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Remnant... A land forsaken by its gods until they are deemed worthy of either salvation... Or extermination. A world left devastated, where humanity had to regrow severed of its gift of magic, all the while enduring the relentless and eternally spawning hordes of soulless killing creatures hunting them down without any end in sight. A harsh world where humanity relies on dwindling resources, their camaraderie with their fellow kind, their advanced technology, and the weaponization of their very souls in this ceaseless conflict.

All the while, the biggest threat to mankind is not the monsters that come from the dark, the several conspiracies and secrets, nor even the immortal witch. But the capriciousness and infighting among each other, a land of conspiracy... Maybe, just maybe, all that this world needs to prosper is a smaller, more honest soul.

**This will be the day we've waited for
This will be the day we open up the door
I don't wanna hear your absolution
Hope you're ready for a revolution-**

CUT! Wrong show, that was way too serious. Disregard everything you read above. You aren't in the shonen anime-adjacent web series; this is the gag spin-off! Where nothing bad ever happens. There will be absolutely NO revolutions in this jump.



Welcome to Beacon, the only place that actually matters. Where teens come to make friendships, learn to kick butt, engage in youthful hijinks, and become heroes with cool weapons! Take those **+1000 Chibi Points (CP)**, listen to the actual song, and prepare to have some fun!

This is the way we wanna spend every day
Laughing with our friends and keeping sadness away
Join us and see how we can be happy and free
Life is full of fun because we're all chibi!

Location

Pick whatever it is that you want to start at, I'm not your parent.

1) Beacon Academy

The one place that matters, most of the time anyway. Here is where pretty much 90% of every named character stays to learn to be heroes and junk. But some of the parents/relatives of the students here often hang around this school for whatever reason. You should probably be here unless you wanna be a contrarian or something.

2) Vale

Oh! That's a pretty important place; this is the city where people go to shop and stuff. Good thing nothing bad will ever happen to this place! Also, if you go into any given establishment there, odds are that you will meet a very specific old person working everywhere.

3) Literally Anywhere Else

I'll be honest, it isn't like there's a lot going on anywhere else, at least going off what is shown in the show anyway. Sure, there are three other kingdoms, but it isn't like there will be much of a reason to visit them without a plot that progresses. Everything is fine. But who am I to not let you pick where you go? You wanna go to the childhood home of somebody? Salem's tower? The Chibi equivalent of the Ever After? Hell, I'll even let you go to the moon if you want to, though surviving wherever you decide to go is your problem.

Origin

It's a simple world, with simple roles. Pick whatever you wanna be. Also, pick whatever gender you feel like being. You may pay 50 if you want to be picky about your age within your origin's age range, though.

Student

Look at you, so full of dreams and aspirations. You really have that protagonist oomph going for ya, or at least you can be a side-character. Don't worry about maturing or having to deal with a crisis that may or may not dim that youthful optimism out of your soul; you can take this jump to actually learn stuff without having to worry about the end of the world or whatever. Roll a 1D4 to decide how young you are in the official young scale for young people! (1 Young = Ruby, 2 Young = Every student sans CFVY, 3 Young = Team CFVY. And finally, 4 Young = the mythical "third/fourth year students"... Assuming those cryptids actually exist). Or you can just pick the default that is "2 Young".

Adult

You're old. Sorry, it happens to the best of us. Our condolences. But the silver lining is that you can eat all the cookies that you want and toss your veggies in the trash, and nobody can stop you.

Maybe you're a teacher or someone's parent; you should probably have a good reason to stay around a school, or else you might just be weird. Or maybe you work as a janitor or something. Well, you may or may not be a badass, but it's not like this place is going to have any dire need for badasses, so you can just relax and enjoy the peace. For your exact vague age, you can either roll a 1D20. (1 Old = Winter's age. 8 Old = Single Father (Taiyang) age. 20 = Professor Port's age, the other numbers are everything in the middle). Or you can just settle for the default option of being as old as Qrow.

Bad Guy

Every world has its bad apples. That doesn't mean every world has actual competent villains. The villains here are either Saturday morning cartoon villains on a good day or an actual joke most of the time. Salem may or may not even exist, and if she does, she doesn't really bother doing anything.

But hey, I am sure you'll be different, you'll steal all the money and do all the nefarious plans, or whatever you feel like doing. Maybe world conquest? Or you can just be a bully. Bad Guys come from all ages, so you can either pick the dice roll for a **Student** (the Youth Rating Dice), or the dice roll for **Old** (the Old Rating Dice), or any of the default ages for either.

Perks

Perks are discounted by their origin; discounted 100s are freebies. In the likely chance you supplement this Jump with another RWBY Jump, and one or two perks overlap with one another, you can pick whatever options sound better to you without having to pay for the other, or you can just combine them.

General Perks

Chibi [Free & Mandatory]

You're a chibi, literally meaning short, which means you're an individual who exists in a (usually) cute, big-headed, small-bodied art style. And you are indeed pretty cute. The same applies to everyone here in this jump. You have the minimum cartoon physics necessary to avoid any biological inconveniences that you should bring with you. You're stuck like this for the rest of the jump, and post-jump, it becomes an alt-form. While in-jump, you're proportionally sized relative to everybody, since everybody and everything is chibi, post-jump, your chibi-form is more or less x2.5 smaller than an average human. Surprisingly enough, even post-jump, this form will remain cute despite the uncanny valley implications of having a giant head with giant eyes in a tiny body translated to real life.

Dad Jokes -50

This perk doesn't make you any better at making jokes, but instead it makes you completely confident Yang-Dent about the puns you make. Much to the amusement of nobody except yourself and maybe two other blonds, another punster has entered this world. Those jokes do genuinely make you happy, though, and you have developed an arsenal of them for pretty much every situation. Maybe you can make others groan tactically? Humor isn't something you can take for granted, y'know.

Adorable -100

Well, you're a chibi. So it's kinda the whole point that you're cute, y'know. But this perk takes it to the next level. Your cuteness is only comparable to either Ruby or Neo. Not only that, but you can customize what type of cuteness you embody. Wanna be full on Innocent Cute? Creepy cute? Cool Cute? Even Memey Cute? Your call. Just try not to suffocate by being hugged too much. Optionally, this perk may apply only to your chibi form or to any form you have.

-100

Look at all those colorful characters in the main cast. And you don't want anything to do with a single one of them. Or you just want to cash in on the advantages of being a shadow person. You, like what appears to be 99% of the people that we don't get to see, are a shadow person. You look more like a dark

silhouette than a living person; you're quite literally meant to fade in the background. This has the effect of most people not noticing you unless you make contact with them, or if they're actively looking for a shadow person. You also have this effect where people are less likely to comment on your existence, but if they do start noticing you, they can start noticing how weird it is. This is an alt-form, by the way.

Not A Furry [Free/200] [Incompatible with "GrimDerp" perk]

Seems like you wanted to be one of them, them animal fellas. Granted, Faunus and Humans aren't very different. Faunus just have one singular animal body part and night vision. It's not like they actually have the innate character traits of their animal counterparts... Right?

Yeah, normally that would be the case, but there are a couple of exceptions. For **Free**, you can become a faunus, select your animal feature freely, and be done with your new alt-form. However, if you pay **200**, you can be like Blak- I mean the Cat Burglar, in the way that you're very much adept at covering the stereotypes of whatever animal part your faunus trait is. A bunny Faunus can be a talented stage magician, a dog Faunus will be good at tracking people (both by scent and detective work), and a cat Faunus will have cat-like reflexes. Not that you have to prove any stereotypes, that would just be profiling.

Still Not A Furry [Free/100] [Incompatible with "Not A Furry" perk]

From one end of the Furry Spectrum to the other. You're not really a furry, you're an actual animal. Though I guess whether that counts or not is debatable? It's not my area of expertise, so whatever.

You're a mundane animal though, that doesn't stop you from having aura or even a semblance, and while it is expected that you're some type of in-door animal like a pet dog or a cat, I am not going to bother limiting you if you want to be a rhino, giraffe, or even a sloth, I am sure the last one would make a certain girl's day at least. Animals can be just as smart as humans, perhaps even smarter (at least in Zwei's case).

For a cost of **100**, you may not only be extremely cute, even by chibi standards, but also be an emotional support animal skilled at comforting others and overall being a very good boy/girl.

GrimDerp [Variable]

It seems you're not a humie, a Faunus (Faunie?), robot, or an animal. Well, you can be a Beowulf which technically is a wolf, but semantics. You're a Grimm, the big, scary monsters of this place, who mostly are just fodder. Let alone in this gag world. Then again, your kind STILL eats people (allegedly).

For **+200** since you're missing out on aura & stuff, you may be a mook jobber sort of Grimm, like a Beowulf. You'll grow and become stronger as you age, but you start off as a run-of-the-mill Grimm.

For **100**, you're a sort of Grimm with special abilities, like a Geist or something, or you can have a custom power to compensate for missing out on the normal

superpowers option. Yes, you can be a custom Grimm too. But you'll start off roughly as strong as a Beowolf and have to age to fulfill your full potential if you've picked a stronger Grimm species.

For **400**, you're basically a Kaiju, relative to the Wyvern. You could be a Dragon like a Wyvern, or something else equally as cool. It would take something like a dramatic end-of-season protagonist moment or something like that to take you down.

No matter what tier you buy, rest assured that while you're soulless, you're not heartless. Probably. You actually are sentient, like the Grimm from this world seem to be. And you can communicate with your co-workers just fine. Not to mention that, even if that option wasn't already present in a jump, you can select a "mook enemy race", like the heartless from Kingdom Hearts, without that changing your personality whatsoever, and you can communicate with those "soulless monsters" just like you can here.

Life As A Student/Adult/Bad Guy Robot -600 [Incompatible with "GrimDerp" perk]

You're combat-ready! That statement might be an understatement. Like the Penny of this world, you're a robot. And you're pretty busted due to it, either having the same abilities as the Penny of this world or equivalent ones. Not only are you a combat-spec'ed machine of destruction, but you're also one with (relatively minor) toon force centered around things a cartoon robot could do. Like suddenly manifesting an entire DJ set-up from your body, "speaking" Firefly (and Cricket), feeding off regular (if large) batteries, quickly running internal calculations and parameters to adjust force from "friend" mode to "Foe" mode, which, while not 100% accurate, can be recalibrated. You have laser beams as well. Not to mention that you're strong enough to seemingly quickly solo the Wyvern in a couple of seconds. Optionally, you can also be a creation of Pietro, and by extension, Penny's sibling.

Nothing. Bad. Ever. Happens. [Free For This Jump/500 to keep]

EVER! Hey Jumper, remember that big bad thing that happened? Well, buddy, it actually didn't. Everything's fine. What do you mean you watched that girl die? Must've been a fanfic or something. Beacon never fell. Pyrrha Is fine. Penny never broke. Yang's dis-disarmed.

And what a crazy coincidence happens if you buy this perk that does "nothing", as you continue your chain, it seems like once per jump, some other bad things of your choice also won't happen. Things can't not-happen retroactively before the starting point when you're dropped into a jump jump, but any type of event that you would have personally experienced, had it hypothetically happened, can be made not to happen. And everything that was caused by this is reversed, including trauma. How the timeline will adjust in serious worlds is wonky, but it will be objectively better for you, your buddies, and the world as a whole. But the people who made mistakes, in the hypothetical event that didn't happen, will get

a lingering sense that they failed at something and should do better in some way, in a way that inspires them to actually improve through healthy means.

Whoever orchestrated those things that didn't happen is going to be extremely confused about how their plans didn't happen and how and why they're back at square one, missing key assets that enabled them to do the thing that did not come to fruition, yet they get no remembrance of how things (hypothetically) happened.

Using this perk does not bother any time deities or similar, because it does "nothing" since the hypothetical bad thing targeted never happened in proper history.

Aura & Semblance Section

Obligatory Aura Perk [Variable] [Incompatible with "GrimDerp" perk]

Let's get this over with. You probably know what you're getting already, but let's run it down just in case.

Aura: Soul juice that gives you super strength and one special ability, that being your semblance. It also helps you smack things around, have the stuff you smack around not break, not die from being smacked around, helps you recover, keeps you young, and pretty much improves every other physical thing. You can also do fancy things like anime air slashes if you git gud at controlling it, but that will be on you to figure out.

