

JUMPCCHAIN STREET SHARKS

By: Manyfist

For whatever reason, your home for the next ten years is Fission City. This city is the most polluted and corrupt city this side of Gotham. However it's also home to the Bolton family (no relations to the other Bolton family). Lead by the Dr. Robert Bolton, a renowned geneticist who's gone missing. His four sons have taken it upon themselves to find out where he went, but not before being mutated into the STREET SHARKS! They now use their brains and might now to battle the evil Dr. Luther Paradigm or as he's now known Dr. Piranoid and his evil creations. Strap in, it's going to be a jawesome ten years, but to help you out not to become chum, here's something special: **+1000cp**

LOCATION

Fission City - A corrupt and polluted city in an unknown state in America.

ORIGINS

Age: 18+1d8, Gender: Free to Pick

Drop-In - No memories/No History

Former Assistant (100cp) - A gifted graduate student you worked under Dr. Bolton & Dr. Paradigm until recently.

Seaviates (200cp) - You were never human to begin with, but you are partially human thanks to Dr. Paradigm. He created you to serve.

Street Shark (300cp) - Maybe you're a long lost Bolton brother, or one the families' friends. You were geneslammed (genetically mutated) by the evil Dr. Paradigm.

PERKS/ABILITIES

Discounts Are 50% Off

Discount Drop In

•Comic Relief (100cp, Free Drop In) - You're pretty goofy, maybe it's your low down style or perhaps a series of events has always put you in the lime light when it comes to comedic effect. If you can make it funny, you can make your life a little bit easier. Even if no one is around, doing something silly or saying a stupid pun, is all that suffices. Been kidnapped? Make fun of your captor, and your escape attempt is a little easier.

•Radical Beatdown! (200cp) - LIVING IN THE NINETIES, NINETIES! Everything is that much more radical. You might be a goofy kid, but you have a sense of radicalness about you. This manifests itself readily in combat. Run out of bullets? Don't worry, with Radical Beatdown you can start shooting shark teeth. Your sword not radical enough? Well it suddenly grows larger and develops teeth of its own. Besides cosmetic, your radicalness adds to the lethality.

•Genetic Tampering Immunity (400cp) - There's something special about you. In a world where you risk the chance of being mutated into a monster, you have the upper hand. Any attempts to change your DNA without your permission does so in vain.

•Radical Inventor (600cp) - Being a regular inventor would be pretty boring if it were anything other than you. You've seemed to be like "in" on the entire inventing thing. You're able to come up with totally awesome and totally radical inventions. Just by putting your mind to something, can you come up with the solution, remember, the more something screams the 90s better it'll work.

Discount Former Assistant

•Dangerously Charismatic (100cp, Free Former Assistant) - Maybe because you've worked under two the most renowned scientists in the city. However you're pretty charismatic able to convince others more readily.

•Doctorates (200cp) - While you're not nearly as much of a genius as Dr. Paradigm or Dr. Bolton, you've managed to graduate with your doctorates in Genetics pretty early on. You know much more about genes than anyone except for Dr. Bolton & Dr. Paradigm, and perhaps one day you can even surpass them. You're not even limited to just human genes, your studies have included animal genes. Using your knowledge you could perhaps even understand alien genes, if there were such things as aliens. Pay no attention to the group of dinosaurs battling one another, nothing to see there.

•It's All in the Genes (400cp) - You've worked directly under the two leading scientists for so long, you know how to read a genetic strain just by looking at it. You can even pick out what sequences of genetic coding does what. By taking this to logical conclusion, eventually you could cure genetic diseases by genetically reengineering the sequences into harmless junk DNA.

•Gene-Slamming (600cp) - Oh boy looks like you've been studying a bit too hard under Dr. Paradigm. He and by the extent now you, have the knowledge to "gene-slam" other living things by using retroviral agents and creating hybrid monsters like the Seavitaes and Street Sharks. All you need is a complete DNA sample or two, and knowledge of genetic structure. For more lasting change, it's better to inject the subjects with the mutagen, but there's a time delay compared to ingesting it. Only problem would be your own ethical sense, and having access to the materials needed.

Discount Seaviates

•Merman (Restricted to Seaviates) - Feeling a bit fishy? Well you were one. Until Dr. Piranoid uplifted you with a splice of human DNA. You are peak human in all physical characteristics and you can breathe underwater as readily as air. To see what you were...

