

Jump by Pionoplayer

Kings and Queens of Wasteland we are, and already we've forgotten the reasons to fight. From the day we were born was bloodshed forever, we've seen enough comrades go dead in the night.

Welcome to the world of Nuclear Throne, jumper. Post apocalypse, that is. Some time ago - nobody remembers how long - a great calamity struck Earth. It wiped out almost the entire human population, and horribly twisted and mutated the rest. With humanity extinct, the landscapes devastated and twisted in horrific ways, and almost all records of what came before destroyed beyond recovery (including the memories of those who were mutated instead of outright killed), the mutated survivors of those who were both human and nonhuman prior try and scratch out what meager living they can in the wastelands.

But in this awful world of bloodshed, radioactive mutation, and suffering, there is a story. An ancient legend of the Proto-Mutant, who ventured out across the wastes to recover a powerful artifact known as the Nuclear Throne. Using the mighty Throne and other artifacts he worked to try and reclaim the wastes, and although through some manner or another he failed and fell, the remnants and ruins of his work can still be found scattered around. His legacy is upheld by the bands who share and spread these tales, and periodically new bands of mutants set off in search of the Throne to try and end the suffering.

The journey there is treacherous and dangerous, even more than the main portions of the wastes. Trekking your way through the outskirts and ruins of the great city where the Throne is rumored to rest will be no easy task, let alone making your way into and through the great

palace without dying. Nobody would blame you for leaving that task to somebody else, so your goal is simply to survive your ten years here.

You've got a bit of an advantage over everyone else though, take these 1000 Choice Points to hopefully keep you alive through all you're going to face. What are you waiting for, jumper? Only the dead stay still for long, whether they've realized they are yet or not.

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Origins:

Take any one origin for free. As far as the wasteland is concerned your past doesn't matter, so you may freely choose to be a drop-in with any of them.

Leader: It's dangerous to go alone. It's dangerous to go together too, but somebody to watch your back is still good. The scattered bands of lesser mutants around the wastes will generally have a leader, and you seem to have the skills and reliability to keep others alive long enough to be one.

Drifter: The wastes are hostile, and only the dead stay still for long. Many of the more capable mutants do their best to avoid the inevitable catastrophes that come for those that try and settle down, drifting from place to place, always moving, always drifting to wherever their next meal might be.

Prepared: For such a hostile time, being ready for what violence might find you can make the difference between life and death. And you are. Whether you were one of the lucky few who realized what was coming in time to guide your mutations more than normal, or you just used those early days of chaos to train while you were too small fry to worry about, you're as prepared as one ever can be in this world.

Warrior: Where others see desolate wasteland you see... Also desolate wasteland, but that's an opportunity for any who wish to hone their skill in battle. You're here for a good fight, and wouldn't you know it? Thanks to that whole apocalypse thing pretty much everyone who's still around is willing to give you one.

Exile: Believe it or not, there are still a few places of relative safety in this grim future. Two ideas tend to unite those few that still exist, however; "we look out for our own" and "don't rock the boat". Well, for one reason or another you decided that just going on forever the way things are wasn't going to work, so you rocked the boat, and now you're on your own. Never again welcome in the place you once called home. I hope that the cause you've taken up will be worth it.

Other: Even in a world full of mutated horrors there are some that are exceptionally out of the ordinary. Creatures made of condensed radioactive energy, gangster-rapping gods from outer

space, killer robots escaped from some deep laboratory... You are in some way unique to yourself, one of these misfits among misfits. Not significantly stronger than the others wandering around, but an unusual sight nonetheless.

Perks:

Every origin gets to discount *one* of their perks at each price, with the other remaining full cost. The discounted 100 CP perk is free.

General Perks:

Rad Resistant (free here, 100 CP to keep): This perk is not mandatory but you will regret not taking it. The use of rads (a form of concentrated radioactive energy) to deliberately induce helpful mutations is widely practiced for a reason. And the fact that pretty much everything you kill will drop these should clue you in but the entire world is extremely, lethally radioactive. This perk makes you immune to the degenerative effects of radiation, stuff like cancer or having your skin melt off. This place's version of radiation has weird neutral and even beneficial effects, and those are not blocked, but not being immune to the mundane effects of radiation will kill you as soon as you set foot in the wasteland. For 100 CP you keep this immunity to all negative effects of radiation and radioactivity into the future.

Wastelander (free here, 200 CP to keep): If you haven't figured it out yet, there's not really many "vanilla humans" left, and you're likely to get weird looks if you choose to stay one. This gives you an alt form for this jump so that you've skipped straight to the weird mutated form ahead of time. Your form must be no less than the size of a child and no bigger than three times human height in each direction, and you can choose one or two minor advantages plus one major one this form specifically has access to as a result of its unique features. Minor features include things like moderately increased resilience due to a crystalline form or innate ability to find better gear due to technological inclination. Major features are something like spitting out seeds that spread into entangling vine patches against enemies or low grade telekinesis that slightly pushes away all projectiles and enemies. Don't be afraid of giving yourself a form that technically isn't biological anymore, mutations have been shown to work on such beings as energy monsters, plants, robots, skeletons, and living rocks. All the abilities you gain here will work regardless of what you are along the general lines of what the new form is, whether that's biological or not. Spending CP on this allows you to keep this altform into future jumps.

Portal Surfer (100 or 400 CP): Another unique quirk of this particular post apocalypse: the space time continuum seems to be in shambles, one of the fastest ways around the ruined landscape is fighting your way through the local monsters until you find a swirling rift that seems like it's going in generally the right direction then hopping in. It can be a kind of unreliable method, so this perk gives you the ability to tell at a glance where, exactly, these swirling rifts will send you instead of just a general feeling of "that a way". In future jumps this lets you know where other kinds of spatial rifts will dump you if you go through them as well.
On the other hand, if you think that the random portals that dump you places is fun you can pay 400 CP for the upgraded version which brings that along with you. You may choose at the start

of each jump whether you want it to be random portals only you and your companions find, something that starts in the setting when you arrive usable by anyone, or something that's always been part of the setting. Keep in mind this doesn't bring over the interdimensional portals, only the ones that transport you across the world you're already in.

Mutate (200 CP): The high radioactivity of this world has caused everyone and everything to mutate in horrific and actually really interesting ways, with many winding up more powerful than they were pre mutation. Generally however, once the mutation has settled in that's that. Some, however, have the ability to imbibe the high density radioactivity called 'rads' and use them to further augment their abilities with new and powerful mutations though rarely as powerful as the ones gained through the initial transformation. You can now do this too, and furthermore you gain the ability to continue doing this with mutagenic features in other worlds, able to push the gains from mutation methods far beyond where they would normally stop, albeit requiring more and more of the source of mutation with each increase.

Ultra Mutant (400 CP, requires Wastelander): The range of mutation based abilities that can be gained are varied indeed. Even among those wastelanders with enough remaining presence of mind to deliberately do so, only the most battle hardened and self irradiated individuals become powerful ultra mutants. This perk makes you one. Your altform gained from Wastelander receives two upgrades, the lesser of the two can either upgrade a minor feature into a major feature (such as a feature which strengthens weapon throwing going from strong enough to deal damage to strong enough to punch through multiple foes) or significantly boost a major feature (such as tripling the power of a necrokinetic power that detonates enemy corpses).
The second upgrade, however, is what is truly deserving of the term "ultra mutation", either upgrading one of your existing features to heights you could effectively consider a trump card, or adding a new power of only slightly lesser strength in a similar vein to your existing one. Some canon examples include: taking an ability that granted ammo conservation and adding one where the mutant in question has several seconds of no ammo usage at the start of any fight, allowing a mutant who can shield from incoming fire at the expense of movement to keep up their movement while engaging this massively powerful self protection, and an ability that effectively allowed for the near tripling of the user's fire rate with some of the 'bonus shots' not actually requiring ammo or reloading. These benefits will not make you invincible, but out in the wastes you take every ace you're given.

