

DEATH BATTLE!

Jump by Drinkplentyofmalk

Who would win in a fight: Boba Fett or Samus Aran? Mario or Sonic? Light Yagami or Columbo? Power scaling, battleboarding, versus debating; whatever you call it, it's a force unlike any other. These arguments are destined to cling to the darkest, deepest corners of psyches, playgrounds, and internet forums, never to be resolved...

That is, until you came along, Jumper! You're now the host of your very own versus show: week in, week out, you'll be rigorously researching hypothetical fights between fictional characters, looking over their feats, equipment, and histories before presenting your findings in front of the camera. The format typically consists of presenting a connection between combatants, then giving each a dedicated analysis section, complete with an in-studio demonstration of their abilities! All of your research is fed into a state-of-the-art fight simulator, and then-

IT'S TIME FOR A DEATH BAAATTLE! ...Wait, so all the jumper has to do is sit around watching shows and playing games and stuff, demonstrate weapons and powers in front of the camera, then watch an awesome, custom-made fight animation where the characters they picked beat the snot out of each other? This has to be the easiest jump ever!

That's not quite right, Boomstick. On top of making sure that their research and presentation are thorough, each battle ends with a post-fight explanation where the jumper explains why one combatant won. This can get... contentious if they're not putting in the effort to show their workings! Pleasing your viewers is

the key to this jump, because near the end of your tenth year-slash-season, your show's parent company will go under...

Forcing you to launch a crowdfunding campaign to make more episodes of your show. If it isn't popular enough to meet the goal, you fail the jump. So, you gotta put in the work to raise your series into a healthy, confident young versus show, instead of telling it you'll be back after you go to the store to pick up smokes, and never coming back... hang on, I need a minute.

Ahem, let's wrap up this intro. I'm Wiz and he's Boomstick, and we're here to help you analyze their weapons, armor, and skills to see who would win... a Death Battle!

IT'S TIME FOR A DEATH BATTLE JUUUUUMP!

+1000 CP



ORIGINS



The Science Wizard

When Clark wrote his third law, he was probably thinking of you. You're a whiz who can crack any scientific quandary wide open... except for why you've decided to put your vast knowledge of STEM to use on a power scaling show, when you could easily be taking over the world instead.

The Walking Boomstick

You know how stuff blows up. Sure, you can pull your share of mental weight when you need to, and you're on the show because you're an expert on a specific subject like weapons, armor, or martial arts... but people quickly realize there's a lot more to you than that. Like being the only person in the office who can tell a joke.

The Research Specialist

Researching is a thankless job at the best of times, and you rarely see the best of the times. Still, you've got the energy, enthusiasm, and some approximate amount of sanity to keep yourself dedicated to even the most thankless of tasks, all with a smile on your face.

The Bloodthirsty Ringmaster

Research, statistics, figures... blah blah blah, are they trying to bore you to death? Your priorities lie in the spectacle of it all: nothing gets your heart racing

like stirring the crowd into a frenzy, soaking up excitement from the air like a sponge... and, admittedly, outrageous amounts of violence and bloodshed.

COMPANIONS

Companion Import (-50cp to -200cp)

Importing a companion from a previous jump to join you on this one. Each companion costs 50cp to import, and receives 600cp of their own to spend as they wish. Spend 200cp to bulk import eight of them.

Canon Companion (-50cp)

Spend 50cp to import any canonical *Death Battle!* character into future jumps. That is, if you can convince us to join you on your odyssey across the planes of existence... ah, who am I fooling. Ask any of us, and we'll jump at the chance: me, Wiz, Marshall, Jocelyn, and Mama Boomstick are all up for it.

That said, we won't have access to equipment we've created to demonstrate on the show, such as my black hole generator, or Boomstick's stand, 99 Bottles... though, I'd love to see what new, terrible things I could whip up for you with the right materials and inspiration.

Co-Host (-50cp, free if **Import** or **Canon Companion**)

A partner in crime to share your workload, at least on the presentation side of things. It costs 50cp to create an OC from scratch to fill this role, but it's free to give the position to any imported or canon companions you've already purchased. Whatever the case, their personality will bounce off yours to create an entertaining dynamic for the viewers... though, their sanity scales to yours.

Unpaid Intern (-50cp, free if **Import** or **Canon Companion**)

An intelligent, plucky intern to tackle the parts of an outline that you don't want to, without question, complaint, or pay. You can't foster your entire workload onto their shoulders, but you will be freed from at least one unpleasant chore per project. 50cp to create one from scratch, and free to give the job to a companion you've already purchased.

PERKS



Endless Demonstrations! (Free)

All the best research is a result of hands-on testing, and you're the best of the best. Once per episode, choose any ability, piece of equipment, performed feat, or learned technique belonging to one of the featured combatants: whatever it is, you have access to it, and can demonstrate it in front of the camera.

