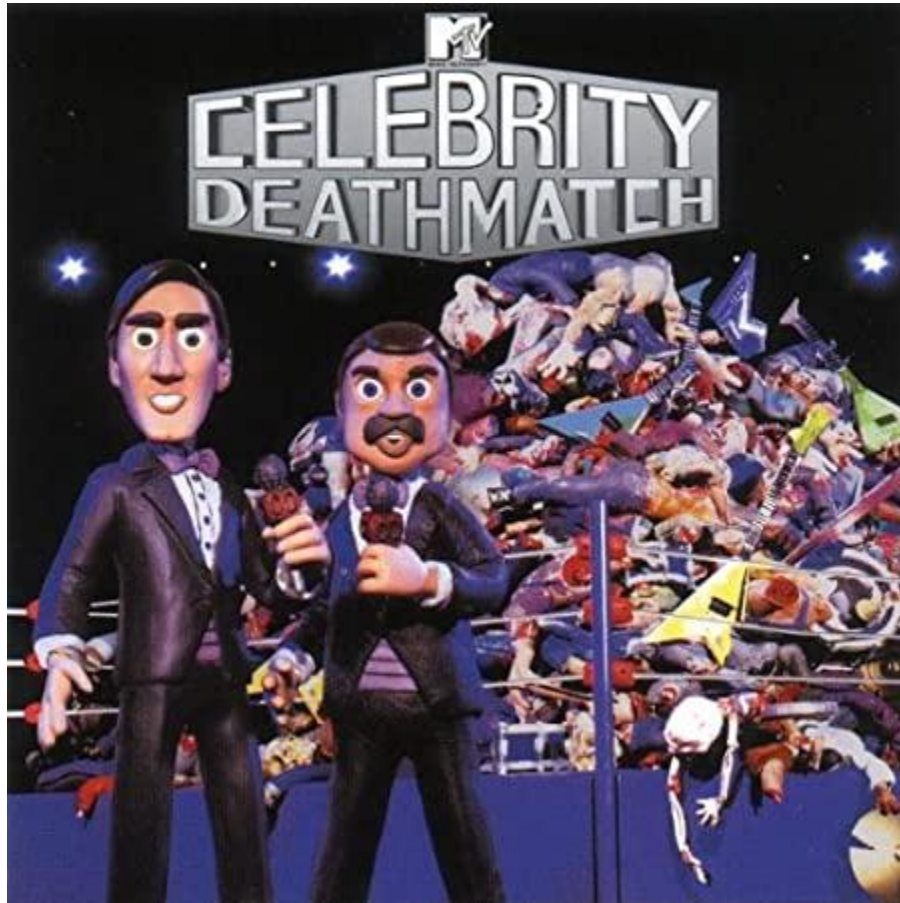


Celebrity Deathmatch Gauntlet



The jump you are about to experience is a work of total fiction. Names, characters, places and incidents are either products of the original creators' imaginations or are used fictitiously. Any resemblance to actual events or locales is entirely coincidental. This jump does not reflect the views or opinions of any actual person portrayed herein.

.... Anyway it's just clay.

Hello, this is Johnny Gomez

And I'm Nick Diamond

And we'll be bringing you this jump. Though this jump is a little different. See it's a gauntlet meaning there's some special rules and a baked in mandatory scenario. If you don't want that, you can take the Not a Contestant toggle in the drawbacks, forgoing the scenario and its rewards below.

But you'd have to be some sort of chicken to take that. I mean what sort of coward would be too scared to enter the ring without a load of unfair advantages?

I don't know, Nick, but let's explain to them the rules before calling them a coward. As a gauntlet you are reduced to your Bodymod, losing all perks, items, powers, perks by different name, alt-forms, racial abilities, followers, companions, etc from other jumps. However failure in this jump, such as dying...

Which is very likely.

...is not chain ending, merely means you lose anything you would have gained from this jump.

Now normally our contestants are more than happy to compete for just the chance to beat another celebrity into a pulsating mess of bloody flesh. But with you we've been told to make the experience more... rewarding.

So we've got a special deal for you. And oh boy what a deal. Where most celebrities only appear once, or maybe twice on the show, three times if they're really lucky. You can choose to fight up to 6 times. For each fight you win you'll get an additional reward. And some of these rewards are a real doozy, aren't they Johnny?

That they are Nick. If you win 0 fights, but survive at least one fight you can go home at the end of the year with whatever you got from Stone Cold's lab. This should be possible, given in season 1 we'd end some fights due to knock out, or other disqualifying factors without anyone actually dying. Don't expect it to happen more than 1 or maybe 2 fights in, but it's possible.

But if you win at least one fight you get to take me and Nick Diamond along with you to comment on your fights.

What? But I've got a son. They can't make me follow this nobody all over...

Nick, slow down and let me finish explaining. First off, per standard rules time will be frozen here until they finish their chain so you won't be leaving your son unattended. Secondly we won't be following them constantly, or even physically. Instead we will simply appear to add our verbal commentary to their fights if desired.

Oh, well that's better. Wait time is frozen here till they finish? So if we were following them does that mean we could live forever?

Quite possibly.

You lucky bastard. Why do you get to be the one on a jumpchain and not me? No Jumpchans ever pick poor ol' Nick Diamond. It's so unfair!

But the Jumper might pick you. For each fight that they win they can also select one member of the Celebrity Deathmatch crew to bring along with them as a companion. Now if they select you or me as an active companion it'll disable us from automatically providing commentary, and if they win all six fights they'll get the entire crew of: me, you, Mills Lane, Stacy Cornbread, "Stone Cold" Steve Austin, Debbie Mantepoulos, Tally Wong, Marv Albert, and yes Nicky Jr too. To make things a little better for you, you may have any members of the Deathmatch crew you recruit this way share a companion slot with each other.

Oh. Well... in that case. Don't die Jumper! And take me with you!

Cut it out Nick, nobody wants a desperate fight announcer accompanying them.

Really? I mean... best of luck Jumper. Try your best to kill as many celebrities as you can.

Moving on. If you win two or more fights you will find that some form of deathmatch follows you. In each world you go to there will be some legalized form of death fighting which can be viewed by the public. This may be socially stigmatized, and it may require the willing consent of participants.

Consent? Really? Wait... Johnny, are you saying they don't have deathmatch in these other universes?

Not in most of them.

Oh God, the horror. What do they do for fun?

I don't know, I don't know. But you should have known this already, Nick, did you not read the information packet?

We had an information packet?

Where was I. Oh yes they might be considered vulgar or require consent, but they will be legally allowed and available if you want them to be.

If you win at least three fights we'll go one step further and... Nick, this says something about your coma dreams?

Coma dreams? When was I in a coma?

Season 1. You hit your head after a celebrity was thrown into the support strut for our booth.

I'm pretty sure I'd remember that, Johnny. But well if you win at least three fights you'll get tickets to your dream fight. Once per month while you're sleeping you can have a dream that perfectly simulates what would happen if two figures from anywhere or when in the omniverse had a Celebrity Deathmatch fight. Complete with the show's style of comedy and physics. Now isn't that a real reward?

You can say that again. But the best ones are still to come. If you win at least four jumps you gain the ability to bring a jump out from the vaults. This will reskin the world aesthetically in the style of a decade from the 1920s to the 1990s. This won't change any major elements - if cellphones play a plot significant role and you reskin it as the 1920s cellphones or an equivalent will exist - but you'll get to experience styles, slang, fashion, aesthetics, and if desired possibly even cultural norms from the chosen decade painted over your current jump.