Leader:

Scavenger (100 CP): The wastes are a harsh and unforgiving place. Finding enough clean-ish food and drink to support even one person is hard, and keeping an entire group alive is even harder. You've got the skills though, to identify unusual sources of sustenance, locate materials that will be useful for various other needs, and in general find the resources needed to keep yourself and your band of survivors going.

Open Mind (100 CP): It's easier to find enough resources to keep going if you can find someone else's stash, whether recent or from someone who's long gone. You have a knack for finding caches of resources, whether it be chests, hidden ammo, or energy canisters you've got a good

eye for where they might be hidden and other kinds of clues about such goodies. And just to make sure you can use this, once a week one such cache will spawn in an area you're exploring when you start exploring it, though the spawned caches will always be something small like a single holdout weapon, a box of ammo, or a forgotten medkit.

Recycle Gland (200 CP): One of the most dangerous conditions to be in is "out of ammo". With this perk, any successful shot you make with a ballistic firearm (one that uses regular bullets) will cause the ammo to not be expended, allowing you to open fire without running out or so much as reloading... As long as you hit what you're aiming at.

Plutonium Hunger (200 CP): Grabbing fallen objects in combat or while trying to escape an area can be difficult and even dangerous. This perk helps with that, causing loose "pickups" such as loose fallen items not reclaimed by their owners or spare consumable items to slide across the ground towards you, and if you have space for it in any appropriate "inventory" (this can be your actual inventory if you have one, but can also be your pack, your pockets, or anything else for holding stuff) will place those pickups inside it as soon as you touch them with the intent to do so, whether yourself or with something you're holding.

Rabbit's Paw (400 CP): You know what sucks? Running out of ammo. You know what else sucks? Dying in a firefight because of wounds you didn't get to patch up after the last one. With this perk, enemies you fight now have a small chance to drop little ammo and health "pickups" on death that can only be seen or used by you and your allies. Upon touching an ammo pickup, you will receive bits of ammo for a weapon type you have used at any point in your current jump (with a flat 50% chance of it being one you're currently packing). Upon touching a health pickup, you will have injuries restored equivalent to about a day of care in a high quality battlefield hospital. Both of these are affected by luck perks and things which improve ammunition gain/health restored through used items, and drops are from *all* enemies except those you would consider temporary combat summons or smart munitions instead of actual enemies. Even the mookiest of mooks can drop the materials that will keep you fighting even longer.

Heavy Heart (400 CP): Resources and supplies are important to keep a band of wasteland survivors alive, but so is keeping them armed. This perk massively increases the chance that enemies will drop their weapons intact upon death, makes it so that enemies can randomly drop weapons as loot even if they weren't carrying one while alive, and gives a mild boost to the quality of weapons you find from scavenging or through similar looting perks. Any enemy that would qualify for the Rabbit's Paw perk can drop a weapon, but the more powerful the enemy the more likely this perk is to trigger, and the better weapons you can receive when it does.

Drifter:

On The Move (100 CP): There are two kinds of people in the wastelands, those who are quick on their feet, and those who are a quick meal for something else. As a drifter, you have internalized this lesson even more than most of your fellow survivors, and are not only adept at staying moving during a fight and out of situations where you can be pinned down, but also

have a good sense for when to leave a general location before things start to get harder again and the locals begin to get even more unfriendly than before.

Back Muscle (100 CP): Being a drifter is a hard life, even if it's the closest thing that can be had to a certain one in these difficult times. Having a strong body is essential, making certain that you can carry your scavenge and supplies, and even more importantly do so without being slowed down. You have exceptionally good carrying strength, able to carry two to three times as much weight as once as anyone else without being encumbered, and if you're willing to leave yourself with the vulnerability of slowing down you could probably push that a fair bit further...

Extra Feet (200 CP): Never stop moving, never miss a beat, and never, ever, let them slow you down. This perk greatly improves your running speed, doubling your maximum footspeed whether you're pacing yourself, really running, or moving at a full sprint. Additionally, you now have immunity to terrain that might slow your movement down such as uneven ground, sticky webs, or slippery ice. This doesn't let you ignore actual obstacles or protect you against damage, but being too slow to dodge is being too slow to survive.

Hammerhead (200 CP): A drifter never stops moving, but what if the obstacle is a wall? Something that won't move, and something too big to go around? This perk lets you push right through. If you take this, when you dig in your heels and push against a large obstacle like a wall it will begin to crack and after about half a second will begin to shatter and collapse before you until you stop pushing through it or come out the other side. You can change direction while pushing through an obstacle like this, and it will shatter enough to leave you a walkable path, but has limited power to it. You can push through about 25 meters of solid rock or concrete (less for stronger materials), after which you'll have to wait about 6 hours for it to recharge. But the option to go through will always be welcome when you can't go around.

Second Stomach (400 CP): What's a drifter to do when they don't move fast enough and finally get hit? Patch themselves up and get moving again. There are various options for healing somebody, and now all external sources of healing are twice as effective on you. Medkits, healing potions, or even having someone else's powers mend your injuries will restore twice as much of your "health". Unfortunately things like innate regeneration or spending mana to directly speed your recovery do not benefit from this... But what it does help should be plenty, right jumper?

Boiling Veins (400 CP): There's some things you can't outrun. In particular, you can't outrun an explosion but this perk offers something better. If you take this, no explosion you're caught in can injure you to the point you can't effectively fight anymore. It might still heavily wound you, and be very unpleasant, but you'll still be in fighting form. And if one explosion takes you down that far? None of the rest of them will even singe your clothes until you've regained some more health past the threshold to be shaved off again.

Prepared:

Foresight (100 CP): Very very few people saw the apocalypse coming, but the signs were there before it happened and you were one of the few who noticed. This perk gives you the analytical skill to not only recognize when looming catastrophes are soon at hand, but also to improve your chances at figuring out something you can do to prepare. Sometimes there's only so much that can be done, but an ounce of prevention beats a pound of cure. No cure-all can help a corpse.

Rhino Skin (100 CP): It's always good to be able to take a hit. This perk boosts your physical durability significantly, allowing your flesh (or flesh analogue) to withstand significantly more punishment before you finally go down, though requiring more treatment to fully patch yourself up if you take that extra damage. Consider this an increase to your max health equivalent to taking another short range but not point blank shotgun blast or two to the chest before you die.

Shotgun Shoulders (200 CP): Shotguns are good for crowd control in tight spaces, this makes them better. With this perk, any time you fire a shotgun or other such shell or buckshot weapon the bullets will ricochet off walls fully intact. These ricocheted rounds will not harm you or your allies, and will still fully harm foes, but will lose a bit of momentum with each ricochet such that they can only manage two or three ricochets, maybe four in a really tight hall.

Patience (200 CP): Even in a world gone mad patience can still be a virtue. With this perk any time you receive a personal powerup of some kind (and this means a powerup, not raw training or items) you may choose to delay the benefits by two or three days in order to somewhat change the parameters of the improvement. This won't make it directly more powerful or versatile, but you could perhaps increase the raw force of an energy attack power in exchange for making it have a longer cooldown, or change out health drain on an ability for energy drain of equivalent danger.

Long Arms (400 CP): Guns are good security, but what if the ammo runs out? This perk makes sure any melee weapon you carry can see you through to another day by massively increasing the "damaging arc" of every swing far beyond where the actual weapon hits, effectively tripling the amount of area each strike covers. Additionally, each of your swings like this will deflect physical ranged projectiles and disperse many energy based ones as well if they get caught in the arc, allowing you to hold out under sustained gunfire. Be careful trying to use this on explosives, or anything with enough momentum to beat your swing.

Last Wish (400 CP): In the end when things come down to the wire your preparation can only do so much. Once per jump you may trigger this perk upon which you will instantly have all of your internal resources refilled to full, all of your ammo restocked and wargear repaired, and all debuffs, afflictions, and debilitations removed, putting you right back up to full fighting capacity.

