

# BOMBERMAN 64: The Second Attack

## Jumpchain! v. 3.0

In the dim past, the universe as this jump knows it was created by a powerful, angel-like entity. This being created the stars, the planets, sky, seas, and all life to fill a void it felt needed to be filled. However, a terrible cataclysm tore the entity into two fragments, a goddess and a powerful demon god. The demon brought darkness and fear to the once peaceful universe, seeking to overthrow the order of things for its own desires. The goddess, fearing for the universe, gathered warriors to fight against this threat. The goddess granted her 7 greatest warriors magic stones with the ability to command power over the elements. The demon was sealed away in a dark artifact known as the celestial stone, and everlasting peace was brought to the universe... or so it was believed. That's neither here nor there at the moment, though. It is a year after the defeat of Altair's attempted invasion, and calm has returned to the cosmos. However, there are whispers of a powerful band of space pirates who call themselves the BHB army and make use of artificial singularity technology to capture entire worlds for some unknown, dark purpose. By some misfortune or another, you've found yourself captive in the powerful, singularity-like gravity well of theirs. Now, you have to survive for 10 years in heavily controlled and sealed off space... though there is a way to escape by breaking each of the generators powering the singularity field around the zone. However, more may be afoot here than it appears.

As per usual, you will have +1000 CP to work with for various perks and such related to this jump.

Before we start though, just who are you in the grand scheme of this?

Age: 1d8+18. You can burn 100 CP to choose both your age and gender. Yes, you can even be an 80 something year old hag if you really want.

Starting location: You wake up in a rusted cell on the Prison asteroid Alcatraz. Not too hard to escape the cell. Getting off the asteroid itself might be trickier. You can spend 50 CP to instead start on any other planet in the system. The choices are:

Aquanet: An ocean planet with enough sunken ruins to put Atlantis to shame. Incredibly pretty and with an extremely light BHB presence. However, there isn't a terrible lot of land and a fair share of the wildlife is bad tempered. Oh, and there's mermen who would like to make sashimi of YOU.

Horizon: A rather gorgeous sky world consisting largely of chains of floating islands littered with ancient Egyptian-like ruins. The BHB presence here is surprisingly light compared to some worlds, but there are MANY native dangers such as pit falls, golems,

snakes with psychotropic venom (not particularly painful or lethal but a trip might turn into a literal trip), Djinn who seem horribly ass blasted about your presence here, and ornery harpies who demand an explanation for your bullshit. You might be able to reason with the harpies at least.

Starlight: A shimmering artificial resort/casino world. Starlight is perhaps one of the most gorgeous worlds at night, and it never sleeps. On the surface, it seems largely untouched by the BHB as people go about their business attending festivals, watching magic shows or singers, or just burning their money away. A great place to relax and unwind, but be careful. BHB spies may be everywhere, and there's no telling who's really in control of those robotic bouncers.

Neverland: A molten volatile world, Neverland is largely uninhabited by sapient life apart from a single massive resource refinery complex which the BHB have been making considerable use of. Try not to stay outside too long or you might suffer heat stroke.

Epikyur: An amusement planet, Epikyur is literally the universe's greatest amusement park. Museums, literally haunted houses, all kinds of rides and food stalls, this place has virtually everything to give one a thrill or satisfy an adventurous pallet. Unfortunately, the BHB have subverted... most things, so try not to relax too much.

Thantos: A wretched prison colony world. This planet once used to be a sizeable metropolis but now the worst of the worst are sent here to rot. Why anyone would want to start here is anyone's guess. The place is riddled with horrible dangerous thugs, malfunctioning security drones, and zombies. Yes. Zombies.

Origins:

Drop-in: Free

You are simply you, no special treatment or anything. A lot easier for the brain to process, though it doesn't grant you any inherent knowledge outside of what you already know. You are dropped into a cell without anyone's knowledge.

Scientist: 100 CP

You are a brilliant researcher who was on their way back from an important summit meeting to give a grand speech about... whatever your latest thing is. By misfortune, you've been snatched up on the way back. Plenty of brains up there.

Mercenary: 100 CP

A pretty damn good merc. You definitely know which way to point a gun. After returning from celebrating a highly successful mission with a substantial pay out by blowing it all on an incredibly high end vacation, you get snatched up on the way home.

