

Buso Renkin Jump

V2.0

By mib

Hey there jumper, welcome to earth. This world is similar to yours but guess what! People can use alchemy to create weapons from a device called a kakugane, these people are also known as alchemic warriors, and their main job is to fight near invincible artificial lifeforms called homunculi! You arrive in this world on the same day that I, Kazuki Muto obtain a kakugane to save my life from a homunculus who ripped out my heart. A good thing to remember is that these two entities hate each other with a burning passion and have no reason to stop either. These evil homunculi eat humans! And not because they have to either, no they just like to for some reason.

But I want you to be able to fight these monsters with me, so here is something to help out.

+1000cp

Origins: Roll 1d8+12 for your age. Gender and age can be changes for 100cp

Everyone starts in Ginsei City, a rather average city in Japan, save for the sudden influx of homunculi.

- Drop-In (Free): Y-you don't want new memories of this world. I won't hold anything against you for it though.
- Alchemic Warrior (150cp): Hell yeah, I knew you would pick the right choice. You are a new alchemic warrior buddy, just recently you were issued your kakugane badge and you're about to go on your first mission. Good luck buddy.
- Homunculus (200cp): Oh okay then. You are much stronger and for some reason have a certain theme going for you which affects your powers.

Powers and Skills: You need to live right?

- I can't help but to re-watch it (Free All): So there is a magical camera that records your every moment that has multiple angles and full audio? And it follows you from your first jump into the last? And continues on after that? And you can access that information in any form of device? I don't believe you, but that sure would be cool.
- Posing (Free All): You have magnificent poses that would inspire awe in all.
- Weapon Mastery (Free Alchemic Warrior) (100cp): You are a master in a single weapon type. Yes, even your Buso Renkin.
- Fanatical (150cp): You have an innate passive ability that makes others look at you as a celebrity. Can I get your autograph?
- Charisma (Free Drop In) (250cp): Wow, you sure do have a way with your posture, the way you speak and act is so good even my homunculus friend would envy you.
- Endurance (Free Homunculus) (250cp): Hey have you been running all day? Why aren't you tired?
- Leadership (300cp): Wait so you convinced that person who you just met to guard you for a few hours? I fail to see the purpose, but you have a real knack for getting people to follow you.

- Luck (Free Drop In) (300cp): Hey, are you made of clovers? No? Oh, I just thought so because you are way too lucky.
- Strength (Free Homunculus) (300cp): Ever throw a car? Well you kind of can now, just think of the people so you don't accidentally hurt them, okay?
- Incorruptible (350cp): Wow, you're just like me man, you can stay sane no matter the circumstances and want to help others even if they try to kill you. I think we'll get along just fine. (This is a resistance to anything that is internal that eats away at your sanity, it can still get to you if you do not try to resist, but it does give you an advantage). This can evolve into full immunity from internal insanity in a few hundred years.
- Smart (Discount Drop In) (300cp): I don't know why you would want to be smarter when you have friends who can help you. But being able to solve things at twice the rate can be useful.
- Immortality (Free for Homunculus) (400cp): You can live forever now.
- Willpower (Discount Homunculus) (400cp): You can keep a calm demeanor even if something extraordinary happens.
- Science (Discount Drop-In) (500cp): I'll be honest, I have no idea how any of these things work, they just do. Though you on the other hand are very well skilled in using them, and could probably make a kakugane with some time.
- The 13 Secret Techniques (500cp): These techniques I remember Bravo using a few times before. Wow this is such a great deal man!
 - Bravo Punch: A very strong punch.
 - Smashing Bravo Rush: A very fast barrage of punches.
 - Direct Hit Bravo Punch (Works while in armor only): Using your armor as a base you can inflict much more power in a punch than you usually would. It even creates airwaves that can destroy the nearby surroundings!
 - Bravo Crush: An underhanded punch that creates a vicious shockwave. More powerful than the Direct Hit Bravo Punch.
 - Instant Death Bravo Punch: Bravo's ultimate attack (Works while in armor only): An extremely fast punch that can shatter solid concrete walls 20 times through and creates a large crater.
 - Bisection Bravo Chop: A chop attack that can sever enemies in half.
 - Comet Bravo Kick: A jump kick capable of splitting 12 feet of solid steel. This also creates a shockwave.
 - Bravo Backbreaker: You pick up an enemy and shatter their back on your shoulders.
 - Charming Bravo Kiss: You can blow a kiss at someone and instantly seduce them.
 - All Seeing Bravo Eye: By giving an object a quick glance you can determine how it works.
- Friendship (Discount Alchemic Warrior) (600cp): So after you beat up that guy he became your friend and stopped mugging people? So what you're saying is that every time you beat a person in a fair (on your end) fight there is a chance of becoming your friend if you can win them over before they recover? Neat.