You keep everything off the clock, and it's all toggleable and stackable, like your body's made of raw fiat! Want the Devil Gene and X-Gene at the same time as a Stand and a Persona, while you perfectly disguise yourself like Scooby Doo? Maybe you wanna wield lightsabers, the Omnitrix, Power Rings, and both comic and MCU Mjölners? How about using Power Stars, Chaos Emeralds and Popeye's Spinach to super-charge Hadoukens and Spirit Bombs, and then paying off the property damage with your Bat Credit Card! ...Alright, what's the catch?

You can't keep any skills, mutations, items, or anything else created via this perk beyond the scope of this jump. The silver lining? You retain your full experiences and memories of using everything, so you have a very practical head start if you ever pick those things up during future jumps. Think of it as a taste of what it feels like to be an elder jumper.

Calcs (Free/-100cp)

You have an incredible memory for facts, figures, and benchmarks, alongside an uncanny skill at figuring out complex calculations in moments. If you need to figure out how much force it'd take for someone to fell a tree with their bare hands, or how fast they'd need to run to cross a country, or how much energy they'd need to output to blow up the Andromeda Galaxy, you know exactly how to quantify it.

For an additional 100cp, you can comfortably hold dozens of calculations in your mind at once, and cross-reference them with ease. Want to know how hard someone can punch, but haven't actually seen them do so? By chaining the calcs you *do* have, from their body weight relative to their neighbor's shoe size compared to the circumference of the moon, you can get a surprisingly accurate estimate.

Next Time Teaser (-100cp)

After any fight, battle, or other conflict, you can get a brief premonition of your next. Each of these teasers lasts around fifteen seconds, but provides enough information to tell you who your next opponent will be, along with other inferable details.

That's Right, Boomstick! (-100cp)

What's better than a catchphrase? A catchphrase that turns into an in-joke! When you repeat a phrase multiple times across different conversations, people start to find it amusing, endearing, or whatever other response you want it to evoke from them.

That Was an Extremely Close Fight! (-100cp)

And no one can prove otherwise. Let's face it, Jumper, even someone like you is going to lose from time to time, and some of those times are going to be embarrassing. With this perk, insist that any failure of yours was actually very close to being a victory, and people will tend to believe you no matter how one-sided it actually was.

Golden Tree Feats (-200cp)

You always know how to subtly present your actions to make them look significantly more impressive than they actually are. Conversely, you have an incredible intuition for when someone else is trying the same thing, even if you

don't know the specifics of how they didn't actually lift the whole sixty-plus ton tree off the ground.

One Minute Melee (-200cp)

You're a busy jumper, and you don't want to waste time on drawn-out fights, brawls, or military theatres that can take hours, days, or even longer. Just before any conflict that you're directly involved in, you may choose to simplify it down to only the necessary details and highlights, which are then rushed through as fast as feasibly possible. This does not change the outcome, but it does get everyone there much faster.

Use Promo Code DEATHBATTLE (-200cp)

Your show's name is now an all-purpose promo code, no matter where or when you are: it doesn't matter what jump it is, if a service utilizes anything remotely close to a promotional code system, your code will get you some sort of appreciable discount or free trial.

More Data Needed (-200cp)

Want to feature a character on your show, but find they just don't have enough material to spin into a full analysis? With this perk, simply focus intently on how much you want to see more of a fictional character to will more media featuring them into existence. They'll reappear in their series, or get a spin-off, or a compositable reboot, or show up in a crossover... no promises you'll like whatever it is, but you'll get it.

Pre-Fight Intro (-400cp)

Ever want to duke it out with an enemy, but you don't want to waste your energy burning through their army of generic underlings, or annoying environmental hazards? With this perk, focusing intently on an opponent within a mile of you will allow you to intuit the best direct route to their location; taking this route guarantees that any obstacle in the way can't do more than lightly scratch you, so you'll be taking on your enemy at your baseline strength.

Spite Match (-400cp)

It's important that you're impartial when deciding the winner of a matchup, but that doesn't mean you can't load the dice in your favor! Once per season, you can devote an episode to an obviously imbalanced spite match against a

fictional character you dislike, and the audience will take it in good humor. That'll teach them for bothering you on a previous jump. Once per future jump, you can focus intently on an individual you're aware of and could effortlessly defeat in a conflict; suddenly, contrivances allow you to reach their location in record time, just so that you can kick their ass.

Death Battle Cast (-400cp)

Your show has a weekly podcast where you and your staff discuss matchup ideas in the context of casual, low-research debate. This will never cut into any of your other commitments or deadlines, ensures you know how your fanbase will respond to certain matchups, and gets preliminary work done on any ideas you do turn into episodes. In future jumps, you and your allies can always find time for an hour-long break whenever an issue crops up, giving you time to relax and strategize beforehand.

