



DAD N' ME JUMP by Daoist Sunblade

A muscular kid wearing a skull mask is dropped off by his Father and was tasked with meeting up with his Father at the “bad part of town.” A ways away from there, the kid begins to beat the shit out of the kids and bullies who get in his way. Both the bullies and the kids do their best to fight back, but their whimpers change nothing. The kid punches up, and below his weight class, sending jabs, and attacking indiscriminately anyone that dares get in his way, leaving the gods to decide their fate of those in his path as he wanders towards the other side of town.

You get **1000 VP (VIOLENCE POINTS)** and a single day, to get to the bad part of town.

GENDER AND AGE:

You are free to choose your gender at no cost to you, but you do have to roll a 1d5+8 for your starting age.

BACKGROUNDS:

You get one free 100 VP perk for your background, the rest of the perks for your background are half off.

BULLY

Members of society who take advantage of the weak, and boast about it. Not that they are weak themselves, just have questionable morals.

SKULL KID

A kid with a skull mask who is just trying to get into the bad part of town, the hard way. What is up with the mask? I am not sure, you tell me.

PLAYER STYLE

The spotlight falls on you, the world will be more inclined to make the world more exciting for you, changing the laws of the world to make a show out of it.

LOCATION:

THE ALMOND HAND PARK

This world is not all that large, there is only one place for you to be, and that is in the good part of town, a (not literal) world away, the Almond Hand Park to be precise. I can't be too nice to let you go to your destination right away, that would not be entertaining.

PLAYER STYLE PERKS:

(FREE) DAD N' ME ART STYLE

You may enable this perk at any time. When this perk is active, everything from people, to trees to the Sun will be visually redrawn in the blocky style of Dad n' Me. You may have only one type of thing have this style, perhaps you only want people to be drawn in this style, or just the environment, it is up to you which things are drawn in this style.

(100 VP) GRATUITOUS VIOLENCE

Whenever you land an attack on an enemy, fresh blood shall spew from the bodies of your enemies. Each punch, each kick, each strike's effects exaggerated, making human appear superhuman, and if your superhuman... lets just say your enemies will be in for a world of hurt visually, as each attack you land sound, and look outlandishly real flying off their feet, their body making amends with the concrete.

(200 VP) ANIMATED PORTRAITS

A portrait will appear in the corner of your vision. This portrait can be realistic, cartoonish, or in another style.. The portrait will change whenever you enter a new state of mind, like what the effects of the perk Rage induces. This portrait may be disabled at any time if you do not want to see it always active. The portraits you see will also include that of your enemies, their names, and their remaining health.

(400 VP) FIGHT ON

Have you ever taken a propane tank to your face? Of course... you haven't (probably.) If you had, if it was here they would have gotten back to their feet without issue. All damage rather than causing permanent damage will empty a health bar, this does not exclude anyone from feeling the pain that comes from being lit on fire. If you do not purchase the Animated Portraits perk, you will not know if you are dealing any damage, or if they are dealing any damage to you if this perk is enabled. If you do not like your fights grizzly, and having wounds build up, causing everyone involved in the fight to fall to their instincts when fights lengthen, this perk will be useful for you.

(600 VP) RAGE

Committing acts of violence will fill up a bar which this perk affords. This bar when filled will induce upon you a state of anger. When you are in this state of anger, or Rage as it is called your attacks will hit harder, and be more destructive but this state doesn't last for long, lasting only for a short while.

BULLY PERKS:

(FREE) UNCONVENTIONAL MOBILITY

You can now move as fast as you would conventionally regardless of how the presentation of the motion. Even if the motion would normally not change your location – it does now, when you wish.

(100 VP) DURABLE

Your not made of iron by any means of the imagination, but your no piece of paper either. Your tough, physically. Your mental resilience is also nothing to scoff at being able to take an extra jab to the gut, or chin- both possibly.

(200 VP) LOCK AND SHOOT

You have the ability to lock onto nearby targets nearly instantaneously with incredible accuracy, a useful skill for a gunfight. To sweeten the deal, your firearms that you store can not be found on your person, magic, technology or otherwise cannot detect where they went, and will appear in your hand when you need them to.

(400 VP) WEAPON ACCESS

In this jump and subsequent jumps you have extreme ease acquiring access to weapons, from firearms, to wizard staves if they are available in the setting and are commonplace that is. Harder to acquire weapons like ballistic missiles or railguns will be easier, but not as easy as normal mundane weapons now for you.

(600 VP) SWIFT AS A SHADOW

Your movement speed exceeds the average human by a large margin. Your capable of dodging with grace with your excessive agility. This agility translates perfectly into increased attack speed, being able to get more hits in before your enemy counters with their own attacks.

SKULL KID PERKS:

(100 VP) JUST NORMAL

Everything that used to be fantastic, outlandish, or strange to you now is normal. Being thrown to the side of the street to fend for yourself is normal. Kids that are nearly identical to ninjas throwing shurikens at you? It is just normal. Only when world ending events come into play do you raise your eyebrows, but soon even that will be normal.

(200 VP) THIS IS VIOLENCE!!