Privateer/space scourge: 100 CP

Whether a pirate or scourge of the space ways hired to hunt them, you are one rough and tough mofo and know how to handle yourself in a hand to hand situation. Perhaps you sacked a particularly loot laden ship which you may or may not have been contracted to, or perhaps you just cashed in some real fat bounties? Whatever the case, you wound up in this shit hole of a cell not long after.

Race choices are free and are as follows (Please pick one):

Human: What they lack in physical might, they more than make up for in adaptability. While not the most colorful or exciting in appearance, they are dependable when it matters. By the large, you're a jack of all trades, as is the standard for humans in most settings. For 50 CP, you can pick up the Bomberman's bomb toss or Lilim's energy blades.

Bomberman: Well... you look fairly human at least. However, you're manufactured, an intelligent machine. Unlike humans, you don't need to rest, drink, or eat. However, you may choose to do so if you wish. Whether it is through technology or the manipulation of chi, you are able to produce powerful bombs at will and utilize them better than anyone else with a similar ability. On the down side... you tend to not handle being fully submerged in water for any meaningful amount of time particularly well since, by some odd design quirk, you still need oxygen. It doesn't help that you normally can't swim very well. You SHOULD be fine as long as the water never goes over your head, though. For 50 CP you can wind up and toss bombs in such a way that they split into a spread of multiple bombs. The longer the wind up, the wider the spread, up to a max of 5.

Lilim: An unusual race which has given rise in moderately recent years. They are something of a half-breed between human and demon. Generally characterized by sharp striking features and naturally scarlet hair or eyes. Able to leap and perform athletic feats beyond what a baseline human can do. For 50 CP, you can opt for the ability to produce basic energy blades of light or dark element at will.

Cat mimic: A mimic charabom which has grown into a very humanoid form, though a little bit more on the cat side of things than the human side. Extraordinary agile and damage resistant by nature of being a charabom. This is repaid in some loss in overall physical might. Working with electronics and machines comes more easily. By most civilized political legislation, you are a free, independent being who shares the same rights as other sentient races rather than the pet-like status most charabom sit in. For 50 CP, you can opt to become an 'imp' or 'angel' variant with small cute demon or angel wings to match, a spaded tail in the imp's case, as well as summoning spherical projectiles made of light or dark magic. Very weak but handy.

Perks: All discounts are 50% off.

Unshaken will: (100 CP, Drop-in Free) When faced with the worst a universe has to offer you, you remain resolute and unshakeable in your resolve. You have a mission/job to do, and very little is going to slow you down... mentally at least.

Element analysis: (100 CP, Scientist Free) With a little elbow grease, you can easily identify the elemental composition of ANY material and with the right resources, break it down to its base elements for further use.

Situational awareness: (100 CP, Mercenary Free) In even the most chaotic of situations, you are somehow still able to make sense of things. Becoming disoriented in the heat of combat is a thing of the past, and enemies will find it harder to ambush you in the midst of a brawl. Your focus is damn hard to shake.

Master of appraising: (100 CP, Privateer/Space Scourge Free) You are instinctively aware of the worth and usefulness of any booty you are about to plunder, salvage, or collect. Some of its most valuable uses will be known to you as well.

The power of dosh: (300 CP, Discount for Drop-in) You have a strange knack for getting shops and services you are dealing with to give you low to moderate discounts, and people will shell out a bit more for what you are selling. The real prize is that money and goods worth money seem to turn up easier in places you are searching for it. Sometimes, the treasure haul turns out bigger than expected or has something incredibly rare that wasn't previously recorded, for example.

Short circuit: (300 CP, Discount for Scientist) With a little know-how and some study, you have cooked up a curious method of utterly scrambling and ruining most moderately advanced systems. With this perk, very few computers are safe from your hands. However, you need to be able to touch them with your own physical hands for this to work. Not advisable in some cases.

Breach and clear: (300 CP, Discount for Mercenary) Very few doors are going to stop you if you know how to knock hard enough, and woe be on the fools waiting behind it. With this perk, you can easily determine the weakest points in a barricade blocking your progress.

Loot the unlutable!: (300 CP, Discount for Privateer/Space Scourge) Objects that would normally be too large or cumbersome to loot have now become sufficiently easier to. You have innate knowledge of just exactly what needs to be done to take that shiny piece of loot that catches your fancy... provided it isn't bolted or welded down. Allows you to loot any object not bolted down up to 1 ton in weight as well, presuming your natural strength does not go beyond that. Make those Bloody Magpies proud.