Look At What I Found in the Trash! (-400cp)

Hey, an old script you threw out a decade ago! The humor's outdated, but you can still get a free episode out of it. With this perk, you've got a real knack for coming across your old, discarded ideas at opportune times to repurpose them.

Mid-Season Break (-600cp)

Managing hype can be hard, but you know that build-up gets your fans begging for more, while giving you time to devote to larger, more complex projects. Each season of your show gets an appreciable break in the middle for you to relax, work on episodes in advance... and do things completely unrelated to working on it? In future jumps, all time sensitive deadlines are significantly more generous, allowing you to get a *lot* more done in them.

Famed in Your Field (-600cp)

Some might laugh at the idea that someone who hosts a versus show could be a real name in the scientific community, but your genuine skill at researching shines through; everyone who knows about you wants your opinion on who would win in a fight between X and Y, and the biggest companies and factions in the world want you to crunch data for them. You can quickly make a name for yourself anywhere, no matter how specifically or narrowly you choose to apply your skills.

Ready for Rematch? (-600cp)

Maybe one of your old episodes has a glaring mistake, new material has made it outdated, or it's just plain awful; simply remake it, and negate all the bad press it's given you! Once per future jump, you can gain the ability to mentally time travel back to any conflict you have participated in during that jump. You do not have access to any equipment or abilities you've gained since then, but you retain all of your knowledge and skill, including your recollection of how things went the first time. When the dust settles, this new version of events takes the previous one's place on the timeline, retconning it.



ORIGIN PERKS

Each origin gets their respective 100cp perk for free, with all following perks in their tree being discounted by 50%.

The Science Wizard

Evil School of Science Graduate (-100cp)

Choose two branches of scientific study. You have incredible academic knowledge and first-hand experience with them, practically knowing everything about your subjects of choice... including how to push them to their limits.

Stronger than Titanium (-200cp)

Does some common worldbuilding trope, illogical phrase, or scientific misapplication get under your skin? It does now! Maybe it's the idea that someone could "see fast", or the constant invention of fictional metals superior to titanium with silly names: whatever it is, thinking of your pet peeve trope irritates you so much that you can't help but feel a burst of red-hot rage... which stimulates your mind so much, you find yourself coming up with solutions to problems you weren't even focusing on.

My Own Cybernetic Arm (-400cp)

It's usually treated as a given that mad scientists are experts of the cybernetic, and you're not one to break from the stereotype. You're proficient in building, maintaining and modifying all manner of cybernetic enhancements, from all-purpose robotic limbs, to enhancing your brain with additional processing power, to installing a metallic plate in any sensitive areas that your co-host might think it's funny to kick you.

The Cold Cosmos Forged my Emerald Crown (-600cp)

You're fantastic at adapting to new fields of study, and you're incredible at inferring details with a bare minimum of info: if you have access to the labor and resources, you can replicate any piece of technology you come across, no matter how complex, absurd, or seemingly impossible, with just a small fraction of data about it.

The Walking Boomstick

The Armory (-100cp)

Choose two subjects that are categories of weapons, vehicles, or fighting styles. You have incredible academic knowledge and first-hand experience with everything there is to know about your subjects of choice; history, technical details, and how to utilize them yourself.

Double-Barreled Bazooka Shotgun (-200cp)

Not only are you crazy about weapons, your weapons are pretty crazy too. Not only are you skilled at modifying any weapon or vehicle you get your hands on in mundane ways, you have a single specific item that can be endlessly refitted into new purposes, no matter how absurd. You just might want to rethink the logistics of using babies as ammo, though.

Bear-y Pun Counter (-400cp)

Contrary to what some might expect, you've got a razor-sharp wit when it comes to all forms of wordplay, including the humble pun. You have a quip for every occasion, and you're great at drawing other people into competing with you in the subjects of your choice. Someone wants to pick a fight with you, or is ignoring you? Just draw them into a drinking contest, a shooting contest, a calc-off, or... well, a pun-off. You're pun-believable.

Like a Groovy Party but Not at All (-600cp)

Your first words were "Beer, now!". Simple pleasures like food or drink never lose their charm no matter how much you binge them, and addictive or toxic substances have no effect, unless you want them to... in fact, your body chemistry has become so warped, you can ingest anything remotely edible, shrug off injuries that'd infirm a normal person, and, once per jump, simply choose to be knocked out after taking a lethal amount of damage.



The Research Specialist

The Sane One (-100cp)

There's information out there that would drive most to the brink of madness, but you've come across a lot worse. You have a skill for keeping the strangest, most mind-boggling, upsetting pieces of information in your mind as if they were just fun little factoids.

Mannequin Jocelyn (-200cp)

Researching, hosting, eating... you have so much to do, it'd help if you could be in two places at once. You have the power to imbue one effigy made in your image with a fraction of your very being, allowing you to see, feel, and speak out of it at the same time as your primary body. On top of that, people will be effortlessly fooled into thinking it's your real body, even if it's a completely immobile object wearing a wig and glasses.