But that's nothing compared to if they win at least five matches.

Not sure if I agree with you there Nick, but the fifth prize is a big one.

What could be better than the ability to once per jump challenge an opponent to a deathmatch and have them have to accept? You can legally kill anyone you want, and if they refuse the law will help you bring them in. Who wouldn't want that?

Well I guess you have a point there. Of course you've got to be able to kill them, and this is a one-on-one fight, though one on one by deathmatch rules so if your friends start to help it won't end the fight so much as mean that if they manage to get away people won't hold it against them. And you're theoretically not supposed to bring

weapons in, but again you won't be punished so much as people won't hold them to finishing the fight if you do. But if they refuse they'll be treated as a total outlaw.

And if they win the sixth fight they get the ultimate prize. They will be the greatest deathmatch champion. The undefeated king

Or queen

Or queen of deathmatch. The title of World's Deadliest Celebrity and the bragging rights. Just think about how much tail they could attract with that?

I think you're missing the main reward there, Nick. See if you win all six fights you get more than just the title. You'll get to bring along with you the way this world works. By which I mean the special physics you see in the Deathmatch ring, and out of it, in this universe. A place where normal people are able to rip each others' limbs off, survive massive injuries, lift fat people by just their thumbs and spin them around. All of which and more functioning off of the rule of funny. And if you don't want to apply Deathmatch physics to the entire universe, you, and all companions acquired or imported here, will gain the benefits of being Claymationed. That is you'll gain the ability to survive the sort of brutality that is common to pretty much every celebrity in this world.

Of course since we're taking away your outside powers we'll be making you clay while you're here to even the playing field. You'll be gaining those benefits of Claymationed, and the entire world will be functioning under Deathmatch Physics for your stay here.

This means the rule of funny is a rather inherent law of things so expect it to be much easier to win a fight the funnier it is, and for it to be very hard to win a fight without it swinging back and forth at least a few times.

You might have a 6 second fight once, but don't expect it to happen more than once. We've got time to fill, and people to entertain. So be funny, get creative, and make it a good fight.

I couldn't have said it better myself. And as a general rule the more fights you engage in the less funny you winning becomes, so while you won't necessarily be fighting better opponents later on you'll find them harder to kill. Plus as the seasons roll on we become increasingly likely to arm our contestants before a fight, introduce strange special rules, or after the revival just have people pull entire vehicles out of nowhere, so you can expect to see more of those as the seasons roll on. You won't be benefiting from

these later season advantages yourself, by that point you'll be a returning champion and who shouldn't need any help.

*Now to make sure that the competition doesn't get a **jump** on you, we'll be sending you to the lab of our resident professor of brutality with a PhD in violence, "Stone Cold" Steve Austin where you can get augmentations or pick up some items and gear.*

This is a gauntlet, however, so none of this is free. You'll have to pick up some complications or drawbacks from the producers and sponsors of our fine show to pay for them. These will make your life a little bit harder, but you'll hopefully be able to make up for it with the perks and items from Steve. And since you won't be fighting all your matches back to back there's a need to consider the rest of your stay. You'll be having 1 fight a year, and for each fight you choose to engage in you'll have to spend one year here.

But don't worry about injuries. As long as you survive you'll be given our finest reconstructive surgery and physical therapy to get you good as new between bouts. This does only apply to injuries gained due to participation in Deathmatch or as part of attending it. So if you get injured on your own time you're out of luck.

Shit out of luck indeed. Though when not attending our shows, you will be provided with the lifestyle and contacts of a D-list celebrity. As long as you keep appearing in Deathmatch you should be able to leverage the name recognition into a career that's enough to get by at least even if you don't have any actual skills or charisma.

But now we'll take you to the sponsorship offers so that you can afford some goodies from "Stone Cold"'s lab.

For full plain text descriptions of the rewards see the notes.

Drawbacks

All Drawbacks are removed at the end of the jump. As a gauntlet there is no drawback limit unless you take the Not a Celebrity drawback (which makes this not a gauntlet).

Not a Celebrity (Special): This renders the Jump no longer a gauntlet. You gain 1000 CP, but you are no longer eligible for the Rewards, no longer benefit from the free position as a D-list celebrity, or the healthcare and rehabilitation between fights. You no longer **have** to fight in a deathmatch at all, or attend the shows if you don't want to. You may stay 1 year or up to 10 years if you prefer. You now have a drawback limit of 800 CP.

Broadcasters Opposing Offensive Behavior (+100): BOOB has its eyes on you. If you do anything sexual where **anyone** other than you can perceive it - so this includes anything with an actual partner - they will drag you in and have you arrested. Thankfully they won't interrupt you during a Deathmatch - so don't need to fear being dragged out of a fight by clothing damage - but if you end up flashing everyone in one they will arrest you afterwards.

Corporate Sponsorship (+100): Probably the simplest sponsorship offer. You have been sponsored by a company and have to praise a company on a regular basis in the most sycophantic manner possible. They will demand precise phrases and even ways of saying them, and you'll have to make at least a few of these statements in each fight you participate in.

Keanu Reeves (+100/+800): Keanu Reeves is a jumper. And he seems to be doing this gauntlet too. Keanu Reeves will now automatically be included as one of your opponents during this jump and you must survive a deathmatch against him or fail it. For +100 CP he is doing it as a gauntlet just like you. However for +800 CP he has his full out of jump powers that he would normally keep hidden and unrevealed, being a highly experienced and skilled jumper himself. Good luck. You will need it.

Misunderstood Comments (+100): You have a tendency to say things that can be misunderstood as being sexual when you really don't want them to be. These comments will have a tendency to infuriate **somebody**, whether your opponent, an audience member, the referee, or someone else.

Season Tickets Holder (+100/+200/+300): You have been provided with season tickets to attend Celebrity Deathmatch live. For +100 CP you must attend 6 nights of fights each year you're here. Remember the audience aren't uncommon collateral in these fights. For

+200 CP you must attend 12 nights of fights each year you're here, one a year as either a guest referee or guest commentator (and at least once as a guest referee as they're the most likely to die). For +300 CP you must attend 2 nights of fights a month, and will be a guest referee at least twice a year, and a guest commentator at least 4 times a year.

Abusive Gloating (+200): You have a tendency to gloat and insult your opponent during a fight. Besides slowing you down from going for the kill, this gloating seems to have a tendency to infuriate your enemy, seeming to drive them to new and higher levels of capability and power when you do so.

Addict (+200): You are addicted to something. Drugs, alcohol, sex, fatty foods, gambling, or some such. Presented with this addiction you will find yourself unable to resist losing your focus and turning your attention to this addiction for a time. This addiction is well known, and your opponent(s) will take advantage of it at least once a fight... as well as it influencing your life outside of the fights.

Against All Comers (+200/+400): Instead of fighting one opponent and being done, each of your fights will now include a second opponent that comes immediately after before you've had time to rest or recover. Thankfully you'll only have to fight them one at a time, but each set of 2 fights will only count as one for your rewards (you can still have 6 sets). For 400 CP you'll have to beat 3 opponents in a row each time.