Oversoul strike: (600 CP, Discount for Drop-In) Letting out a powerful battle cry and drawing power into yourself forming a nigh unbreakable shield for a brief moment, you line up for a finishing move to end all finishing moves. While horribly obvious and telegraphed, it will sufficiently insta-kill most weaker foes and do terrible damage to others. It becomes progressively stronger and easier to use the closer to death you are. Since the shield is functionally invulnerability frames, that in itself makes this useful, even if the

attack itself proves not to be. The form of the attack itself is largely up to jumper personal fluff, but this can be considered something of a combined energy/physical attack for mechanics purposes.

**Bio-Augmentation:** (600 CP, Discount for Scientist) A bit of a slow roller of an ability but highly potent when mastered. Allows you to use the gathered DNA of other beings to enhance yourself. Things such as greatly enhancing your muscle mass, adding new organs and limbs, and other such things are not impossible. With sufficient study, you can grant yourself almost any physical characteristic, trait, or part another being has, even if it's simply cosmetic. This takes LOTS of practice but has great potential. Of course, with more powerful genes, you'll probably want to have a way to counteract unwanted mental changes and instincts, or you might just wind up a horrible mindless mutant. The exact details of how bio-augmentation happens I'll leave up to fanwank.

**Bring the boom:** (600 CP, Discount for Mercenary) Once a month, you can call down a full barrage of all weapons from any vehicle you possess on a target location, no matter the conditions, even if it would normally be impossible for the shots to reach the target. Obviously more effective the more dakka your vehicle has.

**Fragment of the divine:** (600 CP, Discount for Privateer/Space Scourge) A small fragment of the original goddess has somehow found its way into you. This shard of the original allows you to produce damaging rays of light at will which are highly damaging against targets not resistant to light elemental damage. You resist greater harm than most mortal men and can more able to resist supernatural influences. It may, however, make you more targeted by certain groups during this jump, so be warned. The light rays are tied to your stamina, and firing off more than three in a short period of time will start to put a strain on the body of a human even in peak health.

**Items & gear:**

**Money:** (50 CP, all origins get one free) Gives you 5,000G per 50 CP spent. A fairly decent sum to get things going, but where to spend it?

**High end food stock** (50 CP) A cryo-case full of extremely high end gourmet ingredients just waiting to be eaten or cooked into a meal. Enough to feed 4 people for 3 days. The case can be used to store items and prevent perishables from going off. Don't try storing live things in it, though. The results are... not pretty.

**Heart barrier:** (200 CP) A curiously gummy, heart-like object. When eaten, it adds an additional heart to one's heart bar (If you have one. Also works for similar perks). It also tastes like mediocre, cherry cough drops. If you don't currently have a heart bar, this gives you a single heart with more added per purchase. For further details on this item's effects, check below in the notes.

Charabom care kit: (150 CP) Everything you could ever need to care for a Charabom for a lifetime. Also includes a small stock of waters of youth and an odd tonic which reverses a Charabom's evolution by one stage, enough for three doses. This stock refills once a year when used up. They are safe to consume, tasty, and nutritious, but they won't actually make you any younger.

Hijacked armor: (300 CP) By some happenstance, you are in possession of an BH-Type 02 powered frame. While it takes a slight hit to your mobility, it hits like a dump truck, has an integrated beam sword, and can take a beating. The only real flaw is that it lacks a component to cover one's head, leaving it precariously vulnerable.

Mini-grav. generator: (500 CP) A small scale version of the BHB's top secret technology. This powerful device contains a micro-singularity and uses its gravity waves to produce phenomenal amounts of power somehow. Careful not to break it, though, or it collapses in on itself and has effects similar to a small MDE warhead. With sufficient study, it may be replicable. It's advisable to shield this in some manner.

Companions:

Prison buddy/OC import: (100 CP) It seems you're not alone. Another person has been locked in a cell next to you and is quite interested in helping you break out of here. Pick any of the above races and origins. They have 400 CP to work with, apply discounts, and are a guaranteed ally.