Don't ask me how, but some people seem to naturally have more soul juice and also recover it faster than others. You can determine how fat your soul is in this section.

For **Free**, your aura is average amongst your peers. You can fight a couple of times, but you'll probably get exhausted with back-to-back serious fights if you don't have the time to rest.

For **100**, your soul is x1.5 chubbier than it should be, but don't worry, you're not quite spiritually obese either. But this does mean that your reserves start out x1.5 times larger than they should otherwise, recover x1.5 too, and develop x1.5 more than they should with the same effort as normal.

But if you spend an additional **50**, you may either get a flat x1.4 booster to your other spiritual energy reserves, which works the same way as above, **OR** you can gamble with it! If you decide to use the dice, then the formula will be: **[100%+ 10% x 1D10]**

For **300**, you got a pretty fat soul. Don't bother denying the facts, fatty, you're not "big character", you're just a fatty soul-haver like Jaune! Well, unlike Jaune, you actually get to know that your aura reserves start off "precisely" five times

larger than an average huntersman, recover at the same x5, and they continue to grow three times larger than they have any right to as you keep training. By spending **100** more, you may either get a fixed x4 that works similarly to your general energy pools, or you can take the dice. **[100%+ 50% x 1D10]**

For **600**, your soul would have a heart attack if I continued the fat bit I was doing. But I still need to elaborate about how much aura you have, so.. You got as much raw aura as a maiden has magic power. In fact, if your semblance can directly output aura to energy in a reasonably efficient way, you could stalemate a maiden's direct energy blast. And beyond that? It still recovers and grows with training at a x10 rate. We've reached the point of arguable redundancy.

You can spend **100** to either get a fixed x10 times booster to your spirit reserves, OR roll the dice for **[100% x 3D8]**

For **900**, almost OVER NINE HUNDR- No, it doesn't hit the same if it isn't even a thousandth. ANYWAY! We're getting into the loony here, so what is the metric we use by this point? Well, if somehow you could output all of your aura into kinetic energy, you could blow up Beacon as a whole single-handedly. It's a good thing this universe's power system doesn't have a "spiritual pressure" gimmick, or else you'd start being a living hazard to the people around you. And you both recover and evolve your ludicrous reserves at a whopping 50x rate! Now that's some starting shonen power creep!

Just a heads up that you should only take this if you think you can handle it, because you're holding way more energy than any other mortal has ever wielded, which makes it hard to tell what happens since you're the only one and only case somebody has ever had this much aura. Let me give you a bonus so you don't suffer too much. Take this perk: **Super Huntersman:** Your body is twice as capable of handling your internal energies and being enhanced by them without causing damage to you, and it diminishes the strain they should put on you by 25%. Now, hopefully this will help you out.

You know the drill, for an extra **100**, you can have a x30 booster apply to all your spiritual energy reserves. Or you can roll **[1% +100% x 90 x 1D10]**

For **2000**, you can go even further beyond! By choosing to dedicate 2/3 of the maximum points this jump has to offer to this bit, you gain x8 more aura than the previous option... Because we're running out of metrics to use. Please try not to throw around this much aura, or else you might start a natural disaster if you start yelling at the top of your lungs to power up. No, seriously, I hope you have outside perks or any other means to control or otherwise handle this power, because you have a couple magnitudes more energy than any human of this world was built to handle. Actually, let me whip up a new perk so you don't blow yourself up accidentally: **Legendary Super Huntersman:** Your body is 10 times more capable of handling strain and adjusting to any enhancement from your

supernatural abilities, and your own energy, be it aura or other types, only puts half of the pressure it should. This won't make you better at controlling your own power, but it will help you not kill yourself.

By this point, you've spent more than enough points, so you no longer have to spend an extra to get the bonus. You can have a x100 booster apply to all your spiritual energy reserves. Or you can roll **[100% x 50 x 1D4]**

For this last option, you gotta dedicate yourself to the bit. Spend every single point available from both your starting budget and every drawback, which is normally **3000**, but if you're using supplements that give you extra, you also have to use those extra points here if they're available for perks.

You did that? Cool, cool. Congratulations, you've become a SUPER HUNTERSMAN GOD SUPER HUNTERSMAN! Redundancy very much awarded. And yes, as implied, you have enough aura to match at least one of the brother gods, and you've probably got more aura than all of Remnant combined. You could blow up the moon if you figure out how to output a decent portion of your aura, but that's easier said than done. Your aura regenerates nigh-instantly, and it continuously grows at a steady proportional rate like the previous options.

Additionally, since at this point it would be downright required so you didn't blow up and take Remnant with you, you gain the unique perk **Super Huntersman God**: Your body naturally adapts to how much internal energy your soul produces, becoming godly by itself even without your internal energies should they be separated. And you suffer no strain from your own power over your body unless you use an ability to go beyond your soul's usual limits.

And finally, the overpowered absurd booster you were expecting is either a flat 2,000x... Or a **[100% x 1D100 x 1D100]** if you're feeling lucky.

Convolutd Semblance Perk (Variable) [Requires the "Obligatory Aura Perk" perk]

Right, so I parodied Dragon Ball power levels with the aura perk, so what do I do for semblances? Oh, I know, let's parody Jojo! Don't look at me like that. It was either this or copying FancyFireDrake, and he already got his style from another RWBY Jump, and Azrael got help from Andoriot to make his version. See, my version is different because I use letters.

...

What was that? Eh, must've been the wind. Anyway, to determine your semblance, you first pick one archetype that determines your Semblance's strengths, which are elaborated on **5 Attributes**, though some Archetypes allow some customization, those who have an 'X-' attribute allowing you to customize them to different extends. Once you've picked an archetype, you may spend an extra if you're willing to upgrade an attribute, upgrading normally costs a flat **100**, but **B to A** costs 200. OR you may downgrade an attribute one step below

to gain a **50% Discount** , or **Two Discounts** in the specific case of downgrading from **D to E**.

You may only downgrade three times total.

If you're interested in a specific aspect of a tier but do not care for the other attributes, like maybe you don't care for range? Then, to receive a **+** to your rank, you can spend a flat **50**, or for **Free** if combined with a discount, or **100** in the case of a **B+**, and just **50** if you use a discount. You may stack two discounts to make one **B+** free.

As an example, if you have **C+ Fancy**, your semblance has all the upsides that **C Fancy** has, but it has one attribute from **B-Fancy** (Could be the cool factor, dust compatibility, ease of usage, or the utility boost). You can only have two **+**

Ranks

Attributes Summary:

Bangfulness: Raw potency and output, using a **+** makes one specific trait of the semblance stronger than the rest of it.

Fanciness: Versatility/Utility + Dust (& other materials post-jump) affinity.

Camping-ability: Permanence + Range + usage subtlety.

Spamfulness: Energy efficiency + Ease of Usage + Limitations.

Dramatics: General potential + Emotional attunement + Toon Force.

More details on what each attribute does at what rank in the notes section.

Arch-type 0: Egg?! [Free]

Stats: [?-Bangfulness] [?-Fanciness] [?-Camping-Ability]

[?-Spamfulness] [?-Dramatics]

You don't have a semblance... YET. But everybody with aura can get one, so this is the option to let your soul produce a superpower organically. For better or worse, your semblance, when you unlock it, won't work off any of the attributes listed here, and I can't predict what you end up with. It only has enough fiat to work as intended, and none of the extra goodies provided by the attributes in this section. But if it does end up being negative, it won't have the same fiat drawbacks to enforce itself above any other perks/items you use to deal with it.

Arch-type 1: Lame! [Free]

Stats: [E-Bangfulness] [D-Fanciness] [X-Camping-Ability]

[X-Spamfulness] [D-Dramatics]

Options: You have one variable **C** and one Variable **D** to determine

Those are the types of abilities that are... Frankly, kinda meh. They can be useful in certain circumstances, even life-saving. But if we're being honest? It's the type of ability you're not going to use a lot of the time. So if you take this, you're either wanting a project to work on, or you're just cheap on points.

Arch-type 2: Cool! -200

**Stats: [C-Bangfulness] [C-Fanciness] [X-Camping-Ability]
[X-Spamfulness] [X-Dramatics]**

Options: You have one variable B and two Variable Cs to determine

You have a semblance that most would consider pretty dope to have, it's handy in a fight, but not necessarily combat-focused, like Ruby's Petal Burst or Blake's Shadow.

Arch-type 3: Fight! -200

**Stats: [B-Bangfulness] [D-Fanciness] [X-Camping-Ability]
[X-Spamfulness] [B-Dramatics]**

Options: You have one variable B and one Variable D to determine

This is the type of Semblance you wanna bring to a fight to end it. Think something with about the same "punch" as Yang's burn, but not necessarily as restricted.

Arch-type 4: Build-Your-Own! -300

**Stats: [X-Bangfulness] [X-Fanciness] [X-Camping-Ability]
[X-Spamfulness] [X-Dramatics]**

Options: Instead of assigning specific letters, you have a budget of "Option Points" of 10. All attributes start at E. Upgrading an attribute once costs 1. Yes, you can further spend CP afterwards to upgrade it further.

Go ahead and min-max!

Arch-type 5: Magic! -400

**Stats: [X-Bangfulness] [A-Fanciness] [X-Camping-Ability]
[X-Spamfulness] [B-Dramatics]**

Options: You have one variable B, one C, and one Variable D to determine.

You know those semblances that seem less like a single ability and more like a mini-magic system?

cough *cough* Schnee Glyphs *cough* *Cough*

Yeah, that's what you're getting with this option, something particularly versatile, with high potential when compared to your peers.

Arch-type 6: World-Tour! -400

**Stats: [X-Bangfulness] [X-Fanciness] [A-Camping-Ability]
[B-Spamfulness] [D-Dramatics]**

Options: You have one B and one C to determine.

Around the world! Around the world! Sorry. You have a semblance with crazy range, potentially covering the entire planet, kinda crazy, ain't it?

Arch-type 7: Min-Max! -500

**Stats: [X-Bangfulness] [X-Fanciness] [X-Camping-Ability]
[X-Spamfulness] [X-Dramatics]**

Options: You have 3 As and 2 Es to determine.

Pick what you care about, forget about the rest!

Arch-type 8 : OP! -800

Stats: [A-Bangfulness] [A-Fanciness] [X-Camping-Ability]

[X-Spamfulness] [X-Dramatics]

Options: You have two Bs and one C to determine.

You pick this if you want to have a REALLY strong ability that would be considered "cheating" if this were an online game. Speaking of which, yes, this would cover a gamer system as a Semblance.

Student Perks

Hijinks -100

Ah, school. The time of a young person's life when they engage with such good-hearted mischief as dropping a bucket filled with solid ice on the head of their friend. Eh? You never did that back when you were at school? Then you're clearly missing out on it. You can continue this world's harmless pranks with this perk. From now on, every type of prank you pull can, at your discretion, be mostly harmless. Depending on what you do exactly, they'll feel pain, but no actual damage, and they'll have no problem bouncing right off it. Though be warned that if you use this perk, your friends can start "adapting" to it and get their revenge. Basically, this perk can spread like an infection that works off pranks. But this only spreads to your friends and companions. Somehow, this actually helps deepen everybody's friendship.

Know-It-All -100

Oh yeah, you're a student. Who studies. Studiously perhaps. Though I am not sure what the curriculum from this version of Beacon looks like. Anyway, you're more than prepared for actually sitting down and reading stuff. You have this metaphorical switch in your head that allows you to put your full, undivided attention into studying. And maybe, just maybe, you actually enjoy learning stuff? Crazy. Besides that, your reading comprehension, speed, and overall ability to learn theory are boosted to the level where you can ace pretty much all exams with half the time dedicated to studying than normal. Weiss may or may not get jealous of you.