Like Samson From the Bible (+200): Your power is in your hair. You will only have full power when you have a full head of hair that reaches down below your shoulder blades, and when your hair is cut off you will lose strength, speed, and power the more that is removed. If you were bald you'd be as weak as a small child.

Snuck In Weapons (+200): Your opponents always seem to have snuck in some weapon that's on a larger and more dangerous scale than would be expected from the fight. For the first fight this is probably just a weapon of any sort, but as each season tended to be more permissive with the weapons they were supposed to have this will get somewhat worse in the later fights.

The Bottom Line (+200): You must face pro-wrestling - and Death Match - legend "Stone Cold" Steve Austin in a deathmatch or fail this jump as if you had died. You don't have to win, merely survive (of course by default a deathmatch doesn't end till one of you is dead).

Voice of the Force (+200): There is a voice that only you can hear. This voice will occasionally give you advice. It might be useful if it wasn't particularly slow in speaking

while giving it, and always seemed to call your attention to it in a fashion which is extremely distracting and leaves you open to your enemies.

Wardrobe Malfunction (+200): Your clothes will occasionally animate in an attempt to attack you; though not a daily or even weekly occurrence it will happen at least once per fight. These attacks will never be lethal, or lead to serious injury, on their own, but they may slow or hinder you in a fight. You are not allowed to be less than fully clothed in public.

Lawless (+300): You must fight Lucy Lawless as one of your deathmatch(es); you don't have to win, but you must face her or fail the jump. In addition to playing Xena Warrior Princess on TV, she was voted the most dangerous and most entertaining woman of the year, fights snake men, centaurs, and gargoyles day in and day out, while routinely slaying multi-headed serpent monsters. Good luck.

Stern Ref (+300): Your fights always seem to have a rather lecherous guest referee. Often when you gain the advantage in a fight you find the referee interrupting it to feel up you or your opponent, breaking your offensive momentum. He doesn't seem to interfere when you're being pressed hard.

Useless Tag Team (+300): All your fights will now be tag team fights, and your partner will always be completely useless. Or worse. Don't trust them with a gun, they'll shoot you both.

Ambush (+400): It seems like at some point in every fight you're in someone from outside of the ring will attack you and join the fight against you turning it into a 2 on 1. You will forget you took this drawback, and they will always seem to know when to strike for your defense to be relatively down.

America's Evillest Man (+400): You must face Marilyn Manson in a death match or it counts as you failing this jump. Marilyn Manson is America's Evillest Man, and the only 3 time victor on the show, and seemingly possesses unholy powers.

He's bigger, he's stronger, and he doesn't have syphilis (+400): This can no longer be said about you. While you aren't necessarily weaker and shorter than your opponents, you are significantly shorter and weaker than you were before and you now have an incurable (though treatable) case of syphilis.

Turned Your Back (+400): You have a tendency to consider yourself to have won well before the fight is over, and every fight at least once when you gain an advantage will

spend a long time on self congratulation ignoring what they might be doing behind you while your opponent is still alive.

Against the Machine (+500): This tractor treaded titanium robot stands over 10-ft tall, with powerful mechanical arms, and the ability to change its hands with several deadly weapons. Unlike the one Rage Against the Machine fought, it has an internal power supply and will continue to function for a time if unplugged.

One Short (+500): You came up one short in your work with the mafia, now they want you dead. While they'll not attack during your fights - if you keep them entertaining enough - expect to suffer at least a few attempts on your life, or at pre-fight knee cappings, before your time here ends. Thankfully if you survive enough they'll decide you're not worth the effort so you can expect them to taper off within 3-4 years if you're staying the full 6 seasons.

Stick Up Your Ass (+500): You have a massive legislative branch rammed up your ass. This has left you stiff and inflexible, seemingly not having elbow or knee joints with the way your limbs do not bend, and your personality and behavior is as stiff as these joints, slow to react to shifting situations. If you're beaten badly enough the stick will come out of your ass... but it'll be right back in by the next fight.

Blindfolded (+600): You must perform all your fights wearing a blind fold. You can't remove it during your fights or see through it leaving you effectively blind.

Broke Your Own Arm (+600): You have a tendency to injure yourself in your attacks. Punch someone and you're as likely to break your hand or arm as to do significant damage to them. You'll still injure yourself with weapons, but at least the damage you'll do to your opponent is greater.

Loch Ness Monster (+600): 41 ft long and 17 tons. With a prehensile tail, ability to shrug off tanks, and the fastest death battle win - even when against the mighty sasquatch - you now have to count the Loch Ness Monster among your enemies or fail the jump.

Playing with your Food (+600): You are almost absolutely incapable of finishing a fight. You will find yourself, attempting to humiliate, degrade, and insult them for longer and longer periods until Mills forces an end to the fight, or they escape and turn the tide multiple times. Only once they have turned the tide multiple times will you be willing to actually damage your opponent in a way that significantly removes their ability to fight back.

Totally Gullible (+600): If you were in a deathmatch and your opponent told you that your shoes were untied you'd stop to check and tie them... and your opponents know it. In fact you're continuously fall for these attempts. Looking behind you for the simplest of excuses, stopping fighting because they told you you won on a technicality, stopping a fight to talk to someone because they told you you were supposed to. And this applies outside of the ring too. You are absolutely gullible and you will never learn.

PERKs

“Stone Cold” Steve Austin here, and now that you’ve hopefully gotten some CP let’s get going. Using the finest deathmatch science and remains from dead celebrities I have created a variety of injections which will permanently resequence your genetic structure to give you augmentations to enhance your performance and killing ability. These Performance Enhancing Resequenced Killing augmentations, or PERKs as we’ve been told to call them, should give you a leg up in your matches against other celebrities.

*There’s no discounts here, so choose carefully. Several of these PERKs can grant you what are sometimes called ‘alt-forms’. I’m not qualified to say how they play out during your chain, but if you take multiple of these PERKs in **this** jump, you may choose to have them automatically merge into a single alt-form or remain separate. This choice is permanent, but if you get an ability that allows you to merge alt-forms you may cause them to become separate ones that then can be merged with that ability.*

Air Jordan (100): You are able to perform truly impressive jumps and leaps. You could perform a standing jump across a fighting ring, passing above human height in the process, and break real life world records.

Appliance Proficiency (100): You are highly proficient in the use of various household and business place tools and appliances as deadly weapons. This doesn’t necessarily make them better (even for you) than actual weapons, but you can use them to kill with surprising skill.

Most Annoying Band in the World (100): You possess the musical skills necessary to compete for the title of the Most Annoying Band in the World, making you an expert pop-musician especially when marketing to teen and pre-teen girls.

Pearly Whites (100): You have perfect teeth, extremely resistant to decay and damage... and with enough bite strength to chew through a person’s neck and decapitate them.

TV Goremet (100): You have the skills necessary to be a successful TV chef. This includes a knowledge of how to use cooking knives, and even specialized kitchen tools. This being Celebrity Deathmatch this knowledge includes how to use them as weapons (although not at a level necessarily greater than real weapons) and to cook human flesh.

And That is Why Fabio Must Die (200): You are able to blame someone for all the woes of the world, and convince yourself to honestly believe it, allowing you to hate them intensely and wish their death without hesitation.

