RWBY Jumpchain v1.4B Hard Work and Guts Edition
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Recommended for Jumpers 10 and over! Open for business stage.

Remnant, a world where people wield the light of their souls, Aura, and nature's wrath given form, Dust, to fight back against the encroaching darkness of the soulless Grimm, twisted monsters resembling bone covered animals. Four Kingdoms stand strong, points of light against the night, but so very easily snuffed out should the forces of destruction overwhelm them. Human and Faunus live in a world, broken and beautiful, yet so torn by danger from without and from within. You enter a year before the events of RWBY Season 1.

Here's an ID and 1000CP to see you on your way.

Same gender as the last jump, roll 15 + 1d8/4 for age or 50CP to choose both.

Locations roll 1d8 or pay 50CP to choose

1: Kingdom of Vale, the central country, home to Signal Combat Academy and Beacon Hunter Academy. Grimm presence is contained to the Emerald Forest, Forever Fall and Mountain Glen. Patch Island is west of here.
2: Kingdom of Vacuo, in the far west. A land of harsh, desert-like conditions, their Hunter Academies are more casual in outlook, reflected in their lack of a uniform code. Flavoured after Asia, probably.
3: Kingdom of Atlas, in the far north. Schnee Dust Company HQ resides here, and their Hunter Academies have a more militaristic focus, as influenced in their uniforms. Their military is highly cyberized, focusing on robotic infantry and support.
4: Kingdom of Mistral, in the far east, home to Sanctum Combat Academy and Haven Hunter Academy. Flavoured after Mediterranean empires, and their attitude is more upper-class, seen in their speech and uniforms.
5: Menagerie, the country to the south-east, where the Faunus were shipped. A high concentration of Faunus live here, and humans are looked on with suspicion and distrust. High White Fang presence.
6: The North-Western country, shaped like a dragon. There is very little civilisation here apart from the occasional nomad or hideaway. Grimm presence here is extremely high.
7: The Middle of the Ocean, hope you can swim. Any aquatic and aerial Grimm you may encounter here attack the trade ships and pirates that are crazy enough to sail into deep waters.
8: Free Choice, anywhere on Remnant. Anywhere except the Moon.

Backgrounds

Drop-In: You know the drill, new jump, new world, new problems. 0CP
Student: You've trained yourself to enter Combat school, and are preparing to enter Hunter academy. 100CP
Criminal: You've had a nasty past, running the streets or the alleys of some city or other, but have turned over a new leaf. 100CP
Military: Coming from a military family, you've pushed yourself to get where you are, and shown progress. 100CP
BONUS Faunus: You're a little bit beastly, aren't you? Gain free nightvision, a cosmetic trait & quirk of some animal, and a lifetime of derision and suspicion. Can take with any background. Take White Fang Woes for no CP (does not count to drawback count). +100CP

Skills and Abilities:

Landing Strategy (100CP, Drop-In Discount): You now have a plan to survive any fall that takes longer than five seconds to hit the ground. Three seconds in a pinch.
Intellectual (100CP, Free Student): Studies and research come to you easily, turning the efforts of what would be normally take allnighters into coffee breaks.
Light-Fingered (100CP, Free Criminal): Picking pockets is as easy as sneezing, and you can also protect yourself from these attempts.
Abs (100CP, Free Military): You are more aerobic, physically fit and dextrous than before. You also favor midriff bearing outfits and puns.

Stubborn (300CP, Drop-In Discount): You refuse to die that easily, not only holding on when lesser men would fall but also inspiring others to do the same. Ignores mortal damage once.
Tinkerer (300CP, Student Discount): You're a whiz at maintaining, modifying and making things. Everything from Sniper Scyfles to Toaster Ovens, as long as you made it yourself or had the blueprints on hand. Unlock the secret of Variable Weapon Crafting.
Silver Tongued Devil (300CP, Criminal Discount): Making crime look good and lowering sentences is the least is easy as pie. Your charm is increased for wrongdoing, which helps a bit even when you're not.
Strategy, Smattergy (300CP, Military Discount): You think a battle five times before it starts, have a weapon on you at all times and know half a dozen ways to break into strongholds. Increased tactical planning and combat preparation.