Growing Girl -200

You're a growing girl, or boy, or non-binary young person. And you need to eat. What do you need to eat? Whatever you enjoy eating the most, duh. Instead of boring basic biology and nutrition, determining how fulfilling & healthy food is, what determines that is simply how tasty you find the food to be to you specifically. Not only can you eat as many pancakes and/or cookies as you want to without getting fat beyond your ideal body type, but that diet of yours will actually be a boon to you. The tastier the food, the healthier it is. A warm cup of milk actually serves as decent medicine (at least for a common cold). Hell, keep eating this way, and you'll grow up to be just as strong as Nora is.

Ninja Secrecy -200

Friendship is great and all, but sharing a dorm does come with its downsides. Like your personal secrecy. Whether you are trying to keep your race a secret out of fear of vulnerability, or you simply don't want others getting into your "special stash". This perk has you covered. Turns out, you're pretty good at keeping your items and physical attributes hidden from public view. You know the spots people won't look for, and you can use weird, simplistic methods to hide your body features that somehow manage to fool others.

Junior Detectives! -400

Congratulations, you're officially a Junior Detective. And one helluva of one, too, to boot. You can make nigh-instant great deductions and cold reading on people, and somehow, through an odd sense of luck and happenstance, you'll keep running into cases. The supplementary mustache will be found in the item section later.

Crazy Kids -400

Consequences? What type of Grimm is that? Anyway, from now on, the law works on a "No harm, no Foul" rule when it comes to you. You can set a building ablaze, and you'll only get any sort of negative consequence from it, assuming it actually burns someone's belongings. And even when consequences appear, they will be drastically lowered for you. Hell, you might get away with spontaneously robbing a bank. Don't worry, the cats will quickly regrow their fur. Though this perk falters by the time your actions actually get lethal.

The Hunts... Dude! -600

Sorry, The Huntsman was taken already. But don't let that deter you from the fact that now you can be a superhero! Eh? Huntsmen are already kinda like superheroes? nope! What's the difference? Well, first there's your secret identity & your alter ego. You have this magical ~~girl~~ transformation where you can assume your superhero form, inserting whatever suit/armor you prefer, whether you have that equipment in your warehouse, pocket inventory, or anywhere else irrelevant. In that state, you're utterly impossible to recognize unless you allow it. Not only that, even in the most serious and edgy worlds post-jump, being in this mode compels "Saturday superhero logic" into the world. That means you'll stumble into would-be victims at the right time, and your enemies will act in a more childish, Saturday-morning cartoon villain way. They don't want to simply kill you, no, they want to use their fancy weapon specifically, obeying the unwritten rules of Villain Vs Hero confrontations. This doesn't stop them from being just as evil and twisted as they should be, but they'll be more dramatic and theatrical about it. Somehow, in this mode, you're 500% cooler and impressive.

Absolute Cool -600

You've done it, Jumper. You crazy son of a gun! You've achieved the main goal of every Student, Adult, and even Bad Guy! You're Cool, supercool even, the legendary super cool jumper! Your sense of style, how you walk, how you move, how you talk, how you dress, even how you fight! They're all supremely cool! Somehow, you have combined the assertiveness, the style, the composure, and the smoothness of Yang, Coco, Cinder, Qrow, and pretty much everybody who's considered cool in this world. You can continue to stay cool and collected in any sort of situation, even ones exponentially more serious and deadly than anything you'd encounter in even canon RWBY, the gods themselves could try to intimidate you, and you'd still be cool.

You walk, and people follow. Other cool people want to be you, too. You know exactly how to push and be assertive, and you know every line inactively without needing to be told. You can make pretty much everybody in this world simp for you with little to no effort, and you can retain your level of coolness passively with no effort. Mud, dirt, and the entire world simply refuse to strain you.

Adult Perks

Everything's Peachy -100

Remember Professor Peach? No, you don't. If you said you did, you were thinking of a fanfic, or you remember the one gag involving her. You have a similar ability to the invisible Beacon teacher in that you don't actually have to do your job to do your job, depending on the job. Let me explain, any sort of task that is menial (or at least can be made menial to your assumedly crazy standards), including teaching, can happen "off-screen". What does that mean? Well, that piece of time happened in a vague, hazy while you were off doing something else. The door you meant to fix was fixed, and the class you had to teach got the information inserted into their noggin, even if their memories of it are hazy. And all of that is performed as if you did it personally, using the lowest amount of effort you could do it. This perk doesn't work if what you had to do was actually pretty important or needed a more active & dynamic involvement than teaching the material.

The Fixer -100

You may or may not be a father, or a single father for that matter, or anything like that. But you are pretty gung-ho about filling in those shoes. Whatever type of work can be vaguely considered domestic maintenance, including being a dentist, is something you can perform. Decently. You're a 4.5/10 cleaner, engineer, carpenter, plumber, etc. Meaning you're considerably worse than a good professional, but at least you are still better than Tai as a fixer, though. It might be a drag, but imagine all the money saved for you and your hypothetical kids.

Bird Man -200

Because you're a man who turns into a bird? Nevermind. Seems like you had the same magic bird blessing thingy Qrow had, but then you had another talk with Ozpin, and somehow you got an upgrade where you can shapeshift more freely. Maybe you want to be a full human-sized bird? Or have a bird head and a human body? Or vice versa? Well, you can freestyle switch between being a man and a bird in different ways. You don't need to be a Crown, but you still gotta be a bird to remain thematic.

DOCTOR Jumper -200

You might be a good teacher, but you're also a doctor, with a doctorate. You are a well-read professional of whatever subject you dedicated yourself to master, and it shows. Not only do you have all the knowledge that would imply for a mundane

earth version of the subject, but also the version found in Remnant; the same applies to future jumps. And yes, this perk ensures that people address you as a doctor more often. Can be purchased multiple times, and after the second purchase, its cost is halved **(to 50 for Adults)**

Uncle Jumper -400

The next generation of huntsmen needs inspiration and role models, but whether you're a good role model or not is dubious. You may or may not be a bad boy, or you could be the polar opposite, as a rule sticker. Either way, you seem to be pretty respected by those younger than you, especially younger members of your family. You're the cool uncle or the graceful older sibling, depending on how you present yourself; you can successfully impart the lessons you find more valuable to those younger than you. This perk also adds a toggle to this jump and future ones that allows you to insert yourself into a family by becoming the older sibling or a young uncle/aunt to someone in the (assumedly young) protagonist's generation. This lets you retroactively influence them a little; you can impact up to five mild traits, like weapon preference, their opinion of what's cool. music taste, their moral framework, etc. This won't make them drastically different from canon, though.

Good Dad -400

Inspiring kids is all well and good, but that's only a fraction of the package that being an actual parent entails. And you? You would be a good parent, assuming you aren't already. You know a pretty good balance at taking care of a child to make them capable, moral, and overall fondly remember their happy childhood, and in turn love you back. That is all wholesome and stuff, but this perk does provide you with DILF/MILF energy as a bonus. Though you may or may not need to lie about your age if you try online dating.

Omnipresent Oldie -600

Do you know that cartoon trope where every job is done by the same guy? Then you already have a solid idea of what this perk is all about. Similar to the old man, you can have a truly absurd number of jobs, all at once. If it is for the sake of some type of job, you can indeed be at multiple places at once. It just works, or rather, you just work. How many jobs can you do at the same time? Enough jobs to cover all of Vale, plus a few more. And some of those jobs you somehow manage to stumble unto will give you access to some pretty secretive places, like the place Ozpin stores the Fall Maiden, by just being the janitor. Yeah, you can gain access even to that place, maybe you just have a trustworthy face. Of course, you can abuse this, but you're probably going to get fired if your boss finds out, or worse, depending on what you did. But hey, working that many jobs sure is going to give you a fat paycheck at least.

The Adult In The Room -600

Alright, there's time and place for goofing off, and then there's the polar opposite. When tensions are running high, people who should be cooperating and having a discussion are at each other's throats. In those moments where everything falls apart, and somebody becomes traumatized and/or depressed, when certain people are very close to making terrible mistakes, your presence will gravitate so that you can be "the adult in the room."

You have this trigger where you immediately are taken seriously, and your rationale takes over completely, everybody around you sits down, at least metaphorically, and hears what you have to say as you ease tension completely and make everybody around you argue and talk about a subject like adults should. Ego, paranoia, and emotions cool down in those moments where everybody should share the same overall priority.

You also gain this instinct that gives you a heads up and guides you to the right moment and places where this ability of yours is best suited, and you can help people when they are at their lowest.

Of course, you're not going to use this perk ever here. But hey, I am sure that will be invaluable eventually somewhere more serious.

Bad Guy Perks

Hench-Main-Man -100

Now that's new, you're a henchman who actually knows what your boss wants to do and can, presumptively, do a good job at it. Your boss doesn't even need to give out an order; you already have an idea of what they might want you to do and what they might like you to do. Of course, this perk also extends to giving you an intrinsic gut feeling for what you can get away with. I heard there's a young lady who isn't as young as she claims to be who's looking for better henchmen if you're interested.

The Heel -100

In a world as light-hearted as this one, what is the role of a villain besides being a nuisance? Not much, actually. So you might as well do a good job at the one bad thing you can do here. You're a natural heel, always butting in competitions and whatnot in order to be petty. What's more, the "Good Guys" types will often agree to participate in games or competitions, where the stakes are basically zero, but if you win, you get to humiliate them and bask in your superiority. Or something like that.

Bullying -200

Ah, to punt some loser and/or nerd, and/or a racial minority. It probably won't make you popular, but you can freely partake in that school tradition. But I do find it kinda weird that nobody interferes. I mean, some are under the mentality of "handling things themselves" despite having a friend who could kick their bully's ass in five seconds tops, or have three teammates who are all one year above the bully who never notice the bullying?

Whatever the cases may be, whenever you bully someone, circumstances lead to it being essentially a "1v1". The authorities won't really care if you're a dick, and the passerby effect is in full force even if it's a school filled with idealistic and/or hot-headed students who don't even have much of a concern for rules in the first place. Of course, once you do something too extreme for what can be considered "bullying", then this passerby effect stops. And nothing stops you from getting your ass kicked if you bite more than you can chew, although people who are already timid or lack self-confidence are more likely not to fight back, period, even if they honestly should be perfectly capable of that.

Boobytrap -200

Heh, the text said trap. Whether you did or did not attend Cinder's presentation on the subject, you seem to have mastered laying traps on food specifically. From the classic dynamite stick, to something more unorthodox like putting a possessive monster thingy into a waffle. Hell, you can even figure out how to boobytrap flan, you're that good. And yes, somehow your traps are hard to notice.

Minion Work Relations -400

Grimm might be soulless, but that doesn't mean they are heartless. Though being heartless doesn't stop them from killing & eating people, but whatever. They are basically fully sentient, well, at least in this world, they are. What's more, whether you're a Grimm or not, they seem to regard you as their boss. Assuming Salem herself doesn't decide to change the pecking order. You can boss them around, make them listen to you and your plans, and coordinate attacks. Well, at least in theory, being sentient isn't the same as being competent. The Grimm here are still pretty dense. In future worlds, this perk also makes the mooks/heartless/soulless enemies sentient and able to hear your commands, as long as they don't have a bigger boss they would prioritize over you, or what you're asking doesn't go against their nature, or if they already had a will of their own before this perk applied to them. But then again, you can always smack that hypothetical boss around to make yourself the new boss. Just remember that this won't change their nature by itself.

Someone's Dum-Dum -400

How is a bad guy supposed to find good help? Oh, you just found them on the street? Really? Yes really. Well, at least sometimes. Similarly to how Cinder stumbled into Emerald and how Torchwick would meet Neo, you're oddly fortunate at finding a capable henchman. And assuming your personalities aren't antagonistic, or you simply don't mess up, you find very loyal partners/henchmen this way.

What's more, in this jump and in future jumps, you can retroactively "recruit" a companion by making it part of your backstory, letting you companion pretty much anyone who's a 'neutral party' and who doesn't have any prior

loyalties/ties, unless your background aligns with a specific faction, in which case you may recruit people of that faction. This causes you and that companion to already have history by the start of a jump, making them basically your sidekick. You still have to pay to recruit companions according to the jump's ruling for that, though, but this perk effectively skips the "convince your companion-candidate to come along with you" rule.

