

# Ultimate War

Version 1.0

By Ursine The Mad Bear

For untold ages, the battles have been waged, destruction and devastation without end. Now, you too will be part of the greatest conflict the multiverse has ever seen. If you survive a year in this war, you will be permitted to retire from the battlefield with honor. There are no neutral parties in this conflict, so take these **+1000 Choice Points** (cp), and pick a side.



VS



# **AGE AND GENDER**

You can choose any age, gender or other personal details as you wish. Both sides of this conflict are recruiting from anywhere they can.

# **LOCATION**

This war is being waged on more fronts than anyone could imagine. Choose where you want to start out.

# **ORIGINS**

No one cares what you are, they just care which side you are on.

## **Bears**

As mighty as they are benevolent, nature's perfect weapons, Bears are as valued as friends and companions as they are feared as enemies.



## **Grenades**

Filled with explosive power and an eldritch wisdom, Grenades seek to impose their own sense of order onto the chaos of this world.



# **PERKS**

The commanders of both sides of this conflict value their recruits, and are more than generous with providing all the advantages they can. All perks are discounted for their Origins, with 100cp perks being free for their Origins.

## **Bears**

### **Bear Form** (Free and Mandatory for Bears, Restricted to Bears)

You have been given an Alt-form of a bear, your choice of species. This form is a particularly powerful example of its species, the Captain America of their kind, as it were. This Alt-form is always proportionally more powerful than a human form with your other abilities. This form can use weapons and tools as if its paws were hands and it were fully bipedal.

### **Animal Instinct** (100cp, Free for Bears)

Bears are creatures of nature for whom instinct is as potent and valuable as reason and logic. You have innate and instinctive knowledge of the survival skills needed for any environment you find yourself in, as effective or more so than the very best trained experts. What is more, if your ability to think logically is ever impaired in any way, you can act on instinct instead, which will be just as effective as if you had analyzed the situation and thought all your actions through logically to the very best of your ability.

### **Mighty Beast** (200cp, Discounted for Bears)

Bears are powerful warriors, with abilities far beyond any mere human. All of your physical abilities are five times more potent than they would otherwise be in your current form.

### **Know Your Enemies** (400cp, Discounted for Bears)

The Grenades are a foe not of this world, and the Bears have long since been forced to adapt to that fact. Bears are immune to memetic hazards, as well as the mind-bending effects of eldritch beings. They can feel fear but are never impaired by it, nor by any other emotion. Bears are also capable of analyzing the thought processes and behaviors of even the most alien entities as easily as they can ordinary human beings, and can comprehend even the most impossible and eldritch knowledge without harm.

### **Wisdom Of The Ages** (600cp, Discounted for Bears)

Bears are an old people who call on the wisdom of their ancestors to guide their lives. They have a well of common sense that allows them to know when they are being foolish and possess an unbreakable and unlimited willpower. This guidance also makes Bears immune to misfortune and bad luck. Bears also have a perfect memory, with perfect indexing, unlimited storage, instant recall, immunity to memory tampering or reading, the ability to conceal or reveal their memories (even from themselves), and perfect protection from harmful memories. This is fully retroactive.

## Grenades

### **Grenade Form** (Free and Mandatory for Grenades, Restricted to Grenades)

You have been granted an Alt-form of a grenade, your choice of type. This form is a particularly powerful version of its type, with more than twice the explosive power. If you choose to detonate of your own free will, you will be restored in 24 hours, fully healthy, with any destroyed property also restored, and will not end your chain.

### **Grenades Don't Have Hands** {100cp, Free for Grenades}

Or physical sensory organs. Which is something of a disadvantage to them. So, in order to compensate, the Grenades have developed two abilities. First, their senses are entirely independent of their sensory organs. They can see without eyes, hear without ears, feel without skin, etc., etc. This not only protects their senses from those sensory organs being damaged or absent, it also allows them to see all around them, and their senses that require contact can detect everything around them, in a radius that starts at thirty feet and can expand with the mental strength and willpower of the Grenade in question. Secondly, a Grenade can manifest a pair of ghostly hands, invisible to mundane senses, that are limited to their sensory range and have strength equal to an average adult male human.

