



By Cyberinit

In a future with theocratic cyborgs and flying mech suits lies The Citadel, a strange tower containing The Sleeping God. Cyborgs flocked to the citadel to worship and study this god however their dreams were invaded by a madness transforming them into brainwashed cultists. Soon the god will awaken and doom the Earth to destruction. You arrive in this world at the same time as the Martyr.

Here take these to help you on your way! +1000cp

Origins

Your age can be anything between 16-80 and you are free to pick your gender.

Drop in (Free): You're not from around here are you? You enter this world without memory or obligation.

Martyr (Free): You are a cyborg supersoldier capable of amazing feats of combat prowess and agility. You are extensively trained and are well experienced with combat. You have been assigned on the same mission as the Martyr, to destroy the sleeping god.

Cultist (Free): You have been in the citadel for a long time. Unlike your compatriots you have yet to go completely insane but even now you can hear him in your head.

Angel (200cp): You are one of the angels, the gigantic cyborg beings created to tend to the citadel and aid its inhabitants. Like Lysander you have managed to avoid being corrupted by the god so far however you can still hear him.

Location

Roll 1d8 to determine your location

1-8: The Citadel, seemingly the only location of note in this strange world, the citadel is both the cage and the fortress of the sleeping god. Within it lies dozens of parallel dimensions filled with screaming cultists and rouge angels.

Perks

100cp perks free for respective origins and other origins 50% off.

Drop in

Expert salesperson (100cp): You are skilled with dealmaking. You are great at buying and selling for the best price.

Unphasable (200cp): Horrific things have a harder time at getting to you. You're not immune to it but a tower full of insane murderous cyborgs is only vaguely unsettling and not panic inducing.

Expert Handyperson (400cp): You know your way around repairing things, from guns to mechs to tanks you have an instinctive knowledge of how to repair things.

Mental Immunity (600cp): You are immune to the mental assaults of the sleeping god. In future worlds you will be similarly immune to psionic and mental attacks.

Martyr

Martyr Training (100cp): You know the basics of all weapons used by the Martyrs and have basic combat training.

Agile (200cp): You are incredibly agile and can dodge and weave around projectiles. You are the master of platforming and are skilled at judging and timing jumps.

Inventory (400cp): You are able to carry way more weapons than you should be able to carry, up to 10 weapons without being slowed down at all and can equip and store these weapons simply by reaching behind you. These weapons are stored in a pocket dimension between use.

The Martyr of Death (600cp): You are a living weapon, meaning you are incredibly skilled in combat both melee and ranged. You are the best there is at dodging projectiles while doing other tasks such as shooting.

Cultist

Fanatical (100cp): When you set your mind to something you will do it. Your willpower is the stuff of legends.

Charismatic (200cp): You have the skills needed to run a cult. You are incredibly charismatic and are capable of winding people up into raving fanatics.

Enforcer (400cp): You are an elite in the cult, you are far more skilled and dangerous than the rank and file. In addition you are much more durable than you were before able to withstand multiple shots from a shotgun/

The Cult (600cp): Strength in numbers is the name of the game when you're fighting a super soldier like the Martyr. Once a week you are capable of summoning a small contingent of cultist soldiers numbering 8 grunts, 4 troopers and 2 enforcers who will fight the enemies in front of them before disappearing.

Angel

Angelic Appearance (100cp): FEAR NOT!, your appearance gives off a holy aura too those who gaze upon you, this is useful given that most angels in this world look like some kind of HR Geiger monstrosity.

Angelic Body (200cp): You are larger than most people and your body is much more accepting of cybernetics.

Angelic Knowledge (400cp): You know how to build the cybernetics and insane sci fi weaponry that exists in this world. With sufficient research you may even be able to build the artifact that will be used to kill the God that Sleeps.

Angel of Cybernetics (600cp): Being constructed from the ground up to be the ultimate fusion of flesh and machine means that you can take advantage of cybernetic augments more than most. Cybernetics just work much better for you than for others and are much less likely to malfunction.

Items

100cp items are free for origin, 50% discount on other items for their origin.

The angel background does not have items and instead gains bonus cybernetics points in the table below.

General

Axe (free): It's an axe, not much more to say. Looks cool though

Pattern Buffer (600cp) a roughly person sized metal rectangle the pattern buffer stores a copy of a person's body and mind and creates a copy on death. Purchasing this gives you a pattern buffer stored in your warehouse that once every 10 years will "respawn" you without ending your chain. After you gain your spark you will be able to use your pattern buffer an unlimited amount of times.