I Should Be Dead by Now (600CP, Drop-In Discount): Light of the Soul, son. It hardens the vitals in response to bodily trauma. Not only regenerating, but also repairing it to its natural state! Your Aura pool is uncommonly large.
Remnant Arcana (600CP, Student Discount): As a side effect of your studies, you have become a master codebreaker, mystery finder and translator. You learn dead arts twice as fast, and cast magic or Dust arts better for it too.
Grand Theft Everything (600CP, Criminal Discount): Not only do you always have a getaway vehicle stashed, the know-how to drive it, but you can also pick yourself up and walk away from it crashing. Every. Damn. Time.
Combat Ready (600CP, Military Discount): Hundreds of thousands of simulations, scores of attack patterns, dozens of weapons variations. If this doesn't see you through a fight, then I don't know what will.

Semblances, unique to your soul and half the reason you're here, you have unlocked its true power. You can only have one:

Jam (600CP, Drop-In Discount): The light of your soul has given you the ability to say that is not so. You can interfere with the powers of others, enough to make Aura users stumble and Grimm trip over their own weight, and can eventually dispel their supernatural properties. Does not work as well on scientific or technological trickery.
Highlighter (600CP, Student Discount): The light of your soul has given you the ability to manipulate light, oddly enough. It starts off weak, only capable of changing colours, but with time can warp visions, create or redirect blinding lasers and create or add hard light augments to anything. As a sidebonus, you are also immune to your own light, and not just the visible spectrum.

Miasma (600CP, Criminal Discount): The light of your soul has given you the ability to cloud other's senses. You start only muffling one sense at a time, granting yourself transparency, quiet or stillness, and may eventually turn their days into night, their rocks to quicksand and their food into mush, at the same time.

Payback (600CP, Military Discount): The light of your soul has given you the ability to avenge yourself in conflict. By taking in enemy damage or attacks, you can convert and keep it as a sort of damage multiplier, which will return the damage back up to tenfold to those that hurt you. Starts off with kinetic energy in touch range, but time and training will expand its range and energy type. Wears off once you feel 'safe'.

Abyssal (600CP): The light of your soul has allowed you to overthrow the darkness. You can now tame Grimm, with little initial success, and in time can create or discover the secret to making your own, no longer restricting them to animal form, and fixing their anger issues. Cannot be unlocked normally.

Represent (0CP): The light of your soul has touched others through your life. Should you not buy a Semblance now, or awaken the one unique to your background by ten years, you will instead gain the ability to mimic a small fraction of other Semblances. You will need to meet them, though, and harmonise with them.

Weapons, the other half of why you're here:

Variable Weapon (Free, Drop-In 50CP): It's a thing that turns into another thing! One gun and one melee weapon, together at last. For 25CP you can import weapons, at no decrease to performance! 50CP for more.

Heavy (25CP): Now its bigger than you are! And a lot stronger than you remember. Can not be taken with Streamlined.

Streamlined (25CP): You've made it lighter, smaller, and no less delicate. Can not be taken with Heavy.

Explosions (25CP): If it couldn't before, it can now! Adds grenades, mines or spewing death of one kind!

Alt-Alt Mode (25CP): Now your weapon has another mode! Can be bought twice per variable weapon.

Dust Chamber (50CP): You can now charge your attacks with premium energy propellant. Comes with six free reloads.

Concealed (75CP): This weapon of yours can now be snuck in through metal detectors and is small enough to pass off as well.

Aura Focus (100CP): Channel your soul through your weapon into the very essence of hurt!

Dust Focus (100CP): Your weapon works better with energy propellant, stacks with Dust Chamber.

Special Weapons:

The Four-Chain (300CP, Drop-In Discount): This chaingun is also a chainsaw, whose chainbelt is a chainwhip you can wear like chainmail! What should be horribly impractical fits like a glove in your hands, confusing many, killing most. You feel braver and luckier but, reloading is tricky.