### **Mighty Mind** (200cp, Discounted for Grenades)

While they take the form of explosive devices in this universe, grenades are actually beings of pure intellect. All of your mental abilities are five times as potent as they would otherwise be.

### **Eldritch Origins** (400cp, Discounted for Grenades)

Grenades are not native to this dimension, their nature making them immune to memetic hazards, as well as the mind-bending effects of eldritch beings. They can feel fear but are never impaired by it, nor by any other emotion. Grenades are also capable of analyzing the thought processes and behaviors of even the most alien entities as easily as they can ordinary human beings, and can comprehend even the most impossible and eldritch knowledge without harm.

### **Higher Dimensional Beings** (600cp, Discounted for Grenades)

As beings from higher dimensions, Grenades are nigh-impossible to actually kill in this plane of existence. If their physical forms are destroyed, they will be restored fully in 24 hours, without ending their chain, as long as their souls are intact. Their true minds are also kept safe from this world, granting them a perfect memory, with perfect indexing, unlimited storage, instant recall, immunity to memory tampering or reading, the ability to conceal or reveal their memories (even from themselves), and perfect protection from harmful memories. This is fully retroactive.



# ITEMS

Every soldier needs the proper equipment. If any of these items are damaged, lost or destroyed, they will be fully restored in 24 hours. These items will retain any modifications you make to them. Any appropriate item can be imported into any of these items. These items are discounted for their Origins, with 100cp items free for their Origins.

## **Bears**

### **Arsenal** (100cp, Free for Bears)

You are fighting a war, and wars have weapons. You have an extra-dimensional arsenal, containing one of every mundane weapon ever made on Earth, short of WMDs. These weapons have infinite ammunition, never need to be cleaned or maintained, and can have any and all accessories you want for them. It also contains all forms of army and equipment used by infantry, which never needs to be recharged, cleaned or maintained. You can summon duplicates of anything from this arsenal to you, with wearable gear appearing on you in exchange for your current clothing if you so choose. Non-unique items can be added to this.

### **Resources** (200cp, Discounted for Bears)

Even in the midst of the Ultimate War, you still have to live. This will take care of that for you.

You have a home, a vehicle, possessions and all sundries to live an upper middle class existence. This income is legal, with all taxes and documentation dealt with, and can be converted into an equal amount of any currency you have encountered. Any other form of income can be added to this and receives the same advantages, and you can summon as much of your personal wealth to you as you desire, any time you desire.

By purchasing this a second time, without a discount, you have infinite wealth, with all aforementioned advantages and protections and your possessions being as good as you choose to make them, limited only by what exists in the setting.

### **Bear Army** (400cp, Discounted for Bears)

You have command over a force of 10,000 bears, fully trained and well-equipped for war. These bears are Followers, not Companions, unless you import one of them as a Companion. If slain, they will be restored in seven days. You have an extra-dimensional barracks/training grounds/resort village that provides everything these bears need to live happy lives until they are needed. Training and equipment upgrade to the setting but never downgrade.



## **Grenades**

### **Internet Access** (100cp, Free for Grenades)

Somehow, you are always online. Even if you have no equipment or signal, you can always mentally access the local universe's equivalent of the internet (or internets if more than one such exists) as if you had a top-of-the-line computer with infinite bandwidth. This also lets you mentally interface with any computer system that has any network connections, as long as you can see at least one component of it. You are subscribed to all streaming services.

### **Resources** (200cp, Discounted for Grenades)

Even in the midst of the Ultimate War, you still have to live. This will take care of that for you.