Warrior:

Combat Ready (100 CP): You wouldn't be ready to take on the wastes if you didn't know how to fight now would you? This perk grants you experience and skill in the run and gun fighting style

most of the more intelligent mutants in the apocalypse use, moving quickly, making use of cover, and killing enemies before they can kill you are some of the primary tenants of this "style" though you will likely make or have made adaptations to take advantage of your unique abilities.

Scarier Face (100 CP): It's always good to be the scariest guy in a room. This acts as a minor intimidation perk but more importantly all enemies who try and fight you will find it harder to stay focused, anxiety and fear sneaking into their mind and weakening their defense with minor mistakes and faltering strength. Nothing huge, but every little bit extra is a little bit less time you have to spend on each one.

Impact Wrists (200 CP): Taking down an enemy with every shot is good, but sometimes it's just not fast enough. With this perk you may massively amplify the knockback of any downing or killing blow you land (happening reflexively based on if you'd had wanted it or not, whether or not the blow was intended to defeat the enemy in question). This is enough knockback that even the lightest of cherry taps would launch the target back a significant distance, and on a heavy melee attack it will send them flying fast enough to significantly harm other enemies behind them and possibly even send them bouncing off any walls to hit a few more enemies on a really good swing. Targets will not be physically torn apart by being flung if they wouldn't have been otherwise, but there's no guarantee that it won't turn a KO'd foe into a dead one.

Sharp Teeth (200 CP): Make them regret even landing a hit on you. With this perk, every time you take damage from an enemy all foes within roughly 20 meters of you will take damage in retaliation. If the enemy who hits you is further away than that they won't take the damage, and the damage is only equivalent to a couple of mild to moderate melee strikes from a regular mutant, but the retaliation damage hits every active enemy in that range and bypasses armor to make sure the hit lands.

Trigger Fingers (400 CP): The more enemies you make the more rounds you need to send downrange. With this perk every time you kill a foe it jumps the reload and cooldown time of all your weapons forward just a tiny bit. Every single kill is only a small fraction of a second (say 1/20th) but every kill adds up, and *every* enemy killed this way contributes. Smart munitions, temporary summons, and other such things that can more be considered parts of something else's action won't count but beyond that even the mookiest of mooks will contribute, meaning that with good enough firing you could have the kills from your plasma cannon reload it just about instantly with every shot.

Bloodlust (400 CP): There ain't time to stop and patch yourself up when there's schmucks to kill. This perk works much like Trigger Fingers, but instead of speeding up weapon fire time it heals you. Just a tiny bit for every fallen foe, but when you're carving a trail of blazing carnage through hundreds of lesser enemies that can turn into a pretty hefty regenerative factor... As long as you keep the blood flowing at least.

Exile:

Determined (100 CP): The lonely and hostile life of an exile is a harsh burden to bear, only the strongest of mind and body can see their crusades to fruition. Fortunately yours are, with this perk giving you the willpower needed to push through in spite of the hate of those you once fought besides as well as giving you increased resiliency to the elements and all those hardships which might otherwise wear you down over time.

Stress (100 CP): Put all that adrenaline to use. This perk causes all of your personal weapon reload speeds and fire rates to increase proportional to how harmed you are, scaling smoothly between "as normal" at full health to "doubled" at the very cusp of death. This affects only weapons you are personally equipped with unfortunately, but considers your "baseline" to include any perks that improve your firerate or reload time so long as it's not pegged to your current health like this perk is.

Eagle Eyes (200 CP): The best fight is one the enemy never realizes is happening. This perk massively increases your skill at long distance shots with all weapons, thrown, firearm, or otherwise. It's safe to say that you could reach double the effective range for most experienced users even before the other effect kicks in, because this perk also halves the effect of things such as bullet spread and wind resistance which complicate making accurate shots at long distances.

Bolt Marrow (200 CP): Sometimes you don't have time to aim. This perk makes all of your solid projectile weapons apply homing effects to their ammunition on firing, altering their trajectory midair by a surprising amount to ensure they hit enemies. What counts as a solid projectile weapon? Stuff like crossbows, disc launchers, or possibly hand catapults, opposed to regular firearms, grenade launchers, just throwing your weapons, or a laser gun not benefitting. The purchasable weapons further down that use Bolt ammo are the ones that benefit from this, for a wider example selection.

Euphoria (400 CP): The world in slow motion. This perk gives you access to a form of weak bullet time causing the entire world to move at about half speed around you while you yourself move as normal to your own perception. This does not speed up your own attacks, or increase your momentum, any strikes return to normal speed once they're no longer being propelled by you and strike with the same force as they would if you didn't have Euphoria active, but on the upside Euphoria takes no energy to sustain so you can leave it up as long as you like.

Strong Spirit (400 CP): Stand up and fight. If you take this, once per jump when any strike or injury of any kind would result in your death you will promptly be returned to full health on the spot, allowing you to continue beyond when you would have fallen. Don't waste this, you only get one second chance.

Other:

Unexpected (100 CP): Being strange is its own benefit sometimes. Your unusual nature makes you difficult to get used to, your enemies struggling to figure out your combat style or attack

patterns, adapting to your capabilities much more slowly than they would to other fighters that more closely match the paradigms they know.

Cursed (100 CP): Despite the lack of obvious magical powers in this world, there still seems to be cursed items. Strange. If you pick up this perk, you will find "cursed gear" added to the loot you can find as you explore areas in this world and those you travel to in the future. Cursed items will not be anything unique, but will generally "generate" roughly one or two "tiers" higher than they otherwise would have. In exchange however, you cannot deequip or put down (stashing into an inventory system or hammerspace counts as putting down) a cursed item once you've equipped or used it until you find a significant source of supernatural purifying or restorative powers to remove the curse. All cursed items you currently possess will be uncursed at the end of a jump, and you and anyone you would prefer not to be stuck with a specific unchangeable weapon equipped will know which ones are cursed or at least not to use them, and you have a guarantee that they'll always be out of the way enough you can't pick them up on accident.

Laser Brain (200 CP): Pack a little more power in each shot. When you have this perk, all personal energy weapons you use will have the power of each shot roughly doubled without any increase in energy spent. Depending on the exact kind of weapon it might mean twice more damage, being much harder to disrupt, a larger blast radius, or a combination of multiple increases that adds up to roughly the same power gain in total.

Gamma Guts (200 CP): Reach out and touch someone. This perk gives you a radioactive shock aura, all enemies that come within melee range of you will receive a hefty damaging dose of radioactive lightning, likely before they can even hit you. With this active you could quite literally sprint through a crowd of enemy mooks and kill them all without ever needing to attack, simply letting them get close enough to be fried doing all the work... Though tougher foes can tank the hit, and this perk won't jolt the same enemy twice until you've left and then reentered melee range.

Lucky Shot (400 CP): Feeling lucky? Every time you kill a foe (under the same rules as trigger fingers) you have a chance to have your ammo partially refilled. Any ammo, in fact, that you have ever carried for one of your personal weapons in the current jump, chosen at random. This can't replace unique unreplaceable ammo (one of a kind or limited edition type thing), but anything else is game even if the weapon is one you don't actually have on you at the moment. Rarer or more powerful ammo types will be refilled less often while heavier types (such as a hand mortar in comparison to a pistol) will give you less ammunition, with something like an ordinary rifle or machine gun getting a bit more than 60 bullets.

Throne Butt (400 CP): Being a horribly mutated monstrosity doesn't have to be all downsides. Whenever you are extensively augmented, upgraded, or transfigured (willingly or against your will), you can choose to "evolve" some significant feature or facet of the transformation. This will significantly improve the ability but also alter its parameters so that it requires slightly different usage to be fully effective. These "evolutions" are not permanent, so while shifting in and out of

a particular form would let you evolve different features each time it would not let you repeatedly evolve the same one to recursively improve it.