Grimmoire (300CP, Student Discount): Seemingly made of Beowulf hide, this dusty tome and bookstand is both spellbook of unspeakable horror and leathery mallet. With spells that mimic the attacks of Grimm, it grows with each kill. Promises not to whisper at night.

Murasamune (300CP, Criminal Discount): This deadly blade is Dust Infused, never dulling or breaking when wielded with Aura, cutting through the soulless with ease. Can deflect anything it stands up to, such as bullets, but its full strength is when unfolded.

Gai Barrett (300CP, Military Discount): This AMR pulls double duty as a spear, punching holes straight through most things, but has a hell of a kick and is quite long. Can also fire 'homing flechettes' on a tagged target, but the main spear needs retrieval. Great for kids! Tendency to induce tunnel vision. Comes with shoulder stock and brace port.

The Ahab Special (400CP, Drop-In Discount): This repurposed ship's anchor cannon fires sturdy grappling harpoons from the shaft, with strong pinning chains. Embody the spirit of a hunter-tracker, it grants you uncanny tracking abilities. Excel at capturing and hobbling great beasts! Also works on vehicles. Urge to SPLIT YOUR LUNGS sold separately.

Seville Shears (400CP, Student Discount): A pair of sabers that conjoin at the guard to form a terrifying Grimm-Rending scissor. Each saber is also a lever action shotgun that can be reloaded by spinning the grip. Can also 'cut' the Aura of opponents away.

Punk and Poetry (400CP, Criminal Discount): This set of feathery warfans can fold into a pair of magnums, and can fold out and combine into a makeshift shield. While not as powerful a punch, they truly embody the ideal of 'death of a thousand cuts', making you more agile and lighter in motion. Perfect for formal evenings or detective work.

Xanthine (400CP, Military Discount): What looks to be a big thermos, this set of expanding exoskeletal armor links into your bloodstream, cutting Aura costs at least twofold. While active you can wade through bombardment, suplex train carriages, mould steel, project shields, etcetera. Chance of addiction. Keeps drinks at perfect temperatures. Comes with carrying case for extra plating and weapon points.

Items:

Iconic Outfit (Free): One set of personalized casual wear with a symbol representing who you are.

Iconic Theme (Free): You first hear this song when you do something amazing, then everytime things get serious. Others can hear this if you wish, but won't find it strange. How bizarre.

Scroll (Free): Think a smartphone, with terrible wilderness reception, video camera, messaging and more!

Cash (25CP, Free Drop-Ins): Cold hard Lien. 100,000. Enough to rent for two months or eat out for six. Drop-Ins automatically get twice this amount for free once.

Comics (25CP): A box of assorted hardbacks and collections. Popular for trading among boys.

Novels (25CP): A box of assorted paperbacks and volumes. Popular for trading among girls.

Dust Kit (50CP): A box of assorted energy propellants, Dust crystals, Dust laced rounds, Dust dust. Enough for six months of regular use.

Cookies and Coffee (50CP): Lifetime warrantee. Comes with a ten year supply and recipes.

Team Tag (50CP): Arrangements have been made to make you the silent letter member of a four-man team. Access social circles easier!

Bigger on the Inside (100CP, Drop-In Discount): A book teaching miniaturization techniques. Starts with Bazookas into bottles, leads into Cars into cupholders. They still weigh the same, unfortunately. A master of this knows how to miniaturize around living things! It's very uncomfortable for them, so they won't stay like that.

Dust for Dummies Pro (100CP, Free Student): A book teaching the manufacture, refinement and applications for energy propellant. Not only do you become a more proficient Dust user, mixing your own, upon mastery you discover how to make substitutes!

Aura for Everybody (100CP, Free Criminal): A book about manipulating aura for fun and profit. Synergizing with your other powers becomes childsplay, as well as augmenting yourself physically, beyond peak human prowess. Mastering this, you may discover the secret to grafting Aura into non-living things, like robots.

A Guide to Grimm (100CP, Free Military): Teaches you how to punch monsters to death. Also grants a bonus to punching other monsters to death in future jumps. Master this and you punch so good, they explode! They might not die, but they will be in pain!