You are accustomed to violence. Seeing a body, bleeding, half dead, or just dead doesn't phase you. You have become desensitized to it, it has become normal, and doing things to a similar degree, beating people to the brink of death or ending their life takes minimal effort on your part. You would make for a great soldier, but a damning enemy.

(400 VP) PREMATURE GROWTH

Your body will grow far more muscular than would be normal for your age. If you got into a fight with others your age, you will mop the floor with them, and still have the strength to throw the mop away. This advantage remains when you age.

(600 VP) LIFE LESSONS

The harshest lessons create the fiercest warriors. Your parents in future jumps will do things in an unorthodox fashion, and throw you into a metaphorical den of wolves rather than a metaphorical herd of sheep, which will be of immense benefit to you. When they do, you are instilled with knowledge on how to adapt quickly, and most importantly how to survive dangerous situations.

ITEMS:

(FREE) DAD N' ME SOUNDTRACK

All the sounds, songs, and tunes from Dad n' Me. If it is lost or destroyed a duplicate will be found in your warehouse to replace it.

(50 VP) SOCCERBALL

A generic, totally ordinary soccer ball to play with. If the soccer ball is lost, a replacement can be found the next day in your warehouse.

(50 VP) BASKETBALL

Another ball for another sport, this time its a basketball. If you happen to lose the ball you may find a replacement in your warehouse the next day.

(50 VP) PROPANE TANKS

Flammable cylinders filled with propane. You will receive a lifetime supply. If one or more is lost they will be replaced in the warehouse the following day.

(50 VP) HANDGUN

A basic silver-grey handgun, comes with unlimited ammo. If the handgun is lost or destroyed it will be restored in the warehouse the day after.

(100 VP) CHAINSAW

You get a blood-red chainsaw, you may choose another color if that is red is not your taste, that is immune to damage. Anyone that looks upon the chainsaw will have a sense of familiarity with it. If the chainsaw is lost, a replacement will be able to be found in your warehouse the next day.

(100 VP) SKULL MASK

A mask akin to what Skull Kid wears. Depending on how you want to present yourself, when worn will change the vibe you give off. If you want to be cutesy, why not. If you wanted to be an unknown, beating up strangers, making them fear you, that is a choice too.

COMPANIONS:

(100 VP) COMPANION IMPORT

You may import a companion into the jump. Imported companions get 500 VP to spend.

(200 VP) SKULL MAN

Skull Kid's Father, with seemingly purple skin has been shown to be a strong, violent brute. He comes with a chainsaw, if you don't keep an eye on him he may kill someone. If he hasn't already.

(200 VP) SKULL KID

He wears a mask shaped like a skull. Like his father, he has opened his heart to violence. He is still young so he has not followed the path as far as his father so there is hope of saving him.

(300 VP) CUSTOM SKULL CHARACTER

You may create your own skull person, or animal. Their appearance is free to customize, except they must wear a skull mask like the skull kid, and skull man. Additionally, they will not shy away from violence.

DRAWBACKS:

I advise you to take as many as you can handle but you may take as many as you want.

(0 VP) STAY LONGER

You may extend the length you stay here to 1 year if you want to treat this place as a short vacation. Not that it is the ideal place to relax, it isn't Warhammer, or Fate, and it's related settings. This place is street level at best, so it is not a bad choice per say.

(+100 VP) BRITTLE

Your body will be physically less resilient than everyone else's for the time you stay here. Be prepared to break some bones before the day ends.

(+100 VP) SLOW MOVEMENTS

Your body may be tough, but toughness is nowhere near every variable in a fight. Your speed plays a factor, and won't be one that you can rely on for the duration of this jump.

(+100 VP) BLOOD IS SPILT

Your going to get injured during the jump, no if and or buts about it. But, the extent of your injuries will be determined by your skill, luck, and destiny. Will you fall, or will you endure?

(+200 VP) HANDS ONLY

You can only use your hands to fight during the jump.

(+200 VP) MOVESET LIMITATIONS

You are restricted in the ways you can attack. Your range of motion will be culled too, if your enemies pay attention. They will be sure to take advantage of this weakness of yours when they fight you.

(+200 VP) DANGEROUS ENVIRONMENT

Every location in this jump will be rife with danger, at each corner there will be vehicles to mow you down, and enemies who are leagues above everyone else in terms of complexity, and difficulty.

(+300 VP) I WALK ALONE

You may not bring any companions, items, or outside perks aside from any One-Ups you may have into this jump.

(+300 VP) REVIVAL IS FOR WEAKLINGS

All One-Ups are disabled, you may only pray to lady luck that nothing unfortunate will befall you at this time.

(+300 VP) FIGHTING ONLY TO FIGHT MORE

Your never going to get a moment to relax. The moment that one fight ends, another will take its place. It may only be a day, but for you it's going to be a long day. If you took the Stay Longer Drawback, good luck!

END OPTIONS:

What will you do next?

END CHAIN

Your current chain ends, think on it before you make such a big decision.

NEXT JUMP

You punched kids, thrown kids, lit kids on fire, with a hopeful gaze, you leave for the next world.

GO HOME

You had enough, and you just want to go home.