



Mohrta Jumpchain

Welcome not to one new world, but many. Overlapping worlds connected by a magical eldritch force caused by, or perhaps causing, the bleedthrough of the dimensions, known only as The Strange. The Great Strange is a source of many potential miracles, but it is also a mutagenic unrealm that alien intelligences call home, and naturally seeks to expand itself into every world and to bring all of existence into oneness with itself. Which is why there are those who tirelessly stand guard against it.

Long have the Hayward sought to contain the strange in all its forms, and it was they who brought order back to the worlds after the Big Mix nearly destroyed them all. But some blamed them for starting that Chaos in the first place, as you can only contain something for so long before the dam breaks. It is this sort of thinking that has made the last First Generation Hayward, Avlan, decide to end the status quo once and for all. Gathering up a group of rebel Hayward he claims that he shall change the very nature of The Great Strange's expansion so that people may live with it in peace, never again to risk bursting the dam. Or is he just another madman corrupted by the Strange?

The Hayward have sent one of their most promising new Gen-VII's to track Avlan down and bring him back to explain his actions, but Avlan himself seems to also have taken an interest in his hunter. You begin just as this Gen-VII soon to be known as Mohrta starts his mission. Here, take these 1000 Choice Points (CP) and tell me, what part shall you play in this *Strange* unfolding drama?

Location

There are many what could be called dimensions here all connected by the Strange. Roll a 1d8 to find out which one you'll be starting out in, or pay 50CP to freely pick.

1. Kozanoga: A small village in the world that the Hayward call home. The people here look like normal humans other than their pointed ears. A cosmic fissure recently opened nearby, sadly allowing a band of bandits from another world to attack this place, but also opening a way to the Metronexus.

2. Garden Grave: A place for those tired of war to be take their final rest. Beautiful, but not without danger to those who would disturb this peaceful place. There are also some nasty uninvited bugs nearby that could really use a visit from an exterminator.

3. Brume: A world full of stone and magical lava. The original locals have sadly been slaughtered by Strange demons who wish to use both the magma, and the remains of the inhabitants, in their hellish machines.

4. Plague Mire: Once a paradise, this place has become an undead filled swamp after a Strange beast began spreading a magical plague, the arrival of the beast's master looking for her lost pet, and the works of a local mad scientist, have only made matters worse.

5. Arid Deadlands: Home to the bipedal Wormfolk. Masters of biotech, lovers of war, and generally a fun bunch. Their most important festival in which all have the right to fight for the right to become the next king is just about to start.

6. Frozen Field: A beautiful winter wonderland, but one with plenty of predators to worry about. The advanced looking structures in the distance speak to intelligent inhabitants, but something clearly went very wrong, as the batlike locals who once studied the mysteries of science and the Strange here, as well as their slave races, have all seemingly disappeared. Perhaps the answers lies within that distant spire?

7. The Metronexus: An in-between place, a bazaar where travelers from many worlds can meet and do business in peace. It would be easy enough to get to any of thee above worlds through the Orrery here. Do try not to let the Hayward know about it, they're not very found of such gatherings.

8. Free Choice: The Metronexus more or less already was, but this skips the middleman.

Age, Gender, Race, and Background

There are uncounted unique beings out there even before factoring in Strange mutations, so feel free to become whatever you like so long as it doesn't put you notably above normal humanity in natural ability. You may also either be a Drop-In, or have a suitable local origin at your choice.

Perks

You may discount two Perks of each price tier except for those costing 600CP, for which you only get one. Discounts are 50% off except for 100CP options which become free.

Works of Art [100]: This universe is an oddly beautiful place, with even the more brutal, or decaying worlds still holding a dark visual appeal all their own. Well if you should so wish you may take this trait to any future Jumps as well, with both the natural world, as well as any artificial structures, becoming noticeably more pleasing (or at least interesting for the more inherently unpleasant places) to the eye than they otherwise would have been.

Still Art [100]: Of course you wouldn't want your own looks to be overshadowed by your surroundings, now would you? Now much like a surprising amount of the locals you have quite the attractive appearance, to the point that even as a Frankensteined together undead, or chitinous insectoid, your form would be the kind that easily inspires some very impure thoughts in those interested in such things.

