands are notable for giving you a gathering bonus. Either unarmed option raises your dodge as a set bonus.

Stick: Sticks are notable in that each stick you wield improves the damage on all of them.

Miniguns: These very rare items have an extremely high rate of fire and fantastic damage.

Flamethrower: This throws fire and inflicts a damage over time burning effect.

Flaming Knuckle: These brass knuckles also inflict a burn effect and are elemental weapons as well as fist weapons.

Hammer: This sledgehammer is another heavy weapon. It's slower than using a rock, but packs a punch.

Rocks: These are large rocks that can be held in two hands. They raise your health just for holding them.

Knives: Knives have extreme attack speed and excellent critical hit rates.

Electric Shiv: The electric shiv is a knife that launches bolts of electricity when it strikes a target.

Cacti Club: This heavy weapon fires deadly spines with each swing, that home in on distant enemies and impale them.

Wand: This wizard's wand launches a fireball spell. It burns enemies to death overtime.

Taser: This elemental weapon slows enemies down who are hit by it. It fires extra bolts when upgraded.

SMG: The SMG fires a shot every 0.1 second. If you want to spray and pray, look no further.

Pistol: The pistol deals lots of damage in a single shot. Like all guns class weapons, the set bonus improves range.

Double Barrel Shotgun: The shotgun fires a spread of bullets and works best at mid to close range. Since it hits multiple times, it synergizes well with any effects that activate on hit, such as life steal.

Torch: These ever burning torches set anyone or anything they touch on fire, which burns them for damage over time.

Spears: Spears are excellent weapons for hitting at a distance.

Circular Saw: This saw damages foes when it's thrown and also hurts them when it comes back to you. A novelty for melee weapons.

Bandana: Having a bandana causes any projectile you fire to pierce through one more target than it usually would. Meaning, you could shoot two enemies with one bullet.

Ricochet: This makes all of your bullets bounce off enemies and hit another enemy. Interacts favorably with piercing effects.

Coffee: Gives a flat 10% increase to your attack speed.

Insanity: You gain a 15% increase in critical hit damage.

Scar: Improves amount of EXP gained by 15%.

Hunting Trophy: Killing an enemy rewards you with extra materials if you did so using a critical hit.

Weird Food: Gains +3% health from consumables and +2% max health

Small Magazine: +2% ranged damage and 10% attack speed.

Plant: Improves your health regen by +2%.

Helmet: This adds +2 armor.

Statue: This gives you +25% damage whenever you're standing still.

Your Mates In A Spaceship: You have a group of mates who will come and rescue you in a spaceship when you need to be saved. You simply have to hold off long enough for them to get there and then beam you up to safety.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Brotato tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave this jump as soon as Brotato either perishes or escapes the alien planet. Unless another drawback conflicts with this, in which case, follow the other drawback's conditions first.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Brotato points as you spent. They don't like you and want to defeat you.

Be The Main Character: You are Brotato, stranded on the alien planet and now have to wait to be rescued.

More Brutes: You'll encounter giant purple aliens often, starting as soon as the second waves.

Rough Luck: The shop is very unreliable for finding what you want or need from it. You'll often just get things you feel meh about.

Bleed Out: You slowly lose health as long as you remain on the alien planet, and need to consume health pickups or restore health with regeneration/life steal to stay alive.

No Mates: Brotato's mates aren't coming, and you must survive 10 years on the alien planet. The waves stop increasing in strength after wave 12.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?