

(Darmani's Version from Reddit/SB)

[THIS GAME IS LITERALLY JUST ABOUT PUNCHING AND KICKING THE SHIT OUT OF BAD GUYS, AND JUST GENERALLY BEING AWESOME]. And now, so are you.

Long ago, long ago a great hero with awesome power, said to have the power of God in his fists fought the great satan Angra, a fallen angel attempting to destroy the world of humans using an army of demons and spectres. The hero sealed his ass into the pit then bade a sacred order to watch over the arms he left to protect the world from calamity. Then some douche bag broke his engagement and after some demon attacks, the two mighty weapons were lost. One went to the traitor Azel, calling himself Devil Hand. The other was with his fiancée, Olivia, destined to bestow it upon a cheeky drifter, Gene. And now, somehow you're here to pick a side and play out what role you pick in the fight.

Receive 1000 CP

Times and places will be determined by origin

Age and Gender

Free come as you are. Roll 1d10 to add or subtract the result from your current age as you see fit.

SPECIAL NOTE: This world is unfair to women. Spankings. Stripper outfits. Limited make-up styles. Few ladies over a size five. They sell nothing for them in a more conservative style. If you get into a battle with an outfit not deemed appropriate, your clothes can be torn or flexed out of until you're just as exposed as the other ladies here. At least to the same degree as Olivia.

We understand that this is uncomfortable. This is why JumpCo has decided to offer you 50 Choice Points if you wish to change to the more respected gender. Post Jump your Armoire or Outfit can be arranged to be more to your personal comfort and style as opposed to having to accommodate this locality. Still, When in Rome

+50 CP IF FEMALE AND CHOOSE TO BECOME MALE to avoid the...theming. **-100 CP FOR OTHER SEX CHANGES.**



"modesty" for ya ladies

Origins



Have Fist Will Travel Drifter

A wandering drifter who enjoys the lowbrow things in life going from one fight or challenge to the next. You have survival skills and understanding of your locality, also all local languages spoken (save demon dialects)

LOCATION: the Motel Gene and Olivia hole up into, or the first level's bar



Infernal Ally

Did the beast of battle eat you from within? An actual creature from the pit who dug up and took a human form? Someone who just allied with them? Sell your soul for Wild Musical Talent! Whichever way you joined the army of the damned you speak their language, and one of the locals, but you are under the orders of the Four Devas. And you must capture the God Hand and run the risk of a demon abusing you, either as a vessel or turning you into a plaything or actual puppy.



LOCATION: those weird stone structures the Deva's have meetings in. Ask for directions out of there or have Flash and Bamph to get taken to the target.



DROP-IN Come as you are, save the age or gender change. No memories or language gained or history joined. Though enjoy free refreshing in status

and pre-existing conditions. However chronic or unusual they start to afflict as if just starting if you feel in your heart a standard drop in shouldn't cure them.
LOCATION: The Kilo-Crab of Dr. Ion

PERKS

HAVE FIST WILL TRAVEL DRIFTER

Vigor Vittle Vie! 100 CP or free for Drifter
Healthy food/fruit heal. Luxury / fancy food increases stats along lines of the game this Jump is based on. Orbs are gained from the equivalent of cool collectibles. Seeing an arousing sight builds the tension meter for your God Hand. Double the effectiveness of this perk when consume or acquire special foods or consumables as an extra special benefit as you travel/jump the world in the future[1] Special consumables can cover a large number of things. It is also optional to benefit from what you partake. You don't have to worry about any and every piece of food imparting and keeping effects you do not want as you will know what could or is doing once consumed with concentration or some other form of investigating your internal processes.

God or Demon 300 CP or 50% for Drifter
Gene's fighting style and ability to acquire and bestow "techniques" and more by purchase from holders who learn/know it as well as any other skills or traits. Any can set their monetary price for what they offer. They instantly impart once receive fair and legit *monetary* payment. All sellers may lower their prices as wish but never raise or addendum against you after initial pricing.

Gamboling Gambler 400 CP or 50% for Drifter
Roll into any place where people bet or run games. No matter where from or anything else, you are accepted in the house and at the game they are running which is pretty fair or generous (for you). You don't have to be a high roller to get to high stakes tables (though start in hole for buy-in if short) and nobody will kick you out or censor you unless you're physically violent. You're very good at gambling/game theory, working the odds, understanding everybody, and reading the room/rules very quickly with just experience or study. That includes the odds of observed machines or tables, the rules of any game, that sort of thing. This isn't only enacted at the table but fullest in capacity at one, growing the skills needed in those conditions to meet benefits of perk. Taking that and applying it out the door is something you can but have to learn how.

INFERNAL ALLY

Hellish Set 100 CP or Free with Infernal Ally
Of Moves! Pick an enemy in the game, you have their style and equipment and the body to make use of it. Excludes the Devas and Disco Fist or other bosses save for the Three Stooges (Bruce, Conchita, Felix) and Mad Midget Five. You many pick bladed, spikey, and other Specters but will have limitations like no upper head (to speak and emote with) and causing odd color filter in the atmosphere. You do get the fireballs and stretchy limbs and other abilities though. If include weapons they are a part of you and losing them reduces the strength of blows by 25% though increases speed by the same amount. This is for each weapon in the case of dual wielders (Throwables like Hats and some knives do seem to regenerate/replace themselves after a second though, you are restored to normal when they are)

Contracted with the Powers of Hell 300 CP or 50% for Infernal Ally
Add on any bosses' moves or powers, save Azel (without purchase of the God Hand) or Angra (never, either refuses to share or seal too strong) with the added bonus if on the verge of defeat may channel a potent demon through your own sins. Often the Specters but sometimes a hellish form of one of the Devas themselves. If this ringer is killed it counts as death. You have to convince your passenger to let you take the wheel with their powers if you want to act in this infernal second wind. If you defeat the initial opponent or flee them without suffering further harm for 3 minutes or more you may resume your form and control. It will be as if you are perfectly resting in the interim while aware of your other's action. In the future you may contract with other supernatural beings; from fairies, to angels, to demons, to ghosts, and maybe other mortals if they have the ability to spread or share energy or essence. But still need to negotiate who is in control, your obligations, and you still die when they do if taken over.

