

Ratchet & Clank Jumpchain V1.2 by Wukong

BEGINNING:

You're getting dropped into this new world. A place of adventure and comedy. A place of crazy acrobatics and even crazier gadgets. Also big scary guns. This is the world of Ratchet and Clank. Do try to have a good time of course, it promises to be fun. You arrive one year before a certain titular character rolls of the assembly line on planet Quartu.

Of course, you'll need a starting budget. Give yourself +1000CP to spend for this trip. Choose your location by rolling 1d8 or by paying 50cp to choose your location

LOCATION:

1- Kerwan:

Home to the city of Metropolis in the Solana galaxy. The planet is a busy hub of civilisation and is one of the most populated places in the galaxy.

2- Pokitaru:

The resort planet of the Solana Galaxy, where the sun shines 24/7. A perfect place for a nice relaxing holiday, at least until all the waste dumping by the Blarg mutated all the wildlife that is. Would recommend packing weaponry as well as some sunscreen.

3- Endako:

A highly populated planet in the Bogon galaxy. Similar to Kerwan but instead has rather "aggressive" cleaning robots. Caution is advised.

4- Grelbin:

A planet in the Bogon galaxy. It's a frozen wasteland packed to the brim with genetically engineered, hostile yeti's and leviathans waiting under the ice. There is some civilisation in the form of mining outposts and some accommodation for megacorp employees but it is sparse to say the least.

5- Kortog:

The capital of imperial rule in the Polaris galaxy. It's the home of the current government and pretty strictly policed. Good luck getting up to illegal business here as there is a LOT of security. The hall of knowledge is the main attraction here, the repository of all of the history from the empire's history. However it's locked down to the general public so good luck getting in easily.

6- Merdegrow

A free planet in the Polaris Galaxy, completely unregulated by any government. This is because it's swarming with bloody pirates of all shapes and sizes. Anything goes in places like this and as long as you can fend for yourself, you should be fine. It's a good place to get commodities that may otherwise be difficult to acquire, if you catch my meaning.

7- The Great Clock

A secret facility in the centre of the universe. It regulates the time flow and is pretty important. You're going to need a pretty good explanation as to why you are here, as its main inhabitants are the Zoni and its caretakers and it's supposed to be a secret.

8- Free pick, you can choose any planet in the Ratchet and Clank universe.

BACKGROUND:

This is the part where you choose your identity. Who are you in this universe? Age and Gender is kept from the previous jump or can be changed by paying 50CP.

-Smuggler (Free): You begin as a regular Joe, trying to make a living. You begin your journey with no extra memories or skills, just who you are. You won't be bogged down with another personality but you won't have any contacts or know much about where you are.

-Hero (-100): Living in a galaxy like this can be difficult for some. But you have a dream, and know how to make it happen. You are destined to be one of those larger than life characters, rolling around the universe and saving the day. I hope you brushed up on your platforming skills.

-Engineer (-100): Rather than running around saving the universe, you're happy instead with the realm of machinery. With this origin you may have been a kid working in his back shed, a respected maintenance worker or maybe even an engineer for gadgetron. Either way your day to day life is filled to the brim with the technology of this place.

-Villain (-100) Or perhaps, rather than play it safe you choose to strike it out on your own, regardless the rules between you and what you want. Here you play as one of the "bad guys", driven to assume power in this universe. Do try to avoid a certain fuzzy eared protagonist though, it wouldn't hurt to stay on his good side.

ABILITIES AND SKILLS:

Perks of a corresponding background to your own are half price, and the 100cp perk is free.

Smuggler:

Just a humble smuggler (100)

You know how to keep yourself under the radar. As such you know how to remain unnoticed at large and as an extension, a rough idea how to get into certain areas when needed.

Leviathan Souls (200)

No matter what it is, you can find a seller. No matter how rare, unusual or frankly dumb it is, you can find a buyer. This goes for pretty much everything, however that doesn't mean you will always get a good deal. Depending on the scarcity and potential applications of the product you're likely gonna get shafted on the deal without some serious effort.

Well hey there, friend (400)

You have a useful skill in the underground trading world. You can both advertise your wares and still avoid the cops at the same time. This is useful, as you can ensure that you have a steady flow of customers with less worry on the boys in blue knocking on your door. As a bonus you also can gain the ability to create a perfect mental file on each of your customers with any and all information you can gain on them included.

Ear to the ground (600)

It seems somebody knows their stuff. You know how to turn a profit. While that sounds boring it's a VERY powerful skill. You have an intuitive grasp on the value and potential selling price of anything you care to judge. While it may not be 100%, especially with faulty information, it's close. This perk will also allow you to estimate the variances in different people's willingness to pay and how to change your selling price accordingly to ensure the sale.