Criminal Mastermind -600

What sets you apart from any punk off the street, angsty racial-warring terrorist, and/or megalomaniacal girl with mommy issues? Well, my friend, the answer lies in a quote from a certain supervillain: "Presentation!" And also the perfected skill of making your pockets become very fat by disregarding the law, that also helps. To put it simply, you're a cool, respectable villain with a flair for the theatrics, and you know exactly the time and place for theatrics; you'll hardly be caught lacking because you yapped a bit too much, but at the same time, you can truly enjoy your work dramatically.

And you're masterfully good at your job; you're the person to look for if somebody is looking to amass massive amounts of resources non-legally. As you can continuously pull heist after heist in the most efficient way possible. And you have all the expected abilities of a Saturday-morning villain, such as constructing borderline sci-fi tech for either traps or weapons.

Oh yeah, also you're a pretty good thief at the baseline level of stealing stuff, can't forget your basics!

Nefarious Plans! -600

Your machinations lay undetected for years, for you are a master of deception-ok enough of that. So you know how Cinder got away with acting like she's a student despite being in her 20's? And you know how, due to the comical nature of this spin-off, this quirk gets exaggerated? Yeah, that's exactly what this perk does. People, especially people you're trying to deceive, are a lot more prone to simply.. Not noticing stuff, or questioning stuff, about things involving your nefarious plans. Even if you screamed that you had nefarious plans out loud, as long as you gave out a less-than-decent excuse, you can cover for that sort of blunder.

This is only active when you indeed have some sort of nefarious plan, or at least one large scheme, the scheme's morals don't necessarily have to be "evil" despite the perk's name. But once you pull off your nefarious plan, then all bets are off, so I hope you thought your nefarious plan through.

Items

You know the drill, origins get their items discounted, discounted 100s are freebies.

General Items

Compost King [Free]

It's a board game where you collect fake plastic compost to become the compost king and win. Comes with cute little plastic cows.

Manly Mustache -100 [Free with "Junior Detectives!" perk]

You have an awe-inspiring, assumedly manly mustache. Whether or not it's a real mustache or a fake one is up to you. It's the ideal mustache for you, compliments your aesthetics, and fills you with confidence and vigor. Not only that, but people are more likely to treat you seriously and consider what you have to say simply because you have a mustache. If it is a natural mustache, it will grow just the way you want it to.

Reactionary -200

This is a big cinema theater connected to your warehouse. Inside it, you can let the big screen play any piece of media that you have ever seen before, and from any world you have visited. Wanna make your new buddies watch how wrecked their lives would be if you did not exist? Or maybe you just want to watch videos/shows you already enjoyed, but with you and your associates conveniently replacing certain characters. Something, something infinite multiverse.

Student Items

Smu- I mean Literature -100

This is quite the collection of books to read. What type of books? Well, the type of books you would be interested in. You get a couple dozen of them per jump to get you entertained, as well as one series that will continuously be released during your stay at any particular jump. Yes, even if you're in a doomsday world, the creator won't die and will be able to release his series to its conclusion without any hiatus or narrative hiccup, at least for your stay in that jump.

Sugar -200

Not just sugar, there's other stuff on it too, but it's mainly sugar. You can pick one type of sugary food, like cookies or pancakes, and you'll receive a daily plate with enough of it to feed several individuals, or feed one Ruby or one Nora.

Wheels -400

Maybe you got it from your grandma, or you just bought it. Just pick whatever vehicle you want, and whether it's a normal bike or a motorbike, somehow

through toon logic, it will keep up with professional street racing AND normal racing cards. It just works.

Penny Model J -600

Hey, remember how a perk way above said how being a robot, and by extension Penny, was so busted? Yeah, your benefactor was kind enough to offer you this exclusive Penny model, gift wrapping included. Oh, right, you can just... Recruit Penny in the companion section for way less. Ok, alright. This option does come with additional benefits, though: First, this version will update herself and assimilate the technology of future jumps, those upgrades being as advanced as Penny was in RWBY to that world's new standard. Secondly, should the worst happen and she is destroyed, she'll come back in like one month tops. And thirdly, this item will count as both an Item that can be upgraded and a companion to be imported. Optionally, this doesn't even need to be Penny and instead a OC robot, or a copy of Penny.

Adult Items

Drone Camera -100

It's a Drone Camera, but with fiat, it doesn't need to recharge, and it will fix itself in 12 hours should you somehow manage to crash it.

Man! Up! With Port -200

You're privy to a set of videos tape of Professor port that showcase how to be a man in various contexts, like survival, building things, how to deliver a baby, basic manly stuff. Somehow, this helps you to act in a "manly" way, whatever positive interpretation of manhood you subscribe too, and is educational and entertaining.

Quest Marker -400

"Why do stuff when you can get enthusiastic protagonists to do stuff for you?" If that sentiment is something you can get behind, then I've got just the thing for you. This isn't so much of an item, but a "marker" you can attach to an object, whether that's an item you have in your possession or not is irrelevant. Once that is done, you can ask a protagonist/side-character/somebody with relative plot relevance, assumedly young and bright-eyed, and they will fetch it for you. Assuming they actually sorta trust you and you're an authority figure. They have mild plot armor while doing the task, before you get too guilty about abusing their trust.

They'll believe it's some sort of ultra-important mission or whatever, and they will eagerly go find the thing you want.

Good To Know -600

Knowledge is power, so naturally, this item is the strongest! You have a copy of all of Beacon's library, both the canon one and the one from this world (whatever difference that makes). Not only that, but you can request specific books, though

most of them will be simple and easy to understand. But once per jump, you can request a complex book that has the solution to whatever serious problem/goal you have (hypothetically at least).

Of course, there are limits to even this. The more complex/difficult the subject, the larger and less helpful the book will be. Something easy like "boredom" will give you a book that helps you with a hobby that suits you, if you ask something like "how to master [X] power system?" you'll get a very massive scroll about the details of a power system, with knowledge and information at least as far as the people in settling have mastered, but if you try something cheeky like "How to I get my Spark" then you'll get a book that gives you the rough stretches of how sparking works and gives you a run down of how different benefactors would deal with letting their jumpers spark. You can request books for simpler stuff, like learning how to make puns, at will, though.

Bad Guy Items

Iconic Hat & Suit -100

The clothes make the villain, at least one with style. You have an admittedly stylish get-up, including one headpiece of your choice that will iconically be tied to your image and make you all the more of a proper villain.

Planks -200

Maybe you're mute, or maybe you just want to do the cartoon bit; either way, this item is a very specialized niche pocket dimension you can "pull" out of your pockets that will preactively have the message/drawing you thought of when you picked the plank up. Sure makes being mute and expressive a lot easier.

Kitty Killer 9000 -400

And other evil weapons thingies! You have a collection of generic weapons meant for evil things, like every evil weapon and trap shown in this world. You got some borderline sci-fi stuff like laser blasts and stuff like that. They are somehow more effective when explicitly used to do evil stuff, or at least petty stuff.

Depress Delivery -600

Get it? Because the Grimm are attracted to negative feelings and junk? Ah, forget it. You got a contract with a multiversal delivery service that is somehow still less morally bankrupt than Amazon despite selling Grimm off. You can request normal Grimm up in the dozens per day, though more special Grimm, like the Gheist, are only one per day, and you can stockpile requests up to a thousand Grimms. But any Grimm on the level of the **400** price range that **GrimDerp** described? Yeah, those only show up once per single year. Don't worry about power creep, the catalogue of selected Grimm updates every jump you go to, allowing you to select Grimms that parody other enemy mooks, like Koopas and Goombas, etc. This also covers kaiju, though those would be in the "Once per jump" category.

Friendship!

My Jumper Is... Interesting. And Also... A Person [-50/100/200]

This is a simple Import option for your companions. 50 for a single person, 100 for three people to form a team of four people (including you), and 200 to import eight companions. They get **600** points to spend around with an origin. Odds are that they will act more cartoony and let loose; it's more of an atmosphere thing than a fiat thing, though. This is a pretty good jump to chill in.

Red Vs Blue Shirt [-50/100]

You wanna try to show somebody from here how far the rabbit hole goes? Jokes aside, that actually... can get kinda messy. Everybody here is a gag version of themselves, who are overall more innocent and/or loony than their original selves. You sure you want them tagging along on the more serious and dark jumps I assume you'll eventually be going through?

Well, it's not my call to make. But I can at least offer you to "pseudo-merge" the Chibis with their canon selves to make them more functional. To what degree is something I leave it up to you, but you could have a version of Cinder who retains the campiness, but with any shade of "evil" between her chibi version and her canon version. Alternatively, you may pick a fanon/specific fanfic interpretation of a character, but this only affects their personality and does not change their abilities beyond what they should canonically have.

For **50**, you can invite a single person if you manage to convince them. While for **100**, you have your shot at convincing an entire team.

Cake Butler -50

Poor cake butler, forgotten as a single bit in a spin-off gag show while his spot as Weiss' favorite butler is taken by a character with an actual name and background. You wanna adopt the poor guy?

If you do, then his skill set includes being a butler and cooking. He can cook most things, but sweets are his speciality, especially cakes, if that wasn't obvious enough. He can count as either a follower or a companion.

Dingos -100 [Free with "Minion Work Relations" perk]

I present to you the duo of Mike & Marty, two beowolves with human-tier intelligence who are buddies with one another. For whatever reason, they have decided to follow you instead of their instincts, even being more loyal to you and your cause than Salem herself. And as such, they happen to share the same companion slot, and by extension, the same perks they get from being imported. Besides that, they are just two regular beowolves, though after following you, their natural grim maturation process seems to have skyrocketed to ten times faster than normal.

The Best Boy Of Today -300

Every show has its Diva, and you seem to have found yourself with quite the special Good Boy/Girl. Your new pet is so special that they get a whopping **600** to spend on this jump, though they get the **Adorable** perk, as well as the boosted version of **Still Not A Furry** for free by default.

Your pet is ridiculously proficient at everything a pet could be, smarter than most humans here, scratch that, they are objectively smarter than any ordinary human here. Your pet can only be matched against **The Best Boy Of History**.

Toon Kevin -400 [Discounted with "Minion Working Relations" perk]

There have been a couple of mentions of cartoon and toon logic in this world, but this fella right here seems to be the one who has been affected by it the most, as well as mastered it. Meet Kevin, his counterpart played a very big role in destroying Beacon in another universe, but Kevin's fate in this world would be getting his tail kicked by Penny without even being shown.

He died after that, but don't worry, he got better from it the moment you purchased him as a companion. But he was changed from the experience.

Now, he can switch from a cute **Chibi** form that is a bit less than 9 centimeters (3 feet tall, more or less), while retaining his full kaiju form as an Alt-form, similar to how you switch forms. He retains his strength no matter the form, though. And as implied before, Kevin has access to full-on toon logic that he can weaponize, not on the scale of full-on reality warping, but he can do stuff like shape-shifting his body like he was made out of rubber, and generally acts like a toon. In terms of intelligence, he can understand you and think with reason, but he acts mostly like a cartoon animal (Think Tom from Tom & Jerry and Pluto from Disney), and he has developed a rather mischievous personality.

His growth rate as a Grimm has been elevated to be x10 faster than normal, and somehow, he just seems to be able to develop more abilities related to dragons. Also, yeah, he mastered the art of reviving himself through cartoonish means.

Chibi Jumper [500/1000]

Aw, Jumper! Look, it's you, but tiny! Oh, wait, you're also tiny because of this jump. Anyway, from the very pricey price above, as you can guess, this is your chibi counterpart. And since you're (assumedly busted), then this little guy is also going to be busted. For **500**, they'll have your body mod + all perks & items you got from RWBY-related jumps. For **1000**, they have every single perk & item you have.

Though do keep in mind that even if on paper your chibi is your ego, your chibi, due to being naturally a chibi, is a lazier, more distracted, unserious, and slightly flatterized version of yourself, making him considerably weaker than you. But hey, at least they are cuter than you, yes, even if you have ridiculous cuteness perks yourself. Your chibi counterpart does genuinely like you, though.

Abused And Neglected Male Reader -400

"Pain is best known by those who have walked in hell"...

What we have here is a tormented soul who's- No, I can't continue with this bit. What we have here is a very dramatic, very chuunin-esque, edgy lord whose name is... 'Y/N'? What? Let's just call him Yan Nin or whatever.