Nice, Quirky Girl/Tall, Dark and Scraggly (100/200/300CP): You soon meet a Companion of your chosen age, sex, and (non-drop-in) background and hit it off well. They decide to join you for your misadventures. They gain 200CP to spend here per 100CP spent (with appropriate price adjustments). For an extra 50CP you can import a previous companion. Can be bought three times. They cannot take drawbacks or future backgrounds (unless imported).

Sweet Ride (200CP): Gain a Dust-powered vehicle. Yes, you can import an old vehicle for free, No, it can't be something like a VTOL. Cars, motorcycles, that's what you're licensed for. On the plus side, the vehicle can also channel Aura and Dust.

Auracle Goggles (200CP): Stylish headgear that can detect Aura, Dust-usage, Grimm signs and catalogue them. Solar/Aura powered. One minute of power for five minutes recharging.

Aura Armor (200CP): Armor that far defies its material, when worn by an Aura user, becomes lightweight, generates a small forcefield and a small amount of spidersense. Protects against Dust attacks and the weather equally well.

Awakened Animal (200CP, Discount Drop-In): A domesticated animal, way out of the league of regular animals, capable of fighting Grimm by your side and crazy combo attacks. Free import for animal companions.

A bar of Aurorium (200CP, Discount Student): An interesting, rare, experimental material that conducts Aura extremely well, amplifying its effect by a lot. Hope you can craft it though, or its a paperweight.

Grimm Bait (200CP, Discount Criminal): Box of a dozen Grimm baits, good for a half mile radius, with instructions on making more.

Combat Droid (200CP, Discount Military): Training robot, guard robot, attack robot. It looks like a metal mannequin, but has attack algorithms, anti-Grimm countermeasures and can serve tea.

Aura Booster (600CP, Discount Drop-In): A machine that unlocks the Auras of the uninitiated, and grants an unbelievable (temporary) boost to those with Aura. Illegal to own and risky to operate, most without large Aura tend not to survive.

Catalytic Converter (600CP, Discount Student): Turns other fuel sources into energy efficient, versatile, Dust. Converts at a five to one energy ratio, with an dial for the four basic dust groups. Comes with instruction manual and free installation. Top Secret.

Secret Base (600CP, Discount Criminal): Your own home away from home, you choose where. Enough supplies for a six-month extended stay, detailed maps to all public and some secure locations, an armoury, the woiks. Secret storage of surplus robots and workshop to fix them in the back. Slight chronic Grimm infestation.

Prototype Bullhead (600CP, Discount Military): Your own personal military-grade aerial transport. Holds six, excluding the pilot, and good for any weather. Contains Anti-grim weaponry, bombards, ziplines, drone cameras and a coffee machine. The only way you'll fly international without a fleet of your own. Yes, comes with blueprints to repair it.

Augments:

Dust Grafts (800CP, Discount Student & Criminal): Painful surgery and months of post-op have successfully bonded a basic Dust type to your meaty body. Provided your blood doesn't run dry you can form Dust-glass weaponry, substitute your blood for fuel, limitlessly spam elemental attacks and perhaps even embody the element. Overuse and overheating will strain and crack the body. Also become immune to most poisons.

Aura Implants (800CP, Discount Drop-In & Military): Experimental Aura 'Cores' implanted in major joints and nerve clusters, allowing you to leech and store excess Aura. You can also do Aura intensive actions such as enlarged astral projection, wirelessly wield weapons and fire concentrated Aura 'bolts'. Hard limit of five times aura exists to prevent aneurysms and cardiac arrest. Also become hardier to disease.

Drawbacks
Take up to two for a maximum of 600 points. Extra drawbacks will not grant extra points.

+100 Motion Sickness: Anything faster than a brisk run or bumpier than a bus will have you looking for the nearest bathroom. Incurable and annoying, as many feats of acrobatics will leave you nauseous.
+100 Smooooth: Any attempts to charm or impress yourself upon others will be met with disinterest at least and revulsion at worst. What's more, anyone you don't want using the same lines as you after the fact will have twice as much success.
+100 Marked: The Grimm smell the strength of your soul, and target you above others when it comes to battle. Be prepared to pull in more than your weight in petty scalps.
+100 White Fang Woes: Whether by your past or your reputation, you have been tainted by the image of the White Fang faunus group. How will you act in a world that hates and fears you.