Items:

You may discount any two items from any section, all discounts rounding down to the nearest 50 so that 50s are free when discounted, 150 discounts to 50, etc. Your discounts must be used on two different items.

General:

All of these items will be restored or replaced one week after breaking unless otherwise stated.

Guitar (50 CP): Surprisingly sturdy, even out in the wastes it only needs occasional tuning. Unfortunately not sturdy enough to use in combat like a certain fish's, but it's good for music at least. Days like these anything to lighten the mood is a boon.

Food Drop (50 CP); Food is hard to come by in the wastes, but it's okay to eat. Once a day you can call down a small crate of rations. In a pre-apocalypse world these would be unappetizing at best, and just barely enough to keep a single person well fed for the whole day. Out here in the wastes? Food fit for the best warlords, and enough to safely keep an entire band of mutants going even if you don't scavenge more to supplement it.

Ammo Drop (50 CP): With this item, once per day you may call down a small ammunition crate. Whoever opens it, so long as it's you or one of your allies, will find enough ammunition within to fully restock their primary and secondary personal weapons. Something to keep you going as long as you need.

Health Drop (100 CP): A wounded mutant is a dead mutant with extra steps. Once per day you can call in a chest of medical supplies to your location. These are good enough that the whole thing could bring your average battle hardened mutant from "half health" back to full in just a few seconds of treatment, fix crippling injuries with a little bit of work, or even fully stabilize and save the dying if there's time to really treat them.

Weapon Drop (100 CP): Always keep a weapon close at hand. Upon purchasing this, once per day you may call down a box that contains a random personal weapon in top condition and with full ammo should it need any. It will, however, be pulled from the kinds of weapons you could expect as "random drops" in the general area you're in. An urban center might have police weapons or the kind of stuff you could get at a gunshop, while a fantasy world's dungeon might have more generic magic weapons or whatever kind of stuff the monsters use.

Bandit Buddies (200 CP): It's always good to have a friend. This is a set of four bandit mutant followers who have taken a liking to you, and seem a bit closer to human grade intelligence than normal. They're not the best fighters, and won't last long in an extended or more dangerous fight, but it's always good to have someone watching your back regardless. Despite being

followers and not companions, it always seems to be the same set of four bandits when they're replaced and they all treat their own deaths as more of a major inconvenience than anything else.

Portal Device (200 CP): This strange handheld gadget enables you to open medium distance (anywhere within a city for a rough idea of max range) portals on command for high speed emergency travel. It takes around 6 hours to recharge, and you don't get to choose where the portals take you besides a general direction and rough guesstimate of distance. It is guaranteed to never drop you anywhere immediately hazardous or lethal... Though dumping you in an enemy camp mere feet away from being seen and shot at is fair game. It can, if needed, deploy "beacons" for it to jump back to with precision, but placing them triggers the cooldown time as if you'd portaled yourself, and others with portal tech can jump to your beacons if you leave them up long enough to find.

Bad Cop (400 CP): A band of six rogue IDPD officers and their high speed portal device equipped hover van, loyal only to you. You can keep them with you, or let them stay in their hideout until you need them at which point they will arrive in the van or by personal portal to assist you for as long as you need before leaving through the same methods. Despite only being followers, the "replacement" period seems to just outright revive casualties (and repair the van when it's inevitably trashed by slamming it into something inadvisable). If asked about it they just brush it off with vague mentions of "good health insurance".

Portal Strike (600 CP): A modified portal device, instead of portaling you somewhere else it lets you portal something very particular into a position of your choosing within your line of sight. Upon use of a charge, it basically calls in a direct high power airstrike through a series of summoned portals, guaranteeing not only exact precision but also that your enemies won't be able to anticipate or stop the attack. The portal strike device holds a maximum of three charges and passively regenerates uses at a rate of one per day.

Crowns:

Crowns are little mechanical crown shaped robots that will follow you around. Normally people can only have one at a time, and have to delve into the dangerous portal vaults to find them, but since you're paying CP these don't count towards your limit and you can leave them in the warehouse when their downsides begin to get a little too much "down". Or you can tell them to stay put if going for the warehouse to deposit them isn't an option, but if they get stolen or broken while left lying around they won't be replaced for a whole year. Also the IDPD will try and relentlessly hunt you if they realize you have one in this jump, proto mutant artifacts are highly forbidden contraband, be ready for that if you go anywhere near the resting place of the Throne or anywhere else they're keeping an eye on.

Standard Crowns (200 CP each):

Crown of Life: While you have this crown active power triggers and recovery sources based around environmental factors such as healing while in heated areas or gaining strength from the

light of the moon will be massively improved in power, two or three times better than normal in fact. In exchange, personally sourced abilities that benefit from combat such as life leech or power drain are weakened by a comparable amount. This does not affect active abilities such as healing spells or allies applying buffing effects, in either direction.

Crown of Guns: While you have this crown active, all world or environmental conditions and powers of your own that would normally give ammo, weapon durability, or similar such things while out in combat now give weapon drops instead. Average ammo gain will technically be about the same, but it will now be in the form of constantly shifting random weapon drops, encouraging you to swap between weapons constantly instead of constantly keeping on with what you brought. This doesn't interfere with ammo you bring yourself, buy from shops, or other such cases, it only applies to mid combat ammo acquisition.

Crown of Haste: While this crown is active, all abilities and powers you possess that function off timing based trigger conditions (eg, having to hit enemies within 5 seconds of using the skill to keep a combo going, or an ability which makes enemies drop power orb pickups that only last for a minute or two) are doubled in power when successfully met. But in exchange, the window of opportunity for all affected abilities is cut to one third what they normally have.

Crown of Destiny: While you have this crown active, all progression or leveling system type powers you have increase both their rate of gain and level cap by roughly 50%. In exchange however, you will no longer get to choose which things are improved or invested in with each level increase, the choices instead being made randomly and automatically. This will not force you to take drawbacks or self harming upgrades, but you can choose to willingly open those selections up for the crown to take.

Crown of Curses: While this crown is active you will attract powerful cursed artifacts to yourself (for whatever given value of "cursed" is available within your current setting). These will be strong, and if you're clever and careful, potentially extremely useful. It will not tell you *how* they are cursed however, simply notifying you of which items you've run into were placed in your path through the crown's influence. Be very careful about which serendipitously supplied items you make use of and how.

Crown of Risk: While this crown is active all of your chance based abilities, skills, and items are nearly twice as likely to trigger (or nearly twice as powerful, whichever is more appropriate) whenever you are at "full health". However, they are all half as likely to trigger/half as powerful while you are injured.

Rare Crowns (600 CP each)

Crown of Death: While this crown is active, all explosions that happen within your range of perception will be doubled in radius and power, completely regardless of what their source is. Additionally, if you die, even if you have ways of coming back after, your corpse will violently

detonate on the spot. You can choose to have your corpse survive its own detonation intact at least, to avoid canceling your own revivals in case they need intact body parts.

Crown of Blood: While this crown is active the rate at which you encounter enemies and number which you run into will be greatly increased. This won't spontaneously create enemies where there couldn't be any, but any place where there are available "random encounters" will be nearly guaranteed to bring you a fight and even pre planned confrontations will attract more foes to increase the quantity of your opposition.

Crown of Hatred: While this crown is active all consumables and self buffing/restoring items will deal a small amount of unavoidable damage to you, equivalent to getting shot with a low grade gun in a non critical spot. In exchange though, the crown will greatly increase the pickups' effectiveness. Healing items will have the healing trigger before the damage, so aside from trying to spam extremely low quality healing items you will still generally end with more health than you started with but won't be able to reach full health.

Crown of Love: While this crown is active, all random battlefield weapon drops (so this excludes stuff like macguffins or items you were targeting a person for) are inexplicably replaced with ammo, energy, or buff drops of roughly equivalent value, with a moderate preference for types that match what you're already using.