ASSets (200): Choose breasts or buttocks. You have a lovely, full pair, and these can be weaponized, hitting with the full force of a kick. You can stretch out one or both breasts/butt cheeks (based on your choice) to use as weaponized assault, gaining reach similar to a leg. You may take this perk twice to gain both. You may choose highly defined pectoral muscles instead of breasts if you'd like.

Cock Fighter (200): You have a body fit for a porn star, and the skills to match; in fact you could make a porn video that became the top seller of the year. Also your cock is able to extend outwards at high speed, to pierce into opponents from a dozen feet.

Golddigger (200): You can smell people's wealth. The wealthier they are the stronger their scent will be, and you can mostly identify the general magnitude of their financial worth through scent. This does allow you to track wealthy individuals by scent, being like a bloodhound (or better) when it comes to following someone worth hundreds of millions. Also for some reason people you marry have a tendency to die soon after; though you may toggle this portion of the effect off if you desire.

Hungmongous (200): You are nimble, and how fat you are doesn't seem to restrict your mobility or speed. You could weigh 300 lbs, and still be as nimble as you would be if you were lithe and fit.

Irish Charm (200): Like Colin Farrell you can mutter some incomprehensible words in an Irish accent in lieu of seduction, or like Charlie Sheen just flash a smile. It won't let you seduce someone you couldn't have with, let's say a week of flirting and dates, but it'll save you a fair bit of time and effort. Of course, this does also increase your charm towards your preferred gender(s) a bit too.

Rock-Hard Abs (200): You have a toned fit stomach... that's hard as steel armor, and gives you excellent abdominal strength as one might expect. Punching you in the belly won't get people very far, and likely do more damage to them than to you.

Platypus (200): You are a human sized platypus. You are able to bludgeon people with your tail and you possess sharp claws capable of slicing flesh. Post-jump this becomes an alt-form.

Sharp Tongued (200): Like Simon Powell you're an expert at witty, referential insults, especially when spoken in a British Accent (which you can now simulate with perfect ease). And like him your tongue is abnormally long and forked, able to stretch out somewhat over a foot, and is sharp and strong enough to cut flesh.

Tahitian Skeleton Pull of Death (200): You know the proper technique to reach down a person's throat and pull their skeleton out. This won't work on all opponents, and works best if their guard is down.

Thick Skull (200): You are resistant to head trauma. For a normal human hitting you in your head is absolutely futile, and even some weapons will prove completely useless. A bullet might bounce off of your skull (though it'd still hurt).

Celebrity are Beautiful People (300): Not an appearance perk. Instead people will ignore your worst qualities and behavior as long as they don't have a significant impact on their life. You could be a total asshole to anyone you met, and those who observed your behavior wouldn't care unless you were an asshole to them directly.

Celebrity Projectiles (300): You're strangely good at lifting and throwing people. You might not hit any harder but you can hold someone up and toss them across a room. As this is relatively common in this world (so much that it's a part of Claymationed and free during the jump), this also increases your accuracy and the damage inflicted when using people as projectiles (both to the projectile and what it hits).

Cute and Cannibalistic (300): Like the 3rd Olsen twin who couldn't act cute, you have the speed and killer instincts of a feral animal. This also comes with long fingernails that can act as flesh flensing claws, and a lack of a revulsion to cannibalism.

Four Arms (300): Like the genetically engineered freck Beni Trauma you possess 4 arms, and the ability to coordinate them all as easily as a human can with their two arms.

Giraffe Style (300): You are proficient in Giraffe Style. This is a fighting style focused on the use of long legs, for mobility and kicks, as well as the ability to stretch your neck and use it and your head as a highly flexible weapon. This training allows you to stretch your neck to impressive lengths for use as a weapon.

Impressive Motor Skills (300): You are extremely agile and flexible. This puts you somewhere slightly above peak human.

Know How to Suck (300): You really do. You can suck with force enough to create a wind tunnel strong enough to pull a person, or loose objects, towards you.

Kung Fu Fighter (300): You are an actual fighter who does his own stunts. You are strong, fast, and able to take a beating. Also comes with the ability to kick people in half, though this works best if they're not expecting it.

Obscure References (300): You are a satirist skilled at cerebral and referential comedy. You are also skilled at making your fighting style as obscure as your references and extremely hard to predict; an untrained fighter would have no real chance at guessing your next move, and even a professional one would have difficulty... even danger sense and combat precognition will have reduced effect though don't expect it to be enough to completely negate it.

Tai Bo Bodies (300): You know the Tai Bo way, keeping your body fit and trim, and you can even teach these exercises to others allowing them to reshape their bodies by losing fat and gaining lean, trim muscle. This only requires mere minutes of effort to melt off the fat and build muscle. You also know how to tie human bodies into bows if you have one left in a position where they can't defend themselves.

Where Is Jumper's Brain (300): Your brain and spinal cord is able to survive on its own. Your spinal cord is able to move if removed from your body, sliding like a worm or a snake, strong enough to raise itself and your brain erect. Your brain still requires sustenance and sleep, but can breathe, eat, and drink despite lacking any discernible digestive or respiratory systems.

Bisected Survivor (400): You can survive being cut in two either vertically or horizontally, and have each half continue to function independently of each other. This does not protect you from other wounds. If bisected again you will suffer like a normal person.

Ego Poke (400): You have learned the deadly ego popping finger poke. By poking the right spot on a person's chest you can pop their ego, causing them to be reduced to an accurate measure of their own abilities and worth. Against enemies such as stars able to keep going on their sheer narcissism and pride this can be especially deadly.

Flashback Frenzy (400): You can slide yourself into a demented haze where you become a brutal killing machine, but your awareness of the world becomes twisted rendering you incapable of recognizing friend from foe or exact details of what is happening - only aware enough to avoid attacks and make them. This frenzy will last about a minute before it ends and you cannot enter it again for 1 day.

High Note (400): You have a skilled and trained singing voice. You are especially good with high notes, able to sing a prolonged high note that can break glass, torment dogs, deafen bystanders, and given time blow up heads of those too close by. Of course this requires time, and it can be hard to sustain a high note in a pitched battle.

Man-Eater (400): You are able to stretch your jaw to swallow a grown man whole, and like a snake breathe while swallowing. To synergize with this you now possess a stomach space large enough for a human to stand and move about within it, even if you should be smaller than this.

Merchant of Venom (400): Whenever you insult an opponent you will find your blows hitting them harder for a short period based on the quality of the insult. If they're weak - or not funny - you won't see this boost.

Most Satanic Rocker (400): You possess the power of a metal vocalist. You can sing a metal song, and can stretch your jaw far enough to bite off someone's head, and if they let you get them into the position for that, actually do it in one chomp. Make sure to chew so you don't choke and to keep your rabies booster up to date. You also know spells to raise the dead as zombies which live until their brains are destroyed; they are compelled to obey you, but some forces - such as their hunger for human flesh - can overwhelm this.

Mummy (400): You are an undead mummy. You do not age, do not sleep, do not need to eat or drink. You have horrible halitosis from thousands of years without brushing your teeth, capable of making an opponent nauseous. As long as you are wrapped in your bandages you possess more than human strength and durability. Post-jump this becomes an alt-form or can be applied on top of other alt-forms.

Normal to Psycho in 3.0 Seconds (400): With a few seconds of focus and concentration you can put yourself into the mindset of a villain, suppressing your conscience, sympathy, empathy, and concern for others. While in this state you become more durable and stronger; if you were a normal person this would push you close to peak human, and you will still see a noticeable increase even if you go well beyond that. Sustaining this state can be tiring eventually... but that's on a scale of hours or days, not a normal fight.