Yan Nin was an orphan boy who got adopted into the Xiao Long household under false pretenses-

, and for whatever reason, the entire family, Taiyang included, really didn't like this guy, so they constantly belittled and tormented him.

Until he left that house and began his awesome journey or something.

Apparently, he's also a natural ladies' man, at least he got that brooding thing working for him, and he's also a very amateurish fanfic writer. And he has some fancy **Phoenix Fire** powers that I'm pretty sure are not a semblance, but they're equivalent to the **Arch-type 8: OP!** semblance option, and he has the perks **Ninja Secrecy & Nefarious Plans**.

Why is he tagging along with you? Well, recent events (not that recent actually) gave him an existential crisis above where his path of revenge would lead him, so he'd rather tag along with you. He has forgiven the Xiao Long family, mostly to free himself from the burden of revenge.

Drawbacks

Well, that's that. My job here is almost finished, so I'll just whip out a couple of zany drawbacks and call my RWBY jump finished! I fell like I'm forgetting something though...

BOINK

Serves you right! Look at this Foolish Fool. He thought they could make an RWBY Jump without a WEAPONS SECTION!? AFTER SPENDING FIVE PAGES ON A SEMBLANCE SECTION AND GET AWAY WITH IT?!? HERESY!!!

But do not worry, my dimensional traveling friend, you are in good hands now, because I, the main character, will save this jump! You can trust me because my name is on the title, so the jump is mine; those are the rules!

Ugh... How do I do this thingy again? Oh, lucky! The guy I beat up had a manual in his pocket. Oh right! Points. I make the points first. That makes sense. CP? That's an awkward name. Okay, so to make points, I have to find the boundary thingy on the right layer of... The meta thingy? Then I have to pick up and highlight the... Platonic ties in? Then I do something, something Rubedo? Rubedo kinda sounds like Ruby, so that is probably good?

To make points, I have to do this thingy in that place while holding this other thing? What's a "Synchro summon"? Pendulum? XYZ? Oh boy, this might take a while.

Ruby Weapon Building Yup!

Okay, I think I got it now. Instead of making the point, I just borrowed a couple points from that guy, and I put my name in them, and suddenly they become RP (Ruby Points) that you can spend on my section! And I just have to write stuff that kinda fits. So far so good. Apparently, the “fiat” thingy just fills in the gaps? I only have +1000 RP to give you, and I do not know how to make drawbacks for more points, so we only have this to work with, sorry.

Extra Goodies

So I do have to do sections to organize stuff? Makes sense. Here is where I put the stuff that is not your weapon, but is also cool weapon stuff you can have.

Fail Safe [(X)]

That guy really doesn't like it when there are any leftovers of any type of stipend. Look, he even has this that gives you an emergency stipend if we run out of Points! I rigged it so you can spend **50CP** for **50 RP** in a pinch. Maybe that guy wasn't that bad? Just sorta bad. Because it only allows for JUST **50 RP**. Weirdo.

You WOULD Download A Car -25 [Can Be Purchased Multiple Times]

Hm... I would feel kinda bad for just offering my friends weapons like that, but then I watched a video on that guy's computer with cute bunnies that said copying is not theft, so I guess it's alright. I guess it's kinda cool to have two Crescent Roses going around. Oh, right, describing stuff. You can replicate any iconic weapon from any character from the RWBY franchise, and upgrade them using this section.

Dust To Dust [Free/25/75/100/125...] [Can Be Purchased Multiple Times]

For **Free**, I can give you this large rock ore that makes one specific type of dust and regenerates itself daily. How large? Eh.. About as big as my head? That is a lot of dust.

For **25** though, I can give you a rainbow rock that makes all the... Cannon Dust? I meant Canon. The Rainbow rock produces all the Canon dust. What even IS a canon anyway?

For **75**, you can get this weird... Large rock ore, grey blanky dust thing that happened when I tried to mix raw points with dust in a blender. It looks ugly, but when you make it touch another material or energy, it creates a new type of dust! Like this “Uranium” dust I just made. I do not know what Uranium is, but it sounds cool!

You can keep constantly paying **25** more to get more of the grey blank dust mixture.

Let's Be Greedy! -100 [Can be purchased multiple times]

You know, they say greed is a sin, but I don't see what's so wrong about taking TWO cookies, or having my cake and taking a picture of the cake. It was a good cake, and I want to have it and eat it too!

So why can't we do the same for weapons? We can, it just costs more because of this dumb system that cares about “balance” or whatever. So every time you buy this option, you can have a completely separate weapon with a different pool of **RP**. It has the same budget as your main weapon has, so basically, your second weapon has **+1000RP - Every RP Spent in Extra Goodies Section** (Including this option itself)

Smithing Room -200

I met this strange golem tree lady when I was trying to figure out how to do the points thingy. She kinda looked at me funny for some reason. I had never met her before. Weird. Anyway, I borrowed a couple of things from her, and I figure you could use a smithing room, too! So I can put this cool room with everything you need to modify all your stuff, and because of fiat, it keeps updating to have stuff that can modify everything you own without you having to worry about that OOC stuff. Especially stuff from previous worlds you forgot to use, and it even makes play technologies from other worlds play nice with each other to craft cool stuff. You can even “merge” the fiat of any two items you have to get some sort of crazy combined effect! But merging a merged item gives diminished returns.

Weapon Type

Do I need to explain weapon types? It's not like you do not know what a weapon is. But leaving the text box empty is awkward... This writing stuff is tough! Oh yeah, you can pick two types for free, and they will combine, either normally or through mechaswift. But you have to pay **25** more for every extra after the first two. Making convoluted combinations work with fiat is difficult, you know.

Stabby

Weapons that you use to stab or slash, anything that has a blade. If I could, I would be shamelessly biased and give you more points for picking a Scythe, but I do not know how. So I will just stare at you cutely until you submit to my will.

Boinker

Melee weapons that you use to smash enemies. I heard Nora saying something about everything looking like a nail once.

Boomstick

This is a gun. It shoots people. Flavor text.

Throwing Thingies

Stuff that you throw around. Like grenades and stuff. And bows too.

Tank

Defensive stuff, like shields and armor. Also technically mecha, but you can not have the big stuff just from this. If you want stuff bigger than human armor, then you pay for an upgrade down the line or have your mecha be imported. I wish my world had bigger robots with bigger giga breaker weapons...

General Upgrades

You finished thinking up your weapon? Cool! Now this is the fancy stuff! I read up that I'm meant to fill in this section with options that my world has, but that's boring! Okay, not my world, my world has a lot of cool stuff, but this is my one in a lifetime chance to go wild! So I'll just take a lot of stuff from that dude and give you everything I can think of.

Ruby Seal Of Quality[Free]

As if I would make any weapon NOT cool. Perish the thought. Or else I start using fancy words like Weiss! Look, I know what I am doing, and when I say your Weapon is cool? It is because your weapon is cool. Oh yeah, also, your weapon fixes itself passively with time. It takes 24 hours to be fully recovered from complete annihilation, and just a couple of minutes from being fractured. Gods, I love fiat.

Scaling Weapon [Free]

I am going through the trouble of making YOU a super awesome weapon, and I do not care if you can become a giant kaiju that can punch a bunch of multiverses! You. Are. Going. To. Use. Your. Weapon. So I slapped this fiat on the weapon so it keeps up with you, all other upgrades you can get aside, your weapon will stay equivalent to you, the same way a normal weapon would be to a normal dude. The weapon can even increase in size if you also increase in size to keep up with you. So I want to hear NO EXCUSES!

Important Import [Free]

Gasp! Jumper, I knew we were buddies, but would you really trust me with your baby like that? I promise I'll take good care of her! Or is it a he? Well, you wouldn't blame me if I just inspected it first? Geez, geez. No need to look at me like that. I'll give it back to you after I am done, pinky promise. You can't blame a girl for being curious! Fiat doesn't let me steal stuff from you. How do I know that? I tested it, duh.

Anyway, you can import any weapon you had, though you do lose one of the “freebie” slots for your weapon type. And if you happen to already have a mechaswift weapon.. Eh, I'll let it slide and still give you access to the perks of that weapon type.

Mechaswift [Free]

The thing you know weapons do in my world. Do you want me to say the catchphrase too while at it? Fine, fine. Say it with me, Jumper: “It's also a gun”.

Comes with a convenient compact form and lets you switch between its forms easily enough.

Double -25 [Can be Purchased Multiple Times]

You get a replica of your weapon. Because two is better than one. It has pretty much everything the original had. Oh, and it is cheaper than making an entirely different weapon since I just have to press Ctrl C and then Ctrl V.

Ore Upgrades [Free/25]

I don't know why, but that guy I knocked down had this large chest filled with a lot of ores and stuff. Dunno why there was a rectangular blocky chest just lying around, so I just took it all because it looked useful. If he didn't store it in a fancy vault, then he probably doesn't mind it if I just take it. There's a lot of stuff that normally doesn't make for good weapon materials, but those ores are magical and have cool stuff that I can infuse into your weapon for cool upgrades!

The prices are a bit weird though: For **Free (+ the ores price (most are free though))**, you can pick one upgrade + the ores price (most are free though). But for **25 (+The Ores total price)**, you can make up a combination with the effects of three different ores.

Wood Upgrade [Free] [Requires 1 Ore Slot]

Look, I know having a wood weapon sounds lame, and wood isn't even an ore, but let me cook! So basically, I really don't know how, but making your weapon out of this wood

causes it to knock back people, like a dozen times more than what should be normal. Also, it channels magic twice as fast. Guess that's why wizards use wooden staffs?

Gold Upgrade [Free] [Requires 1 Ore Slot]

Gold is fancy! But what does it actually do for your weapon? Gold is as durable as it should be, so not very and it makes your weapon a bit more frail and less durable. But the upside is that, for whatever reason, having your weapon be made out of this material makes it 25% faster in all aspects. It also has a better affinity for being enchanted. Dunno why, but this upgrade also makes you more popular with pigs and pig-related races.

CobbleStone Upgrade [Free] [Requires 1 Ore Slot]

Not gonna lie, I just threw random stones and mixed with fiat to see what happened. BUT! I made something kinda cool. Adding this cobblestone material to your weapon makes it be 500% more destructive on the environment in a fight, and when you use it to mine/overall extract items, it makes the process a lot easier by letting you mine multiple times... How do I explain this? Okay, imagine you can normally mine one single block; now you can mine nine blocks at once! And it also lets you extract twice any precious material, or not-so-precious material. Though it can't make an infinite feedback loop of material you already extracted. Every material extracted by your weapon.

Iron Upgrade -25 [Requires 1 Ore Slot]

There we go, some actual, sensible material to make a weapon out of! This metal is sharper than nature intended and is more durable as well, and that stacks with **Scaling Weapon** proportionally. Besides that, this Iron is also very good at catching on fire, and making your enemies catch on fire, but it doesn't make you catch on fire when you use it. Actually, scratch that, this Iron is good at catching most elements. It makes a HUGE kaboom if you combine it with dust.

Diamond Upgrade -25 [Requires 1 Ore Slot]

Do you like my Scythe, Scythe? Heh. Wonder how the guy who sang the original song is doing? But back to the diamond, this diamond, you know how diamonds are meant to be brittle? Yeah, this diamond didn't get the memo. It has all the upsides of being so hard, being as proportionally hard as a diamond is relative to Iron for the **Iron Upgrade** option above, but somehow is considerably more durable than iron. This diamond material is amazing! The only problem is that it doesn't have any fancy abilities.

Emerald Upgrade -25 [Requires 1 Ore Slot]

I kinda had high hopes for this one, considering how freaking strong Diamond was. But Emeralds are.. Alright? They are about as strong as the **Iron Upgrade**, but this ore shines not in fighting, but in talking? Yeah, I don't get it either.

Whenever you use it, people seem to make better deals and look at you more favorably. Actually, every material reward that is done using this emerald weapon gives double the boons when it makes sense to do so (and when it does not, it doubles the quality).

I don't know how, but it also just makes you seem more heroic and awe-inspiring. I guess that green does look pretty fancy.