Crown of Luck: While you have this crown active, every time you enter a fight every single prospective combatant has a 20% chance to be immediately reduced to critical health upon them joining the fight or you joining the fight, whichever happens second. This explicitly includes you and all your allies.

Crown of Protection: While this crown is active, whenever you pick up a weapon off the field of battle it will inexplicably be out of ammo, or require minor maintenance before it can be used if it doesn't need ammo. In exchange for that, all ammo and "durability" lost to this is given straight into you as healing and energy infusions of equivalent value.

Weapons:

These will be replaced 2 days after being lost or broken, and you will find enough ammo for weapons purchased here for a single firefight every morning. Be careful though, two days without a gun is all it takes and likewise for a single firefight without ammunition. All of these guns have descriptions in the notes so that you can make informed purchases.

Free (50 CP for two if purchased repeatedly): revolver, rusty revolver

50 CP: machinegun, SMG, assault rifle, pop gun, shotgun, slugger, crossbow, disc gun, grenade launcher, laser pistol, screwdriver, wrench

100 CP: triple machinegun, pop rifle, double shotgun, sawed off shotgun, flame shotgun, assault slugger, toxic bow, splinter gun, splinter pistol, toxic grenade launcher, flamethrower, laser rifle, shovel, sledgehammer

150 CP: quadruple machinegun, minigun, heavy revolver, bouncer shotgun, bouncer smg, eraser, auto shotgun, flak cannon, double flame shotgun, auto crossbow, super crossbow, heavy crossbow, seeker pistol, sticky grenade launcher, grenade rifle, bazooka, flare gun, laser cannon, plasma gun, lightning pistol, jackhammer, energy screwdriver

200 CP: smart gun, hyper rifle, heavy machinegun, heavy assault rifle, wave gun, auto flame shotgun, gatling slugger, super slugger, heavy slugger, super splinter gun, seeker shotgun, heavy grenade launcher, grenade shotgun, cluster grenade launcher, blood launcher, laser minigun, plasma rifle, lightning rifle, lightning shotgun, lightning smg, blood hammer, energy sword, energy hammer

250 CP: double minigun, super flak cannon, hyper slugger, hyper grenade launcher, auto grenade shotgun, gatling bazooka, super bazooka, nuke launcher, blood cannon, dragon, flame cannon, plasma cannon, lightning cannon, lightning hammer

300 CP: incinerator, heavy auto crossbow, plasma minigun, super plasma cannon, devastator

Weapon Modifiers:
These are purchased along with a weapon chosen above, one discount applies to the entire weapon. If you take one modifier the weapon costs x2 CP, and if you take both the weapon will cost x3.

Golden: Old reliable. A CP purchased golden weapon gains a minor upgrade (something like slightly extra damage on a crossbow, a minor improvement in rate of fire to a machinegun, or a shotgun firing an extra pellet), becomes indestructible, and gains the curious quality that you can always pull it from your back pocket, traveling pack, or similar space, regardless of whether you actually put it there earlier or not.

Ultra: Ultra weapons gain a strange rusty stone and radioactive glow color palette, and become massively more damaging in comparison to their normal version. In exchange however, ultra weapons also need external power on top of whatever ammunition they use. In this jump that takes the form of expending rads you have internally stored, but in future jumps you can supply that power with mana, ki, or any other form of internally stored supernatural energy you possess.

Companions

Nuclear Throne Together (200 CP): While the actual search for the throne is traditionally done in twos and threes, it's far easier to survive when there's someone to watch your back. For every time you purchase this you may import a single companion. They receive an origin and all

freebies, as well as 400 CP of their own to spend. They may not import companions of their own or take drawbacks.

It Will Get Better (free): You may take any wastelanders that you can convince to come with you as companions, free of charge. Considering what their current home is like... Convincing the folks who live here to join you on your journey to greener pastures (that are also less radioactive) will probably not be too difficult.

Drawbacks:

You may take as many as you think you can handle, however much it hurts.

The Semi-Annual Big Bandit Post-Apocalypse Olympic Sprint (+100 CP): Bandit mutants are the most basic fodder you will find anywhere. Close enough to humans that the bandages wrapped around them is enough to disguise they aren't. Except one. One particular tribe is led by Big Bandit, a big mean machine gun toting giant with enough physical strength that his headlong charges can splatter opponents who don't stay clear. Every year, he will hunt you down, find you, and must be killed by you for you to get any peace. And every year there will be one more of him until the end of your tenth year, right before your time is up, when a grand total of ten of these ugly sons of guns will show up on your doorstep for one final showdown.

Contaminated (+100 CP): One of the advantages of the rampant mutations everyone suffers is that the radioactive contamination in everything is actually survivable, meaning that if food you find not outright glowing it's probably still at least vaguely edible. For you even that incredibly low bar is hard to pass. For some reason every time you find food or water it's too contaminated for even your hardy mutant physiology to handle. For your own sake this shuts off any perks that would try to make your ability to handle such things stronger, you don't want to experience what kind of water contamination it takes to poison a late chain jumper.

Ballmum's Wrath (+100 CP): Ballguys are these funny looking round froglike mutants who seem to be incapable of holding still. They're normally not too harmful unless they come into contact with powerful toxic gasses, at which point they begin releasing poisonous fumes and sprays themselves. The problem is that upon taking this perk, they will be EVERYWHERE, enough ballguys will be seeded into your combat encounters to make them take up a good third of the enemies in the area. And at least one will be pre-poisoned. It might be a good idea to deal with that quickly before it poisons all the other ones too.

What's That Smell? (+100 CP): Did you know that there's a funky 80s retro pizza pad under the sewers? And a jungle hidden in the middle of the huge frozen city? You're going to be finding a lot of bizarre spaces like these. They're not TOO much more dangerous than the places connected to them, but they're weird, very different from the threats you'll be used to by that point, and you can't. Stop. Falling. Into. Them. At least it adds some variety to the wastelands I guess?

OSHA Noncompliant (+200 CP): Post apocalyptic wastelands aren't known for their workplace safety adherence, but this is getting a little absurd. Everywhere you go there's ridiculous stage hazards and environmental threats. Unbelievably explosive cars, inexplicable wall mounted flamethrowers, ceiling turrets that only seem to hate you, sticky webbing slowing you down at dangerous junctions... It's usually best to have the local terrain working in your favor, but now it never will be.

Babysitting (+200 CP): It's hard to find a job out in the wastes, let alone a GOOD job. So we got you the first. You've been roped into babysitting Yung Cuz by YV. Fortunately, Cuz is a venusian gun god and thus immune to any and all harm that any possible threat in the wastes can do. Unfortunately, he's annoying, demanding, largely useless, and regularly gets in the way during dangerous situations. Using him as cover or trying to deliberately chase him away results in YV throwing 5 million solid gold exploding cars at you and you failing the jump, in that order. YV *is* paying you at least! In US Dollars, a currency which is no longer legal tender anywhere in the jump.

Ultraviolent Fight (+200 CP): There sure are a lot of enemies around these days aren't there? This one is pretty simple: effectively "quadruples" the amount of enemies you'll have to deal with in a fight, such that the ratio of different non-boss types remains the same. Hope you've got enough ammunition.

Cursed (+200 CP): It's the spookiest thing but sometimes you run into these... cursed versions of areas you're traveling through. All the enemies are like the regular ones, except with totally BS and ridiculous new gimmicks tacked on. Stuff like crystal spiders having a chance to duplicate instead of dying when killed, or laser crystals that instantly kill anything that touches them teleporting around at random sometimes. Once you fight your way out and back in the place will be back to normal as if nothing had happened, but you run into these cursed locales about once a month. Maybe you should brush up on your stealth or something?