Ringside Organ Transplantation (400): You possess the ability to, with sufficient force, push your hand through someone's flesh or even skull to grab an organ, rip it out, and swallow it to temporarily assimilate it into your own being. You may need them against a hard object to reach this force, but you will be able to do so with your own bodily strength and proper positioning assuming it's at least average for a human.

Tornado Punch (400): You are able to perform a special technique where you hit punch and begin spinning around, creating a cyclone, with wind forces enough to pull people, miniature trucks, pygmy cows, and debris into its spinning winds. This punch takes a high amount of energy, make sure it will finish them.

Body Possessing Alien (500): You are a parasitic alien species which stands a little shorter than waist height. While surprisingly strong for your size, with claws, long fangs, and a single large eye, your real power is that you can enter people's heads through their skulls and take over their body. Post-jump this becomes an alt-form.

Faster than the Human Eye (500): You are able to, in short bursts, move so fast that the human eye can't follow you, allowing you to in the space of a few seconds leave the ring, walk to a car, open the trunk, take a tire iron and return to the ring to smack your opponent. This requires a great deal of energy and stamina though, and is unlikely to be used twice in the space of a single fight.

Genghis Khan's Cerebral Fluids (500): You possess Genghis Khan's aggressiveness. This doesn't give you his political skills or charisma, but it does give you an instinct for personal combat, and substantially increased strength. You could be a scrawny weakling and still lift a corner of the fighting ring itself over your head to use as a weapon; even by the standards of this world you're superhumanly strong.

Hypnotic Linedance (500): You can perform a line dance which lulls enemies into a hypnotic trance. This trance can be broken, or even resisted by those of particularly strong will, but against most enemies will give you a chance to get a good hit or two in. Use them wisely.

Manly 'Stache (500): You are able to grow an impressive mustache. In fact it's so impressive that it can grow into a pair of long tentacles, able to stretch ten or more feet, and each at least as strong as your legs. These tentacles are able to manipulate objects, work as extremely dextrous arms or hands, use them as additional legs, or wrap one around someone's throat to choke them.

Psyche (500): With a few words you can appeal to people's better nature, drawing forth momentary compassion and hesitation to commit violence. Whether you use this to get an opportunity to strike, or to start an actual dialogue its effect will wear off after some time and doesn't work on the same person twice.

Witch (500): You are a witch, proficient in the use of a broomstick as a melee weapon, and able to release bolts of colored energy which cause mostly cosmetic transformations, start fires, or animate a broomstick and transform it into other wooden objects.

Beat the Hell Out of Them (600): Through sheer physical violence you are able to beat possessing spirits out of their hosts. This also works to fix brainwashing or mind control.

No matter what means of control is used, whether chemical, surgical modification, magic, or what if you beat someone hard enough you can cause it to break.

Devastating Natural Aroma (600): You possess a rather destructive case of flatulence. With these weaponized farts you can send people flying, knocking someone back ten feet or more, or even melt someone's flesh with an acidic ass cannon. Be careful not to let it get plugged up or it might end up backfiring.

Divine Intervention (600): Once per year you can pray to God and He will provide you with some significant advantage to deal with a currently pressing problem. This will not be enough to overcome the current difficulty alone or guarantee victory, and it won't necessarily turn a hopeless fight winnable, but it will give you a noticeable advantage. Maybe it will provide you with a new weapon, enough beer to get an alcoholic opponent halfway drunk, a healing item to remove a debilitating status effect, or some other **minor** deus ex machina.

No Personality But Lots of Characters (600): You might not be that interesting yourself, but you have a knack for making iconic, quirky characters. By taking on the persona of a character you have established and acted as you can gain minor abilities related to them; increased agility, or strength, or perhaps increased martial arts skills, or ability to drive pinkies through skulls.

Paranormally Powered Flesh (600): Like Marilyn Manson your body parts turn into insect-like monsters hellbent on murder if they are removed from you. You can reattach them to your body, turning them back into regular (paranormally powered) flesh. This also allows you to survive significant bodily trauma to your limbs, ensuring that you don't bleed out due to having a limb cut off; does nothing for damage to the head/torso or vital organs.

Vampire (600): You are a vampire. You do not age, do not sleep, and feed on human blood. You are stronger than a human would be, not affected by garlic or running water - though you might want to wear chest armor to protect against stakes - but do need to avoid sunlight. You can also turn into a vampire bat capable of draining the blood of the living at high speeds. Post-jump you can toggle this on and off if you want to be able to go out in sunlight.

Violent Vocal Chords (600): When you allow your rage to fill you and fill your voice, your shouts produce actual, physical force, enough to knock people aside, or at close range to literally blow someone's mind out of their head. This does put a strain on your

vocal chords, and can make you lose your voice for a time, and your ability to scream like this for a longer one.

Death Engineer (700): You possess a great deal of engineering skill. In fact you could take a bag of spare parts and make them into various mechanical murder devices. While (with just this) you won't be making much more complicated than a meat pulverizer, or a backpack with a fan on top that can be used to fly around in a world with very loose physics, the speed is important as you can do this in under a minute. If you possess the parts and knowledge for something more impressive you could put it together in a similarly accelerated time frame.

Inexplicable Return (700): After the show was revived from cancellation several celebrities killed in the earlier seasons re-appeared without explanation. Now you too can revive without explanation 1/jump. You will revive somewhere safe a few days to years after your death as if it had never happened. People won't even comment on this unless they were personally involved in and emotionally invested in the events around your death.

Potato Anon (700): You are a humanoid potato. While shorter and smaller than a human you have several advantages. First should your genetic structure be affected by something you could grow a dozen long, weaponized tentacles. This also helps you survive extreme injuries. You lack vital organs, and if you're sliced your pieces can reanimate as miniature versions of you. Though if you're mashed, cooked, or cut too fine they cannot. Post-jump this becomes an alt-form.

Magician (700): You can perform basic stage magic such as sleight of hand to replace a card with a badger unnoticed or to pull someone's brain out of their head, teleport short distances, telekinetically lifting people into the air, summoning tigers (or other animals), or animating brains to put them back in people's heads again.

Reformation (700): Like Sylvester Stalone or the T-1000 you are able to reform should you be blown to pieces. As long as your body and head both remain mostly intact you can reattach parts of yourself, but they will not flow like a Sylvester Stalone (or T-1000). Once per year, however, you may have your body parts flow back together and repair themselves of all recent damage even if your head and body were completely blown apart like with a rocket launcher.

Fabio-lous Eyes (800): You can hypnotize those the least bit physically/romantically attracted to you with your gaze making them fall under your spell. This will leave them highly suggestible to you, easy to make them fall in love with you, as well as mostly

defenseless should you decide to attack them. This is extremely difficult to resist, or break free of, and works on very low levels of attraction

Iron John (800): You have impressive durability. At minimum this is enough to shrug off the blows of a pop-starlet without even noticing them and to reduce the damage inflicted by stronger opponents; don't expect this alone to save you from the Loch Ness Monster or an armed man though. But this does more than just make you tougher. Things that hit you find themselves receiving damage based on your durability. The more durable you are the more damage will be done to whatever strikes you. With just this a pop-starlet might break her arms punching you, a professional boxer might end up hurting almost as much as you do, and someone hitting you with a bat would be liable to break it. The more durable you become, however, the greater the self-injury.