Flash and Bamph 400 CP or 50% for Infernal Ally
Where did you come from? Wouldn't those heroes like to know? Where'd you go? He or she got you, right? Not with this. You in a flash of light can enter a scene near anyone on a mission to attack your group you are contracted to or lead. Can even use it to exit if on the verge of your *first* defeat by their hands. This is less effective at escape with each defeat. After the first flash-port from a foe, you may only exit after you defeat someone yourself or someone else defeated by the foe you came for. The number who must fall

before you increases with each instance of you fleeing that person until you do it or end of Jump, whichever comes first. If you are infernally contracted, the Devas or Angra may seek to punish you if you always turn coward. If you're the boss, your minions and underlings will see you as unworthy without other convincing, especially as you can't use this to quit until they do or are defeated as well.

DROP-IN

CONTINUE?[2] Cost 100 CP free with Drop-In Origin

Whenever you are beaten within an inch of your life or otherwise placed in mortal peril, this word will flash above you with a 9 second countdown and the option to pick yes or no. Choosing No means you'll be left to survive (or not) on your own. Choosing Yes means that you will black out, only to wake up at the nearest checkpoint or a 'safespace.' Who or what ever defeated you for some reason will always let you crawl away as well as free you of any valuables that are on your person but what you wear. Though choosing Yes will always work, even if you're not carrying anything of value, they will get things that belong to you that you don't have on your person, like, somehow, access to your bank account. It can get to the point of them gaining your Warehouse or similar properties that follow you.

Elder Wand rules are in effect[3] for getting it back. No matter what, after you black out and end up where you will, you may safely recuperate until at fighting status and then be able to go out and try again. Whoever or whatever defeated you will not be surprised to see you return if and when you do. If the mortal peril you are in leaves you physically and or mentally incapable of confirming Yes or No, you will be restored (briefly) to a condition where you can answer Yes or No in a rational fashion. Should you choose No, you will be returned to your previous condition and left to fend for yourself. If you allow the countdown to reach zero, you will be assumed to have chosen No. Be aware that your defeat might still have other consequences and this does not negate those.

Dog'n Rooster Feats 300 CP or 50% for Drop-In Origin

Humility can be extremely useful at times... usually for not getting beat down as hard as you otherwise would be. If you just debase yourself a little, say by flinging yourself on the ground and groveling, the world as a whole will go easier on you. People will assume

you're a weakling and won't bring their A-Game against you, just go easy mode on you, unless you disprove this in front of them by attack/harm of foes afterwards.
Alternatively you may motion or speak provocatively or vulgarly, you always know how to your targets when choosing to use this Perk. This is a balanced maneuver as the act will raise your Tension gauge, if have God Hand, or any vigor-like internal energy (chi, chakra, emotionally-based or other internal non-hp energies), while making those aimed at aggravated to immediate rage with strength and speed to use against you, even as their ability to reason effectively decreases, and by similar amounts. Thus, the more pissed off at you your enemies become, the less clearly they think, but the more rapid and powerful their attack. He or she or it will focus on you with single-minded rage and disdain until: you hit them or they hit an unbreakable impediment or they strike you. The more you provoke one or the more people you provoke at a time, the larger amount and faster your internal energies will fill.

Walk it off 400 CP or 50% for Drop-In Origin
No matter the effect or harm, so long as it isn't dismemberment, with a little moving and time you'll be able to 'walk it off.' From transmogrification, to poisoning, being shocked, blinded, any mental, physical or spiritual affliction will be cleared up in short order, natural or otherwise. For those times when you're completely paralyzed, bound, or held in place, if you struggle really hard (as if you're button mashing a quicktime event) you'll eventually begin thrashing back and forth and once that happens you'll quickly break free of whatever's keeping you from moving. In analogy, this undoes the status effect or impairment but not restore hp/life gauge, though allows you to "ignore wound penalties."

Independent of Origin

Hyperactive Fighting Style 200 or free with a complete set of an Origin's perks

This doesn't grant you martial skills or abilities so much as remove all limits to obtaining and using them. In battle, after you've witnessed enough of a targets actions and behaviors, with damage being the most instructing of a subject of study, you can spot openings, weaknesses, strengths, and patterns. HFS exploits what's 'seen' for all it's worth with the extra-special ability of dealing catastrophic damage to any target, no matter how bizarre or unusual or hard, by activating prompts for direct beat-downs of 9 seconds where they cannot no-sell or be rescued from your flurry or continuous attack,

though after that time may respond, escape, or suffer as normal for the next half-minute until can evoke again, if possible. You do start, after gaining the benefits of this perk, with the un-selected/permanent dodge and attack moves of Gene, complete with canceling and i-frames. The real benefit is you can learn any fighting style and techniques and incorporate them with what already know and can do so *Even without direct instruction.* Read or observe someone using their style or moves, even as fight alongside, or at least not against, them for a fortnight? You can pick it up and use it yourself to their level, elevated to their speed or strength if necessary in the instant doing it. Other methods of learning are at most doubled from your base normal learning rate; even the least compatible, most exclusive, or impossible to learn. If initiated in something you may just train in it to increase and gain practice to mastery level. Though are “unique” techniques barred to you.