Left Behind (+400 CP): You remember when the world was still alive. Or was that another world? Sometimes it's hard to remember. At some point you were someone else, but now you're just another nobody wandering the wastes that were never really your home in the first place. In less flowery language, you are *not* immune to the negative side effects of all the radiation. It won't kill you, but you are sickly and weaker than you normally would be, and the mutations you acquire are harmful as often as not, with the helpful ones still leaving you ever more dazed and insane. After enough years, you might not even remember the face of your closest friend anymore... All mental and physical damage will be repaired at the end of the jump whether you live or die, though the years between now and then will likely be very lonely and miserable towards the end unless you spend a lot of time doing a really good job of detoxing.

Scavengers (+400 CP): Everywhere you go, there are scavengers. Ravens, maggots, rats... They're a bit larger around here though, and these opportunistic pieces of crap seem to be EVERYWHERE now. Maggots infest enemies at random, bursting out into swarms of writhing threats on kill, assassins seem to be lurking in every piece of scenery except the ones you

check, the crows are so determined to jump you while you're already pinned under enemy fire that you'd swear they're coming in from other levels, and at this point you wouldn't be surprised if you caught a sniperbot shot to the dome all the way from the edge of the wastes.

Freak (+400 CP): It seems that one of the necromancers has gotten to you and you've been turned into a freak, and now you can't change back. All your physical perks and upgrades have been disabled as you're stuffed into a little ball of slime, teeth, and spines without even enough durability to match a giant rat. Other perks that don't deal with your physical status at all remain active fortunately, as do ones from this jump (though applying to your new baseline as the second weakest mutant type shown in the game), but it's still going to make your time here a lot more difficult.

Skull And Bones (+400 CP): Weird mutated forms aren't always an advantage. Maybe your legs sloughed away so you can only get places by slowly dragging yourself around, maybe you've become literally skin and bones leaving you weak and fragile. Whatever the case is, for the duration of this jump you suffer from an ailment that would be crippling even in less unforgiving worlds. And here it makes you easy pickings.

A Hateful Throne (+600 CP): The true power of the nuclear throne is one that the proto mutant may never have unlocked. For all its horrific nuclear power, the throne's nature as a hateful interdimensional monster is what truly makes it terrifying. That hate has settled on you in a curse that will last long past the potential death of the throne. The normally fairly short distance portals no longer connect short distances, instead they will toss and pull you between worlds. Not every time mind you, but just often enough that every time you resolve things, every time you think you have finished a work or a journey, you will be tossed into another parallel realm where nothing you accomplished ever happened. Over and over again, portals literally opening beneath your feet to ensure it if needed. But despite the futility of it all, you had best keep trying to make that difference, because the worlds you fall into will be on the cusp of even worse things than the apocalypse that befell them, and every portal you fall through will send you to a world ever so sightly more dangerous and blasted than the last. Such a fate will be bad enough even if the worlds you go through do not collapse while you're there, raising the bar for the threats to your life far faster than if you had just been jumping between saving the same world over and over.

Wanted (+600 CP): The IDPD hold an iron fist over the many worlds. Perhaps they were responsible for the apocalypse, perhaps they simply took advantage after it began to sweep the timelines. They reign nearly unchallenged in the local multiverse... but their hold is threatened now. The hold of every version is threatened. By you. Across every inch of land you traverse, through every portal you jump into, the bastards in blue will be hot on your heels. And when the local IDPD version can't stop you, they will call on the others. What is seen in the game is only the most basic of what a version of the IDPD can field. And if they are forced to band together, to improve, to innovate as a whole composed of all their different versions? ...You had best be ready to fight, jumper. You can only run for so long.

Fish Can Pop (+600 CP): Somewhere, out in the wastes, is a triangle. Not the one you know and maybe even love. Green distorted scales cover its body and all it knows is HHHHHHATE. And it hates you. You cannot harm it, you can barely slow it down, and if it gets within gun range of you it will take less than a second for it to end your life as you explode into a shower of gore. And it will always, always know a path it can take to get closer to you. /O\ is Fish. You is You. Fish can Pop. **Run**.

Pacifism (+600 CP): This is a violent place. Those who cannot kill to defend themselves will almost surely be killed by something or someone else, as no others you encounter will grant you mercy unless there's something in it for them. And now, you cannot willingly kill anyone else in this jump. And if you become aware of your allies or those affiliated with you trying to kill others, you must make at least a fair effort to stop them. Can you survive in this awful place without playing by its rules?

Scenarios:

You may take both if you like. There is no penalty for failing the scenario but you will fail the jump if you don't at least *try* to complete any you take, and you must choose whether you're taking them or not at the start of the jump.

This Is It:

A rumor whispered between mutants in the wastes. A story and a legend passed down between tribes and wanderers, corroborated by the strange ruins that dot the landscape around a great city... And jealously guarded by the mysterious non mutant police force from another world.

Long ago the proto-mutant sought this great artifact, in an attempt to make the future brighter for all. He failed, and all that remains are the vaults which hold remnants of his quest and the story of the greatest object he once sought.

Your goal is singular and deceptively simple. Reach the Nuclear Throne, and claim it for yourself.

The location of the city will likely not start known to you, but following the rumors and stories will lead you to it eventually. Finding the throne is not the issue though, surviving the journey to it is. The wastes are dangerous enough themselves but the city is hard to get to, and fraught with peril at every step of the way.

Most mutants will have to travel through the densely inhabited and hostile sewer system just to reach the massive scrapyard that makes up its outskirts, and then through the great crystal caverns that block the way to the city proper. Even then, the frozen city streets are full of murderous rogue robots from before the apocalypse, freakish experiments swarm the labs above the throne's resting place, the palace it lies within is full of radioactive horrors and foes well in excess of what you've faced before even discounting the IDPD presence... And seekers

of the Throne are both easily recognized and EXTREMELY unwelcome to all who dwell in the region.

Should you possess unconventional capabilities you may be able to find another path in, but any other path will be just as perilous be it by sky, through the earth, or something else entirely. And you will find guardians greater than all the other foes much like the bosses of the game regardless of your path as well. But at the end of your journey lies your prize, and one final challenge.

At the end of a long hallway with massive nuclear generators in the deepest depths of the Palace is the mighty Nuclear Throne. And it is a hateful, recalcitrant thing that will seek to kill you like the proto mutant before you, and it will not accept you as its master until you have defeated it yourself. Not only once, but twice. Defeating the great siege tank form the hall was built for first, and then the true form of writhing darkness and radioactive light within that after. But once you have defeated the Throne in both its forms, the nuclear throne is yours to claim and take with you.

Reward: Well what else did you come here for? The Nuclear Throne is, at first appearance, a massive spider-walker siege tank with numerous guns and a huge laser cannon twice as wide as any normal mutant is tall mounted on the front. Atop its structure is the throne itself, where a driver may sit if the throne's own intelligence is not considered sufficient for some reason.

Acting as a nearly unstoppable autonomous war engine is the LEAST of its uses however, as the Nuclear Throne itself is not the tank, but the chair... And the minor eldritch horror attached beneath it. The Nuclear Throne is a limitless and self controlled source of radioactive power, which can be used for anything from weaponry and power generation to the mutations seen here and world ruining superweapons. It also possesses direct power over portals as seen in this world, with a nearly global range of portal generation, and the ability to hop between nearby dimensions within the local multiverse using them as well. All of these together make the Throne a frightening power for anyone who theoretically masters it... And if you've beaten the scenario, it has accepted you as its master.

End The Struggle

Most inhabitants of the post apocalyptic wastelands have no idea who is responsible for their misery. Some make guesses, some simply dismiss it as pointless speculation, but either way almost none of them realize that all of it is made so much worse by the strange portal surfing police force that eliminates all those who seek the artifacts of the proto-mutant.