Corner Boxes (-400cp)

Whenever you process new information about a subject, you can effortlessly intuit correct, unmentioned details as if they were trivia pop-ups. Likewise, you know how to indirectly communicate key details and chunks of information in a fraction of the time it'd take someone else to.

A Soul Shining Gold Against the Dark (-600cp)

From the desk of Death Battle! Your intuition and experience in researching borders on the supernatural. Whenever you're searching for a piece of information, you can quickly hone in on what you're looking for, near-immediately finding the book, page, sentence, or word that suits your needs. What should take a normal person hours or days of exhaustive combing is just minutes' worth of effort for you.

The Bloodthirsty Ringmaster

KO! (-100cp)

Finish him! When your victory in combat becomes inevitable, you gain an instant understanding of all the most spectacular ways to defeat your opponent available to you. Blow them to bloody chunks, rip them to pieces with their own weapon, launch them into the most explosive vehicle, building, or orbiting body

on hand... or you can simply make them suffer a spectacular *nonlethal* defeat, if that's your thing.

Down to a Vote (-200cp)

Popularity is everything. If there are multiple witnesses to the start of a conflict, you can activate a subconscious ballot that polls them on who they want to see win. The side with more votes in their favor gets a minor increase in strength, mana, or another factor that'll influence the fight. Toggleable, in case your preferred winner is clearly the unpopular choice.

No Rules, No Research, Only Bloodshed! (-400cp)

You hate wasting time on unnecessary research, and it seems the fates agree: the amount of time you spend planning for a conflict directly correlates to your opponent's ability to counter you. If you run in with minimal planning, your opponents will find themselves forgetting about minor, but useful techniques and abilities of theirs. If you rush into things, they'll manage to forget major parts of their toolkit and skillsets. If you *really* rush into things, your opponent might not even consider using anything but their most core fighting style and techniques against you.

Man of Steel, We're Not That Fragile (-600cp)

You know exactly how anyone or anything can be provoked into conflict with anyone or anything else, no matter how contrived. Think about two individuals, groups, or nations, and you see every single possible situation in which they could be brought into conflict, down to the moment. You could navigate between these possibilities and become the greatest diplomat in history... or you can contrive things so the best of friends, noblest of heroes, and most iron-clad of allies get into arguments, sparring matches or misunderstandings that escalate into fights to the death.



ITEMS

Death Battle Studio (Free)

Your seat of power: an averagely sized office building with a dedicated broadcasting space, offices, and storerooms. Contains laptops and PCs preloaded with editing software, alongside bespoke branding and graphics for your show; likewise, the interior is tailored to fit your show's aesthetic. During your stay in this jump, the studio provides you with physical and digital copies of every piece of fictional media ever made... purely for research purposes, of course. When the jump is over, you retain copies of anything directly used for an episode of your show.

x100 Suits (Free)

You have a signature, iconic outfit that perfectly matches your personality, and always feels comfortable to wear... alongside ninety-nine backups of it. Just like Marshall the ringmaster, you can change the color of any of these pieces of clothing (and your hair!) in an instant, for infinite chromatic variety.



Merch Store (-100cp)

Your show has access to facilities that can manufacture and ship merchandise, including all sorts of apparel, mugs and board games. Maybe now you'll get something close to working wage during this jump. Comes with a ratty old puppet you can film commercials with.

Don't You Live in a Shack? (-100cp)

Full ownership of an averagely-sized home and a bit of land around it, so you don't have to sleep in the studio like some kind of intern. May be anything from a shack in the woods to a mountainside lair, but always provides a simple baseline of amenities and comfort.

The Windbreaker (-100cp)

Part whoopie cushion, part detached organ, this horrible thing was made by Boomstick to try and replicate Wario's ability to... expel foul smelling gas. Can easily knock out the average human.

Arcade Battle! (-100cp)

An arcade machine branded after your versus show, running a fighting game with a massive roster consisting of everyone and everything featured on it. May be a different genre of game, and may be purchased multiple times.



Jack Spaniels (-100cp)

A dog, turtle, lab rat, or some other mundane pet loyal enough to you that it won't be bothered if you strap a rocket launcher to its back. If you have **Endless Demonstrations!**, you may choose to give them a feat or technique from an episode's featured combatant instead of yourself, though these are still subject to fading as soon as the jump is over. May be an **Import**.



Boomstick's Car (-100cp)

A convertible with a hot pink body, and even hotter flame decals. Durable, but not indestructible, so be careful of parking near falling velociraptors.

The Board of Wizdom (-100cp)

A portable tablet screen that can connect to any form of internet available to you, and can instantly create visual aids to help demonstrate points you want to make. May be substituted with a holographic smartwatch that serves the same purpose.

Floating Podiums (-200cp)

Two anti-gravity platforms large and wide enough to comfortably hold a person each, piloted entirely by thought. Can cause a massive explosion if one rams something at a high enough speed.