- 500 CP

You may buy one of these. It has many benefits. You gain the internal vigorous energy as part of and throughout you represented by the Tension Gauge of the game. Passively Tension takes a day to fulfill a single charge, though it will rise faster with common blows you land or rapidly or more in bursts by special ones, taunts, or possibly other means of feeling vigorous. Generally any training in martial arts or weapons or fighting or athletics, whether body and mind, via perks or other means gained, will synergize with this limb to add on your current achievements and growth to no loss, deficiency, exclusion, or limit.

Possessing The God Hand gives you superhuman reflexes and you gain strength and durability similar to a foot of concrete, without the rigidity. You may also get a custom tattoo that glows with golden or sacred-hued light when activated. This comes along with a Deistic bracelet to help mask your spirit and build up your control of your power within. You’re a bottomless pit to consume the styles: punches, kicks, athletic conditioning and more; all to no drawback (ex. strength costing flexibility or stamina costing strength or other conventional or peculiar concerns with gains don’t apply to god hand-ers) and benefit from any training method, however hellish or unusual or incredible the method or world or conceit underlies it, nor lose any gains if keep the arm.

The same is true now of your stamina and strength and agility. It keeps and grows to no cap as it develops or gains. Additionally, so long as you live and retain the God Hand,

your healing factor will not diminish and apply to your full recovery from any injury or affliction. The same is true to other circumstances. Like being poisoned, getting sick, baleful polymorph'ed, other "debuffs," or "status effects." Bandages and time heal everything, more advanced and comprehensive treatments do more so, save for unreversed dismemberment of your God Hand, though you seem receptive to it being restored always and then all other lost pieces restored when attached.You're the outlier in recovery and prognosis with this puppy on you.

In Jump, you can buy roulette wheel attacks, techniques, and slots for orbs. However you acquire, learn, or gain them, or other abilities, in this and future Jumps, via training or any other means, this arm enhances their power. Your learned skills and physical traits stick with you when you have this arm for the future (but for now you have to follow canon pricing and availability.) This extends to the Tension Gauge and life meter and so on.

If you have enough Tension the bracelet may be released and you are in God Mode for about ten seconds and when it ends the bracelet replaces itself on your God Hand, seemingly in a blink. In God Mode your full strength and speed is made available for you to use unimpeded by anything, Benefactor be damned, and you're immune to all harm to the same surety. Actually you're at twice your absolute maximum strength speed or other physical traits for the duration.

If Have **Walk it Off**: You know like weighted or underwater or high altitude training says it punishes you to make you better? You never overdo and always benefit from hellish training, once can heal or rest. Additionally suffering lets you build up a resistance. Perhaps that polymorph isn't as certain or takes more than one grazing hit, or only lasts half as long. Poison barely debilitates after the fifth exposure you've survived. Head injuries may daze but you've compensated so they don't seem to affect your performance when using the God Hand (as defined below). Your God Handedness grants gains from any rough experience as uf training from the difficulty or holding to limits or build resistance or immunity after you recover. The more you hold back or restrain yourself, the better your growth and mastery will be. This even applies to power loss situations. Once power restored it will be as if the weights lift and you can enjoy the massive boost of freedom and gains from fundamentals or suffering you relearned or endured to your full God-Handed might all at once, as to gaining incrementally over time when normally under the effect. All gains also 'first' apply to your body-mod when training. When locked back down to it you are down to what developed to the body-mod's limit (as per the cliffc999 rule on power-loss via drawback "Gauntlets and Power-loss")

If have **God or Demon** OR **Hyperactive Fighting Style**: In addition as you use and master arm or affected traits you can grow to learn how to use its power more freely. The God Hand passively doubles the effect of all perks or abilities and feats you may use involving *more of your body than your eyes or mouth*.

If both: Can train someone else in all you have or know aside from tension/vigor energy. But while under your training will gain at same speed as you acquire techniques, mastery, physical conditioning with your same benefits and lack of complications (strength, stamina, limberness, always recovering).

Roulette Wheel

Innate to possession of the God Hand is the ability to activate a type of bullet time in which a seeming drop-down rotary of plates listing super-moves becomes available. For a brief period of time the world moves in slow motion but you can freely think, rotate yourself in place, and take aim, readying to take an opponent or line or group of them, preparing any special attacks or moves. Additionally any such you are considering? Their range and area of effect is clear to you as your vision. Comes with Starter Moves (Divine Smash, Ball Buster, Dead Pan, Grovel, God Stomp, Shockwave) plus One Free Extra Move. You may add more for 100 CP per Orb value.



Sample List:

One Orb (100 CP)

Chain Yanker: You manifest a chain made out of the power of the God Hand, and yank nearby opponent, or cluster of them, towards you, stunning them. you have to be able to see them and it has to be a steady near straight line arc, otherwise no distance, weight, or hardiness/defense matters to this effect.

La Bomba: Small area of effect explosion after a ground pound, breaksup any wished structures and people flying back ten yards or so back through air if in intial range.
Daisy Cutter: You dash in a blink through the enemies sending them up into the air pinned in place wheeling about limbs boneless unable to act streaming sparkles until a final blossoming fireworks like burse of damage about them and then fall to the ground. Back to or away from explosion as your personal style permits.

2 Orbs (200 CP)
100 Fists: One hundred rapid and precise punches to an opponent.
Home Run God: In a frozen instant form a bat of energy to launch them out of the park, if they so hardy that it does not kill them they fall back in a heap.
Wild Pitch: Throw a perfect phantom row of heat that tears through a wide line of foes.



ITEMS

Items may be imported into similar items. weapons to weapons, clothes to clothes and such.
You get one 100 cp item free and the rest are discounted by 50% if to origin. All of these can be purchased multiple times. You get a +300 CP stipend spendable only for the Items and Warehouse Addons sections.