You have a home, a vehicle, possessions and all sundries to live an upper middle class existence. This income is legal, with all taxes and documentation dealt with, and can be converted into an equal amount of any currency you have encountered. Any other form of income can be added to this and receives the same advantages, and you can summon as much of your personal wealth to you as you desire, any time you desire.

By purchasing this a second time, without a discount, you have infinite wealth, with all aforementioned advantages and protections and your possessions being as good as you choose to make them, limited only by what exists in the setting.

### **Human Servants** (400cp, Discounted for Grenades)

You have command over a force of 50,000 human soldiers, fully trained and well-equipped for war. These humans are Followers, not Companions, unless you import one of them as a Companion. If slain, they will be restored in seven days. You have an extra-dimensional barracks/training grounds/resort village that provides everything these forces need to live happy lives until they are needed. Training and equipment upgrade to the setting but never downgrade.

## **COMPANIONS**

You can create or import as many Companions as you are willing to pay for. You are free to decide the personality, history and appearance of created Companions and these Companions are as loyal as you want them to be. They can even be loyal enough to forgive you for using Jumpchain fiat to ensure their loyalty. Companions can take Drawbacks that directly affect them, not those that alter the world itself, and you can transfer cp from yourself to a Companion, at a 1:1 ratio.

### **Create/Import** (50cp for 1, 200cp for 8)

You can create new Companions or import existing Companions. They get the same Origin that you have chosen, with all freebies and discounts, along with +600cp to spend, but cannot acquire Companions.



# **DRAWBACKS**

There is no limit on Drawbacks.

## **Alternate Setting (+0cp)**

Instead of being on a mostly normal Earth, this Jump can be in any setting you choose. If that setting has a Jump, you can use this as a Supplement for that jump, with all CP kept separate.

## **Extended Stay (+100cp)**

You can choose to stay here for an additional five years. This can be taken multiple times.

## **Irate Allies (+100cp)**

Your own side does not like you very much. Expect late arriving reinforcements, missing supplies and lousy missions.

## **Not Human (+100cp)**

You have difficulty understanding normal humans or reading their social cues. This makes it much more difficult to interact with them.

## **Raw Recruit (+200cp)**

You lose access to any perks, powers or abilities you might have acquired prior to this Jump.

## **Merely Human (+200cp, Requires Raw Recruit)**

You do not gain anything chosen from this Jump until after the Jump ends. You have to survive the war with just your Body Mod and your own skills and experience.



### **Standard Issue (+200cp)**

You lose access to your Warehouse and any items from prior to this Jump.

### **No Civilians Allowed (+200cp)**

Your Companions and Followers are spending this Jump on vacation or in stasis. They can still be imported, but do not gain anything from this Jump until it ends, and are not available to you.

### **Hidden In The Shadows (+200cp)**

The normal humans have no place in this war. Now, it is your job to keep them out of it. It could require misinformation, bribery, blackmail, murder, or any other imaginable method, but you are the one stuck doing the dirty work to keep the war under wraps.

### **Additional Front (+300cp)**

There are more than two sides to this war. Choose a powerful faction from history or a fictional media. They are now present in this world and are an additional participant in the war. This can be taken multiple times. They will not automatically cooperate with your other enemies.

### **Against The World (+300cp, Requires Additional Front)**

Now, all the other factions are united against your own faction. They will cooperate effectively to defeat you.

### **Weapons Of Mass Destruction (+300cp)**

Normally, no side of this war is willing to destroy the world to win. That is no longer the case. Both sides have access to WMDs, and will use them if they get desperate enough.

### **Last Survivor (+300cp)**

Your side has lost. You will either be living under the rule of the other side, or be on the run, for your entire time here. This will be hell, on the level of a Jew in Europe if Nazi Germany had won WWII.

## **FINAL CHOICES**

Now, you have to choose if you want to **Stay Here**, **Move On**, or **Go Home**.





# **NOTES**

**April Fools?**

Maybe. You decide.

**Details?**

Fanwank.

# **CHANGE LOG**

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Created the document.