

**Welcome,
Fleshbag,
To
The World
Of...**

v1.1 Jumpchain Compliant
By Reploid



The year is 21XX. A new generation of sentient robots has been created. These robots possess the ability to think, feel, and make their own choices.

However, some of these robots rose against the very people who gave them life. These robots are known as Mavericks, attacking humanity and causing destruction.

Your job is to protect humanity against the hordes of renegade robots. You will be part of a force helping you in your task.

For the next ten years, you are a Maverick Hunter. The future of humanity is in your hands.

Pick your poison.

+ 1000CP



Now you know
where you are,
it's time to
pick your

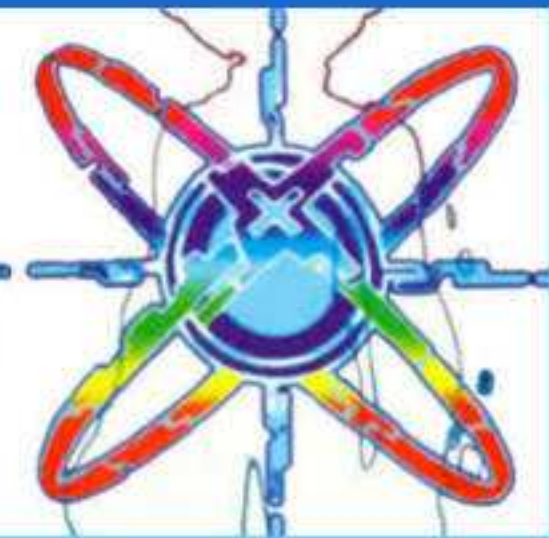
ORIGINS



ORIGINS: UNIT

This decides which unit you start off in. You can choose to transfer out of your unit, but you'll need to apply for it. Units not available here can only be joined via transfer or choices.

ROLL 1D8 Or pay to decide for **100 CP**

1.	Navigators Hope you have a nice voice. You're responsible for briefing and guiding Hunters through your missions, as well as for communications and data sorting. You'll gain lots of tactical experience, but little opportunities for combat.	
2.	Lifesavers You save lives. You're now the newest medic among the Lifesaver Corps, responsible for making sure that hunter over there doesn't die through that stab wound in his chest. Hope you aren't squeamish.	
3.	4th Overland Unit Infantry. You waltz into enemy territory, dig in, occupy it, and hope there's no resistance. One of the simplest jobs in the Maverick Hunters. You may be asked to take on a few retirement missions (read: assassination) but that doesn't happen very often. Less combat, and more waiting around for the next order.	
4.	8th Armoured Unit You drive tanks, Ride Armour, or any land-based vehicle. Your choice. Meant for quick advances through enemy territory and setting up defensive perimeters. You may or may not be safer in your vehicle, depending on your build.	
5.	9th Special Forces (Ranger) Stealth specialists, guerilla fighters and experts in asymmetric warfare. You'll have to be subtle here, not to mention being able to work on your own. Don't get caught, and you'll be fine.	
6.	13th Polar Region Unit Specialists in fighting in cold climates. They're the cool, icy equivalent of the 4th. Expect to sit in a base in the middle of bumfuck nowhere, waiting for something to happen. Hope you like the cold.	
7.	14th Grapple Combat Unit Close-quarters fighting specialists. You're most often sent into bases to either wipe everyone out, or kill a high-value target. Hope you have a good saber. Expect to see many, many repair/medical bills.	
8.	Free Pick You lucky bastard. Again, units not available via rolling, such as the 17th Elite, Special O, 6th Marine and 7th Air Cavalry can only be joined via applications or by being offered a place due to your choices.	



ORIGINS: BACKGROUND

Choose wisely. You have a choice between remaining as you are, or becoming a Reploid. Pick your story.

All Reploids have been active for one year, but for humans...

ROLL 1D8 + 17 for age

Or pay to decide age and gender for **100 CP**

FREE Drop In

- +Remain human
- +Cannot go Maverick
- Juicy, meaty fleshbag

Well, you're a ballsy one. You remain human, despite your new job as a Maverick Hunter. Don't expect an easy life. You'll have to rely on your skill to survive, as you go up against foes that can kill you in one punch. As a human fleshbag, upgrades may be a bit fiddly, but since I'm here, you can choose to receive them either as gear, implants, or nanites. On the plus side, don't expect to go Maverick. Ever.

No human hunter has ever overcome the odds and made it above A-Rank. Will you be the first?