The Citadel (800cp): The Fortress of the sleeping god now belongs to you. A baffling construction the citadel comprises 35 levels each of which are in fact small pocket dimensions replete with their own sky and celestial objects. In addition the citadel is guarded by a small army of crazed cultist and robots loyal to you. The Citadel will appear in a place of your choosing at the beginning of subsequent jumps.

Drop in

Nice Hat (100cp): A really nice hat, you'll be just a bit more likable wearing a hat like this.

Laser Designator (200cp): A target designator for calling down airstrikes scarily quick, so quick in fact that you can't even seem to see the plane! You will be able to use 3 times per week to designate targets.

Armor of the Zealot (400cp): Not armor in the traditional sense of the word, this item appears once per week and when touched will disappear. The person who touched the item will have damage done to them reduced up to 50%. As the user takes more damage the reduction will diminish until it reaches 0% at which point the protection will cease.

The Artifact (600cp): This "Artifact" forged by the angel Lysander looks less like what one might expect a holy artifact to look like and more like a bomb. This bomb is designed specifically to kill the sleeping god, being immune to normal means of attack.

Martyr

Box of standard weapons (100cp): You gain a box filled with standard weapons of the martyrs and plenty of ammo, the ammo refills daily. The meta magnum a powerful hand cannon that doubles as a grenade launcher, The Auto-rifle an assault rifle that has a powerful built in laser capable of shredding humans to death in minutes, the Shockhammer a devastating semi automatic shotgun with a built in taser and the Chaingun a giant machine gun with a built in flamethrower.

Box of heavy weapons (200cp):. Two Flechette SMGs powerful sub machine guns that can be dual wielded, The Flash a four barreled rocket launcher, the Whalegun a powerful sniper rifle equipped with both standard and HE rounds, Satchel Charges equipped with a remote detonator and the Zeus Cannon a powerful plasma pistol that can kill cyborgs in just a few shots.

Mech suit (400cp): A powerful mech suit equipped with a devastating autocannon, dual machine guns and 40 rockets. The suit also has recharging jump jets that allow for limited flight.

Box of Superheavy weapons (600cp): You gain a box filled with superheavy weapons of the martyrs and plenty of ammo, the ammo refills daily. You gain a Heavybolter, an extremely heavy fully automated machine gun that requires heavy augmentation to lift. The Hyperblaster is a powerful plasma cannon that discharges a steady stream of plasma that melts anything in front of it. Finally there is the Redeemer, a big freaking gun that uses fusion cells to deliver a gigantic shot of a holy power turning enemies into ash.

Cultist

Robe (100cp): A stylish red robe that marks you as a member of the cult. Strangely inside the coat is a seemingly endless supply of throwing crucifixes.

Aerial Drone (200cp): A fully autonomous aerial drone that can be set either to protect an area or hunt and kill. It hovers over the ground and is armed with a plasma gun.

Tank (400cp): A giant tank that is armed with dual machine guns and a devastating main gun. The tank can remarkably be piloted by one person and can take an absurd amount of punishment before being rendered non-operational.

Gunship (600cp): A giant Gunship capable of both flight and hovering over the ground, it is surprisingly fast and is armed with twin machineguns. The airship is extremely durable, able to withstand multiple rockets before being destroyed.

Cybernetics

Everyone gains +400cp to use in this section, Angels receive an additional +800cp to be used in this section.

Arms Replacement (100cp): Your arms and hands have been replaced with cybernetic versions offering increased strength and endurance.

Legs Replacement (100cp): Your legs have been replaced with cybernetic versions offering increased speed, endurance, jump height and a powerful kick. Alternatively your legs can be replaced with wheels that grant a significant increase in speed.

Body Replacement (100cp): Your Torso has been replaced with a cybernetic version which increases your durability and endurance by a huge degree.

Rebreather (100cp): Your head has a gas mask that automatically unfolds around your face when you come into contact with noxious gas and other chemical threats.

Additional Limb (100cp): You can gain an additional cybernetic limb or leg for whatever reason

Cosmetic Augmentation (100cp): This allows for any cosmetic cybernetic augmentations that you may desire. After all, a lot of the augments that people have around here seem less than optimal.

Sprint module (200cp) (requires Legs Replacement): This upgrade to your legs allows you to move at a frankly absurd speed in any direction at the cost of a significant amount of your stamina.

Double jump (200cp) (requires Legs Replacement): Small jump jets allow you an extra jump in the air in order to reach far away distances.

Internal Care System (200cp) (requires Body replacement): Your body is now able to store food, blood bags and oxygen canisters. These can be used to feed yourself directly into your stomach, add blood into circulation to replace lost blood boosting your health, and add air to your lungs boosting your stamina. Your body can hold a truly impressive number of these items at 30 each ...somehow.