Mutant Hillbilly (800): Like the superfreak Cousin Grim, you have impressive size and strength, about 20% taller than usual, and twice as strong. The greater benefit is your regenerative capabilities. As long as your head is intact you can quickly regenerate from any wound, regrowing your whole body if beheaded in less than a minute.

Medusa (900): You are a Medusa, taking a form like that from the 1980s movie *Clash of the Titans* as opposed to earlier mythological depictions. This means you possess the lower body of a snake, with a torso noticeably longer than a human's, and a mass of snakes for hair. You are stronger than a human, with enhanced reflexes, a powerful lashing tail, deadly claws, and your venomous hair can reach out and bite opponents. Your greatest strength, however, is your petrifying gaze. This gaze will turn to stone any creature that meets your eyes directly, though you are not immune should you look into your reflection. This petrifying gaze continues to work even if decapitated. If one the snakes forming your hair is cut 2 will grow in its place. Post-jump this becomes an alt-form.

Items

Now, I don't know about you, but personally I'd be a little uncertain about modifying my own body with injections of celebrity DNA. If that's the case, well it feels a little unfair, but I've been told to let you purchase some items from my lab to help you out in your matches. So look around and see if there's anything you'd like to spend those CP you worked to get.

Hoplite Armor (100): Well at least a Hollywood replica of it. This is a bronze breastplate, helmet, round shield, sword, and spear weighted for throwing. It ought to help you in your fights. If lost or damaged it will be repaired and returned to you within 24 hours.

Mills Lane Dancers (100): This group of bald back-up dancers dressed in sleeveless referee uniforms appear when you need them. They won't fight for you, or do anything other than dance, but will always be excellently choreographed and disappear when they are no longer needed.

Steel Plated Underwear (100): This pair of metal undies is highly effective armor for your junk, and yet no more uncomfortable than normal underwear.

We've Got a Finished One Ready to Go (100): Whenever you put a meal into the oven, or onto the stove, where the preparation is done save for the time needed to cook it, you can immediately pull out a finished version. The meal you put in to cook will disappear. This saves you time, doesn't double your food.

Melon Smasher (200): This is a very oversized hammer. It is easier to swing than its size and weight would indicate, and should you manage to bring it down on top of someone's head you will find that it is excellent for splattering skulls.

Murder Hat (200): This fashionable hat, of the variety of your choice as long as it has a brim, is balanced for throwing. It possesses a razor sharp blade which will spring out when you throw it, making it a potentially deadly throwing weapon. If damaged, lost, or destroyed it will be back good as new within 24 hours.

Pacemaker (200): You possess a pacemaker which can serve to completely replace your heart. Strangely, attempts to remove your heart or directly attack your heart will miss this pacemaker completely. Be careful, however, as it can be removed through powerful magnets, and if you don't also have your heart that would kill you.

Pants Sand (200): Should you reach into your pants in search of sand you will always find a handful there for you to use for whatever purpose you desire. If you do not currently want sand in your pants it will not be there.

Perfect Disguise (200/100): This latex mask and suit, makes you look perfectly like another individual as long as you wear it, even if this means changing your body size and shape as long as it is no more than ½ or double your size in any single dimension. It even makes your voice sound like the individual you're disguised as. Unfortunately you must choose which individual this mask and suit disguises you as at the start of the jump, and it does not change until the start of the next jump. If you buy multiple copies of this item you may choose each individual disguise separately. Additional copies of this disguise are only 100 CP each.

Perfume with Attitude (200): This bottle of perfume smells quite nice when applied to you. However should you desire it, it will instead spew flames out of its bottle, working like a small flamethrower. It doesn't hold that much fuel, but could still be used to burn an enemy. Refills daily.

Pocket Protector (200): This pocket protector can unfold into an armored cocoon seemingly made of reinforced glass. Or more like a portapotty/outhouse sized chamber of reinforced glass. When you unfold it you may have it form around you with the top opened. If lost, damaged, or destroyed it will be returned within 24 hours good as new.

Big Bull Beer Sponsorship (300): This is a check for \$1,000,000, and you'll get a new one each jump, but to get it you must spend a day praising Big Bull Beer. You may instead gain this check's equivalent value in local currency.

Celebrity Deathmatch Spring Collection (300/500): Based on clothes actually worn in the ring, to bring together the worlds of high fashion and extreme violence. These are clothes the working woman will feel comfortable in at the office, out on the town, or in a regular old fight to the death. Each outfit contains hidden weapons, like murder spikes that can extend from it, acid-sprayers, explosive beads, or a trained killer mink stole. For 300 CP you get one outfit. For 500 CP you get a full wardrobe of 10 outfits.

Dome of Devastation (300): This dome, composed of hyper-dense carbon fiber rods, is 60 ft high and weighing approximately 40 tons. When you find yourself in a fight you may summon it rising from the ground in two halves that close shut with force to bisect a human body, to enclose you and the other combatants. Escape is possible from this dome for those powerful enough, flexible enough to slip between the rods, or capable of magic,

but it will be difficult for most people to do so. When you will it the dome will open again, disappearing into the ground allowing you to leave again.

Flak-Away Protective Jacket (300): Stylish, dazzling, and handy for fending off terrorist attacks. This flak jacket stops bullets, and can even allow you to survive being hit by a rocket-propelled grenade and launched flying through the air.

Magic Axe (300): You possess a magic guitar. You may summon this guitar with a gesture, causing it to appear out of a magical portal and float to your hands. By playing a riff you can use this guitar to project energy blasts capable of wounding, knocking back, or killing people, though you had best keep it in tune or it may fail on you when you need it.

Pants of Holding (300): This is an ordinary pair of full length pants. Except that the fly can hold far more than it ought to be able to. In fact you can stuff golf clubs, or similarly sized objects down them through the fly and it's almost like they aren't there at all until you reach in the fly and will yourself to pull them out. You'll have to experiment to find the actual limit to how many such objects can fit in these pants.

Presidential Heads (300): You have here the heads of 4 of America's most influential and successful presidents. They are decapitated, but still living, and willing to offer you advice, or provide aid in any way that bodiless heads can aid you. By default these are Richard Nixon's, George Washington's, Teddy Roosevelt's, and Abe Lincoln's decapitated, but still living, heads, but you can pick different presidents if you'd prefer. They do not require food or water as long as they remain simply bodiless heads.

"Protein Supplements" (300): This bottle contains pills, definitely 'not' anabolic steroids, which make your arm muscles grow substantially when you take one, increasing your arm strength significantly. Be careful as overdose may lead to the explosion of your arms. The rest of your body is unaffected. You get a bottle of 100 pills, replenishing one pill a day with each pill's effects lasting several hours.

Robotic Hands (300): These hands appear mostly like normal human hands, but they are able to extend 9 inch long, razor sharp nails hard as steel on command. They are able to attach or detach from your arms, with buttons on the wrists mark where they attach. If the button is pressed the corresponding hand will animate and detach, beginning to move on their own - using fingers/nails as legs - to kill your enemies.

Throwing Cards (300): Playing cards, index cards, credit cards... A lot of cards are thrown in this show. You now have a collection of a dozen cards that are razor sharp.