50 CP

Auto-collect Lootbag

You can attach this to your hip. It can be on your back or in the form of a purse or a leg pack or maybe a really weird boot or shoe. Whatever style you pick and you can update with each importation or when you choose a new origin it would change the quality of gathering anything valuable that's left around that you are in the vicinity of or from a someone who has fallen down without you having to go rifle through their pockets, bend over, or anything else just doing in the vicinity they'll go right into your pouch If it's an edible you may instantly eat it. Collectibles or other objects may instantly be set or used. You won't find bullets here but if you did you could immediately load them into your firearm. Well if they fit.
(Drifter)

100 CP

Mokujin



This Timber Dummy is the best thing to use for practicing your fighting skills and moves on. Sturdiest wood and construction and easily reassembled if broken or will do so itself after an owner's 4 hours of sleep. Preloaded with all the moves and fighting profiles from the actual game, this fighting dummy will simulate anyone seen even indirectly (photo etc) with original settings for skill level and answer the challenge of other conditions spoken or sent to it while

touched. Owner may always choose to deactivate with a-between-moments prompt accessible even unconsciously.
(Drifter)

Olivia's Gilded Axe.



Can dismember anything as if boneless human flesh. The limb or removed piece may be viable/preserved for 24 hours at least. the part and victim while bleeding won't die and can be preserved or (re)attached by the equivalent of a butcher at his workstation. The preservation effect is a package deal want to keep the limb you aid the victim.
(Drop-In)

Bruce’s Fang/Boomerang

It's almost the size of a man's arm curved and corded in .. twine?. You can slash with it as a machete or toss it in order to have it spin out for a bit and then return. No matter what it always comes back even if you miss on the catch it will go the same distance it was originally thrown spend similar amount of time orbiting in place and then come back to you again
(Infernal Ally)

A Swinging Outfit

Pick an outfit in game or ask for one in that style. Females no more conservative than Olivia in game. You not only have it but it practically keeps itself clean and repaired. It always feels appropriately insulating (cool or hot as needed for the environment, ditto wet and humid or dry and arid) and it never seems to interrupt your ability to move or perform any complex Maneuvers regardless of appearance including the Heels or go go boots, high collar gambion, tusk brazier, pelvic tight poser briefs, skinny jeans, macaroni wig, long nails, or a seersucker with the sleeves torn. If you are drunk you might trip on a door jamb though.
(Drifter or Infernal Ally)

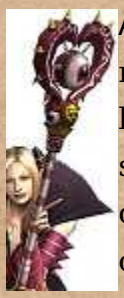
Healing Fruit Seeds and Almanac

You get a set of seeds as well as Almanac up to date from nowever on all information needed on how to plant and tend them. The Bounty from the plants that they produce will have the healing effect similar to in game. The almanac will teach you how to do this

whatever the environment and whatever seeds you hold. Seed means anything used in order to grow a crop. This includes notes on figuring out the weather as well as events such as eclipses and so on. Even little guides or updates two events or history much like you would find in a very thorough Farmers Almanac. Other edible crops can be cultivated with the Almanac’s instructions to gain the healing effect but no sooner than two generations after you start.
(Drop-In)

150 CP

Shannon’s Dreamy Wand



An apple-sized twinkling humming eye/rhinestone in a dream-catcher on a ribbon woven stick It makes for a surprisingly sturdy cudgel, and it's jewel is a bit mesmerizing. Its real effect is being able to fire energy blasts from the gem, some of which, with concentration, can turn someone into a poison Chihuahua. It can also summon a magical bus in order to help you escape a scene to home (you can have more than one but must be a place called or accepted as such) or another bus stop... But you must have utterly quit the field of battle and sacrificed gaining anything from it other than your wounds suffered or damage you inflicted
(Infernal Ally)

200 CP

General Store



Store that seems to have doors at the end of every ‘level’ or a major battle that accepts any currency. Sells all in setting power-ups in this Jump or local versions. If no power-ups for sale in the Jump it just sells preserved goods, magazines, videos, soundtracks, or great wearable gear. Treats you as a valued or favored customer, your relationship importing or following you as this does. You may develop your tekationship2 into more (maybe supply your healing fruit? Apply for employment)
though that addition or change beyond favor as customer is subject to loss or change as you journey forth
(Drifter or Drop-in)

Challenge Meter

You can find this when inside a structure, near a doorframe. It looks like a thermostat or fancy light dial with a depression switch. Green is off, Yellow on but makes the level vary to your ongoing performance/accomplishments, Red fixed to level selected. The dial turns and goes from Level 1 to 2, to 3, to Level Die. Level one common enemies are weak, lazy, do not team coordinate much. You will have a tendency to gain rewards from their defeat or rescuing others. Level Die makes it tactically hard, enemies are aggressive or alert, hit harder, and unlikely ignore or let you retreat. But it's logistically and strategically able/rewarding. Defeat the hardy large rushing and well coordinated horde and it turns out they left the door to their fortress open, or some other oversight making you more successful/rewarded strategically when prevail. (In settings where have the EXP or other character building points gained at combatants' defeat you and tours receive 4x normal amount)
(Drop-In)

Ass-kicking Armoire, Yee

Ye don't just get one Swinging Outfit. Get any of the outfits and make them sway. Also have space for more. If you see one that you like from someone that you encounter in a battle it may be added to this closet. Any outfit of any quality can be added if you complete a sufficient task commiserate to the glory of wearing it. If you are at loss for what that is ask the person wearing or owning it. If it's "Spend so much money," apparently just getting rid of such will gain it. Though if you defeat them in a brawl it automatically counts for a bespoke copy in your wardrobe sharing all the benefits of Swinging Outfit, as with your possessions there. It will be minus any damage you probably did in your battle.
(Anyone who has defeated Angra, Drop-in)

