



Sand Land

by Rhylith
v 1.0

Welcome, Jumper, to the unforgiving world of Sand Land! In this parched wasteland where water is scarce and survival is a constant struggle, you will embark on an epic journey through treacherous deserts, encountering various challenges and forging your own destiny. Prepare yourself for an adventure!

Take **1000 Choice Points** to fund your adventures.

Starting Location

Roll a **1d8** to determine where you start, otherwise pay 50 CP to choose your Starting Location.

Town Land

Apato, Talbo, Spino, Aro or any of the other small towns around, pick one and that's your starting location.

Monster Land

Somewhere out in the wilderness around or inside of the Monster Town

Oasis Land

The hidden Oasis of the Picchi

City Land

A Major city of your choosing

Base Land

Pick one of the Royal army bases or one of the Forest-lands military bases.

Big Dam Land

The Royal Dam location

Forest Land

The forest land wilderness area

Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

Freely choose your own age and gender.

Origins

All Origins can be taken as a Drop-In

Royal Army [Free]

As a member of the Royal Army, you have sworn allegiance to the ruling powers of Sand Land. Trained in combat, strategy, and diplomacy, you serve as a stalwart defender of order and civilization in a world plagued by chaos.

Criminal/Rebel [Free]

Whether by choice or circumstance, you have lived a life outside the bounds of law and order. As a skilled criminal, mercenary, or rebel, you navigate the dangerous underworld of Sand Land, forging alliances and carving out your own path to survival.

Civilian [Free]

Not all who dwell in Sand Land are warriors or outlaws. As a civilian, you live a humble existence, eking out a living amidst the harsh conditions of the desert. Your journey begins as an ordinary individual, but fate may have grander plans in store for you.

Monster [Free]

Born and raised amidst the chaos of Sand Land, you are one of the various non-human creatures here. Whether Fiend, Gargoyle, Ghost, or any of the other creatures your species might have abilities which can be purchased. The various Monsters here also tend to be mistrusted by the human population.

Race

Human [Free]

Adaptable and resourceful individuals, most humans lack inherent supernatural abilities but make up for it with ingenuity and determination.

Picchi [100 CP]

3-4 foot tall blue/green-skinned alien-like humanoids with large heads. Known for their technological prowess. Thought to be mostly extinct. You also gain their typical education and skills.

Demons [200 CP]

Basically every other non-human capable of talking in some form or fashion. Includes cattish-beings who deny being a demon, Slimes, Sickie weasels, Centaurs, Ghosts, Gargoyles, Gremlins, Goblins, Elves, Insect-men etc. Does not include Fiends or Angels.

Fiend or Angel [600 CP]

Powerful Demonic or Angelic beings with abilities surpassing those of other demons.

Perks

*Origins get their 100cp perks for free and the rest are discounted to 50%.
All perks can be purchased multiple times.*

General [Undiscounted]

Sun protection [Free]

Everyone here seems to be relatively immune to the Sun's harsh rays even with exposed skin and little water. Now you are also immune from the sun's deadly lasers, you will never suffer from sun burn, nor suffer from heat exhaustion, heatstroke nor suffer from skin cancer even if your entire body is exposed to the harsh rays of the sun for years on end. Your skin will only tan if you want it to. You also seem to tolerate water/food/nutritional deprivation almost twice as well as a normal human.

Body By Akira Toriyama [Free]

First you are cured of any physical and mental ailments that you are suffering from. Second you gain an Akira Toriyama-style body shape/design however you want to look including whatever fantastic hairstyle you want. Regardless of your diet your body will remain fit and attractive and require no maintenance to keep healthy and look like you want it to. Things like dirt and filth will seem slough off of you whenever someone looks away from you. You also won't be scarred from injuries unless you want to. You have perfect teeth, breath and don't need to brush or floss nor do you suffer from bad B.O. instead you stink like you want to stink or not.

No Fall Damage [100 CP]

Beings don't seem to suffer from fall damage around here, so you might as well join them. This perk gives you an immunity to fall damage so you won't be damaged or injured from falling from any height. This will even protect you from reentry friction/heat. This also protects the vehicles you're inside of and/or vehicles you are driving.

