男だったら、ぶちぎれろ!!
金剛
金剛
建設重機喧嘩バトル
ぶちぎれ金剛!!

BCV: Battle Construction Vehicles

+1000 Battle Construction Points (BCP)

Welcome to Japan. Circa 2000 (probably). This is much like the Japan you might be familiar with, just a lot... stranger. The most notable differences for our purposes involve the construction industry, who have developed a rather bizarre tradition to settle conflicts between different construction companies: Battle Construction Vehicles.

In BCV, one worker from each party will participate in a duel, each one piloting their construction vehicle of choice until one is rendered inoperable. The repair costs are colossal, but it's a tradition that nobody seems eager to abandon.

In the midst of all this is Hayato Kongo, the reluctant heir to his late father's Kongo Construction Company. The company has fallen on hard times due to the interference from their rival company, the unscrupulous Shurabe Corporation. After some "light" encouragement from his family's old servant Dannoura (who just happened to be chasing him to the roof of a skyscraper while driving a crane) Hayato set out to find new talents to rebuild the Kongo Group to its former glory.

While we're here, decide your affiliation for this world. You can choose age and gender freely, and any affiliation can be taken as a New Hire (Drop-In).

Kongo Group – 0 BCP

Your operation is a small one, but you'll quickly grow to be closer than family. Your boss is a moron, and so are most of your coworkers for that matter, but don't let that fool you. The few people you have are the best of the best.

Shurabe Corp – 0 BCP

After the fall of the old Kongo Group, Shurabe Corp. has had an undisputed monopoly on construction contracts. Shurabe Corp does not tolerate failure. But, as long as you can produce results (no matter the costs) you'll be rolling in profitable contracts.

Independent – 0 BCP

A freelancer. You'll have to cover any expenses yourself and the big corporations tend to hog all the good contracts. But hey, at least you're free, for now. Draw too much attention and those big companies might start to see you as an obstacle.

Perks & Abilities

Choose one Perk per tier to discount. Discounted 100 BCP Perks are Free.

BCV: Battle Construction Vehicles – 0 BCP

You'll find any construction vehicle you operate to be impossibly (by the standards of construction vehicles) fast and maneuverable . With an exertion of will, you can manifest an illusionary, yet tangible, shield of iron girders around your vehicle.

At random intervals, you can initiate a Furious Attack. This is a personalized illusion that ranges from turning a crane arm into a kendo stick, calling lightning, transforming into a giant wasp, to even more bizarre effects. They're ultimately just illusions, but somehow manage to do substantial damage. Although, you only have a brief window to initiate them, during which you must get relatively close to your opponent. Taking this also makes you an ace at operating one type of construction vehicle.

Battle Junkie – 100 BCP

Whether through lies, flattery, or antagonism, you find it effortless to orchestrate situations where people need to duel to resolve a conflict, even if less violent alternatives exist. This applies whether you intend to be a participant, or an observer.

How Convenient – 100 BCP

Whenever you happen to fall for someone who might be related to you, fate will distort to retroactively make it so you aren't blood related, or some similar level of contrivance to make a technically incestuous relationship slightly more palatable. Togglable.

Perfect Parry – 100 BCP

There's more strategy to BCV than you might expect. You have an excellent sense of timing, especially when it comes to blocking or even countering an enemy attack at the perfect moment. Works equally well with or without a construction vehicle.

Just Jumper Things – 100 BCP

Others are bizarrely tolerant of your eccentricities. Whether you're a beefy man that acts like a young girl, or a samurai-type who treats a dog like their mentor. People will be weirded out for like a day before they just accept it as part of who you are.

Way Off Road – 200 BCP

Your ability to navigate construction vehicles (and by extension other kinds of vehicles) is even more physics-defying than is normal for this world. You could drive an entire crane all the way to the roof of a skyscraper. Like, any skyscraper, not just those with dedicated car ramps. You find it oddly difficult to demonstrate this mobility in the middle of combat. I guess it's just nerves?