Brawling Weapons

You may spend 25 cp for specific but not imperishable weapons that will replaced or made available about 5 times a day if lost or broken. 100 cp for abundant instances of all types.
Drifter's discount: One purchase of a 25cp version counting as 2 purchases
Drop-In receive discounts on all purchase styles









300 CP

The Casino/Gaming Hall

The Gambling Hall allows all games of skill / chance that allow for earning/betting that you witness or ask hall to integrate from worlds been part of but once in it doesn't go away. (Out of Character: Play some free equivalent; online or electronic poker; or vegas solitaire on your PC; or whatever. use those as your results) You can even summon Companions or any individuals known of to a table, machine, or floor (or equivalent). this can be against their will but they can leave out the door no time passed nor having had to participate back to where and when taken (even if back asleep if taken in that state). There will be an editing effect like ASYLUM from Anarchy Reigns Jump save guests can spend winnings on body-mod, In-Jump perks, or supplement list equivalent of 1000 GP of the casino winnings converting to one CP for them on their own exclusive list. Their currency will be accepted or you can give your out your pocket or personal accounts (always seem ready for free transfer) to them for exclusively their play in this Casino.
(Drifter or Drop-In)

Fighting Ring/Arena

Starts with all the Canon match-ups unlocked from God Hand but any competitions allowed and can be added to the list. Whatever event added will be stocked for and staffed by npcs or chosen folks from current Jump or contract signers from prior ones. It has the same rewards, freedom, and exit effect of the Gambling Hall but exiters will remember how fought and learned skills and their training stays. Damage doesn't linger save as cautious insightful vision, understanding, or nightmare no more harmful than what they already endure.
(Drifter or Infernal Ally)



Note about Properties

All follow you for Jump to Jump in world with a curiously overlooked but easy for you to find entrance to your warehouse that cannot be entered without your informed (no disguises or compromise of consent) permission, the back door is more secured than the front thanks to increased accessibility. At your discretion you can use one of these doors from within your Warehouse or directly with key or Portal if you have access to it. These

properties follow you, retain any changes, and are guaranteed to be ignored by all who would cause problems. “Your” employees may follow you from Jump to Jump for consistency and an added benefit for them, though they cannot impact any plots beyond just being regular working people. You may merge with other properties, but not items, equipment or vehicles you already have to gain the benefits mentioned in addition to the qualities and functions from the purchase.

Companions

Our Jump charges 50 CP to import a companion to gain 600 CP and a free origin to select and spend for themselves. You may pay 300 CP for 8 companions with a similar stipend. Additional entities may be imported, but default to Drop-In Origin, and only get 0 CP to start, but may gain 1 CP for every 100 pieces of money gained until they’ve received 600 CP. All may spend at an Exclusive Customer Limited Time Catalogue/Selection at any retail/business location they come across. 0 Cp import companions die when killed unless their remains brought back to warehouse or other Jumper’s property to rest until revived at Jump’s end (or if you have something to restore them from their state sooner)

Special 100 CP recruiter reward.

If you have spent 100 CP on any companion options or have a 0 CP companion who earns and spends 100 CP, you may freely recruit any character here so long as you defeat them first. It's a mutual option offered such as **Continue?** Both of you are offered in a similar frozen instant between moments, both must agree, you to extend the offer, them to accept. You can set a 'default' ahead of time or have a list prepared for specific targets or circumstances. These recruits do not gain companion benefits/protection unless in Warehouse or on other Jumper properties, like the 0 CP imports above, or until the end of Jump. You have to keep them alive or safe until then.

This Excludes Demon King Angra (forbidden by God, denied
even if it itself would ever choose such).

Escaping Olivia and having her put down her axe/cease aggr
"a defeat" but she is unlikely to agree as she wants to enjoy h
the need of her family's duty to guard arms and the world.



DRAWBACKS

May pick as many as wish, as some offer rewards, and to an unlimited gain.

"Unconventional battlefield" 100 CP

You thought you were ready. You've trained your body to perfection, fought against the best warriors, and even had your own personal training montage. Now it's time to... play video games?!? Instead of fighting your enemies in real life, you will now resolve all your conflicts using an unique copy of God Hand. You'll have to rely on your skills as a gamer to defeat your opponents, otherwise Olivia is gonna take your hands and your life. Don't break the controller! Hey you can take a break after twelve hours for food and rest in a 24 period. We aren't monsters.

"With Friends Like This..." 200 CP

Allies threatening to chop your hand? Demons teaching you to respect the dead? Everyone seems a little bit off in this world, and now this also applies to your close friends. For the duration of this Jump, any friends you make or companions you bring will become recurring enemies that will help you become a better person and a better fighter through sparring. Expect at least one of them to pick a fight with you every other week or a few days before a decisive battle. And if you can't actually beat them? Well, I hope you know how to grovel.

"Bringing a gun to a fist fight" 200 CP

For the duration of your Jump/reset, attempting to fight enemies with anything other than your fists or a martial weapons will yield no effect on your enemies. Guns or bombs or spells fizzle to cosmetic, staggering effect at best. Any abilities not from your flesh to the target fail. Excluding barrels, weapons, etc from the environment and setting you make use of.

"Level Die" 600 CP

For the duration of this Jump/reset, you are stuck in a permanent Level Die difficulty and groveling does nothing! The mightiest are twice their best on strength in combat. The weakest four times their meager base self. And they will zero in on you. Hard.

Fruitful famine 200CP

No one ever seems to drop that healing fruit that you like so much. (No effect on grown fruit or healing perks)

Trading card? Bottom fell out the market, pendejo! 200 CP

Apparently in that nebulous war mentioned with Mr. Gold and Mr. Silver every Trading Card Warehouse and printer got Bombed to Smithereens and in the aftermath everyone burned their trading cards for warmth. You know what this means? You can't get Collectibles for recharging your roulette orbs. Or charged up burning strikes!