Desert Survivor (100 CP)

You have developed the skills and resilience to thrive in the harsh desert environment of Sandland. You gain an innate resistance to extreme heat (including fire, lava, etc), a natural sense of direction, and skill-based expertise in finding and conserving water, you can navigate and survive in any desert environment with ease. You also gain a moderate enhanced stamina which allows you to travel for days with little food and water without tiring or dehydrating.

Nonlethal Machine Guns and tank rounds? Ok, I guess. [100 CP]

You have the ability to turn anything you fight with into a non-lethal version, punching, kicking, bombs, bullets, abilities, and superpowers. Everything still does the normal amounts of damage it would it just won't kill or even seriously injure anyone, just knock them out for several hours at the worst. You can turn this on and off at will.

Skill Mimic [2 free purchases for everyone, 100 CP for additional purchases]

In the game your allies have special abilities/skills , you get two of them for free and for 100cp you can gain additional skills/abilities for yourself. You do not need to purchase a lower-end version before purchasing the higher-end one. You gain the effects/abilities/skills from both the lower end-version and the higher end version by purchasing just the higher-end (+) version.

Some example include:

Beelzebub: "New finishing move", "Aerial Evasion", "Enhance Weak Attacks", "Charged Attacks", "Brace for Attack"

Thief: "Item Picker" , "Boom Box", "Spoils of War+", "Zeni Ahoy" , "Thief Radar"

Rao: "VW: Decoy", "Tonfa Attack", "Superhuman+", "Pow-Pow+"

Ann: "E. Repairs+", "E. Maintenance", "Quick Reload+", "Fuel Saver+"

Training equal Gains [200 CP]

Like most of these sorts of worlds there is no "level cap" to how strong, fast, durable or powerful you can become. You can train anything, even powers and perks and you can make them more powerful, more controllable, more precise or whatever. You just have to train the way you want to improve.

Royal Army

Disciplined Mind [100 CP | Discounted for Royal Army]

You keep an unshakeable focus and clarity, even amidst the chaos of battle or the most adverse conditions. Your mental fortitude allows you to resist the onslaught of mental attacks and distractions with ease, maintaining your composure and concentration when others falter.

Furthermore, this perk enhances your memory and recall, granting you the ability to retain and recall information with remarkable accuracy. Disciplined Mind also enables you to see through deceptions and trickery, uncovering hidden agendas and exposing falsehoods with ease. Enemy propaganda, political machinations, or covert operations, your discerning mind pierces through the veil of deception, ensuring that you and your forces remain steadfast.

Strategic Brilliance [200 CP | Discounted for Royal Army]

Your mind becomes a wellspring of piercing and accurate strategic and tactical insights, allowing you to foresee the flow of battle with unparalleled clarity and precision. Before each engagement, you effortlessly analyze the battlefield, envisioning potential outcomes and devising ingenious strategies to secure victory.

During battles, your analytical abilities elevate you to a position of unmatched command, enabling you to adapt swiftly to changing circumstances and outmaneuver your adversaries with ease. Your foresight grants you the ability to anticipate enemy movements and counter their tactics with calculated precision, turning the tide of battle in your favor.

This ability extends beyond the battlefield, allowing you to navigate other forms of conflict with equal proficiency. Whether engaging in political intrigue, magical duels, intellectual debates, or personal physical confrontations, your strategic insights and analytical prowess serve as formidable assets, allowing you to emerge victorious in any arena of conflict.

Victory's Embrace [400 CP | Discounted for Royal Army]

Each victory brings unexpected gains, whether it be valuable equipment salvaged from defeated enemies, consumables, intelligence gleaned from captured foes, or larger strategic advantages revealed through the course of battle.

Furthermore, your leadership and tactical prowess earn you and your soldiers a deep respect from both allies and enemies alike. Your own soldiers hold you in high regard, admiring your leadership and personality. The soldiers under your command will even go so far as to commit acts of mutiny for you, disobeying orders from above you in favor of your orders and command. Enemy soldiers and officers, impressed by your military acumen and honorable conduct, often regard you with a deep respect, even in the heat of conflict.

This respect opens doors to potential alliances, information exchanges, and diplomatic solutions, offering opportunities for peaceful resolutions or advantageous negotiations in the midst of conflict.