Roll 1d8 (100cp to choose)

1.) Marlin - The king of the sailfishes, you have a giant drill for a nose. DRILL BABY DRILL!

2.) Lobster - ROCK LAWBSTA! Your massive claws can crush concrete, and tear off limbs with ease.

3.) Squid - You're all fried up and ready! You have six tentacles for arms. Your upper pair of arms are much longer than the rest. They have vicious toothed suckers. Your other tentacles are shorter and just have regular suckers.

4.) Electric Eel - Riding in the electric avenue. You have power muscles that are able to generate massive electrical voltage. Shocking I know.

5.) Swordfish - The fastest thing in the oceans today. You have a giant nose that's sharp enough to slice through steel. Think of it as a sword, just on your face.

6.) Manta Ray - Something unexpected here. As it was a Manta Ray and an unknown alien lifeform. You're equally graceful under the seas as above it, flying in the sky like you do below the waves. It just works!

7.) Pistol Shrimp - What you lack in size you make up for it in more bang for your buck. Your dominant claw is now a sonic blaster, able to fire sonic pressure waves above & below water. It's like getting hit by a moving truck.

8.) Free Choice - Pick any the above.

•Fishface (200cp) - Who says crime never pays? You might not be a criminal mastermind, but through sheer ugliness and intimidation factor, you can get away with a lot of criminal acts. Rob a bank? Just drive off with it and no one is going to really stop you. What's better wearing a cheap costume will allow yourself to be mistaken for someone else at a distance. Uglier you are better chance of you pulling off a better heist. Do this too often though you'll run into more resistance.

•Kahn! (400cp) - You weren't created from any random DNA, but DNA from some the greatest conquerors of human history. The likes of Genghis Khan, Alexander the Great...etc. Pick any two historical figures. You gain their "genetic memory" and some their skill in life has rubbed off on you as well. Not all of it, but enough to make you a great fighter and strategist.

•All Fried Up! (600cp) - It would seem that you're a new fish, er... Man. You're able to hide any your outlandish appearances without limiting your strength. Indeed it would seem that your physical abilities are now on par with the Street Sharks. However you become stronger and more inhuman looking, angrier you get. When you're really angry you're stronger than even a Whale Shark Street Shark (that's a lot of shark).

Discount Street Sharks

•Jawesome (Restricted to Streetsharks) - Unlike the Seaviate you were once a man, now you're totally jawesome your new form is a bit toothier than before and a whole lot hungrier. Good thing you got minor superhuman physical attributes. You can take multiple blows from powerful foes, lift cars and throw them, and bite through most nonmetals. As a shark you gain ability to breath under water, and have the senses of a shark. To see what shark you ended up as....

Roll 1d8 (100cp to choose)

1.) - Great White - The hungriest, the toothiest, the greatest! Your jaws are unmatched allowing you to bite through steel with ease.

2.) - Tiger Shark - The tigers of the sea, knowing no fear and eating anything smaller than itself. You are superhumanly tough, able to keep swimming even when everyone else has gone belly up.

3.) - Mako Shark - The fighter jets of the ocean, zooming through the ocean with mouth full of teeth. You're faster than the other sharks, able to outrun a speeding car on the highway with a pair of blades (skates).

4.) - Whale Shark - Gentle giants of the sea, however for some reason you have teeth. They might be smaller, but you can still chomp like the others. However you're a big guy, over 7ft across the chest. Because of this you're stronger than your fellow sharks, able to lift up a tank and throw it. Or knock someone off their feet with just a punch to the ground.

5.) - Great Hammerhead - Don't let the odd size head fool you, these sharks are some the most dangerous. Just like the hammerhead you can sense the electrical impulses given off by living things at a much greater accuracy. Also your head butts are much harder hitting.

6.) - Wobblegong - The ninjas of the sea. They're perfectly able to camouflage themselves against the sea floor. However it would seem that you would stick out like a sore thumb. Yet somehow maybe a bit of cuttlefish DNA got in, but you're able to rapidly change your appearance to blend in with the environment.

7.) - Orca - Wait a tic, this isn't a shark. The wolves of the sea however are the sharkiest of the sea mammals. You have a giant prehensile tongue that you can give your enemies a real tongue lashing with.

8.) - FREE CHOICE - Pick any the above

•Street Style (200cp) - Before becoming all sharky, you were great at one sport. Perhaps you had an unwavering devotion to hockey, or basketball? Pick a sport, any sport. Even bowling is a sport, believe it or not. You've somehow incorporated your favorite sport into combat. Dunk your enemies, use trash cans or even your opponents as a puck, or bend it like Beckham.