Hero:

Comical Buffoon (100)

You can put on a blundering façade that proves to disarm most opponents. Not literally, but it's rare to find a person who will consider you a legitimate threat. Well at first, repeated usages provides diminishing returns as people will catch on fairly fast. Also as your reputation grows, so will the reduction of this perk's effectiveness shrink.

Platforming Prowess (200)

You gain a frankly ridiculous level of skill. Gunplay and acrobatics are now absolutely your forte. Breeze through places like a champ, doing flips and parkour while still shooting enemies. Platforming is now far, far easier.

Public Speaker (400)

Your charisma is pumped through the roof. You can talk your way out of almost any situation and as well as having an almost superhuman wit.

Heroic Destiny (600)

You know how Quark is somehow beloved by the galaxy despite being an incompetent buffoon. Yeah that. You can pretty much do no wrong in the eyes of the public. Your PR skills are godly. However scratch the incompetent buffoon part. You totally have the skills to back up the reputation. You also gain one extra trait. Big events occur more when you're involved. Robbers might decide to rob the bank one day earlier just to coincide with you going in to make a deposit. Or a group of freedom fighters may attack a space station just after your enter to refuel. It won't get too excessive though, still believable. Pretty much summed up as you won't have a boring life, or a quiet one. This can be turned off if needed.

Engineer:

The Space Age (100)

You gain some exceptional piloting skills. You can be reckoned in the top percentage of pilots at your raw talent. Also comes with the skills and knowledge base to build and improve ships; this includes ship upgrades, cosmetics and weapon systems.

Nanotech Wizard (200)

You acquire a basic understanding of the nanotech of this universe. Use it to fix yourself up when you get hurt, or use it on others. If integrated with weapons or armour, it gives them the capacity to upgrade over time and to potentially change their abilities.

Gadget Geek (400)

Gadgets. Little things that make your life easier, you know just how to make them right. Examples such as slingshots, hacking devices and gravity boots. All of these and more are within your purview. As well as gadgets, you can also build various devices. These are one use items that can have various useful effects in a pinch, these can include life stealing grenades, sentry bots and hallucinogenic gas canisters.

Gadgetron Licence (600)

Okay, here we go. You know how to craft the various kinds of weapons and armours this jump is famous for. Anything from a blaster all the way up to a RYNO, you have a pretty good idea how to invent, make and maintain. Not just gadgetron, but megacorp tech is also fair game. You know it all, just please use this information responsibly. It's pretty crazy.

Villain

Magnificent Bastard (100)

You're just a charming guy aren't you? Sly, manipulative and cunning. That's your strong suit and you can pull it off in style.

Competent Subordinates (200)

Somehow you have a skill that few others in this universe can boast. Actual efficiency and loyalty from your underlings. You can delegate both efficiently and effectively, safe in the knowledge that they'll get the job done.

Reoccurring Nemesis (400)

You have access to one of the most powerful forces in all of creation. The power of plot convenience. Clearly someone out there doesn't want you going out just yet. Therefore you will often survive the most deadly situations, usually by the skin of your teeth. However it won't always be pretty, being stuck on an asteroid for the better part of 10+ years is totally valid.

Theming Advantages (600)

You are familiar with the tropes of your current existence. As a result you know how to use these to great effect, to predict how others will react and how the universe will work in response to certain situations, at least to a certain extent. Inherent randomness will stop any truly accurate predictions but it's a good basis to go off. Another ability provided by this perk is to suggest new tropes or genre conventions to attempt to change people and the wider universe to react differently. This won't have broad, sweeping effects but over time it will add up.

Race:

You may pick any race from the ratchet and clank series as a free form for this jump and as an alt-form afterwards (except lombaxes). Alternately you can roll on this table for an extra +100cp however you are stuck in the rolled form for the full 10 years.

- 1- Blargian- A race of red skinned people with glowing eyes.
- 2- Cyclophic Monkey- A normal monkey, with a single eye. Yeah enjoy that one
- 3- Rilgarian- Green skin, spikes, 3 fingers and two toes. Have fun!
- 4-Robot (combat model)
- 5-Robot (human-like)
- 6- Slademan- A large shark person. Not a lot to say about that one
- 7- Thug- Lizard people from the Bogon Galaxy. Not known for their brains and generally seen as goons. Pretty ripped though.
- 8-Free Pick

Custom Chassis (200)

Perhaps you are not happy with your current metal limbs and synthetic parts. If you wish to fine tune yourself, by yourself, feel free. This perk can only be purchased if you have chosen, or rolled, a robot alt-form in this jump. Instead of receiving a model standard to this universe you may import an empty body that you have in order to function as your alt-form, although nothing much bigger than an average human. If it is too extravagant, do expect some rather envious peers however.