50 CP D-Rank

- +Reploid, made of steel
- +Enlistee, respect from your men
- Nothing like fancier models

You're a reploid. But not a fancy one. You joined the Hunters shortly after you were built. Having a flair for command, you quickly distinguished yourself from the other E-Rank mass produced recruits to earn your rank. While you do have power equivalent to a Sergeant in today's militaries, a chassis capable of taking a punch, as well as an entry-level buster, don't expect to go up against anything above C without being damaged. Upgrades are possible, though they're not cheap.

A life in command might be more suited to you.



100 CP C-Rank

- +Officer model, higher specs
- +Versatile, easily upgraded
- More utility than specialisation

Standard humanoid officer model, but customised to your looks and specifications. You're well-built, with a lot of potential for upgrades. As a plus, due to your relatively common design and the high demand for upgrades from your peers, it's much easier to integrate new systems and technology into you. You get a reinforced chassis, fairly thick armour plating, a Dash system, as well as an above-average buster.

Though you're not anything special, having more utility than specialisation, some say being a jack-of-all-trades is better than being a master of none.



200 CP A-Rank

- +Top of the line specs
- +Furry option available
- Easier to go Maverick

The top of the line. Hundreds of millions of zenny have been put into your construction. You're one of those big specialised custom jobs done either to become a 17th or O unit officer, or to become one of those one-man armies in other units. You now have the choice between an animalistic or a humanoid chassis.

You're as strong and well built as any reploid can be. Be careful though, power corrupts, and becoming a Maverick is a very real possibility if you don't have enough willpower.

The 17th Elite and Special O units both offer you a position as an officer there, and take Power Corrupts without gaining any points.



SKILLS AND UPGRADES

Buy skills and upgrades for yourself here.

For humans, upgrades can be taken as gear, implants, or sometimes, if it isn't too far fetched like nanomachine armour, nanomachines.

CHASSIS UPGRADE

D-Rank Free, C-Rank 2 Purchases Free, A-Rank 3 Purchases Free [UPGRADE]

Upgrades your hardware. Busters, dash, armour, etc. Three purchases in total. If you don't have either, you do once you buy this. With the first purchase, your armour is upgraded, allowing you to tank 8 blasts of superheated plasma, being as durable as an armoured car. Your buster is capable of semi/three round burst, and you also have a basic dash system. With the second, expect to be much tougher, taking 16 buster shots before your armour cracks (comparable to an infantry fighting vehicle), alongside a faster-recharging dash and busters with a first-level charge. You now can wall climb. With the third, expect to be about as strong as Mega Man X was at the start of X1, but with 24HP. Not too far off from a tank.

100CP

SURVIVAL INSTINCTS

Discount Drop In

You have a sense of when things will go wrong, what will go wrong, and how to stop it. You instinctively know when to run and when to fight.

100CP

STOIC

Free D-Rank

Your willpower is boosted. Motivating yourself is no issue now, and neither is overcoming your fears and inhibitions. As an added bonus, it's much harder for you to go Maverick. Don't expect that to happen within the next ten years (or more) you're here.

100CP

SELF REPAIR

Free C-Rank [UPGRADE]

Your body now contains nanites. These specific nanites repair your body, systems, gear, armour, or what-have-you at a slowish pace so long as you're out of combat. Also repairs nearby allies. Don't expect things to break down near you.

The Lifesavers offer you membership.

100CP

ENHANCED SOFTWARE

Free A-Rank [UPGRADE]

Your targeting systems are improved. The newest targeting and battle systems have been installed, allowing you to see weak points as well as to lead and fire at enemies without missing a beat. Or shot.

100CP

INGENUITY

Discount Drop In

You're a veritable MacGyver. By fiddling with your gear, the environment, or even the enemy's systems, you've developed ways to take down opponents at a disadvantage, using nothing but the proverbial two sticks and a rock shared with your platoon.

300CP

EXPERIENCED

Discount D-Rank

You fight smart. Fighting tough targets has taught you to take or make openings, fight dirty, and take all the advantages you can get. You also don't make any rookie mistakes, such as bringing your new ice saber to Flame Mammoth's lair. Expect your opponents to be shocked, surprised, or dead before they know it.

300CP

ENVIRONMENTAL SYSTEMS

Discount C-Rank [UPGRADE]

Flight, propulsion, heat and cold resistance in one. Fly through the air or propel yourself through the sea and space. Handle a vacuum, the water pressure of being 20000 leagues under the sea, or the heat of magma. All this is possible with this. As a bonus, the Air Cavalry and Marine units want you to join them.