One-Arm Robbed 100 CP

You start this Jump (or reset) missing one limb. This can be taken multiple times, actually up to 4. We go on the legs after arms. Well unless you're one of those freaks that have more than 4 limbs. Same difference. Until ya got no arms then no legs.

Kick-me, God hand 600 CP

Demons and enemies are convinced that you have the God Hand. Even if you can't use tension release or Roulette attacks! You Can't Hide Your association with the God Hand, even if you don't have or have not purchased it. All other skills and abilities are available as normal. But the Roulette Moves and super mode aspects of the God Hand are gone. Keeps its General Health, Strength, recovery, development, and training benefits. The demons and thugs really want the arm, or to turn you over to someone who does, for the reward or just the lack of Torment from the forces of Hell. If an Infernal Ally you will be at best a sixth ranger, and will have to deal with treachery until you deliver a God Hand to Angra himself to make them knock it off.

REWARDS

YOU ARE ELIGIBLE FOR AS MANY OF THESE OF ANY SCENARIO YOU GO THROUGH THAT CAN BE FIT IN EVENTS. THINK OF THEM AKIN TO TROPHIES CHALLENGES ON VIDEOGAMES. SOME ARE EASILY COMPATIBLE. AND REMEMBER YOU CAN REDO THE JUMP TO TRY FOR MULTIPLES. BUT ONLY KEEP REWARDS AND GAINS BETWEEN RESETS, NOT PURCHASES.

Time For Me to Choose My Path

Complete a run to Angra (the plot/game of God Hand) using only the powers or perks or skills of God Hand, this Jump. Even if you have perks for it, such as Chi Blasts from Generic Stick Fighters, or Ranma 1⁄2 or otherwise no reward

Reward: You may choose one item/property and gain as if purchased. If you have purchased? Refund the CP and take it as Reward. If this would have been discounted you get a bonus in CP equal to the discount; half-off get 1.5 back. Free? Double back. For the purposes of the future in Jumpchain this is considered a reward, not a perk or item for effects or matters that have something to do about those. You didn't just buy or acquire it. You earned this, cabron. As you travel forward your reputation or accomplishment will resonate where you go in the future in the form of this perk or property. It will behave and respond to you as if purchased but not excluded or subject to effects not covering rewards in the specific

Helps Me Work-out my stress, its overpowering I must confess

You must complete the equivalent of a Kick Me, God Hand! run. For those not in the know that means no activating the Hands increase damage or invincibility mode. no use of the roulette orbs. Just the Dodge punches and kicks you train, learned and purchased here. no outside powers either. This does not apply to prompt attacks or any in-setting weapons and so on

Reward: A maxed out physical stats on your Body Mod. This assumes that you're using the equivalent of Quicksilver bodymod. But basically it's up to the max in all the physical categories.

Ultimate Power of a God is Now My Secret Tool

Whether you get the level selector or take the drawback for it, you must complete a run at Level DIE! using no outside perks, powers, or items. No fully imported companions may aid you in combat. They can provide training and what have you between fights. But you go out and face it alone.

Reward: **THE GOD HAND MAKES ME WORTHY!**

People/society may choose not to respect you, but the universe and nature always and beneficially does. You get a Jumpchain Permanent discount for your meta-origin, God Hand, and you qualify for anything as if of nature/universe that screens for innate traits of prestige or worth or protection (not exhaustive examples: pure of heart, virginity, true warrior, royalty, worthy to raise mjolnir or pull Excalibur to list a few, fairy law, ward/attack against Outsiders) because you are the God Hand, baby! It will make it so that the benefit of being a fighter gives you discounts for perks related to martial arts powered fighting or Athletics or body stuff (not from body mod, warehouse, and similar documents) and you may choose martial origins for free in the future. This increases with each God arm that you have. (If three? Half off. Then half off. then half off. If Free , then give what cost, then 2x, etc)

Delayed gratification, tastes all the sweeter

After you choose a drawback you must keep it after the defeat of Angra until the end of your chain mandated stay here. This means even after you reset, but not after you depart or choose to ultimately stay or go home if that is your decision.

Reward: As a result what drawback denied you previously you may freely partake of. If this was fruit? You now get the fruit item and VVV! Limbs are returned in full health and vigor and dexterity better than they were before. You may decide what that means in terms of appearance or gains or reasons why. perhaps it's the ultimate workout? Completely destroying them so that they come back harder and better than ever? No God Hand use? Now you have full control and power of it without the game limiters with the implication that you don't even need the bracelet to control it. No gambling? Gamboling gambler and one game hall.

Lost a Limb In A fight

Start with one missing limb, AND no CP spent that is not from Drawbacks or Rewards. Survive the ten years or maintain the canon Timeline/adventure: defeating all the canon levels/bosses.

Reward: **ITS BETTER THAN A BANK**

In your Warehouse there will be two gaming machines. One to take you to a Gambling Hall the other to the Coliseum; resembling the places in the game. Starts having the same machines, games, and challenges and rewards as the ones in the God Hand game. But have expansion capacity similar to the versions as written above.
The Gambling Hall and Fighting Colosseum gain these features if you acquired them. And the additional feature of being in half cabinets that are serviced and in repair and full usability and accepted and accessible where-ever you designate, so JumpCo Riggers may place them (no more than twice a day, must be on designated site to supervise for the promised 30 minutes or less delivery and installation) could have space and owner not object in 12 hours.
Divide by 100 your earnings and that translates to U$D value to withdraw as equivalent money for current or any previous Jump.
In Jumps from now on at the moment you collect or receive your reward money, earn from prize purses or gambling, you'll get the option there by presenter, or a convenient call, or additional special Jumpers Club Form in the envelope (say publisher's clearing house winner) to convert a portion of the reward you choose to 100 x that for Game Points.
This addition will also track your actions and award Game points (1:1 ingame currency rates for casino) for feats equivalent to what Jump is based primarily on common but not monetary scoring system.
Fr'ex: actions that provide score in Mario games get Game Points when you are in Mario Jumps that cover those games. They would be counted before/instead of coins but coins would be counted if they were the only thing counted in that Jump's inspiration.