Netherite -50 [Requires 1 Ore Slot] [Requires One More Ore]

I know I've been saying that a lot lately, but I don't know what this stuff is. But I can say that it makes whatever ore you picked to be a lot tougher and stronger. Any other material coated in this stuff becomes almost as strong as Diamond, and it makes diamond twice as tough! Your weapon has basically infinite durability. I don't know if its durability even has a limit: Trust me, I tested it. It won't burn; acid does nothing. I tried dark magic, but it just ignored it. Seriously, I called it quits after fifteen hours.

Ruby -250 [Requires all 3 Ore Slots]

...Look, I was curious, alright?! I mean, you would do the same thing too in my position! And it worked! Yeah, really. Turns out mixing FIAT with Ruby, when it comes to **RP**, y'know, Ruby POINTS, there was massive synergy. This upgrade doubles the effect of any

weapon upgrade that was brought by **RP**, and boosts both future and previous weapon upgrades by **1/3** of their potency. But for some reason this only affects upgrades and not the weapon's baseline abilities, weird.

Weapon Waifu -100

When I searched for that guy's pc, I searched for weapons stuff to find some cool ideas. Then I saw this "Weapon Waifu" link, I thought it was about waffles, but spelled wrong to be cool, how wrong I was. I saw FILTH, Jumper. Pure, undiluted, FILTHINESS.

But after cleaning my head, I think the idea was pretty cool. Imagine if Crescent Rose were a person who could turn into a weapon!

So let me just transport a spare soul I found here, it says here that it's a "vegan made" soul, and shove it down your weapon, and then it gains a body and sentience based on its history with you and collection. Your weapon now becomes a companion who can telepathically communicate with you at all times, can switch between a humanoid form and their weapon form, as well as hybrid in between stages, and counts as both a companion to be imported and an item to be carried on, letting any perks you give to them to be abilities you can both utilize together when you're using them.

"MY [X] IS MY SOUL!" -150

I know that deep down, REALLY DEEP DOWN, we all want to be weapons. So why not? Now, lie down. I don't know how much this will hurt you, so just bear with me. It's worth it for a cooler weapon.

You okay, Jumper? It didn't look that painful. What changes now that your weapon is part of your soul? Well, lots of cool things. First, you can just store your weapon in your soul instead of carrying it around, and you can draw it out whenever, from what looks like thin air. Secondly, your weapon grows alongside your soul, and also all your magic stuff. And it's also the strongest vessel for all your spiritual abilities. Also, every power that is a thing your weapon has, it's something you have innately because you're the weapon, duh. If you picked this with **Weapon Waifu**, then your weapon is your

pseudo-soul-twin? An aspect of yourself? Like some sort of persona? I feel a bit of Deja Vu when I say that word.

Collaboration Upgrades?!?

Ruby Rose! Did you think you could hijack this document and get away with it?

I mean, my name is on the title, so yeah. Pretty much that

Cmon sis, dad taught us to share. Don't forget the WBY in RWBY.

But this is my section! It has my name on it!

To be fair, you did also just copy our weapons without permission earlier. Fairs fair.

Alright, fine, but just because I want the best weapon customization section ever. This writing stuff is hard.

Weiss Perks

Dust Expertises -50

I am aware my leader has already provided you with an option for dust, but there is a difference between having a weapon that can use dust and one that can optimize it to a master level. I am offering you the choice of making your weapon become so proficient at using dust and, in the future, other esoteric materials, to be able to harness incredibly potent combinations. Using a mixture of two types of dust is doable, but with enough mastery, you can achieve much more. You could very well use your weapon as a great catalyst to merge your outsider abilities with foreign materials.

Frigid -100

I struggle to this day with the common misunderstanding that my semblance has ice powers. Yes, that is the element I favor the most, and yes, color-wise, ice matches me the best. But I digress. While I would highly recommend you pick ice, you can instead select any other element for your weapon to be aligned with. That way, you can directly convert your energy reserves (stamina and any other esoteric innate resource) to make

your weapon produce and manipulate your chosen element. Combining this boon with **Dust Expertises** causes them to increase in potency by 200% when their strengths are combined.

Ice Kingdom -200

I swear I didn't write this. Ruby, did you mess up with my part when I wasn't looking?

What do you mean, it just manifested when my semblance touched your points? Very well, I suppose there is no harm in reading it then. This boon gives your weapon the ability to mimic my glyphs, fitting, I suppose, since this option was born from me.

Though instead of you having the Schnee Semblance, you can utilize your own abilities through the Glyphs your weapon makes.

Not only that, but through brief bursts you can... Manifest an echo of some idealized version of yourself? I don't know where that comes from, but that form this boon provides you is a “next level” (roughly one magnitude?) version of yourself in terms of strength and mastery of your form, taking an appearance corresponding to how the user perceives themselves and how they want to be, however using this form is taxing, not being able to be used by even jumpers who have enhanced endurance for more than ten minutes, one minute for a normal person. And that form might also amplify a person's negative traits if the user isn't self-aware about themselves? That's... Strange, to put it lightly.

Blake Perks

GET OVER HERE -50

Do you wish to know the secrets of my art of using a ribbon as a weapon? Very well. All you have to do is this, then that, and some of that, and there. Your weapon can now work sorta like Gambol Shrouds' Kusanagi form, the ribbon it uses staying firm and elastic so you can swing it around however you like.

Kinky -100

...Really, Yang? Did you have to mess up my perk name to be that? Ugh. Whatever. Your weapon is very good at constraining others in some way, even slightly depowering opponents when it pins them down, whatever bindings you may employ, holding far more firmly and tightly than they should really do. Not only that, but at will, you can make your weapon go completely silent so you can better sneak around. Yang, stop laughing. You're horrible.

Kage Bunshin -200

It seems what happened to Weiss also happened to me. I think that's what happens when we try to pour our aura into that weird energy Ruby called points. Your weapon now has an ability similar to my clones, as it can multiply itself ad infinitum, the only limit being your own energy reserves. The clones are several times more fragile than the original, so much so that any opponent near your level can break them without issue, but they are as deadly as the original is. The clones can be of the weapon itself, or the ammunition, in the case of Bows and similar.

And, similarly to what happened with Weiss's capstone, you also gain access to a powered form. Though mine seems to be a lot edgier and angsty-based. The power is the same, but it seems to feed on negative emotions and overall regret. That's probably not very healthy to use, so be careful with it.

Yang Perks

Starting Off With A Yang! -50

Ah yeah! This upgrade thing is all about helping you explode crap up! All explosive power, kinetic force, or just straight-up TNT, is doubled! A big fat x2! Short and sweet.

Crashing & Burning -100

Not you, we want the bad guys to crash and burn. You know how Ozpin definitively stole my semblance gimmick and put it in his cane? Yeah, your weapon has something similar to it. It can store up to a hundred times the force of one of your serious punches. It stores kinetic force from your own attacks and any attacks it is used to block, and then it can dish it all out at your command.

Like A Dragon -200

Okay, let's be cool here. What do the jumpchain gods give me when I touch the fiat thing?

Oh this? I can see it. Oh yeah. I can work with this.

So, you know how I can just burn when I am angry and burst into flames? Uh? You say there is another version of me that can't do that by just feeling angry? Weird. Okay, back to your weapon, your emotions can empower both yourself and your weapon directly. Especially anger for some reason.

You can go even further beyond with enough emotion; you can enter a shiny, transformed state when somebody REALLY pisses you off, and that makes you super strong. Like a x10 booster? Maybe a x50 booster if you REALLY, REALLY are pissed? But after that, you kinda crash and burn exhausted, depending on how much you use it. But even with that, I think my superform is cooler than Blake's and Weiss'. Not to compare, I am just... Saiyan. Heh.

What's a Saiyan anyway?

Specific Upgrades

Okay, girls, now that you have had your fun, you are going to help me out with filling the rest of this section with upgrades for the weapon types, right?

I have very urgent and very serious Schnee business to do right now convenie- I mean inconveniently this instant. Bye!

I am more of a reader than a writer, so I'll just take my leave.

Sorry, Rubes, I ran out of puns.

GUYS! Ugh... Fine, I can do the rest myself. Specific Upgrades are upgrades exclusive to your weapon type, or weapon types. You remember picking those, right?

Stabby Upgrades

NIPPON STEEL -25

Some people can get very... Elitist about their blades. You might be one of them, because with this upgrade, your blades are very much folded to a ridiculous extent without making them more fragile. Not only that, but your blade's edginess seems to be some sort of base multiplier to any other upgrade, like some sort of high-frequency thingy-majick or lazer thingy

COUNTER! -50

Not quite a full counter of sorts, but close. You see, your weapon is incredibly good to an absurd level at reflecting damage, assuming you have the timing right, even being able to reflect that power elsewhere. It also lets you slice things that really shouldn't be possible to slice, like laser beams and explosions. No, I don't know how it works.

Lightworks -150

WE ARE MAKING THE MOTHER OF ALL LIGHT SABERS JUMPER! You see, instead of your blade having a physical material, it has one of pseudo-magical “hard” light, which retains all attributes and advantages of the materials you would have, while having a

condensing heat aspect to it. You can flare up the light and sorta shape it with your will, making you able to use it to a devastating level, though it drains your energy to do so. And speaking of energy, you can adapt your lightsaber to have the attributes of your different energies. Imagine cutting some fool with the raw energy of unadulterated radiation!

Boinker Upgrades

OH THAT'S A BASEBALL! -25

Your weapon is pretty good at throwing other things with surprising accuracy, and they only break if you want it to break. Things you smack are tossed at twice the force they normally should.

Devastation -50

Now your blunt weapon has some serious wrecking ability, straight up piercing through most types of protection and letting all that sweet, sweet, kinetic force straight to your target. Even when you strike your target's body directly, the force sorta corrects itself to their more fragile points.

Charge Up! -150.

Normally, people can't simply just “hit harder” past a certain point just by focusing and gritting their teeth hard enough, but logic is a thing, and a thing that fiat doesn't seem to care much for. Now, when you use your weapon, you can basically charge it up indefinitely. Though your mobility is reduced by ten times your normal when you do so. But when you let that attack out? Oh boy, all that accumulated force is equal to how hard you could hit it multiplied by the amount of time you dedicated to charging it up. Try not to blow up the planet accidentally? Please?

Boomstick Upgrades

Wall Hacks -25

No jumper! You're going to get banned! Oh, wait, you kinda are already a modded player. Nevermind. Your weapons vision can now see through walls, and has an upgraded vision that lets you see ghosts and other stuff, pretty much everything that is meant to be invisible. Everything is in your sight.

360 no scope MLG -50

Now you can perform the legendary gamer maneuver, the ultimate disrespectful finisher. And when you DO 360 no scope some n00b, you'll deal x36 more damage than you would normally.

Fullest Auto -150

Jumper, use this responsibility. But you can nigh-infinitely increase your weapons firing rate to frankly silly lengths by spending your general energy pool. Not only that, but you can convert your energy reserves into ammunition, with the ammunition taking the traits of said energy. Remember that increasing the fire rate x2 will make each shot cost twice the energy/resources necessary, and regular material ammunition can only go up to x10 normally.

Throwing Thingies! Upgrades

Trusty Boomerang -25

Whatever throwing thingy you use, it now comes back like a boomerang! And twice as fast if it were already a boomerang! And if something stops it from coming back, or it is gone, it comes back in like five minutes.

RANDOM POOP GO! -50

When you throw random things, that seems to catch folks by surprise a lot of the time. And in a pinch, you can always open up a portal from your warehouse and throw something from it. And it sorta shapeshifts slightly to be in line with your weapon, so if you just happen to have a torpedo in your warehouse and your weapon is a bow, your torpedo can become a torpedo arrow!

Good Demoman -150

If you were a BAD demoman, you wouldn't be here picking this option! But to be fair, this option is kinda a cheat. Your explosives can only be exploded through your intent. Yes, you can mentally command your throwables to explode. And their TNT force is increased twice, which they should not normally have without this upgrade. You know instinctively what your explosives will blow up, and you can even limit and condense the force of an explosion.