300CP

ELEMENTAL AFFINITY

Discount A-Rank [UPGRADE]

Fire, Ice, or Electricity. Your call. Either way, you get a storage device (like a capacitor) that recharges itself over time. You can also absorb charge from flames, cold or electricity (depending on the affinity) in the environment to speed up the process and get a boost. Makes for a good last-ditch special attack.

300CP

FORTUNE'S SMILE

Discount Drop In

You're going to need a lot of luck to survive through both this and the rest of the chain. Here's some of it. Although it might save your life quite a few times, it isn't anywhere near the plot armour X and Zero have, so be careful all the same.

600CP

NAVIGATOR

Discount D-Rank

Leadership, strategy, and planning all in one. This is what it takes to be a general on a grand scale (and a navigator on a lesser one) and now you have it. Given enough time, you'll be very likely to end up as Commander of the Maverick Hunters. Expect a Navigator job offer soon.

600CP

COMBAT ANALYSIS

Discount C-Rank

Your analysis, multitasking and decision making systems/skills has/have been upgraded/improved tremendously, enabling you to keep track of everything, in or out of a fight. Create firing solutions, find weak points in enemy defenses, and head off attacks in duels before they happen all in the blink of an eye.

600CP

V.W.E.S.

Discount A-Rank [UPGRADE]

Well, look what I have here. This is one-of-a-kind prototype technology, ripped straight from Megaman X's systems through Jump-Chan fiat. You now can copy an enemy's signature combat systems after you defeat them and analyse their parts through your head gem, all in your weapon. Capable of storing up to 8 systems with limited ammo.

600CP



GEAR

Purchase unique or extremely rare gear here. Things found here are very, very hard or impossible to come by normally.

POWER CELL 2

A secondary power cell installed into you or your armour. Recharge yourself when you need it. Effectively doubles the time you can go without sleeping/recharging. Fully recharges in 48 hours.

50CP

UTILITY BELT

Well, it's not really a belt. Attach items, ammo, weapons or ordnance to you via magnetic plates. 24 plates come with each purchase. You can attach them to your armour or gear.

50CP

KINETIC COIL

Put these underneath your armour plating and connect them to your power cell. These use the impacts generated by falls and enemy attacks to charge your power cell. Can be linked to the Secondary Power Cell. Allows for longer and more efficient operational times.

100CP

JET PACK

Dash technology has allowed for an improvement over conventional jetpacks. Limited flight capability as the main bulk of propulsion is dedicated to getting you off the ground. Definitely can't compare to the Environmental Systems perk. 5 minutes of non-stop operation, with a recharge time of 10 minutes from a completely depleted pack.

Free D-Rank

100CP

W. HARDPOINT

See that big cannon on Vile's shoulder? Wonder how he got it there? This is how. Attach heavy weapons to yourself or your armour. This allows you to mount weapons that you'll have difficulty handling otherwise, like that huge cannon you got from that other jump you just did. Good for the Air Cavalry or Marines.

100CP

CUSTOM GUN

A handheld rifle, pistol, cannon, etc. Packs a punch, and is compatible with Variable Weapons Systems technology. Choose wisely and be careful, as there's a possibility that you might not be able to handle something too big for you.

Free Drop-In

100CP

CUSTOM MELEE

Beam/physical melee weapon of your choice. Good quality, with a lot of room for upgrades and customisation. Go nuts.

Free Drop-In

100CP

POWER ARMOUR

For those needing some extra durability (read: fleshbags). Slightly enhances strength and speed. Take a few more hits before your charred innards start to spill out. Apparently this is a lot for humans.

Free Drop-In

150CP

A. HARDPOINT

Ever wonder what it'd be like to step into an Olympic athlete's body one day, and become nigh-invulnerable the next? Probably not. Anyway, buy this, and you can attach or detach a secondary layer of armour to yourself or your armour. Go fast for one mission, and durable for the next. Gives you much more versatility.

Discount C-Rank

200CP

PET METALL

You get a pet Met! Almost exactly what it says on the tin, except that it's smarter, unwaveringly loyal to you, and built to higher specs. Has an in-built buster and an almost-invulnerable helmet. Comes in regular C-15, camouflaged Planty, surveillance variant D2, or military Army variants. You know you want this pet sentry gun.