If in Chrono Trigger; this would be ‘exp’ alongside tech points, which being scarcer, counted at 5x, but this wouldn't reward you for acquiring the barter items or gp.

Mario and Luigi Jump? It would count xp gains and no coins.
Alternatively adds Gamepoints for wins at games or scored events participate in Jumps as rewarded by officials/ranking translated to equivalent base. (if you Jump into an action movie and spend a scene blazing at Gunsmoke or Lethal Enforcers or Time Crisis. Or get a basketball career in Paladin of Shadows)

- Game points are house currency only directly usable and held in those machines/halls.

- They accumulate and deposit option available regardless of accessibility for play or withdrawal
- Once deposited you can't undo it or transfer to another type unless through winnings and at the listed rate.
- Game Points can only directly be used to play games / bet in the halls to pregame staked winnings.
- Gamepoint winnings Converted at 1/1000th value from in casino/colosseum to local currency

What's This Convoluted Mess Not Allowing: *There's no getting additional out-of-Casino/Ring-earnings-or-gains from the Casino or Ring in any form WITHOUT PLAY.* You have to play, as in risk, a wager in complete game or challenge, and then may take winnings

May use allow use Maneaterwithtail's Banking Supplement to the deposit, wager, and earned CP with this system.
The basic idea is may bank Choice Points and get cumulative discounts on previous Jumps', but not Gauntlets', purchasables as you progress on the chain by Jump, but you can only purchase with your savings between Jumps on something that happened prior.
Example: Five Jumps in, while between sixth and fifth Jump, so no new CP from Jump 6, you may purchase at half off with any remaining CP any perks/items in immediate prior Jump.
3/4ths off of the fourth Jump.
7/8ths off the third Jump.
15/16ths removed of the second's purchasables.
And finally 1st Jump perks at 1/32nd their price.

Viva La Deva!

Defeat a holder of a God Hand without your own and turn them and it over to Angra yourself for the glory.
Reward: You gain the rank of Deva and the sponsorship of the satanic underlord. He won't even kill you as a sacrifice to enter the world. All Infernal Allies and even other Deva will know your rank instinctively and that you hold your lord's favor for remainder of Jump. Even the holy and protectors will know of the sheer might and impressiveness of your feats and reputation. For matters evil, rage, or dark this counts you as the second most of the highest, or lowest depending on your perspective. Future dark factions/entities you encounter or observed by will honor you similarly. You can also see in literal darkness or see metaphorical darkness and how it works about in you and others. Never unaware how it acts in nature and, with a mirror, yourself. Thus letting your target it for rebuke and harm. Doesn't grant selective targeting. so if beating the

possessed or afflicted they bear the bruises. But you see it. Your hands and actions touch it and target it. Most will likely freak out just being held and seen. Also you may understand what are attempting to communicate and learn from them without being overwhelmed or undermined if you hold their hand

DEFEATED THE GREAT ANGRA BEFORE TEN YEARS?

BECAUSE OF THE TRUNCATED MATTER OF GOD HAND YOU CAN BE PRESENTED WITH THESE FOUR OPTIONS AFTER THE DEFEAT OF ANGRA

GO HOME GO BACK HOME WITH YOUR EARNINGS AND EXPERIENCE, WE WILL MAKE SURE YOU GET IT WHEN YOU WANT IT SO NOT TOO SUDDEN. AND NO ONE OR NOTHING FOLLOWING YOU BACK FROM HERE OR PRIOR. WE CAN INSERT YOU BACK ANYTIME BETWEEN THE INSTANT YOU LEFT TO THE RELATIVE TIME YOU'VE SPENT AWAY, IF YA WANT. PLUS CAN GET YOUR PREFERED FORMS OR BLEND ALL THE TRAITS WANTED FROM THEM IN AN EXIT BONUS. NO OLDWALKER SPARK THOUGH.

STAY TO THE FINISH UNLIKE THE STANDARD THIS IS JUST TO STAY IN THIS ITERATION FOR THE REMAINDER OF YOUR PROMISED TEN YEARS. YOU WILL GET ANOTHER OPTION OF THE STANDARD GO HOME, STAY, CONTINUE AFTERWARDS

REPLAY? MAY RESET TO A SIMILAR ITERATION OF THIS JUMP'S SETTING BUT MINUS ALL PERKS AND ITEMS PURCHASED THIS GO AROUND BUT KEEP ANY ACQUISITIONS (STUFF YOU GOT, EVEN PUT IN WAREHOUSE BUT NOT BUY ON THIS DOCUMENT), COMPANIONS, OR REWARDS. IF 2ND TIME ONLY RECEIVE 500 CP TO START AND START AT THE BASELINE OF BEFORE YOU ENTERED THIS JUMP. 3RD TIME AND AFTER START WITH ZERO CP WITH THE POSSIBILITY OF EARNING AT 1000:1 RATIO IN MONEY TO CP UP TO A LIMIT OF 600 CP.
RESETTERS MAY STILL GAIN CP BY DRAWBACKS BUT MAY NOT BENEFIT FROM NEW ORIGIN DISCOUNTS THROUGH RESETS. THESE *DO* COUNT AS NEW TRIES FOR REWARDS. YOU MAY KEEP DOING THIS UNTIL YOU HAVE BEEN HERE A CUMULATIVE 10 YEARS.