Tamed ember/frost wolf: (200 CP, may be purchased twice if you can afford it) An odd beast resembling a slightly spectral wolf with a fire or ice elemental bend. Considerably above average intelligence wise compared to a baseline wolf and loyal to a fault (I leave general temperament and such up to the jumper). They unfortunately have a glaring weakness in dealing with the opposite element.

Anti-BHB resistance member: (200 CP) It would seem you've found yourself in contact with a member of this group. They come with some pretty decent looted BHB gear and know how to fight and infiltrate pretty darn well. Might be a tad standoffish though.

Charabom partner: (300 CP) Loyal to a fault and generally quite bro-like, Charabom are one of the best partners a person can ask for in this setting. Now you too can have one. There are many varieties, and in most cases, their distinct biology converts excess metabolic energy into a newer form by a curious metamorphic evolution. More details can be found in the link below, though they are not terribly well documented even on the wiki... <http://bomberman.wikia.com/wiki/Charabom>

The white bomber: (300 CP, Free with New game + drawback, incompatible if starting outside Alcatraz) Well, it seems you've been locked in the same cell as Bomberman. Yes, THE Bomberman. Seems he remembers you as well, for better or worse. Given the current

circumstances right now, though, teamwork is definitely advisable and any differences you might have can wait for later. Welcome to a fast track to the main plot, jumper.

Companion import certificate: (200 CP for initial, 100 CP for each subsequent.) A companion of your choice joins you in your time here right away. They have 400 CP to work with, and a free race and origin of choice if you choose to give them one. No one will raise an eyebrow to them, even if they are horribly outlandish and out of place...

Drawbacks: Up to a maximum of +600 CP may be taken in drawbacks

New game +: (+ 0 CP, Must have done Bomberman 64 jump first) Something about this jump feels familiar... VERY familiar. In fact, it appears this is the same jump you were at before, just a little ways down the line. As a result, your actions have mirrored over into this RP and characters will remember you, for better or worse. Things are about to get... interesting.

The hunger: (+100 CP) You know... normally food is shockingly easy to come by in this jump. Even just breaking open an odd pot or two reveals some tasty grapes or fresh fried chicken. Not anymore. On top of that, benefits granted from eating food via perks are halved in effectiveness.

The eyes in the dark: (+100 CP) Any time you are alone in poorly lit areas, there is an unsettling feeling that someone, or worse still something, is watching and biding its time. If there is indeed something actually watching, they never act, though. One hopes that you can handle the constant tension and don't start hallucinating or suffering panic attacks.

The cowed: (+200 CP) Things don't seem that bad at first... but it seems that any allies and companions you have are irrationally afraid of the BHB's elite, Astral knights, and pretty much anything that seems to demonstrate a degree of supernatural power. This is the point where they will cower, curl up in a corner, and contribute nothing to the battle. It's possible you can break them from their funk for a bit with the right perks, but doing so will be REALLY hard.

Engine troubles: (+200 CP) Your ship seems to constantly suffer from some sort of malfunction now and then, forcing you to land on the nearest planet or station for maintenance. Never anything horribly life threatening, but definitely annoying and possibly a drain on resources.

The dreaded: (+300 CP) It would appear that any active resistance elements which would have been present prior to your appearance are conspicuously absent. Rather troubling, and makes for fewer allies indeed. Worse still, people seem to be more reluctant to work with you if it involves opposing the BHB, and even Lilith, who will still lend her aid, seems more aloof. You may well be on your own here.

The targeted: (+300 CP) It seems for one reason or another the BHB are actively hunting you and will send some of their most elite forces. They know what you look like, who you are associated with, and seem to have an uncanny ability for finding where you hide. Don't expect to get many breaks with this drawback.

The time of judgment: (+600 CP) It appears the goddess and demon have re-fused into their original entity not long after your arrival. It refers to itself as the angel of light and shadow, and believing the universe unworthy of continued existence, it is set to pull a cosmic reset on the universe in 13 days unless someone has the balls to go up, kick their ass, and/or prove to them that there's still hope. They might be willing to delay the end a little longer for you to prepare to face them if you can convince them to. They might well listen if they understand your status as a jumper. The angel is no pushover and gives few opportunities to land a proper blow on them while doling out myriad attacks of various elements. Gathering all the elemental stones may well be a significant help for you with this, as will a bunch of very fast and hard hitting attacks or really good timing.