The Top 10 Shotguns (-200cp)

Or handguns, or knives, or broadswords, or shuriken, or rocket launchers, or pointy sticks. Choose a type of weapon that exists on modern day Earth: you receive a lightweight carrying case containing ten of that weapon. Whether the individual pieces are custom-made or already exist, you find that all of them are exactly to your taste. May be purchased multiple times.

Doctorate in Poultry Science (-200cp)

You might not be the biggest egghead in the office, but you have something those nerds would kill for: a genuine, bonafide doctorate... granted, it's in something so specific that it sounds like a bad joke. People might laugh when you tell them that you're an expert in such a narrow subject, but your PHD is completely legit, legally recognized, and you're great at finding relevant times to show off what you know.

DUMMI (-200cp)

The Disposable Unit for Meticulous Match-Up Investigations. A floating, spherical robot made to act as a test dummy, so that you and your staff have someone to demonstrate all those weapons and techniques on besides each other. He can bounce back from any damage thrown at him, even things as esoteric as being erased from existence entirely! He hates his lot in life, so feel free to throw anything at him. Er, his personality is reprogrammable, if you want.



Custom Tracks Commission Sheet (-200cp)

Whenever you're engaged in any sort of conflict, you can choose to generate a custom music track to play in the background. All styles and genres are available, as are optional lyrics, and it'll always fit the tone and mood of the fight perfectly. When the fight is over, the track appears in any music player available to you, with a unique name and piece of track artwork.

If you've purchased **Custom Music Tracks** from the **Fight Simulator** section, this is discounted to 100cp.

Death Race Simulator (-200cp)

A variant of the fight simulator built to simulate races, with endless options for track customization, traps, and enemy competitors. Hop in with your favorite vehicle, the race is about to begin.



Mecha-Goose Howard (-400cp)

A kit allowing any dead animal to be brought back to life with the same type of cyber-necromancy seen in *Godzilla Against Mechagodzilla*, giving it incredibly

durable armor plating, and a devastating mazer cannon attack from its mouth... or mouths, because it might have two heads now.

Death Battle Exhibition Stadium (-400cp)

They really expected you to host your show from the office building. This is a massive circular stadium that can seat an audience of thousands, and has countless expensive cameras, holographic projectors, and fog machines installed all over the place.



Model of the Universe (-400cp)

A light, empty glass orb around the size as a bowling ball. The controls on the side allow you generate an interior dimension that causes the ball to become as heavy as whatever it contains; this can be anything from the weight of a planet, solar system, or galaxy, but it was initially designed to simulate Heracles and Sun Wukong's mythological capacity to hold up the heavens... and so, its upper limit is simulating the weight of an entire universe. A good paperweight.



The Red USB (-600cp)

The contents of this unassuming little USB change at the beginning of each jump, filled with info copied from a hard drive belonging to one of the setting's most important governments, intelligence agencies, or another major group or figure. This data could be anything, but it will always be important and valuable enough that the world's greatest spies and soldiers would fight to the death to get their hands on it.



Alternate Universe Viewer (-600cp)

At least, that's what Wiz was trying to make: activating this handheld device doesn't let you view another universe, it switches you with another version of yourself! They might not have the same personality (or accent) as you, but they share your current goal. Basically, tag-in a different version of yourself to do something you don't want to, can't do, or to simply confuse someone you're fighting. Lasts about thirty seconds, but can be preset for shorter or slightly longer durations.

Champion Constellation (-600cp)

Hercules and Sun Wukong. Chuck Norris and Segata Sanshiro. The Macho Man and the Kool Aid Man. Some figures are so mythic, so legendary, so unfathomably powerful, that clashes between them shake loose the foundations of reality and leave indelible marks. A constellation representing one such battle is created in your honor, and will appear above any suitably impressive or important conflict across the rest of your chain. Only you recognize its true meaning, and seeing it will always inspire you to push yourself beyond your typical limits, giving you a second wind at a moment where you need it most.

FIGHT SIMULATOR

Hoo boy, this is what you've been waiting for, and what your show lives or dies on: the Death Battles! Here's a stipend of 400cp just for this section, and you get another 100cp every year in this jump's mandatory decade that can be spent on further upgrades. Leftover CP from other sections may be spent here, too.

Death Battle Fight Simulator (Free)

The reward for all of your hard work. This is a completely unique piece of equipment designed exclusively for crunching data to produce battle simulations. Simply set two combatants into the machine, feed it your research, and then it'll calculate all possibilities for how the fight could possibly go. It selects the winner based on who would win more times than not, and then produces a simulation showing off one of the most impressive ways the fight could go, hitting all the key points of your research. May or may not create a pocket universe or tap into alternate timelines to do so, we're still not sure.

The components that regulate different animation styles can overheat, so you should consider swapping between them per episode, intentionally matching certain matchups to certain styles. After the jump is over, this restriction is lifted.