The Inter-Dimensional Police Department, really more of an advanced paramilitary group than a police force, reigns over the various blasted worlds from an island of pristine greenery. Any threat they find to themselves in other worlds, most frequently to do with those who seek the proto-mutants' legacy, is hounded and destroyed with extreme prejudice. Their efforts prevent the worlds from recovering over and over again all in effort to maintain their singular undamaged realm.

While the IDPD is as infinitely refracted across the multiverse as everything else, their territories do not generally overlap, and so all you must do is take down one to liberate the worlds they held in their grasp.

This will be difficult however. The IDPD has vast resources at their disposal, portal technology so well developed even the Throne cannot truly match it, and a world well hidden and defended from unwanted intruders such that you will likely need to cannibalize or hitch a ride on one of their troop transports just to get to the right universe.

There is a saving grace though, you don't have to kill who knows how many millions of portal cops. The organization is top heavy, all leadership power concentrated in the head captain of the IDPD. While she will be rather difficult to get to, and wears a powerful set of armor augmented with incredibly strong energy protection capabilities... If you've made it that far, she will be your final challenge. A combatant even more threatening in a straight fight than the Throne itself, but only a single combatant all the same. Assuming that you don't find another way to deal with her that is, something much more feasible than doing the same with the Throne.

Reward: With the IDPD in shambles, and the worlds it once grasped ever so slowly pulling towards recovery, it is only natural that certain... "Advantages" would fall to you. In this case, the shattered remnants of the IDPD will find themselves naturally deferring to you.

The actual resources available will be greatly lessened due to factional splintering and infighting, but really that's not what makes this valuable. The IDPD have mastered portal technology. They can track, perform spying, know how to deploy directly between universes using them or across great distances. They're even able to directly launch attacks through them at their most advanced. Between over a million trained combatants well versed in using this technology base, and the nearly limitless possibilities the technology itself presents, a jumper like yourself could presumably go quite far.

Notes:

v1.1: main editing pass. Additionally the following were added

- Clarifications on a few points
- Alteration to requirements of This Is It scenario.
- Added upgraded version of Portal Surfer

v1: jumpdoc created

Special thanks to the people who helped with the editing run! It's greatly appreciated.

Mutate basically gives you access to the leveling system of Nuclear Throne, with the leeway to not just be limited to the canonical mutations but that should be your idea for level of strength.

Ultra Mutant gives you the equivalent of taking throne butt and an ultra mutation in Nuclear Throne for your wastelander form, for a general idea of power increase.

A lot of the perks here refer to weapons you use, personal weapons, things like that. These all mean the same thing; that any weapons that you aren't carrying around and using yourself don't count. Crew weapons, vehicle weapons, or weapons currently being used by someone else do not benefit. Shoulder mounted weaponry and similar that you have to stop moving in order to fire it is sort of borderline, use your own discretion on where in that grey zone you draw the line.

Euphoria's conditions are a bit weird but the intent is that it greatly improves your dodging ability but does not allow you to attack harder or more frequently. How exactly this manifests is up to fanwankery honestly, but it should remain primarily defensive/evasive in utility however you rule it.

Fish Can Pop is a meme reference so many layers deep I don't think more than two or three people looking at this doc will get it. For a more straightforward explanation: a freakish, distorted merger of Fish and YV is chasing you. It possesses the full capabilities of both mutants, is completely invulnerable, will always have a path it can take to pursue you, has the ability to kill anything within about 25 meters of it by Popping them (including you even if that wouldn't kill you normally by drawback fiat), and wants nothing more than to Pop you and end your life.

Despite it looking like a natural synergy at first glance I actually very very strongly recommend not taking Wanted and End The Struggle together. In order to beat the scenario you need to clear an area of IDPD influence so the worlds they were suppressing can start to recover, if all the other IDPD versions are eyeing you this action will send them into overdrive and then force you to defend your recently liberated section of multiverse from the counter attacks. It forces you into a straight fight on the defensive, and actively ramps up the threat you're drawing to yourself, making both the scenario and the drawback much more difficult.

The reward for End The Struggle comes with the ability to decide if there's a "diverging timelines" style multiverse in future jumps, even if there normally wouldn't be. The reward for This Is It does not come with this setting modifier option because there's still a lot you can do with an angry eldritch nuke monster with its own personal siege tank power armor.

Weapon List
Revolver: A standard pistol. Regular rate of fire, shooting a single bullet at a time.
Rusty revolver: An ancient pistol, has a slightly lower rate of fire than the regular revolver but incredibly is much, much more precise. Fires a single bullet at a time.

Machinegun: A relatively high accuracy automatic weapon. Has a slower fire rate than most other automatic weapons, and fires a single bullet at a time.
SMG: An automatic weapon that fires bullets one at a time at a very high rate of fire but with fairly poor accuracy.

Assault rifle: A basic assault weapon that shoots a three-bullet burst every time it's fired.
Pop gun: A machinegun that fires bullets at a very high rate as "pop pellets", which have minor ricochet but deal decreased damage outside of point blank range.
Shotgun: Fires a single shell as a blast of 7 shotgun pellets that deal slightly more damage up close.
Slugger: a powerful gun with a slowish rate of fire that uses 1 shell to fire a powerful slugger projectile with enough force to knock targets backwards.
Crossbow: An ultra precise weapon that uses 1 bolt to fire a strong crossbow arrow that can punch through multiple weak enemies.
Disc gun: near-revolver rate of fire automatic weapon that uses 1 bolt to fire a ricocheting razor disc projectile.
Grenade launcher: Uses 1 explosive to fire a powerful grenade that will explode on hit with a target, but can be knocked away with melee weapons.
Laser pistol: Uses 1 energy cell to fire a green laser a bit slower than the revolver, enemies fully hit by the beam can take heavier damage
Screwdriver: a lightweight easily wielded melee weapon with small reach. Disrupts projectiles instead of deflecting them, and extremely useful for repairing things.
Wrench: a melee weapon with decent heft to it, fairly standard but not too hard to swing.

Triple machinegun: an automatic weapon that rapidly fires three bullets at once in a fixed angle spread.
Pop rifle: an automatic assault rifle with a slightly higher rate of fire that spends two bullets to fire a burst of three pop pellets.
Double shotgun: Like the shotgun but uses 2 shells to fire 14 pellets at once with a lower rate of fire.
Sawed off shotgun: Similar to the double shotgun, but unleashes 18 pellets with much more spread and lower range on the pellets.
Flame shotgun: A shotgun that uses 1 shell to fire seven flaming shotgun pellets that will burn the target for a bit of extra damage.
Assault slugger: An assault weapon that takes 3 shells to fire 3 slugger projectiles in a short burst.
Toxic bow: A crossbow that uses one bolt to fire a toxic arrow that releases a small cloud of poisonous gas on hit.
Splinter gun: Uses one bolt to fire a blast of five splinters, similar to a shotgun but without the range limitation.
Splinter pistol: Like the splinter gun but only fires four splinters with a revolver-like rate of fire.
Toxic grenade launcher: Uses 1 explosive to launch a sticky grenade that has a weaker explosion but also releases a cloud of toxic gas on detonation.
Flamethrower: Short range automatic weapon that uses explosives to release a constant stream of fire.
Laser rifle: Similar to the laser pistol, but automatic with a slightly better rate of fire.
Shovel: A very heavy melee weapon with a wide spread. Harder to swing than others but with a much wider arc for keeping threats away.

Sledgehammer: Heavier melee weapon than the wrench, hits harder than most other melee options.