Tank Upgrades

Damage Sponge -25

You wouldn't be much of a tank if you weren't capable of covering for others, right? Okay, so your weapon now has a mode where, somehow, maybe through a light bubble shield or something, it can cover up your allies. Or at least give them some sort of defensive shield on contact.

Parry This, you filthy Casual! -50

But why take damage like a chump when you can just say no? At least if you have the sick skills for it. Like the **Counter** option from Stabby upgrades, you can redirect damage, assuming you get the time right. The difference? The damage goes back to your target, and you push them instead of cutting them.

GANTAI! -150

AW YES! NOW THIS IS WHAT I AM TALKING ABOUT! BANZAI!

Cough Okay, let me compose myself. Your weapon now has the ability to merge and take increasingly larger and stronger/more durable forms by combining with other weapons/mechas. But those forms take a massive amount of energy that keeps increasing with the size/power of your weapon.

Final Upgrade

Okay, I think that guy is going to wake up soon, so I noticed that I didn't get to experience what perk my aura turns into with the fiat, so I'll offer you this one final thing, then I am leaving. Okay?

Silver Weapon -300

Oh... Wow. Are my eyes really that important? Right, I don't have much time left. Okay, so apparently, this upgrade makes your weapon shine bright silver when it meets something that is evil, soulless, and/or a threat to the world. And it becomes the absolute bane of it, cancelling magic, etc., while ignoring any sort of resistance it stands against, letting out purifying sheer energy. Though it's hard to handle your weapon for long during its state, this weapon would let you slay evil that should, in theory, be above your pay grade. Your weapon seems to be... Tied to hope conceptually? I don't really get what that means, but it sounds important.

Right, that's all! See you later! Bye Jumper!

Huh? Why did I fall asleep out of the blue like that? My head is killing me. Geez, I'll be late at posting this jump at this rate. Oh, hi Jumper... Let's just ignore that and move on; we're almost done anyway. By the way, did anybody mess with my jump? Eh, I'll just press the safety button when we're done, that resets everybody who isn't meant to be here to how they were before. Of course, this doesn't apply to either of us, just any intruders.

WHAT? I WILL JUST FORGET EVERYTHING? NO! I HAD SO MANY BLUE PRINTS! SO MUCH LOOT!

Did you hear something, Jumper?

Drawbacks

Short, Sweet. Ladies might love it -0

This is a gag spin-off. You probably have better things to do, so instead of a whole decade, you can just spend one year chilling here. Vacations start to drag on if they take too long, you feel me?

I Wake From Dreams Only To End Up In Nightmares -0

I.E. My convoluted supplement option. Pick one other RWBY jump, including fanfictions and/or crossovers, though if it's a crossover, some of the other franchises' characters might show up here and alter things a bit. You'll keep the relatively less silly stuff from here, like being an android, for your origin in the serious RWBY jump, but the cartoon physics schtick? Stays exclusive to this side until both jumps' time ends. At that point, the timeline merges, and so do the companions you merged (I.E., you recruited Ruby, then the two Rubies merge). You only need to get one companion from the companion section of one of the jumps, and not both RWBY jumps, for this to happen.

With Friends Like These... +100

This place has a big culture about pranks and such, right? Well, you and your friends, companions included, are being influenced more than usual to this place in order to prank you a lot. Some might be funny, but don't expect it to be good-hearted all the time. People here can be arses at times.

No Laughing Matter +100

Hey, remember that Dad Jokes perk from all the way back at the start of this jump? Yeah, you're going to be on the receiving end of it. Maybe one of your companions got the idea that puns are the highest form of comedy, or somebody you've been looking up to hanging out with will start making lame jokes. And you can't stop them.

Sugar Crash +100

You're afflicted with a less-than-healthy urge to consume a sugary good of your preference. What's that problem with that, you might wonder? Well, eat too much, and you'll "overdose" and have really weird, sometimes even existential or even meta, fever dreams. No, that sugar isn't actually cocaine, I've checked. But it might as well be as far as you're concerned. That can't be healthy for your body, let alone your mental state.

Mute Button +100

...

[You Can't speak, Dum-Dum]

Love Subplot [+100/+400]

Ah, high school life, where love is in the air. No, I lied. There are hormones, but nobody here, except maybe Qrow, actually has any successful romantic endeavors. But that doesn't stop them from being in the "Will they, won't they" limbo state. The same applies to you, Jumper. Maybe you can resolve your feelings and do something about it by the time this jump is over, but for now? You get nothing!

For **+400**, your lover/would-be-lover is a yandere. And you can't confront them about it until this jump's end. Have fun with that.

I Am Sorry! +200

Aren't semblances awesome? You get one superpowered tailor-made for your soul, what's not to love about that? Well, they feel a lot less awesome when you can't control their activation. And you are one of those examples. If you sneeze? You trigger your semblance. You get spooked? You activate it. Stumble your toe? You get the idea. Hopefully your semblance isn't something too dangerous...

Nefarious Plans? In My Beacon Academy? +200

It's more likely than you think. Cinder has got in their head that you're the ideal target for sabotage for her nefarious plans and will act accordingly. A bit more lethal than the average prank from here, but it's not that she's very competent, let alone her minions. And because of that, you also forget you took this drawback. And you become a lot more oblivious when it comes to Cinder and CO.

Uncool +400

Sorry to tell you, Jumper, but the universe has deemed you uncool. And you should expect to be the butt of jokes because of it. That doesn't mean nobody likes or appreciates you, but your attempts at being cool and impressing anyone are doomed to fail. Not to mention that the universe has decided to just be unfortunate towards you in general, if something can go wrong in a way that makes a fool out of you, then that's what's going to happen.

SHE AWAKENS! +400

The heck is Salem doing during all of this? Napping? Probably Napping. Well, she was, until now. Now she awakens and... Yeah, this is still a gag spin-off, so there are no apocalyptic stakes even with her. But she is serious trouble for you. If you are a bad guy, she'll be especially demanding of you to prank and troll Ozpin. If you are a Student/Adult, then you'll become a target of Grimm. Salem simply doesn't like your face.

Hi~ Friend~ +800/400RP

Hello new bestie candidate~ Do you remember how I couldn't figure out how to do the drawback things to give you more **RP** for more cool weapon upgrades? And how I also

would be reset back to before knowing about your chain once you were done with your build? Well, I learned to make THIS "drawback" to solve both problems. I just needed to put in the condition that oh... It's just a small thing. You give me access to your warehouse and all your weapons and stuff. Nothing crazy, you even gain more Ruby Points to spend on cool weapons! Though I don't get it, apparently, to make a drawback, you need to put it in a negative condition, and the worse it is, the more points it makes? But why is it that when I'm asking this simple question, the drawback gives out so many points? Maybe it's the power of friendship? Yeah, that makes sense. Did I mention that this drawback also makes me a mandatory companion? Of course, my team will tag along too. Cmon, you can trust me. Please do not resist.

You're really thinking about picking up the most loony version of Ruby as a companion? I guess she spared me the trouble of making a weapon section... Though I'd appreciate it if she asked instead of stealing my stuff. Anyway, while she can't hijack other jumps, both due to not no longer being the protagonist whose name is related to the title and also not getting the jump on the others authors, Post-jump, Ruby has learned how to produce more of her personal points, meaning she gains a personal inventory of "Ruby Points" (**RP**), which are mostly useless for you outside this jump, but it does allow her to purchase weapons exclusively, weapons that only work when she uses them. She gains **+500 RP** per jump, whether you insert her or not. And she will most likely go feral if you attempt to take or even borrow her weapons without asking.

HEY!!! DON'T EVEN THINK ABOUT IT!!! THE WEAPONS ARE MINE!!! IT'S MINE MINE!!! YA HEAR ME?!?! MINE ALL MINE!!!! A-A-AND WHAT'S MINE IS MINE!!!! A-A-A-AND NOBODY'S GONNA GET IT!!!!

See what I'm talking about? Me thinks seeing beyond has made her even more manic, the same applies to her team to a mildly lesser degree. Also, she has somehow gotten her hands into her own private warehouse, and she'll keep all the stuff she buys to herself. For getting just half of the points (600 **RP**), we can balance by merging her with a more grounded version of Ruby, either canon or fanon, just like the normal companion recruitment option (she'll still have her feral moments, mostly over cookies and weapons), the same applying for the rest of the team, or you can take 800 **RP** For the full looney Ruby experience.

Ending

It's been something, Jumper. I hope you had your fun and you carry over those fun times through whatever comes next. Innocence is never meant to last.

Let's Rewatch The Show!

You want to... Stay? I could judge you, but you do you. Hope you don't get tired of the jokes.

Show's Over

Stopping here is an even more perplexing option, but alright? You can go back to your native world. Farewell.

Can't Wait For The Next Volume!

About that... Nevermind. You can go into the next jump, Jumper!

Notes

I've been tongue-in-cheek in some sections of this jump, but this is all a joke and not serious, so I hope I didn't bother anyone. If that needed to be stated.

"Race" Perks: I decided not to make a race section because I wanted to add on a couple of perks attached to it, like the Cat Burglar thingy. And as you may have noticed, certain options let you mix and match them. You can be a Grimm Puppy (especially since there's a lot of fan art for that), or a robot puppy, or an android faunus. Why not? Also, Chibi Penny is busted.

Nothing. Bad. Ever. Happens.: Whether that takes away the villain's resources, like in Cinder's case, her identity as a Haven Student, or entirely negates her actions through happenstance (like Roman simply not doing his part), is up to you and your convenience. While the free version is always active in-jump so that no major events happen, it is still a perk that is trumped by drawbacks, so while not even the worst drawbacks are lethal, they also aren't completely safe. So watch out.

Minion Work Relations: While the Grimm from this world are pretty stupid, the intelligence level of mooks will vary. Recently spawned heartless from Kingdom Hearts would be about as intelligent as children, but you can imagine that more ancient heartless will be wiser/smarter.

Companions: No True OCs, the closest are **"Abused And Neglected Male Reader"**, who doesn't even have a proper name, and also **Toon Kevin**, which I was inspired by Toon Blue Eyes White Dragon, because I thought it was fun, and the poor guy barely showed up. Kevin is the nickname given to the Wyvern, y'know, the big dragon Grimm that wrecked Beacon. **Toon Kevin** is supposed to act like Toon Blue Eyes. The **Best Boy of Today** implies Zwei is the Best Boy of History. Please don't make them fight, at least not to the death.

Is the "I Am Sorry!" Drawback a Death Trap if taken with 3000 worth of aura?

Probably not, since it only affects your semblance specifically, and if you have that many points invested into it, then you probably have either a lame semblance or a dormant one. Hopefully, you don't awaken/evolve it until the drawback fades.

Then again, it's possible you got a semblance from another RWBY jump. In that case, hopefully, you also have a perk to seal your aura to reasonable levels until this jump is over. Or you'll probably destroy Remnant accidentally.

Ruby's Drawback: You deserve whatever happens to you and your stuff if you take that drawback and trust Chibi Ruby to not go mad with power. Yes, Ruby's

section does imply that every Jump made by me has its CP gathered from over-the-top children's card game summoning.

Detailed Attributes:

Bangfulness: Starting with a Y-I mean Bang. The Bangfulness of a semblance is pretty simple: How much KABOOM, literal or metaphorical, does it have? Think of it as the vague power output of a semblance. If the semblance is trickier, like illusions or something, then the **Bang** of it is what determines how stubborn, firm, lasting, hard-to-shrug off, etc. Using a + on Bang makes one singular and specific aspect of your semblance have the power of the letter above it.

E-Bangfulness: Your semblance has no match, because it has the might of a wet-fart. Whatever effect it has can be shrugged off by an average fighter without much issue. Your effect is less damaging than a mosquito bite; at best, it's a distraction by itself. Why would you want a semblance so impotent? This tier covers basic tracking, minor self-imposed mental effects, weak sound generation (equivalent to just a phone playing music), etc.

D-Bangfulness: In terms of direct impact, your semblance is roughly more or less as useful as just attacking/shooting normally. It's certainly not going to be pleasant to experience, if it is an attack, but it's going to be minor support in combat, assuming it's offensive/defensive-based. This rank covers mild flashbangs, mild acceleration, slow healing, stretchy arms, etc.