When you throw/flick them are able to cut through skin, and if thrown hard enough human flesh and bone. They are also more accurate than you would expect. Can come in CD/vinyl record form if you'd prefer. Lost or destroyed cards are replaced after 24 hours.

Chainsaw (400): This chainsaw doesn't need fuel and can cut through metal bars quickly and cleanly, makes quick work of human limbs and flesh as well, and could cut metal scaffolding without difficulty. Tank armor wouldn't be out of the question, but would take time.

Chicken Costume (400): This chicken costume allows you to become temporarily airborne, flying awkwardly or hovering at about head level, simply by flapping your arms rapidly. It also has clawed feet to weaponize your kicks as you hover, and a chicken hat that can be used to 'peck' enemies, making headbutts into devastating stabbing assaults.

Feline Familiar (400): This talking cat has human-like intelligence, as well as knowledge of the martial arts, and strength almost comparable to a grown man. By default this is a black cat, but you may choose another fur color if desired.

Giant Venus Flytrap (400): This massive venus fly trap is larger than a person, and its largest 'mouths' are each large enough to trap a person in. Somehow despite being sedentary and rooted in the ground it seems to be nearby whenever you begin a significant fight. It'll still take work to get someone into it, but it will be near. Doesn't bite you.

Metallic Octopus-like Tentacles (400): This cardboard box contains 4 metal tentacles which each end in a three-pronged grasping 'claw'. These tentacles are several meters long, and will move autonomously to attack your enemies, but will disappear if completely removed from the box due to the risk of copyright infractions.

Portable Milkshake Machine (400): This machine, looking like an oxygen tank decorated in cow print and an attached oxygen mask, will pump a (delicious) milkshake into the mouth and throat of one who dons it. Consuming the entire tank will take mere seconds and drive the consumer into a semi-feral state where they are stronger, faster, and filled with a berserk fury for several minutes. This tank refills within 1 month of being consumed.

Stunt Double (400): This individual looks close enough to you - regardless of your current appearance - to impersonate you for at least a few minutes even up close to any but your closest of intimates. They possess sufficient athletic abilities to pass for you

briefly - though will never match you - but they lack any of your supernatural or meta/narrative powers.

Alien Gun (500): This is a high tech weapon you might expect from the MIB. If you aim, let it charge, and fire it'll release a blast of blue goo. This blue goo can easily melt through a person. You can control the width of the blast, with a narrower blast going further; at its widest it can completely melt 2 people standing beside each other who are only a few feet away, potentially melting more at twice that distance though it will be limited to point blank range at this area; narrowing it can substantially increase range.

Dunerider (500): This Dunebuggy has an AI capable of autonomous action allowing it to drive itself, and think for itself with an average human intelligence. It has limitless fuel, will repair itself if damaged, and is fairly resistant to damage. It is completely loyal to you, albeit snarky, by default. Counts as a follower.

Magic Cherry (500): By grabbing this cherry and crushing it you can absorb its power temporarily. This grants you the ability to teleport short distances, disincorporating into darkness and reappearing at your destination. While not instant disappearing and reappearing this way is potentially quick enough to be used in a combat situation to dodge attacks. This power lasts less than an hour, but you get a new magic cherry every month if you have used the prior one.

Star Wars Defense Laser (600): You possess a satellite in orbit around the planet; if you move to another planet(oid) in a jump the satellite will instead orbit it. This satellite possesses a powerful laser able to burn through the ceiling of a building to completely incinerate people in mere instants. You also possess a remote that can be used to target and fire this laser, though take note that there are some bugs in the aiming system, so you may require a few tries to hit your target.

Time Machine (600): By inputting the information on a dead individual from within the setting you may use this machine to summon them to the present from a time before their historical demise. For the safety of the space time continuum no single individual summoned by this time machine can be called forth for more than 10 minutes total during a jump, returning to their proper place in the time space continuum after that duration if not sent back (or killed) prior. You can cause the time machine to summon them forth ready to do battle with another entity, but operating the time machine takes a few minutes.

Toys for Boys (600/300): This is an approximately 15-20 ft tall robot built by "Stone Cold" Steve Austin. When you purchase this item choose 1: a blue robot with silver trim

which comes with twin laser cannons, heat seeking rocket fists, titanium armor, and a 100 disc CD changer with dual 250 watts subwoofers; or an orange robot with red trim with laser guided tamagachi missiles, turbine power gripper claws, and a vanity table with 250 gallons of hair products. Either one is a powerful weapon of destruction. If you bought one you may buy the other for only 300 CP.

Cyber Nuke Bot (1000): Larger than the Toys for Boys, and more maneuverable, you possess a 40 ft tall robot which possesses various weapons which can replace its hands, some form of ranged weapon - either missiles or an artillery turret - and is nuclear powered. Warning its core can get a little unstable with damage potentially overloading, and if you begin to wander through town in this President Bush may be pressured into nuking you and the city you're in. Still this is a serious weapon of destruction by this world's standards.

Companions:

Of course it's just possible you have some friends you'd like to bring with you. Or you'd like to pick someone up here...

Like me, Nick Diamond.

... No, Nick, not like you. Someone other than part of the Deathmatch Crew. A celebrity.

But I am a celebrity.

Nick, get back on script before they never consider taking you on a journey of perpetual effortless self-improvement and gratification.

I'd love to, Johnny, but I lost the script.

**Sounds of seething rage* But if you'd like to bring someone with you or take someone you find here it can be arranged.*

For 100 CP you can "import" one pre-existing "companion" into this world. They'll be under 'gauntlet' rules themselves, that is reduced to their "body mod" and without respawning until the end of the Jump. They will gain 300 CP to spend. Though you may pay an additional 100 CP to give them 300 additional CP to a maximum of 900 CP at a cost of 300 CP of your own. While day to day the companion will help you out, they'll only be able to interfere - this includes by letting you borrow one of their items - with 1 of the fights you face here. If you took Not a Celebrity...

Like a dirty no good coward.

They will not be under gauntlet rules and you can ignore this inability to help you in fights. For 200 CP you can instead import up to 3 companions with 300 CP each; and by paying 200 more you can give all 3 300 more CP (to a maximum of 900 CP each for 600 CP from you). For 300 CP you can instead import up to 8 companions with 300 CP each; and by paying 300 more you can give all 8 300 more CP (to a maximum of 900 CP each for 900 CP from you). Each companion will only be able to interfere with 1 of the fights you face here, but they can each interfere in a different fight.

Or all gang up to help you win a single fight to maximize purchases by only being in the one show with as many drawbacks as possible.

That was almost useful advice, Nick, I'm proud of you.

I try, Johnny, I really do.

You really do try me at least. But if you'd rather get a celebrity...

Like me.

*No, not like you. If you'd like to get a celebrity **who is not part of the Celebrity Deathmatch crew** you need to face them in the Deathmatch ring. You don't have to win, but they have to be alive at the end of the jump and you do have to not fail the jump. To help you with this, you will find Gauntlet restrictions lifted for 1 day before leaving this jump so if you have any ways to revive dead celebrities you could use them then.*

Jumper can do that? What can't Jumper do?

No idea, Nick, no idea. With that out of the way, it's over to Mills Lane to start the jump and take us away.

Now I want a good clean jump. Let's get it on.