Carnival of Blood [100]: Battle and bloodshed isn't exactly fun for most people, the normal fear for their own lives and reluctance to kill other intelligent beings that most sane individuals possess can make it mentally damaging, or even prevent them from being able to fight properly. Then there's the Wormfolk who's greatest festival is one big fight where they can enjoy spending the day killing each other. While you might not go to that wormy extreme depending on your personality, you no longer have to worry about suffering negative mental effects from your battles to the death, whether that be freezing up in fear, or gaining PTSD afterwards. War games are still games after all.

Full Clear [100]: Valuable materials and treasures are rarely kept out in plain sight, but that just makes it feel all the more rewarding when you still sniff them out all the same. You have a sixth sense for when something valuable might be hidden nearby; as well as an amazing talent at spotting things like false walls, out of the way passages, and other such tricks so often used to conceal what should be your rightful loot.

Stranger in a Strange Land [100]: The Strange is dangerous in the extreme, eventually corrupting and twisting all that comes in contact with it, which is why the Hayward have always fought so hard to keep it well contained. However, it is hard to fight something without being exposed to it. How lucky then that newer generations of Hayward seem so resistant to it. Likewise you are remarkable tolerant to ambient corruptive or mutagenic energies and substances, able to spend long periods of time around such things with little risk to your body, mind, or soul. However, this is for passive exposure to amounts that aren't immediately fatal to you, and also helps far less when something is actively trying to infect you instead of just being an environmental threat.

Killing Machine [200]: There are few worlds that can truly be called safe. Even without any Strange invaders to worry about, you never know when you might run across some angry local fauna looking to make you into its next meal. It is fortunate then that you are so well prepared for such dangers. Your immense skill in the fields of both ranged and melee combat is more than a match for even the best the Hayward have to offer, being able to make shots with a pistol that most would need a scoped rifle to pull off, and with a good sword by your side you could face beasts many times your size. Just remember that skill alone can only take you so far when dealing with the greatest threats out there.

Big Bro [200]: Despite the fact that in an effort to make Gen VII Haywards cheaper to produce they lack some “nonessential” features like the ability to speak, the one soon to be known as Mohrta will somehow make quite a few friends during his mission, even with his... limited palette. Like him you possess the ability to get your general intent and feelings across to others even without words, as well as a certain charm that endears you to people even if the conversations are somewhat one sided. This effect is even stronger should you actually be trying to help them in some way.

End of the Map [200]: Falling to one's death is an ignoble end for any great warrior, so let's give you some insurance against such a fate. Now when you toggle this ability on invisible walls will prevent you from falling into anything that would be more or less instantly lethal to you, whether that be a “bottomless” pit, or a pool of liquid death, but not anything that you could potentially survive if you got out of it quickly enough. Foes can not knock you off such a ledge, and even you own feet or powers wouldn't move you over them. Not that being forcefully splattered on an invisible wall is much better.

Alt Fire Magic [200]: You've learned quite a useful trick for combat. By pumping your mana into a weapon (how much mana is needed depends on the strength of the result) you are able to perform a special technique unique to that weapon, with better weapons generally giving more powerful results. Funnily enough when used on something that needs ammunition, none will be expended by these special attacks, even when they logically should have been. See the Notes for some local examples.

Strange Bedfellow [200]: Despite what some would say, not everyone from a different dimension, or changed by exposure to the Strange, is evil, or some kind of wild beast. Many are just people doing the best they can in whatever situation they find themselves in. Luckily so long as you mean them no harm, all but the most fanatical are willing to give you the benefit of the doubt no matter where you may have come from, or what unfortunate mutations you might have suffered, giving you the chance to prove yourself to be "one of the good ones". You're also oddly good at getting others to understand your point of view. That doesn't mean that they'll agree with you, but at least they will know that you are sincere in those beliefs.

Hayward Movement [400]: You share in a rare power used by some Hayward that not only lets them suddenly dash a short distance with no regards to momentum, but also momentarily renders them intangible to attacks, which simply pass through them during the moment. This ability doesn't even require any mana or other special resources to use. Although you do have to have your feet on the ground, and it does take a second or two to recharge after each use, so time your dodging carefully, or you'll find yourself dashing right into a new attack that you'll have no way to avoid.

Cyberzombie [400]: The newer Hayward are no longer what most would call human, but are secretly the corpses of early generations of Hayward warriors reanimated and rebuilt with cybernetic technology, creating implacable weapons that still retain many of the skills they once had in life. Whether or not you are one of them you now share in some of the benefits of the process. You no longer need to breath, eat, drink, or sleep. And are almost immune to pain, you're still aware of the damage, but the sensation alone won't be slowing you down at all.