C-Bangfulness: Alright! Now we're getting close to the superpowers people actually would want in a fight. Abilities that, if combat-focused, would be handy to throw around in a battle without the need for specific situations. This rank covers fragile shadow clones, major self-imposed mental effects, smoke generation, attribute boosting (medium), middling healing in combat, heat generation by touch, etc.

B-Bangfulness: Here we have the true bangers! The actual strong stuff starts at this point. Abilities that can change the tide of a battle if offensive-focused, and even if they aren't combat-focused, output enough power to be useful outside of their "main focus". This rank covers superspeed, good luck, doing finger blast guns with the kick of actual explosives, Attribute boosting (Major), Getsuga Tenshou Mimicries (i.e., Anime Sword Slashes), heat eyebeams, illusions, invisibility, etc.

A-Bangfulness: This is the spot for the "hacks". Y'know, the stuff that is borderline unfair to fight against. Unless your opponent is significantly stronger than you, or happens to have specific methods to counter you in particular, you're pretty much guaranteed to win. Very much haxed. This rank covers mass

illusions, depowerment drain, full-on telekinesis, attribute boosting (Multiplier that can be elevated), power copying, durability piercing, etc.

Fanciness: Raw power isn't the end-all, be-all of a semblance. No, for jumpers of a refined taste, we have this category. This not only makes your semblance look cooler, but it also allows it to do more stuff better. This is what separates "Going Fast" From "Shapeshifting into a mass of character-themed borderline magical sentient particles alongside close items and living beings".

E-Fanciness: Ew... Your semblance has no style; it has no grace. It doesn't even have a funny face! Even if in theory your semblance is strong, it has a flaw that makes it extremely rigid. Trying to do anything but its most basic function will be a herculean effort. And frankly? Whatever effects it has are just lame. Even if you have **A-bangfulness**, it will be nerfed in application. Oh, you have mind control? You can only issue a single command at a time, and you have to sit down and word it perfectly, or else loopholes will screw you over. Dust likes to pretend your semblance doesn't exist.

D-Fanciness: Your semblance is pretty dull; the budget has not been kind to its effects. But at least it's presentable. Your semblance has one function, and trying to use it creatively will be a hassle. If you have super speed, then figuring out how to speed up beyond a straight line is going to be complicated. Basically, at this rank, you'll have to play ball with physics. Dust begrudgingly tolerates your semblance if you put in enough effort.

C-Fanciness: At this point, your semblance can sorta hand-wave physics for it to at least function "as intended", having the necessary secondary traits for you to not struggle with just using it. If you have superspeed, then you can zing and zang to your heart's content. If you have mind control, then your commands will be followed robotically, though complex orders aren't really on the table with just this. Oh, and your semblance also starts getting cool visual/sound effects by now. By this point, you can actually successfully use dust without much issue, and adapt other magical materials in future jumps.

B-Fanciness: Let's start with what actually matters: Your semblance's style is officially DOPE now, not quite awesome, but getting close. Your semblance is becoming so fancy that it has arguably multiple effects. If you have **B-bangfulness**, for example, your Semblance might have one or two additional relatively minor effects that are close to the **C-bangfulness** level of bangfulness. I.E., if you have Superstrength at this level, then it becomes "Super Athleticism" with a strength focus, and you can apply force with an unnatural level of precision. Dust thinks your semblance is cool, though, and cooperates when you apply dust with your semblance, same goes for future out-of-context materials.

A-Fanciness: Jumper, be honest, you actually want to own multiple semblances, don't you? Because, to be blunt, your semblance is like... More or less half a dozen semblances under a trenchcoat. All they need to do is form a loose theming, really. Though keep in mind that the abilities of your semblance will be limited to whatever your **Bang Rank** is. For example: If you have **A-bangfulness**, then you can either have two **A-bangfulness** "sub" abilities, or half a dozen **B-bangfulness** abilities, or a dozen **C-bangfulness**, or more or less half a hundred **D-bangfulness** abilities, if, for some reason, you want it. Besides that, your semblance is literally awe-inspiring, and you can achieve borderline magic with dust.

Camping-ability: Don't we have guns for that? Nevermind. Camping-ability here determines the range, duration, and subtlety of your semblance, basically everything that would let you use it "camp" using your semblance. Play lame, win games, I guess. Good thing this place doesn't have any online voice chats.

E-Camping-ability: Alright, so not only is your semblance touch-based only, but you have to be actively using it, or else they stop working; it is loud. Loud and very obvious. And it comes with a wind-up period to charge up. At this point, when you use your semblance, whether you shout "Hey! I am going to use my special attack!" doesn't matter, so you might as well yell out the name of your attack like an anime character. By the time you use your semblance, everybody around you has already seen it coming and probably has a good idea what it does.

D-Camping-ability: Your semblance is still loud, but at least now it doesn't come with an announcement. Its range is a couple of inches from your body, so it can reach roughly as far as your average melee weapon. But the powers of your semblance last a pretty short amount of time, though: Powerup semblances fade in a dozen seconds or so, heat generation fades supernaturally fast, healing needs constant contact, etc.

C-Camping-ability: If you want something trap-based, then you should have this rank at a minimum. Your semblance's range now is equivalent to the radius the average bullet could travel, its effects last up to minutes, two to three minutes or so if it's an active combat ability, to over half an hour if it is a passive/boobytrap type of semblance.

B-Camping-ability: Now we're actually getting to the point that you become a proper "Camper". Your semblance's range naturally covers up to kilometers. If your semblance is an active combat type of ability, then it has a poison-like effect that lingers over a fight. Should you use it on an enemy that lasts roughly ten minutes or so, essentially an eternity in a fight. Meanwhile, if it is a lingering effect, like portals or traps, then it can last up to several hours.

A-Camping-ability: Are you interested in a world tour or something? Eh, you do you. Your semblance now covers to.. Pretty much the entire planet! So basically every place that matters, you're not going to have cosmic battles here. If your semblance is the active combat type, then its damage will linger in some form for days without end. But if it is something like traps or portals, then it lasts for as long as you want it to, even if you go to sleep or your aura is depleted.

Spamfulness: Spamfulness is all about how often you can use the thing in the first place. Covers energy efficiency, usage requirements, the cooldown, the strain, and the baseline skill floor. If you want something like a Gatling gun or to just be annoying with it, then this is the rank you should focus on.

E-Spamfulness: Alright, time to pick your poison: 1. It is ALWAYS active in an inconvenient way, triggering without your conscious control. 2. It has a serious cooldown of several hours between usages. Or 3. Somehow, it drains a huge and disproportional percentage of aura & stamina to use. The point is that using your semblance is not going to be reliable most of the time.

D-Spamfulness: Your semblance needs a pretty specific trigger, like being shot with lightning. Sure, you might be able to make up for it with dust or something (depending on how **Fancy** your semblance is), but it still requires a specific stimulus to even be usable. Either that or it consumes aura at a very inefficient extent, roughly one magnitude less in the vague Aura to Semblance Output ratio, or it has a cooldown of hours between usage. Alternatively, your semblance might have a serious flaw if you aren't cautious, such as leaving you vulnerable, requiring your full focus, or leaving you mentally/physically fatigued.

C-Spamfulness: Using your semblance is.. Kinda alright? It doesn't take too long to charge up, the aura ratio is considerable but manageable, and you can use it a couple of times in a fight. If it is based on a requirement, then it's something you can reasonably manage in a fight, like taking damage. If it is cooldown-based, then it's enough that it can be used once or twice in a fight. Alternatively, your semblance might have a considerable flaw if you abuse it, like brain haze, jet lag in the used body part, a disposition to friendly fire, or causing hunger.

B-Spamfulness: Your semblance can be used pretty much whenever you feel like doing it. Doesn't have any requirements or conditions, and it doesn't cost a lot of aura to use. Eventually, you'll get tired, but that won't impact a fight too much unless it really drags on.

A-Spamfulness: Okay, so basically, your semblance works on autopilot. In a good way. It reacts to danger, it automatically corrects itself to work alongside your unconscious intent, bullets would bend over to hit right without you even dedicating brain power, shields triggering before your own reaction time normally

would react, and so on. Not to mention that using your semblance leaves no strain on your reserves whatsoever. You can truly spam your semblance now.

Dramatics: Either the rank that matters the most or the least, depending on how you view it. Dramatics is all about the drama, the comedy, the epicness, the narrative device that semblances can be. Yes, this covers potential by proxy. Because sure, every semblance can be trained to be better, but semblances really grow leaps in those do-or-die situations!

E-Dramatics: It's like your semblance actively avoids character moments, or is it the other way around? Either way, your semblance is oddly static; it serves one function, and at least for your stay here, it won't bulge or improve at all. If there is somehow a way for your semblance not to be relevant, then fate will make sure not to give you the opportunities to let your semblance shine. Also, your semblance is awful when it comes to bits or gags. It just isn't funny.

D-Dramatics: Your semblance is still far from having any protagonist; it doesn't have that 'main character flair' a proper protagonist's special ability would. But at least fate doesn't actively try to make your semblance less useful than it should be. Your semblance can grow. It just takes a while and a lot of discipline and effort. Don't bet on your semblance doing any last-minute saves. It still isn't very funny, but it isn't actively unfunny.

C-Dramatics: There we go! Now your semblance is proper "side-character" worthy levels of dramatics. If a situation where your semblance could be useful appears, odds are that you will be drawn to it, even if your semblance is pretty niche. And emotional development will steadily improve your semblance to a significant extent. Also, you find a bit more success when using your semblance for general mischief, the rules and limitations being more malleable for the sake of trolling or gags.

B-Dramatics: Forgot about having a "side-character" semblance, you have a "main-character" semblance! What's the difference? Well, your semblance is pretty reactionary, and you find that training it is pretty fruitful. Especially if there is a narrative/emotional pull for it. Let's say you lost a crucial fight badly, and there were very serious and defining consequences for it (not that this sort of thing would happen in this world, but details). After that fight, if you train your semblance, you'll see it growing and developing to counter those flaws that led you to your defeat, and your semblance is simply stronger the more dramatic the situation is. Pretty handy, huh? Also, you can just... Constantly train your semblance at a steady pace.

A-Dramatics: Your semblance has built-in plot armor. No, seriously. It gets stronger when you need it to, pushing its limits, full-on anime style. Your semblance actually gets powered up significantly by the power of friendship. Mid

fight. Your friend is about to die? Your semblance evolves because your friends believe in you. You're about to lose? Grit your teeth and lock in, and your semblance will power up, feeding off your willpower. Don't think this plot armor is absolute, your semblance will become considerably better when push comes to shove, but don't expect anything beyond working at 1000%, and even then, that's only going to happen if the stakes include saving the world or similar. Oh, and your semblance also becomes a gag-making machine. You could just let it be active passively, and funny things that somehow benefit you will happen. Like letting a clone out, and despite not being sentient, unmoving actually, it will help out your friends emotionally and secure you great deals. Or something like that.

Change Logs (1.1):

- better grammar (hopefully), along with minor tweaks.
- made "**Nothing. Bad. Ever. Happens.**" slightly pricier by 100.
- Revamped the Aura & semblance sections, "**State Mandated Convolutated Semblance Perk**" shortened to "**Convolutated Semblance Perk**".
- Renamed "**Actually Studying**" to "**Know-It-All**".
- Changed "**The Hunts... Dude!**" slightly.
- Buffed "**Absolute Cool**" so it also gives the traits of perfect composure and keeping your wits, no matter how dire the situation is.
- Nerfed "**The Fixer**" barely.
- Buffed "**Uncle Jumper**" so it gives a more defined level of influence.
- Renamed "**Stray Finder**" to "**Someone's Dum-Dum**".
- Put "**Manly Mustache**" in the general items, "**Man! Up! With Port**" replaced it's spot.
- Changed the companion export option to let you merge Chibi characters with fanon/fanfic depictions' personalities.
- Added "**Abused & Neglected Male Reader**" companion
- made "**Smithing Room.**" cost 200 and altered it slightly.
- Added "**Sugar Crash**" drawback, mostly because I needed another 100 drawback to round up the maximum CP available this jump to 3000
- Altered and expanded on Ruby's drawback a fair bit.