Simple Sprite Animation (Free)

Your simulator has access to basic video editing software, a massive database of existing sprites, and the capacity to make edits to create custom ones. Sure, added effects will stick out like a sore thumb, your camera movements are limited, and fights might not last that long, but they'll still manage to represent your research and present a coherent story.



Good Sprite Animation (-100cp, prerequisite **Simple Sprite Animation**)

The simulator now has the processing power equivalent to the skill of a small team of dedicated sprite animators, allowing for much more dynamic action, fully custom sprites, and puppet animation.

Simple CG Animation (-100cp)

You can now produce simulations that feature three-dimensional characters, objects, and environments... even if you're stuck with some texture flickering and awkward, stuff movements. Still, a lot of live action, CG animated and video game characters now have the medium to shine, and there'll always be at least a few highlights to balance out the jank.



Increased Complexity (-100cp, -200cp)

For 100cp, you can now simulate fights that factor up to ten combatants, either on teams or in a massive battle royale.



For an additional 200cp, you have no upper limit to the number of combatants that can be fed into a single battle, allowing you to simulate fights between entire armies.

Great Sprite Animation (-200cp, prerequisite **Good Sprite Animation)**

The sprite animations you can produce look like they have a large team of professionals working on them, with expressive combatants smoothly

maneuvering around detailed environments and able to pull out dozens of weapons or transform into tons of super forms.

Good CG Animation (-200cp, prerequisite **Simple CG Animation**)

You can produce computer generated animation that any other show with your budget would kill for. No animation errors, more dynamic choreography with fluid movements, and well-made custom models.



Death Conflicts! (-200cp)

Let's face it, slugfests to the death might fit flying brick superheroes and battle shonen protagonists, but aren't going to cut it for every fictional character you might want to feature on the show. With this, your simulator has the capacity to simulate anything that can be defined as a conflict with a definable winner or loser, from battles of wits, games of chess, or completely abstract struggles. No matter what, the simulator will manage to get an entertaining end product out of it.

Custom Music Tracks (-200cp)

Not restricted to existing soundtracks and public domain stuff, your simulator now has the talent of a skilled musician (or two), and can generate custom backing tracks for every fight. They can come with lyrics, and no genre or style is off the table: each piece of music will represent both combatants, the tone of their fight, and be good enough to listen to on its own. When finished, each track appears wherever you can listen to music, with its own piece of track art and clever title.

If you've purchased **Custom Tracks Commission Sheet** from the **Items** section, this is discounted to 100cp.

this restriction is lifted, and every fight simulation may be of a unique style, superlative quality, or both.



DRAWBACKS

Extra Duration Toggle (Free)

If you've successfully crowdfunded two more seasons of your show at the end of the jump, it'd be a shame to leave without getting the chance to make them. You can stay for two additional years, or for as long as you can continuously fund more episodes.

Setting Toggle (Free)

Death Battle! is set in a standard modern-day Earth setting, albeit one with cartoonish comedy and super science floating around. If you want to change the setting, time period, or even produce your versus show within an established canon, here's the option.

Uncanny Rigs (+100cp)

You and your co-workers look... off. Your facial proportions aren't quite right, and you move in shuddery, unnatural ways that might creep out anyone looking at you, including viewers. This drawback will become less severe the longer you stay in the jump, but you and those around you will always move and look as if you're animated with the budget of a webshow.

Shotgun Leg (+100cp)

You've suffered a horrible accident, or maybe you're just the sort of person who'd lob off a limb for fun. Whatever the case, one of your limbs has been amputated and is now replaced with an unconventional prosthetic, such as a fully functional shotgun. While this doesn't impair your basic mobility, more complicated tasks like dancing will be difficult.



No, My Car! (+100cp)

Any vehicle you own, borrow, or attempt to use more than once will inevitably get destroyed. It doesn't matter if it's a seemingly indestructible tank made of quantum-displaced diamond, the universe will contrive to damage it.

Alimony Checks and Student Loans (+100cp)

You owe someone or something money, and there's no getting out of it. A third of all income you make during this jump will be siphoned off to your creditor on a monthly basis, and you risk larger fines if you refuse or fail to do so.

Left the Lens Cap On (+100cp)

It is now entirely your responsibility to make sure that the lens caps are removed from every camera in the studio before filming. Unluckily for you, those things inconsistently make their way back onto the cameras at the most random of times, such as seconds before you start rolling.

Cameo Drop (+100cp/+400cp/+600cp)

Versus debating is usually focused on crossovers, so why would your reality be any different? This drawback turns the setting of your jump into a nexus where elements of any fictional world can casually crop up, especially the ones featured on your show. Don't worry, even the most dangerous or intimidating things will merely manifest as mundane day-to-day irritants. Who knows, the mercs from *Red vs Blue* might call you in to settle an argument, or Vought International from the Amazon Original Series *The Boys*[™] might want to sponsor you to run a simulation featuring their superheroes!