Elite Soldier Corps [600 CP | Discounted for Royal Army]

As a distinguished leader or member of the legitimate government forces, you both gain and instill your elite soldier skills into every member of your army through a subtle transfer of expertise. This transfer empowers your soldiers with instinctual proficiency in a variety of army specializations, allowing them to excel in their assigned roles with unparalleled skill and efficiency.

Your soldiers gain instinctual proficiency in a range of fields, including tank driving, mechanics, sniping, piloting, and more. Each member of your regiment becomes a master in their respective specialization, capable of executing complex maneuvers, maintaining advanced weaponry, and carrying out precision strikes with deadly accuracy.

Additionally, a significant dose of luck seems to favor your soldiers, ensuring that they frequently evade enemy fire, execute flawless maneuvers, and achieve unexpected successes in their missions. This luck manifests as fortunate coincidences, timely reinforcements, and strategic advantages, bolstering the morale and effectiveness of your troops on the battlefield.

While the effects of this perk may seem coincidental to outsiders, they are in fact the result of your subtle influence, guiding your soldiers towards actions that enhance their chances of success and survival. With your leadership and the specialized skills bestowed upon them, your army becomes an unstoppable force, upholding order and protecting the realm with unmatched precision, dedication, and a touch of good fortune.

Criminal/Rebel

Thief [100 CP | Discounted for Criminal/Rebel]

You gain knowledge, skill and about a year's worth of experience as a full-time thief. You can also pick any lock with impressive speed and efficiency.

Stealth Segments [200 CP | Discounted for Criminal/Rebel]

Like a game you gain a sense of where beings are looking around you, who can hear you and how "alert" they are.

Additionally your movements are now whisper-quiet if you want them to be and you can see in the dark while keeping a sense of how dark it is to beings around you.

Down but not Out [400 CP | Discounted for Criminal/Rebel]

As a rebel leader, you understand that setbacks are inevitable in the fight against tyranny. With this perk, your losses are minimized even in the face of defeat. When defeated, the majority of your forces and resources manage to escape, ensuring that your rebellion remains resilient and ready to fight another day. Moreover, you possess the ability to recover from all sorts of losses, swiftly and efficiently reactivating and recollecting your forces and resources. Whether it's regrouping scattered allies, reclaiming lost territories, or replenishing depleted supplies, you bounce back from adversity with unparalleled resilience and determination, ensuring that your rebellion continues to stand strong against oppression.

Guerrilla Fighting Army! [600 CP | Discounted for Criminal/Rebel]

As the leader or at least a member of a rebel group, you both gain and subtly impart master-level guerilla fighting techniques and skills to all members of your organization through a subtle skill transfer. This transfer grants them instinctual proficiency in guerrilla fighting tactics, enabling them to effectively navigate and engage in asymmetrical warfare against their oppressors. Your followers and allies also develop stealth skills, allowing them to move unseen and strike from the shadows with deadly precision.

Furthermore, a significant dose of luck seems to favor your forces, ensuring that they frequently evade detection, escape danger, don't trip booby traps, and achieve unexpected successes in their endeavors. This luck manifests as fortunate coincidences, timely distractions, lucky guesses, enemy equipment malfunctioning and backfiring, beneficial wild animal attacks and narrow escapes.

Civilian

Money, Duh [100 CP | Discounted for Civilian]

You now have a keen eye and a sixth sense for lucrative opportunities and a knack for striking favorable deals in the trade markets of Sand Land. Whether buying, selling, or bartering, you always come out on top, accumulating wealth and resources with ease. Merchants and customers just seem to be just a bit more desperate to buy or sell things to you and will give you a hefty discount or be a bit more accepting of higher prices. Perhaps it's your sharp business acumen and shrewd negotiating skills that make you a formidable force in the world of commerce, or perhaps it's just this sense of knowing exactly how much it will cost to buy or sell things that allows you to amass fortunes and expand your influence throughout the land.

Mechanics [200 CP | Discounted for Civilian, Free for Picchi]

Your building, modifications, and repair work are accelerated by threefold, allowing you to complete tasks with remarkable speed and precision. You can activate at will an unwavering drive and focus, enabling you to work tirelessly on your projects without succumbing to fatigue or distractions. You can go without sleep for extended periods, maintaining peak productivity as long as necessary, provided you eventually catch up on rest.