•Shark Attack! (400cp) - Walking is so slow, and you're a shark after all so you feel like swimming. Unfortunately the urban jungle isn't suited for a shark, or is it? You're a street shark after all, you can just "swim". By diving into the street, sidewalk or wherever you can "swim" or tunnel your way through anything you can bite through. Only visible part is your fin. By circling your prey you can cut a hole in the ground forcing them to fall through. Or you can bypass barriers meant to stop above ground traffic. Travel via this method is destructive, but it's very speedy. You're easily able to "swim" faster than 60mph and for long distances as well.

You're able to even "dive deep" and because your senses have somehow adapted to "swimming" you can sense what's above and below you hazily. Makos can swim much faster, about 80mph. Hammerheads can sense what's above or below them easier and much higher accuracy.

- Uberhaimanen (600cp) - Perhaps you were cured of being a shark man, but decided it's better to be a shark. Well by accepting who you are really, you've "unlocked" hidden genes. No longer do you need sleep for your body doesn't need to rest anymore. Diseases are a thing of the past, as shark's immune system purges any foreign bodies from itself like a hungry shark. Yes my friends your white blood cells are mini sharks. You no longer age, and regenerate from near lethal conditions in matter of hours. You can't regrow lost limbs, but limbs held into place for half an hour will reconnect. You increase your physical attributes as well, into the low superhuman levels. You are a new species, neither completely human or shark. Something better than the sum of your parts.

ITEMS

All Items If Destroyed Appear In Your Warehouse In 24hrs.

Discounted Drop-In

- Laser Taser (100cp, Free Drop-In) - PEW PEW! This low intensity laser is pretty painful to get hit with. Its semi-automatic, which means every trigger pull fires a laser.

- Skateboard (100cp) - This narly street shredder makes Tony Hawk jealous. It's made of a special material that's both light weight and has an auto stabilizer. Comes with various cool decals for ultimate customization.

- Rollerblades (100cp) - Perfect mode of transportation for those who wish to go places but don't want to carry a board. These skates have special wheels that allow greater speed for less output and allow climbing up hills simple. Not to mention its radical griping tech allowing for sick grinds on rails.

- Motorcycle (200cp) - This bad boy can go 0 to 60 in .6 seconds flat. Highly maneuverable, it can be used to drive over a bridge and safely land in one below without any discomfort. It also never seems to run out of fuel.

- Buggy (200cp) - This dune buggy seats two pretty comfortably. Even if the two are giant shark men. Anyways the light but durable frame allows this baby to keep pace with a similar motorcycle. It even has off road capability. Allowing you to drive at top speed without needing to slow down even in most rugged terrain. After all "breaks" aren't rad enough. Never runs out of gas.

- Jetpack (400cp) - It's a personal jetpack. Never runs out of fuel, and goes faster than cars but not as fast as a real jet. Flying it has never been a problem, and I'm sure it won't explode.

Discount Former Assistant

- Lab equipment (100cp to 400cp, 1st Purchase Free Former Assistant) - You have some beakers, syringes, and the like. Enough to stock a top tier university with just supplies. No chemicals or the like. However for each additional purchase up to four, you increase the equipment in technology. At four purchases, the lab is fully equipped with state the arc electronics and computer.

- Laboratory (100cp to 400cp) - You have a small but not too small space that's outfitted out to be a laboratory. Chemical showers and the like. The lab is about size of a small room. For each 100cp extra you increase the size. Up to four purchases can be bought. At this point it's the size of a factory floor. This laboratory follows you after each jump.

- Animal Genetic Samples (200cp) - You have a large collection (100 species) genetic samples of various aquatic and semi aquatic animals. They include a database so you can have easy access to them on demand.

- Human Genetic Samples (400cp) - Somehow you've gotten a dozen genetic samples of the most ruthless conquerors & military leaders from history. Even those who's been long dead. Includes genetic memories, even if they are fragmented.

Discount Seaviates

- Poor Disguises (100cp, Free Seaviates) - You have a very poor disguise that allows you to be passed off as a Street Shark. It's very obvious that you're not one, but it's enough to fool those unfamiliar with a Street Shark.

- Mechnoshark (400cp) - In a possible future, most of the world/city has been gene-slammed by Dr. Piranoid. These machines housing sophisticated AI which allows them to think on a level not unlike a dog. Comes with deadly lasers, a highly durable chassis, and razor sharp teeth. This one seems to be a little bit smarter than the rest.