The Bad Doctor [400]: There are many powerful and corruptive supernatural forces out there, it's just a shame that it can be so hard to make proper use of any of them. Hard for those minds lesser than yours anyway. While you'll need some actual scientific skills to draw on first, whenever you want to incorporate something unstable, evil, or simply corruptive into your innovative endeavors, you will always be able to figure out how to do so in a way that won't compromise the intended function of the project

It might take a lot of experimentation first, but eventually you'll be able to use that alien zombie virus to safely reanimate your custom stitched undead daughter wives without them turning on you, or make sure your equipment doesn't explode when you power it with some eldritch dimension's energy. But be warned that just because your final invention will be stable that doesn't mean that whatever you've tapped into is any safer for anything ELSE, so you might want to keep your samples well contained, and yourself well protected, until your project done.

Living Tools [400]: The wormfolk of the Arid Deadlands have gone down a different path of technological advancement than most, having mostly ignored the mechanical, instead preferring to perfect the art of bioengineering. Having made living weapons, siege engines, boats, loud speakers, carnival games, and much more. Learning from their example you now know how to create a biological version of any normal technology you could make. The process of creating them will doubtlessly be quite different, but you'll know what you need to do to get started.

Without a Hitch [400]: Running around guns blazing is all well and good, but someone has to make, fix, and upgrade all those armaments the would be heroes are always using. That someone is you. With this your skills in all the arts of working on arms and armor is truly masterful. With the right materials on hand you can already forge most of the common examples of your craft from scratch, or improve preexisting pieces.

What's more, you have a broad understanding of the science behind much of the "local" tech, and only need a little bit of time to study even the most alien of gear to get a basic understanding of how it works, and if/how your talents may be used to enhance it, with enough trial and error you may even be able to figure out how recreate them yourself.

Vile Brand Lifted [600]: There are powerful intelligences out there in the Strange, both malevolent and less so, all of them dangerous to make deals with unless you want to risk being burdened with some foul curse for questionable gains. With the price for removing their “gifts” often costing more than most could pay. So why not just pay here instead?

You may now render any one curse, mystic bargain, or other magical effect null and void once per Jump, or every 10 years post-Chain. This shall be absolutely free of costs, or blowback against you personally, with even devilish deals someone willing entered into being considered fairly payed in full should you end them. Use this gift wisely, it is the kind of blessing that would often be payed for in lives.

Finding the Nail [600]: Destiny is a fickle thing. One poor choice, or missed encounter could lead to many more than just you loosing out on what would have been a much happier fate, but you on the other hand seem to attract good ends like a magnet. This doesn't mean that you can't simply fail, or that bad things won't happen to you and those around you, but you have a sixth sense for who and what might be extremely important for you to pay attention to for a better future to be reached.

Perhaps even more importantly, when this perk is on your good deeds tend to have a knock on effect. Helping the one enslaved cyborg who kept its mind defeat the ones responsible for their tortured plight could lead to him finding out a way to free the rest of his kind, or sparing the life of a misguided foe might lead to them one day becoming a loyal friend devoted to protecting others. Will you fight for a brighter future for all?

Eldritch Lore [600]: The Strange is a pathway to many unnatural abilities for those who master its secrets, and your skills are of one who has spent a very long time in study and practice indeed. Your experience allows you to safely draw on the Strange's energies to cast a variety of magical spells both through the drawing of runes and the application of your will; allowing such feats as the throwing around of powerful elemental attacks, teleportation, the creation of illusions that you can cast spells through, and the creation of temporary portals that allow reality bending tricks like being able to shoot into one and somehow have the bullets come out of all the others at once.

There is likely much more you could learn to do with this given enough time and careful research, just keep in mind that playing around with experimental Strange magic will be far more dangerous than just casting the rote spells you have already mastered.

Items

You may discount two Items of each price tier except for those costing 600CP, for which you only get one, and 50CP, which get none. Discounts are 50% off except for 100CP options which become free. Any suitably similar items you already possess may be freely imported into these items, combining all their benefits and granting them a new altform. And should any of these be destroyed, or killed, they shall respawn the next day good as new.