Discount D-Rank

200CP

SUB TANK

You can store Life Energy in here, and use it for a quick pick-me-up in a battle. Empty those capsules you find in the field here, and save the added health for a rainy day.

200CP

SELECT-FIRE

The giggle switch. Switch between Fully Autopanic fire and your normal buster mode. The new firing mode is quite similar to a machine gun on full-auto, without the recoil. Despite the resulting inaccuracy (compared to the regular stuff) and weaker shots, it does a lot more damage per second. For horde mowing + suppression.

Discount C-Rank

200CP

SECOND BUSTER

Double the dakka, double the redundancy, and double the fun. Gives you a second buster. If taken with VWES, note that you can't have one buster using one weapon and the other using another one and that your ammo capacity does not change despite the potentially increased rate of fire.

Discount A-Rank

300CP

T. BEACON

Beam items to you from storage or your warehouse, or beam yourself in behind enemy lines. Only issued to the most important of hunters. You can only beam in items you can carry as they materialize right on top of you. Abusing this will have serious and disastrous consequences. Creates a bright flash of light, not good for stealth.

300CP

Z-SABER

Oh, what's this? A working copy of the Z-Saber that you can get before it was made? Or perhaps it's even the original that X lost after X3? Either way, it doesn't matter. It's the best you can ever get, easily cutting through 300mm of reinforced steel in one stroke, and putting a lightsaber to shame. Comes in X2, X5, or Zero variants.

400CP

RIDE ARMOUR

Costing almost as much as a brand new A-Rank hunter, these don't come cheap. You're nearly invulnerable in these, and can easily demolish entire battalions. Just make sure no one takes a potshot at you while you're doing that. This happens to be a heavily upgraded version that comes with in-built weapons, a dash system, and loads of armour, possibly even putting Vile's Ride Armour to shame.

500CP



COMPLICATIONS

Pick up to two complications to gain more Choice Points. but these have long-lasting impacts on your stay here. Mandatory complications from choices do not count towards this limit.

100CP

HESITANT HUNTER

You get a case of battle hesitation similar to X's, as well as an innate aversion to violence. While this might not be so bad so long as you have a partner to clean up your messes, passing ranking tests and solo missions will be a lot harder. Better work hard, you don't want to get stuck at B-Rank like a certain blue Reploid.

SYSTEM INEFFICIENCY

You don't work as efficiently as you should. You take slightly more time to get things done, and need more time to sleep/recharge. Better hope you're in a combat role, and not doing a desk job.

MAINTENANCE MONEY

You don't work so well. You're either injury prone, or have a propensity for breaking down if you don't take care of your health. Expect to deal with a lot of repair, maintenance, or medical bills. Goodbye zenny. We hardly knew ye.

200CP

BLOODTHIRSTY BOT

You have a screw loose. You're unusually bloodthirsty, and have this weird urge at the back of your head to kill all mavericks. As a result, you're hastier and more careless than usual, putting priority on offense and brute force while shunning defence and planning. Expect to be that one guy that ruins everyone's plan by charging into the fray.

POWER CORRUPTS

Maybe the sheer amount of power overwhelms you, the Hunters' rules and regulations confound you, or the lure of world domination is simply too irresistible. Due to this, you are more susceptible to the Maverick Virus than others. Humans are simply more likely to get a bad case of PTSD

HUNTED HUNTER

The disgraced 17th Elite Unit, SA-Rank Hunter Vile is after you, and he's not pulling any punches. Maybe he sees you as a worthy opponent, a potential commander of the Hunters, or a walking pile of zenny ready for the taking. It's possible to talk him out of this, but it won't be easy.

300CP

MONOLOGUING MADMAN

You are extremely arrogant. You can't ever see why your enemies might defeat you. Because of that, you have a tendency to announce your plans to everyone in sight, go for long monologues before actually fighting, and gloat over your enemies before actually killing them. Your tendency to underestimate your foes might lead to your downfall some day.

HIGH-VALUE TARGET

The mavericks are after you. The moment you step out into the field, every maverick mechaniloid or reploid will try to kill you. Better stick to a desk job, or become freakishly good at combat. Though even that might not save you, as if any Hunters turn maverick all of a sudden, you might get backstabbed in the corridors.

MISTAKEN MAVERICK

You're taken to be a maverick shortly after your arrival. Although you may not be one, the Hunters, not knowing any better, will send operatives to kill you unless you can clear your name. Better hope you're good at combat or talking your way out of things.