Analytical Mind [400 CP | Discounted for Civilian]

Enhanced to incredible levels, your mental faculties become a bastion against external tampering, rendering you immune to manipulation while granting you perfect memory, allowing you to recall any detail with flawless accuracy. Within your mind, a vast index organizes knowledge for swift retrieval and searching, enabling you to navigate complex blueprints and schematics effortlessly. You possess the ability to mentally edit three-dimensional blueprints with unparalleled clarity and precision, refining designs with ease. Your ability also allows you to sense flaws in designs with uncanny accuracy, identifying weaknesses and inefficiencies with ease. Moreover, you gain professional-level skills in technical drawing enabling you to sketch out detailed and accurate blueprints and drawings in mere seconds, using only a pencil or pen.

Scientific Genius [600 CP | Discounted for Civilian, Free for Picchi]

Your mind becomes a wellspring of unparalleled scientific and engineering brilliance, allowing you to unravel the mysteries of technology with ease. Your powerful analysis abilities enable you to comprehend and reverse-engineer even the most advanced and alien technologies, regardless of how unfamiliar or futuristic they may be. You gain a speed boost for analyzing, reverse engineering, repairing, and improving technology, allowing you to work as if you were ten people all working together.

You possess the remarkable capacity to conceive, design, and innovate technologies that surpass the boundaries of current understanding, pushing the boundaries of scientific knowledge and engineering ingenuity. Whether faced with ancient relics of lost civilizations, artifacts from distant galaxies, or the enigmatic Picchi technology from Sand Land, you adapt and innovate, overcoming challenges and pushing the limits of what is thought possible in the realm of science and engineering.

Monster

Punch It [100 CP | Discounted for Monster]

Need to mine something? Punch the ore rock. Do you need to lower a drawbridge, blow up a box, activate a switch, cook dinner, yes that's right you can just punch it!

Somehow a punch works as a substitute for many tools and the "time" to use them, allowing you to also fix machines and do a wide variety of things that don't necessarily make sense. If you had the replacement parts nearby you could punch a car back into working order in a few swings. Keep in mind you do need to know what you want to do to use "punches" as a substitute and punching too hard may actually damage things. You also need replacement parts nearby for major systems (which get used up), but minor things like electrical wiring, tubes, lube, bolts, nuts, screws, hinges, glass, bearings, windings etc can just be hand-waved away, or punched away as it may be.

Sand Stalker [200 CP | Discounted for Monster]

You can hide and burrow through sand silently and as effortlessly as you can run on solid ground. You can move at your normal running speed while underground, seamlessly navigating beneath the dunes without expending any additional stamina. Additionally, you can see and hear through the sand, giving you heightened awareness of your surroundings even while buried.

Stereotypical Secondary Species Powers [400 CP | Discounted for Monster]

You unlock the latent potential within your monstrous lineage, gaining access to a comprehensive array of stereotypical abilities and skills inherent to your species. This can also "Stylize" powers you do have, altering them to fit in with your typical species functions. So if you had something like Nightcrawler's "Bamf" teleporting ability, you could use it "stylized" as a phoenix-flame teleportation ability, removing the smell/altering the sound/altering the method if you were to become a phoenix. Whether you are a devil, ghost, poltergeist, tanuki or any other kind of monster, this perk fills in the gaps for any abilities and powers that are commonly associated with your kind.

For example, if you are a devil, you would gain the ability to touch and manipulate souls, harnessing their energy for various purposes (like refilling your energy tank). If you are a ghost, you would gain the power to possess living beings, influencing their actions and thoughts from within. As a poltergeist, you would gain the ability to possess objects, causing them to move and behave in supernatural ways. A tanuki would gain the stereotypical leaf-transformation powers and tanuki-style shapeshifting.

This perk is here to cover for all of those secondary and/or unique abilities not mentioned here, but as it relies heavily on what species you are, the power/result will of course vary between species. These abilities are not just limited to you, but are genetic in nature and can be passed down to your children however your species normally reproduces. Your offspring inherit the same innate powers and abilities that define your species as they would from a normal member of their species.

As this is a Perk this also applies to other species you can become in future worlds, allowing you to access your species abilities with a fiat-backing to them.

Moreover, this also ensures that you possess any secondary superpowers necessary to make your other abilities work as they should. Whether it's Flash-like speed, telekinesis, or shape-shifting of some sort, this perk ensures that you have all the minor secondary abilities needed to use those abilities as they are typically presented.