Strange Pets [50]: Whether you want a juvenile bunnyslug from the Garden Grave, one of the geode like rockmice from Brume, or any other of the small docile creatures to be found out in the wild, there are plenty of harmless and quite cute critters that might make for a good pet if desired. So each purchase of this option will give you one such pet of your choice, which will be ageless as well as naturally very friendly to you.

Scumhead Ambiance [100]: There's nothing better than music for setting a tone, and Mohrta's OST accomplished this with aplomb. Beauty, horror, alien mystery, and brutal violence alike all captured in sound. With this you may take this soundtrack along with you going forward. And not just the canon music, but new pieces will also be generated to fit the new places and people you encounter in the future, so that you may never be without the proper atmosphere again. You may choose if/when others will be able to hear this music besides you, and may turn it off altogether when desired. And while your music will default to fitting your current situation, you may also choose to replay any track you've previously heard whenever you like.

Hay-Roh [100]: It's a dangerous universe out there, and the proper protection can mean the difference between your survival, and an unmarked grave. With that in mind this set of armor is tailored for your use, and has been tempered with Strange ores to be made as durable as it could be by this setting's standers, which should help you better survive blades, bullets, spells, and environmental dangers alike. But keep in mind that even the best armor can only take so much, and that you are still just as squishy underneath this new shell as you always were.

Horsefly [100]: This skeletal looking equine *thing* (which despite the name can in no way fly) is the ride of choice for the Haywards. It's closer to being a cybernetic vehicle than a living animal at this point, not even being sentient, but it is a tireless mode of transportation that will obey its master without complaint, or in much need of care.

Light Bulird [100]: Your very own Hayward lantern beast. These creatures look like a cross between a giant bat and a vulture, and are prized for their intelligence, loyalty, and most of all their ability to produce light at will, which while not particularly useful for blinding others, can easily illuminate a large room whenever needed. Besides being totally devoted to you, your beast can also breath underwater ...for some reason.

Instruments of Destruction [100]: There are plenty of cool guns and other weapons to be found here, but why wait? With each purchases of this option you gain one weapon of your choice that the protagonist could find on his mission. As a bonus weapons you buy here will already have been upgraded to their full power versions as well. See the notes for a full list of potential options.

Bullets of the Vine [200]: Wherever the Strange touches, four kinds of bizarre plants tend to grow, the “fruits” of which give off energies that can easily be refined into many different kinds of ammunition. Now whenever in hostile territory you will find pots and other breakable receptacles that contain a random assortment of these plants that you will be able to turn into ammo for whatever SALWs you have on hand, but each weapon will require a specific color of plant for its ammunition. For example, heavier ordnance will usually require the red plants. Oddly no one but you will ever pay any attention to these containers unless you point them out first.

Automap [200]: This magical map is quite the handy tool for any adventure. It will fill itself out with your nearby surroundings as you travel, while also always showing your precise position as you move around. This may even reveal the location of hidden rooms and passages if you pay close enough attention.

Suit Up [200]: This is a smallish mechanical mechsuit customized for your personal use. While it might not be particularly light on its feet, it more than makes up for that with its great strength and incredibly tough, as well as completely heat resistant, armor. Why even a fragile old bug woman uninterested in battle could survive quite a few dangerous situations in this thing. Its hands are also oddly dexterous, allowing for just as precise tool use and craftsmanship as a normal man could engage in. Did a certain smith in the Metronexus make this gift for you?

Bunoth [200]: This very fluffy creature looks a giant moth with some oddly bunny like traits, and it is your new loyal friend as well as a way to travel in comfort. Being more than strong enough to carry a full grown man in armor through the air, and intelligent enough to understand where you want to go, you'd be hard pressed to find a better, or cuter, mount in any world around these parts.

Hot Stuff [200]: This Strange liquid appears to simply be lava, but on closer inspection it's not quite hot enough for that to be the case, although it is still very hot. A magical substance harvested by the demons at the Brume Factory, it makes for an excellent power source for their technology. You now have a large supply of this "magma" safely contained in rune stabilized barrels, with more being delivered to your Warehouse, or other property of choice, whenever you run out, as well as schematics on some of the engines the demons have developed to better utilize it.

Unbaking a Gun [400]: Cooking up something like a magical weapon isn't exactly a cheap process, and even worse should you be unhappy with the end result you may have wasted a bunch of exotic materials. Well this cauldron is a way to reclaim what was lost. By melting down an item in this pot it will be rendered back down into its component parts, allowing the safe retrieval of any rare ingredients that were use to make it. Your pot is particularly effective so nothing will be lost in the process. No this won't work on any CP backed respawning items, nice try though.