Discount Street Sharks

- Slamming Instrument (100cp, Free Street Sharks) - Rock out with an instrument of your choice. Sharks love music, I think. It doesn't matter, everything loves music. Except for Dr. Piranoid, what a stick in the mud.

- Secret Lair (100cp to 400cp) - You have a secret lair, with easy access to an underground sewer/tunnel system. It's not very spacious, about size of a small one bedroom apartment. However for each additional purchase up to four, at which the layer is about size of a stadium. Additionally the secret layer comes with a TV, training equipment, and bunks.

- Sports Equipment (100cp) - Pick a sport, it can be any sport except for sports needing motorized vehicle, like motorcycle racing or drag racing...etc. You get the equipment necessary to compete in that sport. If equipment is ever lost or stolen, you'll have new equipment appear in your warehouse within 24hrs. May purchase multiple times.

- Unlimited Burgers (200cp) - You have a fridge full of delicious burgers. They're always warm and fresh, even when kept in a fridge. There's enough burgers in the fridge to feed a hungry Street Shark for one meal. Which is to say, it's a lot of hamburgers. Every time you close the door, it automatically restocks.

COMPANIONS

- Companion Import (50cp-400cp) - Need companions? You can bring them with you, they get a free background and 200cp to spend how they see fit. 50cp per companion imported.

- Canon Companion (200cp per) - Ever want to bring your friends from this Jump with you? Well now you can.

DRAWBACKS

+800cp Drawback Limit

- Eye Patch of Evil (+100cp) - You've lost an eye, don't worry you'll have a metal eyepatch now. It'll be bolted into your skull. No matter how heroic any of your actions might be, others will always perceive it in most negative light.

- Anger Issues (+100cp) - You have a chip on your fin, it would seem you're always a hair trigger away from going into a rage. This rage isn't very helpful, and seems to be empty of any real emotion.

- Hungry-Hungry Sharks (+200cp) - You're always hungry. Even scarfing down a hundred burgers and shakes aren't going to fill you up. At best it'll dull the hunger pangs for maybe an hour. To prevent your body from starvation, you have to eat your body weight in food every day.

- Property Damage (+200cp) - Everything you do causes massive amounts of property damage. Somehow the government knows your billing address, and will bill you for the damages. If you don't pay, they'll come in and take stuff from your warehouse as payment. You'll get any confiscated items back at end the jump.

- Pollution Sensitive (+400cp) - The entire city, nigh the entire world is a polluted garbage bin. Oil tankers spilling their contents is normal, old nuclear power plants freely spew nuclear waste, illegal trash dumping isn't punished but encouraged. The waters are no oasis either with industrial chemicals and the like being dumped into the ocean. Normally you wouldn't be bothered by it. However you're extra sensitive to pollution. Breathing in smog, causes your lungs to burn and continue doing so will lead to coughing up blood. Drinking polluted water, causes extremely painful stomach cramps. Even bathing or emerging yourself in the water causes blisters that heal very slowly.

- White Meat it's What For Dinner (+400cp) - Even the Seaviates don't eat humans, even if they are monsters. You on the other hand can't seem to get enough. The younger the better it would seem. Yet your mind can't cope with eating people. Every person you eat, higher the chances are that you'll go insane. If you do go insane you can no longer access any your powers, until you've become lucid again.

- Keep On Moving (+600cp) - Something went terribly wrong when you arrived. Your body starts dying if you don't keep moving. If you remain still for longer than a minute you'll start to die. Death occurs after three minutes of standing still. You have to keep moving forward, because you also lose ability to walk, fly, hover or do anything backwards. If you get stuck, better find a way to get unstuck fast. Oddly it's only a threat if you're conscious. So getting knocked out isn't going to kill you, and if you need to sleep you won't die in your sleep from not moving.

- Armageddon (+600cp) - It would seem Doomsday is upon the human race. Alien dinosaur beings known only as "the Raptors" have begun extinction level event that'll usher in a new age of dinosaurs. If the human race goes extinct, you fail the jump and you're sent home like if you'd died. There's a doomsday device for every year of the ten years you're here. Each is in a remote place of the world, above or below the surface. They'll be shielded against any detection, but you have an entire year to find them. Meanwhile the Raptors will begin an invasion of Earth around year 5, it'll be a tough ride here amigo.