Fortunate Combat [600 CP | Discounted for Monster]

In battles, you possess an uncanny ability to anticipate your foes' movements and actions, allowing you to counter their attacks with preternatural speed and precision. This perk grants you insight into your adversaries, enabling you to analyze their fighting techniques, abilities, and weaknesses with remarkable clarity and depth. You swiftly understand their strengths and weaknesses and the general flow of the battle you are in, allowing you to easily identify vulnerabilities to exploit them to devastating effect.

This perk is not limited to individual opponents, this can apply to entire groups of combatants, allowing you to discern patterns and strategies within enemy formations, figure out weakness in a group's shared fighting style and anticipate their tactics with uncanny accuracy.

Luck is also bestowed upon you by this perk that is focused mainly on combat and fighting situations. You benefit from a steady stream of good luck granting you fortuitous advantages and timely opportunities in battle. Conversely, your foes

experience a series of misfortunes and setbacks which often cause openings, opportunities and even directly result in death or injury.

Superpowers (Superpowers are Perks)

Around here even relatively normal humans might have an occasional superpower or two.

Humans and Picchi gain one Ability of 200cp or less for free. Demons gain one ability of the 400cp level or less and one of the 200cp level or less for free.

All abilities come with a mentally controlled intensity dial, allowing you to adjust the power level at will, as well as a simple mental on/off switch and fine control over your ability.

Double Jump (100 CP, Free for Fiends)

You can jump a significant distance, four times (your body height) straight upwards from a standing position and about ten times your height when jumping horizontally from a stand still. In mid-air you can jump again. You are also protected against fall damage so long as you land on your feet.

If you have Super Strength your jump distance is multiplied (again) by ten times.

Ageless Immortality (100 CP, Free for Fiends and Angels)

You gain an endless lifespan, you will age/grow normally to a peak-physical performance age (a normal human would for example age/grow to 25-ish) and stay there. This also eliminates and prevents cancer and common mundane illnesses. Wounds will heal over “perfectly” without scarring (unless you want scars).

Telepathy (100 CP, Free for Fiends and Angels)

Communicate over long distances with your mind and read people's thoughts. You also gain a general sense of those who you are very familiar with, being able to detect their general location and if they are alive.

Zoolingualism (100 CP, Free for Fiends and Angels)

You can talk to animals, understand their speech/noises/calls/body language and be understood by them in return.

Senses (100 CP, 1 purchase Free for Fiends)

Vision, hearing, and your sense of smell are enhanced to three times that of an average human in terms of distance and precision. Additional purchases further sharpen your senses by threefold or you can pick to gain supernatural senses such as x-ray vision, energy sensing, radio sensing, soul/life sensing, water sensing, elemental sensing, magic sensing, and so forth. You gain these abilities without any additional mental stress, as you also acquire the necessary mental processing capacity to fully utilize the enhanced senses. The supernatural senses operate within the same distances as your enhanced/normal senses.

Super Strength (100 CP, 1 purchase Free for Fiends)

Enhance your physical strength to superhuman levels, this is roughly ten times that of a “strongman” human allowing you to lift heavy objects, break through barriers, and deliver devastating melee attacks. Additional purchases multiple your superstrength by ten. You also gain an automatic minor tactile-telekinesis ability sufficient to match your strength allowing you to handle awkward and/or fragile things and protect the ground you're standing on.

Spider-climbing (100 CP)

You can climb up sheer and smooth surfaces and even climb on smooth ceilings without any effort.

Bulletproof Durability (100 CP, Free for Fiends and Angels)

You still feel bullet hits as a sharp sting, but you're immune to damage from mundane, handheld gun calibers. Your immunity works up to standard machine gun calibers (.50 caliber) and provides resistance to larger calibers and other generic impact, explosions or damage sources. Melee weapons used by human-strength-level opponents, such as mundane knives, swords, and punches, are also insufficient to harm you.

TechnoSavant (200 CP)

You have a supernatural ability that allows you to understand, comprehend, and create high-tech devices, you are a technological genius. With a few minutes of study you can easily grasp the intricacies of any machine or gadget you encounter, no matter how advanced or alien its design. You can build cutting-edge inventions and effortlessly upgrade existing devices. You can hack alien systems, craft unique weapons and vehicles and create/modify devices.