Items:

- Weapons Pack (100cp): An assault rifle and five magazines, so cool! But you know those things will do nothing to a homunculus right?
- Money (200cp): Wow, 1,000,000usd? Can I have some?

- Kakugane (Free for Alchemic Warrior) (600cp): A 6 inch hexagonal device that uses your willpower to turn into a weapon. This can have multiple forms depending on who wields it. I remember mine replaced my heart, but yours doesn't have to. Here are some ways to customize yours. Pick one element type for free.
 - Weapon (Melee) (200cp): Your Badge can turn into a melee weapon. Maximum size is 4 times your own.
 - Weapon (Ranged) (250cp): Your badge can turn into a weapon that can shoot small projectiles at a speed of 1,536mph. Fire rate of 700 rounds per minute.
 - Recoil (100cp): That's right, you need a perk to make any high fire rate weapons useful. This perk removes the recoil from firing your buso renkin.
 - Larger (100cp): Your weapon can shoot rounds larger than a tank round, but still smaller than a missile.
 - Faster (200cp): Your projectile flies at three times the speed.
 - Fire rate (200cp): Your weapon has a doubled fire rate.
 - Shield Effect (100cp): Your Badge can turn into a shield that is half your height. Blocks most damage
 - Shield Effect (Large) (200cp): Your shield is now a sphere that can encompass your entire body in it. Blocks almost all damage.
 - Attachment (150cp): You no longer have to hold onto your weapon, instead it is attached to your body somewhere that does not impair movement.
 - More Limbs (150cp): You gain five additional appendages to your weapon. You can have less than five I guess, but why? (You can purchase this multiple times)
 - Element (200cp): Your weapon can have a single elemental effect added to it. Explosions and Sunlight is ok, fear and other concepts are not.
 - Fluid (300cp): Your device can turn into different parts to flow around you, or be partially formed.
 - Passive Effect (300cp): Your device now has a passive effect that can affect your abilities. No, nothing too much, no infinite strength. Oh but faster speed is A-OK!
- Blueprints (Discount Drop In) (400cp): This set of blueprints has a picture of different animals and a fetus. I wonder what this is for? No really, I have no idea what I'm looking at bro.
- Homunculus Companion (Free Homunculus) (450cp): You befriended a homunculus? I wouldn't trust it but it seems to act in your best interests, even if it seems cruel.
- Lab (450cp): A lab made with everything needed to craft Homunculi and Kakugane. Can be taken with you after the jump.

Drawbacks: A max of 3 drawbacks can be taken

- No Action (100cp): For your entire time here you will find nothing of note. No homunculi, no kakugane, no labs, nothing at all.
- Edge Lord (200cp): You utterly hate humanity. This can lead you to be a terrible person or a great homunculus. You edgy little prick.
- Flamboyance (300cp): Yeah the enemy is almost dead and his friends are coming, I know that. Just let me finish my monologue about how my powers work and how he lost.
- Hate at First Sight (400cp): It seems that most people (especially those who are powerful) seem to hate you for no reason. Just hope that they have enough constraint not to kill you on sight.

- Butterfly's in my stomach and I want him out (500cp): Dr. Butterfly, the evil mastermind behind the peril of this world knows you're a jumper, and he wants in. He and his crew will fight you at some point or another, and if you lose you will be dissected by him.
- Human (800cp): Not necessarily a drawback in its own right, but that paired with you unable to leave the city. Oh and you also have no powers. Oh and you now are a prime target for Homunculus's. Cannot be taken with no action.
- Watcher (900cp): You watch the city. If any single human dies from the result of a kakugane or a homunculus you lose the game. You'll have to be quick to make this work out. Cannot be taken with No action.