Integrated Weapon (200cp): A weapon of your choice that has either been imported into this jump or that you have previously bought in this jump can be added to your body in a place of your choosing, shooting at your command.

Arm Cannon (200cp)(requires arm replacement): Your arm has added to it a powerful plasma cannon that is capable of firing up to three streams of devastating plasma. This cannon can fold back into your arm to allow you to use your arm for other things. For an additional 100cp you can get an additional cannon on an additional arm.

Mega Arm (400cp) (requires Arm Cannon): The Arm cannon on steroids can deliver an ungodly amount of plasma energy with several more streams than on the arm cannon. This weapon can melt most things in a blink of an eye.

Cybernetic Armor (400cp): Your body is encased in cybernetic armor that significantly increases your durability and gives you a menacing appearance. This armor fully encases your body and grants a good deal of protection. This armor can fold in on itself to make you appear more presentable however you will not gain any benefits while it is in this state.

Levitation Augmentation (600cp): Fairly self explanatory this allows you to float over the ground. This can allow you to bypass pits and other obstacles and make you much more difficult to hit.

Teleportation Augment (600cp): This augmentation allows you to teleport a short range around yourself no more than thirty feet. This teleportation has a slight cooldown of ten seconds before you can teleport again.

Plasma Vents (600cp): A strange weapon seemingly employed by all the angels around your body you have discreet vents that shoot out streams of plasma. These are all around your body allowing you to spray plasma in any direction. Ironical for an angel to be the one to doom people to bullet hell.

Brain Expansion Tank (600cp): Possibly the strangest augmentation on offer here. Attached to your body is a tank filled with the brain matter of donors. This somehow gives you massively increased intelligence increasing the speed of your thought and expanding your knowledge.

Companions

Companion import (50cp): You may import or create a companion with an origin and 600cp to spend however they wish.

Canon Companion (100cp): You may select one character and should they be willing at the end of the jump they will come with you and join you on your adventures as a companion through the rest of your chain.

Donny the salesperson (100cp): Having entered the citadel to sell his wares just before the cult began their rampage Donny has been trapped inside ever since. Donny would be happy to lend his aid if it means being able to get out of here, either out of the citadel or out of this world. Donny has all the perks of the Drop-in origin.

Mary the Martyr (100cp): A new Martyr who was assigned on guard duty at the time of the incident. Up until now she has been protecting the survivors in the hub and waiting for reinforcements, and then you arrived. Mary has all the perks of the Martyr origin.

Cory the "Cultist" (100cp): One of the few people not driven mad by the Sleeping God Cory decided to simply try to blend in. Somehow Cory found himself promoted all the way up the chain to enforcer. He was guarding the entrance to the citadel preparing to escape when you arrived. Guilt Ridden after what happened Cory might be persuaded to join you. Cory has all the perks of the Cultist Origin.

Ally the Angel (200cp) The 8th angel of an as of yet nonexistent floor Ally has joined Lysander in protecting the survivors in the hub. Ally helped in designing the artifact and is very knowledgeable about the workings of the citadel. Ally has the perks of the angel origin and 800cp of cybernetic augments.

Drawbacks

No cp limit

Poor translation (+100cp): For some reason everyone around you seems... off. They speak English however it's full of typos and misuses of words. You'll still be able to understand the basics of what people are saying

Everything looks the same (+100cp): Everywhere you go seems to be in appearance the same blueish gray steel complex. Everything will appear rather monotonous.

Between Heaven and Earth (+200cp): Regardless of origin you now take the place of the martyr from the main game. Your chain will now end with the detonation of the artifact to destroy the sleeping god.

Reinforcements (+200cp): Extra cultists everywhere. There will be double the amount of enemies whenever you get into a fight, this does not apply to Angel enemies.

Hard Mode (+400cp): Everyone in the cult hits harder, moves faster and acts smarter generally making things much more difficult for you.

Crashes (+400cp): Your cybernetics seem to have a strange habit of crashing, when this happens you will be unable to use them until your software reboots.

Plasma vulnerability (+400cp): Any resistances you have that would make plasma less dangerous to you are now null and void. This is unfortunate given that plasma weaponry is one of the favored weapons of the cult.

No Powers (+400cp): You lose all out of jump powers and items for the rest of the jump

Bullet Hell (+600cp): any enemy that attacks you with projectiles will now shoot *triple* I sure hope that you're good at dodging.

Awakening (+800cp) The Sleeping god has awoken and brainwashed 90% of the planet. In order for the jump to end you will now need to fight through a much expanded citadel and defeat the now awake God in combat.