...Or, you could purchase the version of this drawback worth 400cp, where more dangerous things from other worlds do actually pose a threat to you. For 600cp, your setting is guaranteed to attract the attention of a malicious and uber-powerful character, army, kaiju, or such entity once a year.

The Death Battle Curse (+200cp)

You have no idea what deities of entertainment you've offended, but they're out for revenge. Every episode of your show now has a one in six chance of causing a new piece of media starring one of the combatants to be released or announced quickly afterward, seemingly invalidating or complicating your result. Even if the episode was excellent, everyone will wish they could see a version of it that was just a tiny bit more up to date.

Rough Start (+200cp)

Not every show has a great first season, and that goes double for ones like yours; maybe you and your co-host sound too alike, your simulations include bad jokes and pointless health bars, or you keep accidentally presenting fanart as if it was canon information. With this drawback, you don't get any of the non-free perks or items you've purchased right when the jump starts, instead slowly acquiring them one by one over the course of a year.

Gah, it Burns! (+200cp)

Every now and again, your fight simulation will showcase a spectacular attack capable of reality warping, shooting blinding light, or just blasting universe-busting amounts of energy. To emphasize these moments, they'll occasionally spill out into reality and affect you and your co-workers. As soon as the fight is over with, you'll all bounce back to full health like cartoon characters, but it'll never be pleasant in the moment. And if that isn't bad enough, it costs thirty bucks to replace that camera!



Boomstick's Dad Joke (+200cp)

Some people are driven to find their absentee parents, others want to take over the world, and most interns just want a raise. During your stay here, you have a secondary goal completely unrelated to your versus show. It'll usually hang just out of reach, but regardless on if you manage to accomplish it or not, your fixation on this goal will cause it to seep into other parts of your life, such as your hosting duties. Some viewers might interpret it as a funny running gag, while others can get sick of how much you go back to the same well.

He Better Not Win! (+200cp)

You're supposed to be impartial when it comes to this stuff, but we all have fictional characters and pieces of media we don't care for. Once per season, your show will feature a character you dislike, and you'll have to work doubly hard not to let your feelings slip out into the episode, lest you get accused of letting your bias skew the facts, and getting an entire fandom out for your blood.

No, I NEED to See How Deep This Rabbit Hole Goes! (+200cp)

Sometimes, you'll come across something utterly bewildering. Maybe an anime villain has a ludicrously complex master plan, a video game series has baffling lore you weren't prepared for, or you discover that a silly cartoon character is one of the most powerful combatants you've ever come across. Once every five episodes, you'll become fixated and obsessed with something of this nature live on air; it'll probably be entertaining, but a major spanner in the works when it comes to keeping the show running smoothly.



Yang VS Tifa (+200cp)

Your show features a combatant from a piece of media somehow connected to it, either via a parent company or sponsorship, and you've come to the decision that they win: no matter how much you work yourself to the bone to justify your reasoning, you'll look utterly biased. Any future episodes featuring that character or their series will have a cynical miasma about them by association.

And in this corner, JUMPER! (+200cp/+600cp)

Disappointed that this is a jump all about researching and watching other people fight, instead of getting stuck into the action yourself? With this drawback, every season finale is a real showstopper: it stars you as one of the combatants!

To be more specific, you'll enter the fight simulation as a version of yourself from one previous jump, with only the specific powers, equipment, and skills you acquired there. You'll be battling against a relevantly thematic fictional character, in an environment where both of you can fight at your best, with all prior knowledge about each other restricted unless there's good reason otherwise. Don't worry, your opponent will be roughly equal to you in strength and capability: where's the fun in a stomp?

Now, for the 200cp version of this drawback, losing these fights isn't a big deal. The challenge is making sure you put on an entertaining show, and you'll be launched back to the studio in perfect condition as soon as the simulation is over... though, maybe with the memory of having just died. If you take the version of this drawback worth 600cp... well, dying in the simulation is treated like a real death.

Naturally, you need to have completed at least ten prior jumps so that you actually have ten season finales to participate in. As a small consolation, taking even the cheap version of this drawback nets you the **Death Conflicts!** perk in the **Fight Simulator** section for free, to better represent versions of yourself from jumps that aren't as combat focused. Look, we really want you to take this, because it's really fun.

Screwattack Shutdown (+400cp)

Five years into the jump, the company hosting and funding your show will be absorbed into a larger one. If your brand isn't clearly a popular, valuable asset, you risk being shut down for good. In effect, this is the same kind of popularity challenge that you'll have to deal with at the very end of the jump, just midway.

Another Marvel VS DC Fight? (+400cp)

This drawback massively reduces your audience's patience for seeing the same characters, series and franchises repeatedly feature in your matchups, no matter how popular they are. You *might* be able to get away with reusing a character or series if it's been years since their last appearance, or you dig into a different continuity, but the people will be vocal about how sick they are of Batman or Dragon Ball.