Fuzzy Ears (400)

Or instead you want to be a Lombax after all. Sure, for the low, low cost of 400cp you can be one of the, now four, remaining members of this race. A cat like species with fur, ears and a tail, this race was notorious in the Polaris galaxy for being one of the most technologically advanced. Naturally skilled engineers who excel at upgrading tech along with high-speed action and heroism. Being a Lombax will increase the potency of the engineering perks available, although the levels it extends these perks to could possibly be reached normally with lots of experience. You must take the eyes of the emperor drawback for no additional CP.

IMPORTS:

Companion Import (100)

Import your friends. They get a free background, all the free perks and 400CP to spend. Costs 100CP for each additional import after the first.

Weapon Import (100)

You may import a single weapon of your choice to be made compatible with the tech from this universe. If it is ranged then you can be sure that every vendor from Solana to Polaris will stock compatible ammunition. Either way it will grow and upgrade using nanotech, and potentially unlock new or altered abilities as a result of this.

ITEMS:

Omniwrench 8000 (100)

A versatile tool in this universe, from engineering and maintenance work, to opening doors and even combat. Can extend a decent range for longer distance smacking.

Bolts (100)

A sizable chunk of change. 15,000 bolts to start you off with. Can be purchased multiple times.

Raritanium (100)

A Rare ore often used in ship upgrades and the like. Very common in asteroids but less so on planets. Expect large deposits to be closely guarded. In the Polaris galaxy this substance has been used for weapon upgrades, so keep some handy. This option gives enough for one or two top of the line ship upgrades or to pimp out a single weapon

Robot Bro (100)

A small robot buddy to accompany you on your travels. It can store itself on your back and may be upgraded with tech to assist with your mobility. It has a personality of its own but if you prefer, can be installed with an AI you already have.

O2 Mask (200)

A mask that when worn allows the user to breathe in all environments, from outer space, to underwater, to toxic gas.

Chicken Gun (200)

A small handheld gun that instead of shooting projectiles, it shoots a laser beam. Targeting this beam on somebody will, given a few seconds of uninterrupted contact, turn them into a chicken. However this gun is notoriously unreliable, as some powerful targets may resist the transformation altogether. If you are somehow adverse to chickens you may instead choose for this device to turn people into sheep, although the rest of the effects and limitations are identical.

Pilots Helmet (200)

A helmet that when worn allows the user to control a fighter plane with their mind. Bigger ships (and ships with more functionality) are more mentally taxing and have increasing dangers of injury or destruction the more advanced they are. With practice or tinkering this flaw can be alleviated.

Hoverboots (200)

A pair of shoes that allow for hovering and fast movement as well as strafing and other stunts. Can be incorporated into shoes you already own as a bonus. Can instead be a hoverboard.

Banana-Guided Autonomous Monkey Device (200)

A small pistol shaped device with a banana jammed into the back. When you pull the trigger it will fire out a banana. Sounds simple enough, however the banana never seems to get used up. I hope you have a pet monkey, or several, as infinite bananas will definitely win you some friends. Oddly enough the device seems completely incompatible with any other substance besides this kind of fruit.

Groovitron Device (200)

A small handheld device in the shape of a disco ball. Upon activation it will emit strobe lighting and 80's music. Anybody in the nearby vicinity, except the user, comes under the compulsion to cease whatever they are currently doing and dance uncontrollably. For about 20 seconds at least. You gain three of these and they respawn in your warehouse after 48 hours. Multiple usages on the same people causes them to build up a resistance to the effects of this device.

Slingshot and Grindboots (300)

A set of gadgets invaluable for traveling off the beaten path. The slingshot allows you to fire off a cable and pull yourself along it, swinging from platform to platform. The grindboots will give you the ability to "grind" along things like girders and ledges while keeping perfect balance and high speed.

Treasure Mapper (300)

Coveted by pirates and scoundrels alike, this small device can scan your local area and help to isolate areas which may contain unique resources, rare items, or treasure hordes. While it will not hold your hand, its usefulness cannot be understated. No guarantees that the treasure will not be owned however. Once in a blue moon however, it may even start to show the beginnings of a path to some long lost haul in a far off land. While the process to piecing together the clues and finding it may be long and difficult, it will be a memorable adventure.