CONTINUE (*ONLY AFTER TEN YEARS OR ONE DEFEAT OF ANGRA ON LEVEL DIE OR KICK ME GODHAND CHALLENGE*) ON THE JUMP CHAIN. GET TO PICK YOUR NEXT STEP ON THE JOURNEY IF AFTER DEFEATED ALL THE BOSSES (THIS OVERRIDES OTHER METHODS ON CHAIN IF RANDOM OR DIFFERENT)

Notes

(Clarifications, Elaborations, and Intentions. Its you playing/writing, but I at least want to share aims and intentions so get a feel who did this and how may want to fanwank in relation to him) If you learn to do it with the God Hand and the God Hand would aid at it (physical ability or strongly involves it or mediation, as proven with the healing set of Roulette Moves) you learn it as if fiat backed or purchased to the level your practice/training took you and so retain and can use it. As an example, you don't need to buy Bending from Avatar the Last Airbender or Legend of Korra if you learn it you retain it just from being taught. Ditto any of the Nanto or Hokuto of Fist of the North Star, Brawl from Chrono Trigger, or Wuxi Finger-Hold from Kung Fu Panda, etc.

You can gain at least three God Hands, one by out and out purchase, and then getting one each from either Gene or Azel. Yeah, no can only purchase. That ruins a major motive and part of the game. This does mean that your God Hand(s) can be cut off and taken. Unless you recover the stolen arm; even if you regenerate or gain a replacement, unless the stolen one has been destroyed; you lose all the benefit of the God hand - at most - until the end of your current Jump. You Automatically Gain Roulette Move Double Shaolin Blast upon gaining two God Hands. If gain more than 2 God hands? can literally add the additional arm onto your body or change your leg into an equally dexterous gorilla/prehensile leg-arm foot-hand thing. In general you can choose whether this is a transplant or a merger.

1 Fanwank responsibly, but as a guideline, I intended this perk for Jumps where consumables in the source material have special effects, bought with CP (even if free due to budgeting or other discounts), Made with in-Jump special abilities, or Made with out-of-setting CP bought or fiat backed capabilities

2 Post Jump this has pretty much the same benefit. only it resets you to where you were and of similar status at the equivalent of the beginning of the episode or chapter, if Jump based on that kind of media, or safest position at top of hour before the battle you lost if not applicable (not that kind of media or in between official installments if not long off rails for what a chapter or episode would be).

3 The property lost by **CONTINUE?** belongs to or is the defeater's as if they purchased it with CP for matters of return or repair and use and such. It can be yours again once you defeat the one that defeated you and/or who defeated them. In the case of a pit or trap or non-person/entity that means facing that same obstacle and overcoming it. Afterwards it's yours again so you find it defeating someone or near a barrel or it just appears where you last looked or in your warehouse. If this is a case of an Act of God- I'm talking about like insurers define it... natural phenomenon like storms or floods, radiation or heat stroke-. if you can't beat the entity/circumstance that caused it, surviving a

year or until the end of the Jump, whatever comes first, and it comes back to you minus what the interim owner has consumed, sold, lost, or broken. This does mean if they give it to you or a companion it's yours again without the need for a fight. that's considered a concession to your victory over them.

Changelog 04-18-20 Three perks for Drop-in and Infernal Ally

Each has perk for

Changed name for rewards and split benefits and means to get the Gambling and Fighting Hall

4-20-20

Expanded and changed 100 CP drifter perk.

Refined rewards

4-26-20 Downloaded libreoffice and had so many versions lost track, trying to consolidate, save me!

4/29/20 Got feedback on three drop-in perks

Integrated suggestion But kept more to my intention Refining the benefits of the God Hand

Cleared up shameless copy-pasting in parts but likely didn't get everything.

5/30 I think this is a V1.0 cleaned up grammar and added/clarified a God Hand bonus from the Drop-In Capstone. upload and read for feedback

V 1.01 Damn formating soooo off standardized reward presentation.

5/31 V 1.02 more grammar and formatting clean up. And pictures! One picture.

Thanks for reading feedback to[bad email] include "God Hand Jumpchain" for surer response.

6/01 so Libreoffice can make pdfs? Lets test it out. Ooh new fonts and yes I think some more images and oh shit now I need to fix the broken links. Done...ish

06/05 existenting is not a word. Futher updates and refinements.

10/04 v1.25 Thanks to 'shikimalord's feedback clarified the weapons purchase and rewards, added some images and background.

7/11/22 1.5 Okay downloaded **BOU WESTERN** and **Rio Oro** fonts and more familiar with LibreOffice, people complained the background made the Jump harder to read. Hopefully that changed. Also changed name of Fighting Hall to Fighting Ring/Arena

1.51 Changed the "Origin" to the origin applied for perks.

Changed the "clothes will be torn" to *can* be. The Special Note is meant to encourage kayfabe not make players genuinely uncomfortable. Hence the incentive and fun, being a mild drawback, if that. While the inhabitants will do as they will and only supply as can and able the Jumper may make do as they so choose.

I hang on Jumpchain reddit as martikhoras, Spacebattles and Questionable Questing as Darmani, email martikhoras2003@yahoo.com

7/16/22 Thank Jump Redditor FrequentNectarine for me editing Better Than A Bank to make CP use optional and put most of the CP banking system aside for a Jump Supplement that I hope have focus to

do. Cleaned up some rules on property notes, keep that feedback coming, and if using it, or have a breakdown of Drawbacks, First Jump Builds, or just uhm play summaries, let me know. Disclaimer: My link to playingcarddecks.com is not a vetting or guarantee of their safety or accuracy, just start here if want to add more random determination, fun, or play to doing a Jump than rollings dice for location.