Deadpool VS Mask (+400cp)

You've got a brilliant way to drum up hype in advance of each season: releasing a cryptic image that features abstract symbols, each hinting at one of the season's matchups. However, the process is a bit counter-intuitive: these images are released *before* you actually come up with the episodes, forcing you to decide on matchups that fit each symbol. Some are generic images you'd find on an emoji wheel, like stars, skulls or beakers, but at least half of them will be tricky, obscure, or specific clues that you have to devise good matchups for. An episode not properly fitting its teaser symbol will forever be a mark against it, no matter how good it is.

Worse Deadlines (+600cp)

No matter what, your show will feature characters with decades of material to go through, or composites between four different continuities, or battle royales between five different series. With this drawback, one in five episodes will be guaranteed to require an additional level of exhaustive research to get right, leaving you and your co-workers with absolutely no free time until the episode has aired.

Bill Cipher VS Discord (+600cp)

Your show will feature two combatants who are extremely powerful, be they **interdimensional dream demons** or embodiments of chaos, and they've factored you into their rivalry. Every few days, you will notice a calling card from one or both of them, such as statues made in their image, or representations of them in the clouds. Whenever you notice these, you'll be momentarily distracted from whatever you're doing... and you *will* notice them at some point where it's inconvenient. It'll vary wildly in severity, from mundane things such as making you lose your train of thought, or stubbing your toe, or flubbing some minor line on your show... or, they could distract you while you're crossing a busy street, or chopping onions, or trying to explain to the fans that you're definitely not biased against their favorite characters. **BE SEEING YOU!**

Time, Huh? Thanks for the Tip (+600cp)

We all make mistakes, but some crimes haunt us forever. At an unforeseeable point in a future episode, you're going to make a critical error. Maybe one of your calcs is hilariously off-base, a good argument is phrased terribly, or part of your research causes the fight simulator to generate a poor creative decision summed up in one cringeworthy line of dialogue. Whatever it is, this mistake will not only become a massive, irremovable stain against your reputation, the least funny people alive will turn it into a meme that just won't die. Being reminded of the mistake will always annoy you, you'll have to constantly explain it to people hearing it for the first time, and an indestructible t-shirt from your merch store with the meme stylistically represented on it will always find its way into your rotation.



SCENARIO: Wiz VS Boomstick



(Prerequisites: **Endless Demonstrations!**, Co-Host)

Jumper, it's time for *the* Death Battle.

That's right, Boomstick! You and your co-host, whoever they are, may generally get along... but small resentments have a way of building up between friends. They still haven't forgiven you for taking the last beer from the fridge, and you're still upset about the time they hacked off your arm with a table saw. Wouldn't it be great if there was a healthy way of finally getting out all that aggression, like fighting to the death?

Before you're able to leave the jump, you must give your fans a grand finale they'll never forget: the last episode of your versus show will be you versus your co-host. Now, this might sound easy. After all, through the **Endless Demonstrations!** perk, you've accumulated dozens of techniques, powers, mutations, weapons, vehicles, and feats, taking something from one of the

combatants you've featured every episode... thing is, your co-host has done the same, demonstrating something from the *other* combatant each episode.

So now, the two of you are going to slug it out with the most insane collection of powers, hax, and feats stolen from dozens of fictional characters! Don't think that your fancy outside context powers from jumps before this one will give you an edge; taking on this scenario means that all of those are restricted during your entire stay in this one. You can only access them if you choose to demonstrate one during an episode, instead of gaining something from one of the combatants.

Even with that restriction, the two of you are going to be flinging the most absurd planet-busting, black-hole-generating nonsense back and forth possible. The fight *will* be possible: both of you will have at least one wincon, it's just a matter of figuring it out and executing it. You'll have the arsenals of elder jumpers, and the restraint of two children on their birthdays.

Please give us front row seats.

If you successfully win the Death Battle against your co-host, you get an additional 600cp to spend, your fight simulator receives any remaining upgrades free of charge, and you get to keep five things you've gained via **Infinite Demonstrations!** permanently.



FINAL CHOICES



It's been a long, thankless decade, but you've finally completed your ten-season contract, and even managed to attract a loyal fanbase who'll crowdfund more episodes of your show.

Plus, you got to see a ton of kickass fights, and left mountains of skulls in your wake! But yeah, the party's over. I guess you could say you *jumped* at the opportunity, and *chain-ged* for the better!

The winner is the Jumper.

Stay Here, and spend the rest of your life as a glamorous researcher, content with your job of making fictional characters smack each other around.

Go Home, and feel safe in the knowledge that you're the only person arguing about power scaling who *actually* knows what they're talking about.

Move On, and get to experience even more of the infinite possibilities you've been watching and reading about, knowing that the greatest battles are still ahead of you.