Bodies Guarding [400]: It's quite common for those with power to keep some sort of powerful guardians around to better protect themselves. Want some of your own? This may be one large and powerful "boss" like protector such as highly advanced and well armed mecha style robot, or an undead dragon. Or if preferred, two individually weaker, but more conveniently human sized bodyguards; like a pair of Haywards, or twin deadly Frankenstein-esque concubines. Whatever you pick will be almost mindlessly loyal to you, and utterly fearless in your defense.

Mana Boof [400]: This is an upgraded mana gourd altered for use by non-Hayward. By pressing the button on top of this fist sized device it will inject you with mana, refilling your entire reserve in an instant. However, this can only holds 4 doses at a once, and will need time to refill used charges. I'll even throw in a free hookah that also slowly restores magic for those more relaxed times.

Fumohrta [400]: This cute button eyed doll wearing a bunny eared hood is actually alive, and seems to have immediately taken quite the shine to you for some reason, liking to ride on your shoulder. It is about as intelligent as a young child and is fully able to move around on its own, although it can't really speak and communicates through squeaking sounds and simple body language. And while as a doll it obviously lacks much in the way of strength or dexterity, it can still make itself quite useful, as it has been enchanted with powerful healing magic, able to completely restore you even from the brink of death 8 times before needing some time to rest and recharge. Keep this loving little one safe, for she will always try to do the same for you.

Bottomless Bag [400]: While this marvelously enchanted pouch isn't truly bottomless, it is able to hold and render weightless so much gear that most of the time it might as well be. Enjoy being able to carry around well over a dozen weapons, a bunch of large rocks, half a broken robot, and some random keys, all without being slowed down.

Bonfire Lamp of Grace [600]: A small shrine much like the ones that can be found dotted around every known world here. Simply touching it will heal all of your wounds, and refill the depleted magical energies of both you and your equipment (it won't give you more objects like ammunition that just so happens to be magical, but stuff like the Mana Boof, or Fumohrta, would also be recharged). And unlike the normal shrines, yours is movable, just take it apart and set it back up wherever you need it. It will take a little while before it will start working again after each move though, so don't think you can just plop this down right before a big fight and immediately heal back up when it's over, this is more for when you want to set up a new base of operations.

Odd Metalliferous Earth [600]: The Strange infused metals found in certain ores are an incredible valuable crafting material, being the main ingredient used to not only craft many of the powerful weapons and armor around here, but also to upgrade them as well. This will grant you a slowly growing supply of said Strange Ore for your own use. And what's more, the ore gain from this option is special, as in the hands of a skilled smith it is guaranteed to be able to be used to upgrade any weapon or armor at least one time, noticeably increasing that gear's performance in some way. Shipments will be steadily delivered to your Warehouse, or other proportion of choice at a rate that would allow you to upgrade 5 or 6 pieces of gear like the kind the Hayward Mohrta will find on his mission within a decade.

Companions

Jumpward Squad [50/300]: Putting together a team? Pay 50CP here to import/create one Companion, or 300CP for a full set of eight. Each will have a 600CP stipend for perks and items, and have the same access to discount options as you. Imports may have a background here, or be Drop-ins as desired.

Hunter of Friendship [free/50]: You may take any new friends you make here with you on your Chain for free so long as they knowingly agree to come with you. But should you want a little help, then by paying 50CP each you will be fated to run into one person of your choice, and in circumstances highly favorable for getting on their good side.

Head On [50]: Beautiful, tall, muscular, while sporting a pair of large horns and oddly colored skin, this woman stands out even in her own dimension. Originally from a world inhabited by an orc like people, she was born from a union of one of their warriors and a member of a demonic looking race invading from the Strange, which is where her horns came from. Despite that fact she grew up to be one of her people's greatest defenders against the invasive threat, mastering both melee combat as well as her world's oddly advanced by its standards range weaponry.

Finding herself awakening in a new and dangerous place *very* far from home with a case of amnesia as to what lead to her current predicament, she soon met you and quickly decided that following you around like a lost puppy was her best option for finding out what happened to her and how to eventually get back. In the meantime however she will gladly help you however she can, and if this all ends up with such an obvious prime specimen as yourself deciding to help save her home when the time comes, and maybe also helping her in *other* ways as well... then that's all the better.