Quadruple machinegun: an automatic weapon that rapidly fires four bullets at once in a fixed angle spread.
Minigun: an automatic weapon that fires bullets at a ridiculously high rate. Has extremely poor accuracy and recoil high enough to push the firer back if they don't brace themselves.
Heavy revolver: Fires two bullets at once as a single, higher powered projectile with a slightly better fire rate than the revolver.
Bouncer shotgun: Fires a spread of 7 slightly stronger but slower moving bullets that will continually bounce off walls until they hit a damageable target.
Bouncer SMG: Like the SMG, but instead of regular bullet projectiles, fires the bouncer projectiles of the bouncer shotgun.
Eraser: Takes 2 shells to fire 17 shotgun pellets in a straight forward burst of varying speeds that can narrowly clip an enemy at better ranges than other shotgun types or do massive damage at point blank.
Auto shotgun: An automatic shotgun with a rate of fire equivalent to the machinegun.
Flak cannon: Takes 2 shells to fire a high damage flak ball that after a shortish distance or hitting something explodes into 16 shotgun pellets for further damage.
Double flame shotgun: a powerful shotgun that uses 2 shells to fire out 14 burning shotgun pellets which can further burn a hit target.
Auto crossbow: An automatic bolt weapon that fires piercing crossbow arrows at decent rate of fire.
Super crossbow: Uses five bolts to fire five crossbow arrows in an even spread all at once, though has a somewhat slow fire rate.
Heavy crossbow: Uses two bolts to fire a powerful heavy arrow that can punch through almost all lesser enemies, but has a rather poor rate of fire.
Seeker pistol: Uses 1 bolt to fire 2 slow moving homing projectiles with an okayish rate of fire.
Sticky grenade launcher: Uses 1 explosive to fire a sticky grenade that does not explode on contact with enemies but does create a wider cluster explosion than the standard grenades.
Grenade rifle: Has a decent rate of fire and uses 1 explosive to fire a burst of 3 mini grenades.
Bazooka: uses 1 explosive to fire a rocket-mounted grenade that gains speed as it flies.
Flare gun: Uses 1 explosive to launch a flare that explodes into a wave of fire when it hits an enemy or after a few seconds.
Laser cannon: Uses 3 energy cells for a charged laser blast. At full charge the blast will fire five full strength lasers in quick succession, and the charging ball of energy at the front will also harm foes.
Plasma gun: Uses 2 energy cells to fire a large green slow moving plasma ball that will continue damaging enemies as it flies until it runs out of power and releases one last explosion.
Lightning pistol: Uses 1 energy cell to fire out a bolt of lightning that randomly chains through nearby targets until it reaches its max distance.
Jackhammer: A melee weapon that uses 1 explosive ammo to unleash a burst barrage of rapid melee attacks. Disrupts projectiles instead of deflecting, like the screwdriver.

Energy screwdriver: Similar to the screwdriver but uses 1 energy cell on attack and does *much* more damage on hit.

Smart gun: A very fast automatic weapon that fires a single automatically aimed bullet every shot.
Hyper rifle: A high tech assault rifle that shoots five very accurate bullets in a burst when fired. Not automatic but if you have a fast enough trigger finger it has a high enough maximum fire rate to look like it is.
Heavy machinegun: Similar to the machinegun, but fires two bullets in a single heavy projectile every shot.
Heavy assault rifle: Is to the assault rifle what the heavy revolver and heavy machinegun are to their normal variants.
Wave gun: Takes 2 shells to fire a V-wave long distance pattern of 16 shotgun pellets at a similar rate of fire to the regular shotgun.
Auto flame shotgun: An automatic shotgun which uses shells to fire blasts of burning shotgun pellets.
Gatling slugger: An automatic gun that uses 1 shell to fire 1 slugger projectile at a similar rate of fire to the revolver.
Super slugger: Takes 5 shells to fire a spread of 5 slugger projectiles in a shotgun-like blast.
Heavy slugger: Takes 2 shells to fire a slightly lower range but extremely powerful heavy slugger projectile with sightly better rate of fire than a regular slugger.
Super splinter gun: Uses 2 bolts to fire 12 splinter projectiles in a rapid burst fire, covers a fairly wide area.
Seeker shotgun: Uses 3 bolts to fire a spread of 6 slow moving homing projectiles.
Heavy grenade launcher: Uses 2 explosives to fire a larger, more powerful grenade with a larger explosion.
Grenade shotgun: Uses 1 explosive to fire a shotgun spread of 4 mini grenades.
Cluster grenade launcher: Has a fairly low rate of fire, uses 2 explosives to launch a cluster bomb that scatters 8 mini grenades on contact with a target or after a second of not hitting anything.
Blood launcher: Automatic grenade launcher variant. Grenades don't harm firer, and can take chunks of the wielders' health to fire projectiles if no ammo is provided.
Laser minigun: Laser weapon with very high rate of fire but rather poor accuracy.
Plasma rifle: same as the plasma gun but automatic with better rate of fire.
Lightning rifle: similar to the lightning pistol, but lightning bolts last twice as long and has a lower rate of fire.
Lightning shotgun: Uses 2 energy cells to fire 8 short ranged lightning bolts in a spread, hitting most things around you.
Lightning smg: automatic version of the lightning pistol
Blood hammer: Similar to the wrench but easier to swing and creates a blood launcher explosion when it hits enemies. Any time you swing this but don't hit any enemies it harms you.
Energy sword: Uses up 2 energy cells on attack, for a powerful and decently wide swing with a fast attack speed

Energy hammer: Uses up 5 energy cells on attack, but swing is powerful enough to smash through stone walls.

Double minigun: Like the minigun but it fires two bullets at once, has even worse accuracy, and even more recoil.
Super flak cannon: A low rate of fire weapon that takes 8 shells to fire a super flak ball that does massive damage on impact then explodes into five regular flak balls which themselves explode into 16 shotgun pellets.
Hyper slugger: An advanced weapon with an okay rate of fire that takes 1 shell to launch an extra powerful hitscan slugger projectile.
Hyper grenade launcher: uses 2 explosives to hitscan fire an extremely powerful grenade that deals even more damage on a direct hit.
Auto grenade shotgun: Automatic weapon with a decent rate of fire that uses 1 explosive to fire shotgun spreads of 3 mini grenades.
Gatling bazooka: Automatic firing bazooka with a decent rate of fire.
Super bazooka: Uses 5 explosives to fire an even spread of 5 bazooka rockets at once, but has a rather slow rate of fire.
Blood cannon: Medium-slow rate of fire automatic weapon. Uses 4 explosives to fire a powerful slow moving cannon round that constantly explodes during its flight, can take a huge chunk of the wielders' health in order to fire if out of ammo.
Dragon: Like the flamethrower but uses ammo faster for a much stronger and wider stream of flames.
Flame cannon: Uses 4 explosives to fire a slow moving powerful cannon shot that sprays out flames around it as it flies, does not expire on hitting enemies, but detonates in a fiery explosion upon hitting walls.
Plasma cannon: Uses 8 energy cells to fire a massive plasma bolt that after running out of power explodes into 10 regular plasma balls. Has a low rate of fire.
Lightning cannon: Uses 8 energy cells to fire a slow moving cannon round that constantly emits lightning bolt projectiles around itself until it explodes against a wall.
Lightning hammer: A powerful hammer that unleashes lightning bolts outwards whenever you hit an enemy with it.

Incinerator: An extremely high fire rate automatic weapon that fires three bullets at a time as flaming pop pellets that break into bursts of fire upon hitting a wall or target, further burning enemies.
Heavy auto crossbow: Automatic weapon only slightly slower than the auto crossbow that uses 2 bolts at a time to fire powerful heavy arrow projectiles.
Nuke Launcher: Uses 3 explosives to fire a massive missile that is controllable after launching, creates an enormous cluster blast of explosions on contact with obstacles or foes.
Plasma minigun: Fires the same projectiles as the plasma gun at a very high rate of automatic fire with mildly poor accuracy.
Super plasma cannon: Uses 24 energy cells to fire an enormous extremely high power plasma blast. When this depletes its energy it scatters into 4 of the Plasma cannon's bolts which themselves scatter into 10 regular plasma balls. Takes nearly 10 seconds to reload.

Devastator: Uses 8 energy cells and fires a series of plasma explosions that ripple out in a straight line until they hit a wall or obstacle of similar strength.