Outro

Wow, that was some fights. I don't think I've ever seen something as brutal in my life.

Wasn't it? But now Jumper has a choice to make. They can (assuming you survived) stay here and bask in the glory of a Deathmatch victor, maybe even join us as a commentator.

A fine, fine choice if I do say so myself.

Or they can choose to continue on their journey and (assuming you survived) take everything they gained here with them to their next world in their chain.

Continuing on their ascent into limitless power and possibility, becoming a being that stands as far above gods as gods do above ants.

Yes. Or finally they can choose to end their journey permanently and go home.

Why? Why would they ever do that? Why Johnny why? When they can escape all the responsibilities, dealing with Nicky Junior, and all the sheer mindless mundanity of it all... why?

Get a hold of yourself, Nick, it's the required outro choices. Somebody somewhere might want to choose it. But whatever your choice is, Jumper, from Celebrity Deathmatch this is Nick and Johnny signing off.

Good fight, good night.

Notes

Jump by Fafnir's Foe.

I apologize for my complete inability to write Nick Diamond.

I don't particularly like Gauntlets as a rule, but one fits Celebrity Deathmatch too much not to make it as one. Especially since it gave me an excuse to make it only have a contestant background and not try and make Announcer/Ref/Steve Austin/Celebrity backgrounds. So I gave a toggle to turn it into a normal jump at the cost of giving up Gauntlet Rewards.

Pricing is funky because I wanted to try and balance it so that choosing normal jump wasn't strictly better for getting stuff from the jump (even though I'd hope the rewards would threaten to turn the tide either way), and no discounts... So I doubled the price of everything, decided to be more granular by actually using 50 (or well 100) CP options, lowered a bit at the high end (hence Medusa isn't like 1200 CP), tried to consider usefulness in completing the gauntlet and outside in the chain as a whole, realized that balancing things in Celebrity Deathmatch was farcically missing the point of it all, and then threw numbers at the wall. As a general rule if two perks (or two items) do the same role assume the intent is that the higher cost one does it better or has some wider application. I may well have messed that up some places. Perk to item becomes a harder comparison as there are inherent advantages and disadvantages of items compared to perks.

I apologize for my complete inability to properly price this jump.

I do not apologize for proportionately less material from the later seasons. The revival (seasons 5 and 6) were just worse.

The time machine got limited because otherwise it'd just have been too much of the best option. Even with them just having 10 minutes of each individual a jump it should give you a lot of potential options and use if you're clever. And this lets it be used how it was used in the show (except the 1 episode where it traveled through time).

For plain text versions of the scenario rewards for readability, or if you - like me - tend to copy and paste from Jump docs for your character sheet. And just for clarity rewards are cumulative; you get 6 victories you get all the rewards listed, including any or all of the deathmatch crew as companions.

Deathmatch Crew Member (Reward): Select up to your number of victories companions from Johnny Gomez, Nick Diamond, Mills Lane, Stacy Cornbread, “Stone Cold” Steve Austin, Debbie Mantepoulos, Tally Wong, Marv Albert, and Nicky Jr. If you win 6 fights you can take all 9 members of the crew as companions. You may choose whether they share a companion slot or are an independent companion, and may make this choice for each companion individually if you want 7 of them to share a slot and 2 to be independent.

Deathmatch Commentators (Reward; 1st Victory): Johnny Gomez and Nick Diamond will appear to comment on any fight you engage in. They will not be able to interact in the world in any significant way beyond commenting on the fight for any who care to listen. You may choose whether they are visibly present (and just non-interactive) or simply phantom voices. You may toggle this on and off at will.

Blood Sports (Reward; 2nd Victory): You will find some legalized form of fights to the death are legally available to the public to view. This may be in a form of televised broadcast, gladiatorial combat, duels, or some other form depending upon the world. Viewing these events will be legal, and there will be a legal means by which to participate in them. The exact details of social/cultural acceptance of these deathmatches, and what legal requirements there are for participation and hosting them will vary, but legal requirements will not be so harsh as to make them impossible to obtain for the viewing populace.

Tickets to Your Dream Fight (Reward, 3rd Victory): Once per month when you dream you can simulate a Celebrity Deathmatch style fight between any two characters (real, fictional, historical, whatever), with any third character you desire as a special guest referee. Jack and Nick will even be there to commentate if you’d like. These fights will be in Celebrity Deathmatch style, and accurate to what would happen if they had a Celebrity Deathmatch in this world... but not necessarily accurate to if they fought in the real world (even with Deathmatch Physics on).

From the Vaults (Reward, 4th Victory): At the beginning of each jump you may choose to ‘reskin’ reality with the aesthetic style of any decade from the 1920s to the 1990s. This won’t change any major elements - if cellphones play a plot significant role and you reskin it as the 1920s cellphones or an equivalent will exist - but you’ll get to experience styles, slang, fashion, aesthetics, and if desired possibly even cultural norms from the chosen decade painted over your current jump. If you choose 1970s, you might find it being more like something out of that 70s show, or 1960s you might find hippies and free

love movement creeping in... but never so far as to impinge upon the plot or alter it in a significant manner.

Deathmatch Challenge (Reward, 5th Victory): Once per jump you can challenge any 1 individual to a Deathmatch. Killing them in this Deathmatch will be regarded as completely legal, and not an act to take revenge over (though people do not have to accept it as a good thing). While they do not strictly speaking have to engage in the fight, if they don't society as a whole will turn on them and attempt to force them; at gunpoint if necessary. Even staunch allies will turn on them. This effect is broken if you have outside help - such as items, weapons, or allies - interfere with the fight. It won't end the fight, or the legality of killing them; but if they escape after that point it will, and people may take revenge. Weapons or tag-teams that are approved by both sides before hand are acceptable, and anyone who willingly agrees to join on either side of the battle can be killed in it without legal repercussions.

World's Deadliest Celebrity (Reward; 6th Victory): You may now call yourself the World's Deadliest Celebrity and people will subconsciously accept this as a right you have earned. This doesn't ensure people think it's something worth bragging about, but they will believe you have proven yourself as such if you begin using the title.

Deathmatch Physics (Reward; 6th Victory): Carry the basic physics/biology of this world into new ones. You can expect things to be a fair deal gorier than they normally would, everyone to be able to take a great deal more injuries before they die - shrugging off lost limbs with ease - and generally able to perform the sorts of feats that an average contestant could perform on the show. This means things like punching holes in people's chests, picking up large men and spinning/throwing them, and the like. This also introduces the rule of funny as an actual rule of reality. While it won't be completely insurmountable, if someone surviving would be funny they are more likely to, and if someone dying would be funny they are more likely to. You can toggle this effect on and off, but it takes 12-24 hours (undetermined until toggled) to turn on or off. This is automatically active during this jump.

Claymationed (Reward; 6th Victory): You possess the survival benefits of being made of clay. Generally speaking this grants you the durability of Deathmatch Physics without the offensive applications (you can't punch through people's chests with just this), or the Rule of Funny. You can lose limbs without being slowed, survive repeated organ removal as long as it's not something too important like your lungs, heart, or brain, reinsert eyes that have been pulled from your head, reattach limbs by grabbing them and pushing hard

enough, etc. If it's something that most characters on the show could survive, or do to their own body you can too now.

Changelog:

Version 1.0.0: Posted jump. Didn't actually look over it between 'finishing' any section and posting...