Drawbacks

John Mohrta [0/+300]: For free you may take the place of the protagonist of this story, being tasked by the Haywards to track down and either arrest, or eliminate, the first generation Hayward known as Avlan for his heretical ideas of accepting the Strange instead of eliminating it at all turns. Your starting location is now locked to the village of Kozanoga in Northern Arisuna, having arrived just after it was attacked by bandits who came through a cosmic fissure opened by Avlan for his plans to guide you into seeing why his goal is right. For +300CP you must gather all the Runes, enter the Dark Tower, and deal with Avlan in one way or another within the three days the Hayward gave you to complete your mission, or you will fail your Chain.

Soft From lore [+100]: I hope you don't like to understand the world around you, or its history, because that's not something you'll be doing much for your time here. You are guaranteed to find many fascinating mysteries and secrets in this universe to catch your interest, yet somehow they shall always remain largely unexplained to you. As while you can learn what would be common knowledge to a local on the street, any deeper whos, whys, and whens shall simply never be explained to, or discovered by, you. No matter how long and hard you look. Obviously this will also make it much harder to take any personal advantage of these things you don't understand.

Color Coded [+100]: While having every weapon one can find being guaranteed to be compatible with one of four ammo types sounds really useful, it's much less so when you're only allowed to carry so much of each. Now you may only use the four ammo types found here, and are strictly limited on how much of each you can carry at any given time, to the point where you'd be lucky to get more than a handful of shots with your heavier ordnance before having to go find some more ammunition.

Retro Graphics [+100]: This setting can be an artistic feast for the eyes due to the wide array of both beauty and horror to be found, but the actual graphics of the game were old fashioned to say the least. By taking this you will now see absolutely everything as if rendered by the game itself, meaning that they will all be blurrier, chunkier, and all around less detailed. Besides just making your experience here somewhat lesser than it could have been, this will also make it harder to spot details, and tell exactly what's happening in very hectic situations.

Completionist [+100]: It can be good to scavenge whatever treasures you can in the field, as one never knows when one little upgrade might make the difference between life and death. But isn't this taking things a bit too far? You feel an uncontrollable urge to find every hidden piece of loot up for grabs wherever you go. While thankfully you won't feel the need to steal from others, and will eventually sense when there's just nothing left to find, you will spend as long as you feel necessary searching for your prizes, and are more than willing to put yourself in harms way if you think there's a "secret" to be found by doing so.

WAAAGH! [+200]: Just so you know, you're supposed to aim before shooting. That one lesson you seem to never have learned, as your accuracy with ranged weaponry is downright abysmal. You can still hit something right up in your face, but beyond that you might as well be spraying and preying in the general direction of your enemies and hoping they move in front of one of your shots. Maybe you should invest in a good melee weapon?

The Strong Silent Type [+200]: Are you perhaps a new Gen-VII Hayward? They really should at least give them a basic voice module. Whatever else you may or may not be, you are now completely mute, and all attempts to get around that through things like cybernetics, or telepathy, are doomed to failure. You can still make use of writing, body language, and other suchlike though.

Distinctive Character Design [+200]: Getting permanently sealed inside a metal shell wouldn't be a pleasant fate, but many here seem to go to the other extreme. Like them, you simply refuse to use armor and other kinds of defensive equipment, or much in the way of coverings at all for that matter. This will undeniably make both combat as well as exploration far more dangerous for you than it would be for someone using properly protective gear. I hope you're not the modest type, and do try not to get hit out there.

Faces Gone. Warmth Lost. [+200]: A corpse reborn, the past life gone, yet its echoes remain. Upon awakening in this world all your memories will be gone, with you only remembering your mission should you have also taken the John Mohrta Drawback. But while this amnesia starts out total, your basic personality will remain intact, and as time goes on you will slowly regain some vague memories, with them coming faster and clearer the more experiences you go through that resonate with your past self. However, the majority of them will very likely stay lost until the end of this Jump.

But What if I Don't Need It Later? [+300]: Keeping resources for later just isn't the kind of thing that you do. Got slightly scratched in that last fight? Time to use one of your limited heals to clear that up. Save up a rare resource to improve your favorite weapon? Nah, better upgrade whatever is cheapest as soon as you can. Sealed pots full of ammo and mana that quickly dissipate if not collected right after exposing them? You can't be expected to just leave pots unbroken! At least nobody will call you a hoarder.