FUTURE

So, maybe you've done your ten years. Maybe you didn't. Regardless of that, all disadvantages disperse upon the end. However, if you became a Reploid, you have a choice to make.

MAN

OR

MACHINE

You become human again.

Upgrades will be converted to their human equivalents, if not integrated into your armour. Previous powers will be restored to their original, organic equivalents.

Your robotic armour can be materialised onto your skin or clothing at will. It remains in your warehouse at all other times.

On the bright side, you're unaffected by incompatibilities robots might have with magic and the like. Assume said incompatibilities do not exist unless mentioned to exist.

Regain your humanity and embrace yourself as you are.

The ten years are up
You now have a choice

You remain a Reploid.

You remain functionally immortal, if you weren't like that already.

You get a hell of an endoconstruction job. Synth-skin, synth-muscle, synth-organs, all these are within your reach. Almost no one can tell the difference. Well, apart from yourself. You still show up as inorganic to any scans though.

You now have two layers. With, and without armour. Armour follows the same rules as the previous option.

Ascend past humanity, even though you'll find a spell to change back. Eventually.

You've done your time
With the following in mind

BEAM OUT

STAY HERE

CONTINUE ON

You can go back to your original world. You wake up in your bed at the moment you left. As a consolation prize, you keep all your powers, abilities, gear and warehouse access. Go nuts, but you'll probably never find a way to return here again. Your jumping days are over.

If you died, you may only choose this option.

Who wants to stay here? A world filled with strife, combat, and grief? You apparently. Maybe you have a job to finish, or just want to live out your remaining millennia working for the good of humanity in this universe. Bear in mind that you may never return home, even as you adventure and shape humanity's future.

I'll tie up any loose ends on your home world. Don't worry.

Continue the JUMPCHAIN. Move on to another world for your next ten years of adventure, exploration and excitement. Keep your powers, abilities, gear and warehouse access and move on. Time is still stopped back home.

Entertain me.



NOTES

Notes, my powergaming jumpers!
The following are meant to address any doubts or queries.
Should you have any, even after this, don't hesitate to ask.

LORE & STUFF

- Reploids are sentient robots, capable of emotion as well as rationality.
- Mechaniloids are robots with a below-average AI and non-humanoid shape. Usually used for manual labour. Think animals as opposed to humans.
- The Maverick Virus causes reploids or mechaniloids to try to kill humans. This is not the only cause of Maverick behaviour, but is the most common one. Careful, no one knows of this yet.
- Ranks range from E to SA. They determine the strength of enemies you could go up against. E would be your standard grunt, D an upgraded and experienced hunter infantryman (or bot), C a standard officer model, B an upgraded and experienced officer, and A a top-of-the-line newly built hunter officer model with the latest cutting-edge technology ripped from X. Bear in mind that this takes only hardware into account, and that skill and experience can bump up a hunter from D to SA easily. A newly built hunter or a human cannot currently achieve SA-Rank.
- The 17th Elite Unit is a unit dedicated to hunting down traitors and emergency response. They do a lot of assassination. The Special O Unit handles high value/high threat targets. Members are stronger than the rest.
- A modern day tank is significantly less durable in this day and age.
- 7th Air Cavalry is the air force, while the 6th Marine is the navy.
- Humans can choose to receive upgrades as gear, implants, or nanites.
- Upgrades can be taken as gear for humans. Gear cannot be taken as upgrades for reploids.
- Gear can be integrated into your robotic systems. Bear in mind that there's only so much room for upgrades, so choose wisely
- Existing powers are kept, and integrated into your systems if you became a reploid, but they remain as they are in terms of usage. For example, the Greed Homunculus ability can be combined with your armour, but its usage still drains you, and thus cannot become a passive power this way.
- That endo job may or may not leave you functionally identical to a human. Just inorganic.
- Any other queries, such as 'Can I age or reproduce?' may be answered using the following.

LEVEL ONE

- This following query model aims to answer your queries.
- The answer at this stage almost always involves magic or nanomachines.
- Sometimes even both.

LEVEL TWO

- If there are any loopholes unanswerable by the first box, Jump-Chan's shenanigans are usually the answer.
- If not, fanwank something.
- /tg/ is particularly good at this.

LEVEL THREE

- Fine, ask me if you really can't solve the conundrum yourself.
- Balance issues and mistake spotting as well as general feedback are all welcome.