PDA (300)

A small device which can be used to make orders with your local munitions dealer, in this case gadgetron. At no small extra expense, ammo and devices can be immediately delivered to your current location wherever you may be.

RYNO Blueprints (400)

The schematics for the galaxy's most destructive weapon to date. The RYNO, or the Rip-Ya-A-New-One, is a powerful fully automatic, auto-targeting rocket launcher. Multiple incarnations have improved and refined this gun to become the pinnacle of current weapons technology, or at least until you get your grubby hands on it. At which point who knows what might happen. Also comes with a free record of the 1812 Overture.

Lombax Ship (400)

A relic from the old lombax race. A fighter plane, still functioning, and happy to serve you. It comes with an on-board AI, powerful weapons systems, extensive knowledge banks and FTL capability. The AI can be replaced with one you already possess if you so wish.

DRAWBACKS (Maximum of 600CP gain):

Hey look, the plumbers' back (+0)

You keep running into a blue plumber every now and again. Aside from the humorous dialogue and comical demeanour, he may also often offer useful advice; however these will likely be highly cryptic and elude attempts to understand until when it becomes relevant.

Bombastic (+100)

You become highly reckless and overconfident. You will rush into situations where others would first plan and strategize, or go in on an impulse on a half-baked plan.

"It's a hat?" (+100)

Whenever you make any inventions or new developments, if it's feasible they will often be somewhat ridiculous while still maintaining functionality. Electric underwear and dimension opening hats will only be the beginning.

Monologue (+100 villain exclusive)

You have an irresistible compulsion to rant and monologue your plans and grievances when confronted. The problems with this should be evident.

The eyes of the emperor (+200)

It seems your arrival has gained more attention than you would have otherwise hoped. The emperor of the Polaris galaxy, has been made aware of your existence and the threat you could pose. He won't pull his punches either, expect routine death squads being dispatched to hunt you down and planetary defence forces will know about you in Polaris.

Not a game anymore... (+200)

Yeah, you know how ratchet and clank is a primarily a comedy. Well not quite so anymore. This drawback will give a MAJOR boost to the competence of the main villains. This means Chairman DreK, Gleeman Vox, Captain Quark (when acting in opposition), Dr Nefarious and Emperor Tachyon. These guys are not fooling around anymore and will likely roll the main characters for their lunch money unless you can do something to assist them.

Quarktastic (+300)

You know Captain Quark right? The buffoon who is pretty much incompetent at every task he sets his mind to outside of comic relief. All while owning a drastically oversized ego that gets him into even more problems. Yeah that's you. For the next 10 years. God have mercy on you.

The Dreadzone (+300)

You have been captured by the operators of Dreadzone, a gameshow where contestants battle it out to see who is the strongest. You cannot escape as you have a bomb collar that will detonate if you put a toe out of line. Another problem is that if you start being boring, kaboom. While the collar remains on your powers are weakened to provide more of a fair fight. Your only hope is to wait for Ratchet and Clank to make their way to you as part of the plot or to attempt to stage a rescue yourself.

The galaxy is a huge place, and you just lost your keys (+600)

All jumper abilities post body-mod and the warehouse is locked until the end of the jump for you and companions. Have fun with that.

END CHOICE:

You've survived this world for 10 years, and you're presented with your choice. Where too next?

-Back to the Homeworld: Could be your nostalgic, or perhaps the antics here broke the last straw. Either way it is no matter, you will be returned back to earth on the same day you left. You will keep all your memories and abilities however as a parting gift.

-Home at last: Or maybe you've grown attached to this place. You can instead choose to remain in this universe and live out the rest of your, likely quite long, life here. Your affairs on earth will be settled as a result.

-To the next galaxy: You've been here, done your ten years and are now ready to go. Keep jumping onwards!

NOTES:

You may choose for your companions to be imprisoned with you with the Dreadzone drawback. If they are not the only chance of them finding you is if they happen to stumble across a broadcast of Dreadzone that coincidentally is showing you on that episode. Don't expect any external rescue attempts any time soon is what I am saying. Even then they still need to deal with the collar.

The AI in Robot Bro and the Lombax Ship do not count as companions unless you wish them to be.

The Weapon Import does not allow you to buy really weird ammunition that is seriously reliant on mechanics from other jumps; like forged souls made into bullet casings or enchanted arrows made to seek out targets. By importing it however you are guaranteed an ammo that will be compatible, although it may not have any special properties.

The PDA works post jump in that you can buy ammo for all your weapons obtained from this universe. It can also put you in touch with local vendors; depending on the jump in question this could range from fusion cells for a laser rifle, to rocks for a sling.