But Not the Yellow Spear [+300]: How *Strange*. You seem to have been burdened with many curses before even getting started. As all of your out of Jump abilities and items have now been locked away for the duration of your stay, leaving you with only your Bodymod and whatever you have purchased here left to you. And while you may still choose to bring in your Companions, they too have been similarly depowered.

End Choices

Your time here is up, Jumper. And now you must make one last choice.

Ending H(ome): Tired of the never ending war and just wish to return to your old home? That is understandable. Rest well, Hunter.

Ending M(ohrta): Staying here? Well I guess someone has to act as a guardian to keep the worlds safe from both the Strange, and those who would burn even the innocent in their fight against it.

Ending J(ump): You have made the right choice. Come, we still have much to do.

Notes

If you took the John Mohrta Drawback then the Fumohrta Item may be the canon Doll if you wish. In this case she will either start out upgraded, or if preferred you will almost immediately find a bunch of extra buttons so that Rinry may do it for you when you reach the Metronexus.

Th Head On Companion is roughly based on Zan from the game Hedon.

Here are a list of the canon weapons that can be found in game. Mana attacks never use ammo even if they logically would. Unless otherwise noted upgrades also make the default attack stronger.

The Bastard – A one handed sword, its magic attack is is firing a powerful ranged slash, with the upgrade adding two more projectiles.

Revolver – Six shooter that use blue ammo. The magic attack rapid fires six shots (even if there isn't six shots loaded) with no drop in accuracy.

Trench Gun – A shotgun that uses yellow ammo. The magic attack is just a stronger shot after dramatically spinning the gun in your hand, with the upgrade firing more pellets.

Bone Riddler – Uzi like pistol that uses green ammo. The magic attack fire a cluster of tracking projectiles with upgrade just adding more to the cluster.

Larva Launcher – Like a grenade launcher that uses red ammo. The magic attack fires an egg which hatches into an insect like creature to attack your foes for a bit before dying, the upgrade adds two more eggs per use.

Molten Fists – Fighting gloves. The magic attack fires 5 lava blasts that hang around for a bit as a ground hazard. Oddly besides increasing the power of the default punches, the upgrade also makes you punch faster after doing so for a few seconds without stopping.

5 molten lava – Pistol fires 5 projectiles with no extra spread over distance, the magic attack fires 9 instead. The upgrade makes the default shot fire 9, but also ups the spread.

Railbunker – Railgun with slight splash damage that uses red ammo. The magic attack is a powerful melee spike. The upgrade makes each normal shot fire 3 projectiles in a horizontal spread.

Deepgun – A man portable Gatling gun that uses green ammo. The magic attack rapped fires 10 small bombs in a horizontal spread, with the upgrade adding 2 more.

Syringe – Acid/flame thrower that uses yellow ammo. The magic attack stabs the ground to make a circle that hurts anyone but you who stands in it, with the upgrade making a bigger circle.

Bone Blade – Two handed sword. The magic attack lets you quick dash to who you're attacking, the upgrade adds an acid circle similar to the above ground after the dash.

Wormhorns – Blue ammo using twin “pistols” each firing three projectiles with a random spread per-shot, with the upgrade adding another projectile to each. The magic attack blows the horns, giving all your attacks a temporary damage buff.

Tarot Cards – Deadly throwing cards that refill from green ammo somehow, the upgrade throws a fan of 3 cards instead of 1. The magic attack draws a random card which might buff your damage, or speed, or jump height, throw lava, call down a powerful magic blast, regenerate your health or mana, or summon a useless chicken like thing.

Torment Heads – Creepy floating things that shoot red ammo as a slow firing, but powerful blast, the upgrade add two more blasts and lets you sacrifice a large amount of your health to refill your mana. The magic attack resurrects a nearby corpse to fight for you, but they won't move far from where they died.

Shrike Lance – Long spike and shield combo, the shield is good at blocking range attacks, but not so great at stopping melee. The magic attack either knocks away close enemies, or gives a powerful longer range jab.

Astral Tome – A magic chart and crystal using blue ammo. It fires ice spikes, and the magic attack calls down a AOE blast on a foe, with the upgrade tripling both attacks.

Chimes – Magic crystals that only use mana. He first ability summons a flying rune to shoot at foes, with the upgrade summoning 2. While the other stops time for 10 seconds.