Notes:

- The Mini-grav. Generator produces roughly 277 Gigawatts of power at peak performance, though this output can be dialed back and controlled to a lower level if less juice is needed. Try not to run it too hard or it might explode. You also probably don't want to lick it or stick it in yourself either.

- The BHB's highest enforcers, the Astral Knights, are largely all brainwashed and crazy, so if you have methods for circumventing this, you might be able to free them from it and gain them as allies.

- In case you haven't run through or looked at the Bomberman 64 jump, I'll clarify how the heart bar works here. In addition to your own physical health, you now have a health bar of sorts which allows you to shield against a degree of harm before it starts to affect you physically. You are mentally able to keep track of them, and it can be expanded further by collecting objects that would normally increase your max 'health', like heart containers/heart pieces from the Zelda jump or energy tanks from a Metroid jump. There are some dangers which can entirely bypass this, so do keep that in mind.

- Charabom are in some ways kind of the Bomberman universe's answer to Pokemon. They are moderately varied and evolve after consuming enough food. They also seem to be incredibly damage resistant and at least close to the average human in sentience. Mimic Charabom are pretty much the mascot type, as well as one of the most common, and have an exceptionally large range of evolution paths. The most noted of them is Bomberman's personal one named Pommy. In terms of the jump chain, a mimic Charabom can evolve even further than has been seen in the game, opening many interesting possibilities. At their base form, a mimic looks akin to something of a mix of Kirby, a cat, and a bunny, though

most evolution paths tend to bring out the cat-like characteristics, more and later end ones tend to become progressively more humanoid, though never quite human.

-The elemental stones are powerful jewels about the size of a fist that grant the bearer the ability to manifest and imbue themselves with the element. Each of the BHB's top Astral Knights possesses one, as well as Bomberman. I will detail each elemental stone here and who possesses them.

-Fire stone: A reddish orange tone vaguely shaped like flame. It is held by Bomberman himself and allows him to use his bombs as effectively as he does. As such, it will be really hard to get him to permanently part with it as this cripples his ability to produce effective bombs, and it's likely that he will not live to see another day sometime after.

-Water Stone: The Water Stone is carried by Behemos, Lord of the Frozen Wastes. He waits on the Ocean Planet Aquanet. It appears Akin to a magatama or inverted water droplet and gives the bearer power over the element of ice, particularly the ability to produce mists that rapidly freeze.

-Wind Stone: The Wind Stone is carried by the sadistic Ashtarh, Lord of the Winds. He waits on the Sky Planet Horizon. This stone resembles a crescent moon and grants the bearer power over wind, particularly the ability to manifest small but powerful twisters.

-Lightning Stone: The Lightning Stone is carried by Zhael, Mistress of the Storm. She waits on Starlight... but is she really an enemy? It's hard to say. This stone is terribly jagged and forks slightly. It grants the bearer the ability to produce lightning.

-Earth Stone: This powerful stone is carried by Molok, The Raging Earth. He waits on the nature planet Neverland. This lumpy, rock-like stone grants its bearer power over the destructive force of stone and lava.

-Light Stone: The Light Stone is carried by Zoniha, The Purifying Light, who despite her title, may be more than a little mentally unhinged. She waits on Epikyur. This pearl-like sphere grants the bearer power over purifying holy light which burns away beings of darkness instantly and can counteract dark forces and spells, canceling them out.

-Shadow Stone: The Shadow Stone is carried by Bulzeeb, The Black Breath. He waits on the prison planet Thantos. This crystal-like stone grants the bearer the ability to create powerful black hole-like vortexes which pull the target into another dimension, and it grants the ability to produce dark shadowy beasts which rush at their foes. This stone has the power to cancel out and counter light enchanted forces and spells.

Additions:

V.1.5:

-Perk list filled out. Will rebalance if needed next version.

- New companion options added.

- New items added

- First drawbacks added.

V. 2.0:

- Notes added

- perk clarifications made

- New companion option added: Charabom Partner

V. 2.1:

- Changed the measurement for Mini-grav. to Gigawatts as per request.

- New drawback added

V. 2.5

- Major grammar and spelling corrections

- Final drawbacks added.

- Clarification added

V. 2.8

- Drawbacks made somewhat more relevant

- Explanation for all the elemental stones.

V. 3.0

- Final grammar and spelling check. Should be finished!