+200 Dust Allergy: You now become itchy in the presence of dust, and should you become exposed to it, by contact or proximity, require medical attention. If you ingest it, prepare for a prolonged hospital stay.
+200 Bigot: No matter what you do, every other word and action seems to paint you in the worst lights. People will shun you at first, but may later be able to look over your shortcomings, you racist.
+200 Ranked: Somehow, the Grimm have recognised your soul, and have become stronger for it. Expect to see tactics, ambushes and training among them, making them as dangerous as they can be with natural weapons.
+200 Cinder's List: A great criminal conspiracy has information that even you don't know about yourself. Expect to be meddled with, and should you wipe them out, others will replace them for the rest of your stay.

+300 Aura, aura, aura?: You are now a complete incompetent at wielding Aura (this places aura, specifically), never able to fully control the strength or frequency of it. Even the Grimm seem ashamed by you.
+300 Activist: How dare those humans abuse those poor misunderstood Grimm! Whenever you see a Grimm being mistreated, you feel like stepping in and saving it from harm. And then relocate it to a nature reserve, of course.
+300 Evolved: These Grimm just keep getting weirder, having learnt tool-using, communication and maths. What's worse, it appears to be spreading from your location, making them a greater threat the world-over.

+600 I May Fall (takes both drawbacks): It's five years to the Grimmpocalypse, you've got no other powers, a half amnesiac, it's dark... and you're wearing sunglasses.

Epilogue
Ten years have passed, you've done your time, made your dues, now what?

This Will Be the Day
You realise how much you miss home now. Take all skills, items, companions with you.

All Our Days
Maybe Remnant's not so bad. You could stay here... just a bit longer.

Time to Say Goodbye
Move on, you've had your fun. Take all skills, items, companions with you.

Notes:

The People Have Spoken Edition (v1.XA) is incompatible with Hard Work and Guts (v1.XB). If you choose one jump, you cannot take the other.

You start off with an unlocked aura, an ID, and entry into a Combat School. Any companions you import will have their auras also unlocked, but otherwise will need them unlocked.

You can start a team with your companions without importing them. They'll need to have their Auras unlocked, but they come with free IDs.

Companions cannot benefit from drawbacks or the Faunus penalty. Jumpers can only have a maximum of 1600CP to use in this Jump.

Dust comes in four basic types: red fire, blue ice, green wind and yellow energy. They can be combined to make new variations.

After this jump, small amounts of Dust will appear in the Warehouse weeekly. Enough for a firefight or two at once. Dust augmentation is found to increase the effectiveness of weaponry and ammunition.

Aura is a feature unique to living things. The light of their souls, an unlocked Aura protects from bodily harm, increases speed, strength and dexterity, and begins a path toward greater abilities. Come in colours unique to the user.

You may unlock the Aura of others IF you know how. Semblances will need to be developed on their own, yours was the exception either unlocking through intense training or point buy. Dust will interact with Semblances by 'adding' extra elemental based effects to their abilities, such as the sensation of flames, freezing masers or electrifying counterattacks.

Special Weapons are also customizable, merely unique and expensive.

All items bought here can be used by companions or people you allow.

Grimm are known to be very resistant to conventional arms and arts, so for most practical purposes the killing blow must be dealt with either Aura or Dust. Their bodies dissolve upon death and they tend to die in captivity. They have no souls, so soul based skills do not work on them. They also have this annoying tendency of getting stronger whenever you show them up, like a level scaling system, so try and keep it less flashy, or others can't keep up with the levelled Grimm.

Dust-glass weaponry has no moving parts, and though temporary can stand up to military grade equipment.

Mastery of a skill-book, as you stretch beyond what the public can accomplish, will take at least three years of independent study and practice, with the appropriate resources.