Playing Dirty – 200 BCP

You'd fit right in at Shurabe Corp. You know the ins and outs of blackmail, hostage taking, bribes, and similar less-than-ethical methods of bending people to your will. You just have an eye for determining what someone values, and how far you have to go to break them. Just be careful. More often than not, your victims are slow to realize that they can just call the cops on you, but there are occasional exceptions.

A Real Monster – 200 BCP

What a useless Perk. It doesn't even help you at BCV. Whatever reason you have for taking this, it has given your body a level of strength that is frankly superhuman. You can punch someone so hard they can become partially buried in solid rock. You're tough enough to take similar hits. You aren't quite as strong as a construction vehicle. Maybe it'll come in handy when you need to move some building materials?

Quick Fixer – 200 BCP

A talent like yours is always in high demand. You have a natural skill with repairs, whether it be fixing vehicles and machinery, or repairing collateral damage from your battles. You can always repair any such damage at a fraction of the time and cost it would take others, with no loss in quality. This only applies as long as you are personally performing the repairs, or personally directing those who are.

Blood In The Water – 400 BCP

With you on the case, good help is never hard to find. Whenever you happen to be in need of employees, you never have the slightest trouble finding unclaimed prodigies with the exact skillset you need. Even if you don't go out of your way to find them, they may just come to you of their own volition. The people you recruit through this tend to be quite eccentric or difficult to work with, their skills are always the real deal.

Chains Of Blood – 400 BCP

Lineage is a powerful thing. Awareness of one's blood relation to you evokes a sudden and often illogical sense of loyalty to you. Even if you are clearly evil, have never shown them the slightest familial love, and have actively ruined their life at every turn, discovering that you're their biological father will make someone seriously consider (if only briefly) abandoning their allies and ambitions on the spot just to please you.

A Builder's Blood – 400 BCP

Construction runs in your veins. You possess prodigal talent in all aspects of construction. Not only can you instinctively operate any construction vehicle as if you chose it as your specialty for BCV, this even extends to the business and logistic aspects of construction. Even if you've never received any proper training, you could serve just about any role in a construction company as if you had years of experience.

More Than Blood – 400 BCP

You have the ability to pass down your own skills to your children in the form of natural talent. This level of talent would allow them to reach the level of a professional while only in their teens, without any further training.

You may choose whether each child receives the same talent, or if they receive a talent in one of your skillsets at random. One might inherit your talent for construction, while another might inherit your talent for warfare. Oddly, this even applies to adopted children, as long as you adopt them early in life.

Staff & Supplies

Choose any two to discount. Discounted 50 BCP purchases are free.

PCV: Personal Construction Vehicle – 0 BCP

A construction vehicle of your choosing. Whether it be a crane, a bulldozer, forklift, cement mixer, etc. For this Jump, you'll have to pay for any repairs out of pocket like everyone else. That's just the price that must be paid for BCV dominance. Following this Jump, the vehicle will be restored to perfect condition every 24 hours.

BCV Veteran – 50 BCP, Can purchase multiple times.

With one purchase, you receive an empty "slot" that can be used to recruit a native of your choosing as a companion, with their consent. Each additional purchase doubles the number of slots you receive through this option.

BCV Rookie– 50 BCP, Can purchase multiple times.

With one purchase, you may import a companion into this world, or create one wholesale. They receive 600 BCP to spend. Each additional purchase doubles the number of companions you can import/create through this option.

Ghost Mic – 50 BCP

A silly toy. I'm not sure why you'd pay for this. This boombox with an attached microphone adds a peculiar echo to your voice. Those who hear it are prone to assuming it is the voice of a ghost. Y'know, unless they see you using it.

Photo Album – 50 BCP

A photo album that automatically fills itself with pictures of your most notable exploits in this or past world. The photos are arranged to convey a particular image of your choosing. Whether that be "someone who will do anything for money" or "someone who values family above all else" or anything else of the sort.

Actual Supplies – 100 BCP

You have the phone number of a supplier that will sell you cement, bricks, rebar, iron beams, or any similar building materials of your choosing at a fraction of the usual cost. You could build a skyscraper for the cost of a bungalow (in terms of raw materials). The materials you have access to are relative to your current Jump. In a sci-fi Jump you'd have access to all manner of synthetic materials and super alloys, while in a prehistoric setting, you'd just have access to some premium-quality rocks and sticks.

Full Lineup – 200 BCP

Just one vehicle wasn't enough for you? By taking this, you receive a full assortment of about a dozen construction vehicles of your choice. These all follow all the same rules as the single **PCV** Purchase above.

Jumper Corp. – 400 BCP

Shurabe Corp. and Kongo Group can both shove it for all you care. You're your own man. You are the head of your very own construction company. In this and all future worlds, your company will be legally permitted to act as an official construction company. Well, for now the company isn't much more than a name and a building. You'll have to worry about recruitment on your own. Alternatively, you may choose for any active companions to start a given Jump already employed by your company.

However, that's not all. Whenever your company finds itself in conflict with another construction company, or even just a lone construction vehicle operator, something will alter their thought process to make them view BCV as a completely reasonable method to settle disputes. Whoever accepts your challenge will benefit from the full effect of the Perk **BCV**, and their skill at operating their vehicle of choice will directly translate to their ability to use that vehicle in a BCV duel.

Drawbacks

Take as few as you want or as many as you can handle.

Local Dialect – +0 BCP

Despite this ostensibly taking place in Japan, not only does everyone here speak English, they do so in almost comically thick English accents.

Bark Bark – +50 BCP

You are a small dog. You retain the intelligence of a human, but can only communicate in barks. Oddly, this doesn't seem to impede your ability to operate construction vehicles, or acquire employment in jobs conventionally reserved for humans.

Evil Is Ugly – +50 BCP

You really aren't pleasant to look at. Whether it's a deformed cone-shaped skull, massive buck teeth, a tacky haircut you can never seem to change, etc. Something about this makes people assume you're up to now good until they get to know you.

Moron Magnet – +100 BCP

You constantly end up surrounded by idiots and weirdos. Even companions will find their personalities affected. They aren't necessarily incompetent, but they'll often get under your skin and get you wrapped up in countless easily avoidable conflicts.

Join The Club – +100 BCP

You are a complete moron or just so weird that most people wouldn't want to interact with you. You have a habit of jumping to conclusions and not listening to others. This frequently results in you getting into conflicts that could have been easily avoided.

Farsighted – +100 BCP

BCV duels often take place in an active construction site. Meaning you'll have to worry about a number of stage hazards aside from just your enemy. Unfortunately, you're prone to tunnel-vision, blinding you to any such environmental hazards.

Destruction Vehicles – +200 BCP

To weaker minds, the excitement of BCV, whether as a participant or a bystander, can be addicting. For some bizarre reason, anyone even remotely involved in construction work will look for even the flimsiest excuse to resolve any conflict with BCV. Expect the frequent vehicle repairs to cost a fortune.

Tainted Blood – +200 BCP

It would appear that your father adopted you, and your true father was your mortal enemy! Dun dun dun! And your love interest is your sister! DUN DUN DUN! You'll frequently be on the receiving end of similar lineage-based plot twists that will make any situation 100x more complicated. Even if you wouldn't normally care about something like that, taking this will make you care quite a bit, to the point that each one runs the risk of making you question your loyalties and life choices.

Warrior's Code – +200 BCP / +400 BCP

You take BCV quite seriously, so seriously that you are unable to refuse anyone who challenges you to BCV for any reason. Should you ever lose, for any reason, you are honor-bound to deliver on your end of the deal, even if you were clearly coerced into making the deal, or only lost due to the opponent's cheating.

For double points, this goes even farther. Your honor code forbids you from utilizing your powers, knowledge, possessions, or any similar advantages from other worlds in any way that would directly or indirectly grant you an unfair advantage in a BCV battle. To do so would be to sully the dignity of BCV, which is simply unacceptable.

Ending & Notes

Jump by Gene.

Pack It Up – Go Home

Conclude your Chain and return to your original world.

Unpaid Overtime – Stay Here

Conclude your Chain and remain in this world.

Onto The Next Job – Move On

Continue your Chain into yet another world.

If you're wondering why **PVC** doesn't self-repair until post-Jump, it's because repairs aren't something that's just handwaved away in the game. It's brought up frequently and even serves as a plot point once or twice.