Speed (200 CP)

Move at incredible speeds starting out at around 300 mph but you can train it up to three times that. Additional purchases are discounted (to 100 CP each) and multiply your speed by ten and your trainable ceiling grows by ten times as well. Includes mental processing and reaction-speed improvements alongside “necessary secondary superpowers” such as automatic-friction-control abilities to enable movement at high speeds.

Teleportation (200 CP)

Instantly teleport to a nearby location within your direct line of sight. There is a five-second cooldown period before you can teleport again, but with frequent daily use, you can train to eliminate this cooldown over approximately five years. A second purchase removes the line of sight requirements and only requires that you’ve been to a given location before, no limit on distance/dimension. Teleportation is “without error/without telefragging”.

Energy Blast (200 CP, Free for Angels)

Unleash a powerful blast of energy (of your choice) from your hands, capable of striking enemies from a distance and destroying obstacles in your path. You do have an energy “stamina” that you draw from, you can fire about ten blasts before needing to recover for about an hour. This can be trained up to grow your “stamina” and also energy absorption can refill your tanks.

Invisibility (300 CP)

Become invisible at will to enemies, animals and surveillance systems, allowing you to move undetected. This invisibility does not break with interactions and includes your scent/sound being removed from perception. Does not stop you from tripping alarms/traps.

Time Slow (300 CP)

Temporarily slow down time to 1/100th its normal speed around you for about thirty seconds, giving you increased reaction speed and allowing you to navigate through fast-moving obstacles with precision. You have a cooldown of about three minutes.

Regeneration (300 CP, Free for Fiends)

Heal from injuries at an accelerated rate, roughly twenty times faster than a stock human. This even resets bones and restores lost organs and limbs and renders you immune to poisons and mundane diseases.

Energy Absorption (300 CP, Free for Angels)

Absorb energy from various sources, such as enemy projectiles, magic sources or technological sources of power, to replenish your own stamina and energy reserves. Energy absorption not only grants you a source of power to refill your own energy but also allows you to expend absorbed energy as powerful attacks against your enemies. You can also use it to enhance your physical attributes, becoming a giant-muscular version of yourself. Large sources of energy are more difficult to control and you will require effort and concentration to keep using the energy you’ve absorbed.

Phase Shift (400 CP)

Phase through solid objects and obstacles, allowing you to move through walls and barriers to reach hidden areas and shortcuts.

Elemental kinesis (400 CP)

Control, generate and manipulate an element (Fire, water, air, earth, electricity, ice, metal, wood) with your mind, unleashing projectiles and creating barriers, platforms and constructs. This starts off with the ability to generate and control your chosen element within 10 meters of you.

This ability can grow with strenuous exercise to city-destroying levels and can enable flight with practice.

You can purchase this multiple times to pick up an additional element per purchase.

Telekinesis (400 CP)

Move objects with the power of your mind, manipulate the environment and hurl projectiles at enemies or just seize your enemies directly and do terrible things to them. Other telekinetic users (including the shield users) can oppose your grip. This telekinesis ability can grow with strenuous exercise to city-destroying levels and can enable flight with practice .

Flight (400 CP, Free for Angels, Discounted for users with “Telekinesis” and/or “Elemental Kinesis”)

You can float/fly at speeds starting out at around 300 mph but you can train it up to three times that. Additional purchases are discounted (to 100 CP each) and multiply your speed by ten and your trainable ceiling grows by ten times as well. Includes mental processing and reaction-speed improvements alongside “necessary secondary superpowers” such as automatic-friction-control abilities to enable movement at high speeds.

The Power of Darkness [400 CP, Free for Fiends]

You passively absorb the “power of darkness” whenever you are in moonlight. At will you can later use that energy to enter “Fury” mode where you regenerate at a rapid rate, healing holes through your body in seconds and overclocking your body and all of your abilities, magnifying your strength, speed, durability, regeneration and all of your powers by a factor of ten.

You can only store 3 “charges” at a time for usage outside of the moonlight. Though the charged energy doesn’t last long, only a few minutes and leaves you a bit winded after usage. You can also “explode” a charge, causing everything within a 50 meter radius of you to be blown away.

You can regain a single charge by spending an hour in direct moonlight.

In direct moonlight you can spend a charge to enter the Fury mode as per normal but you can use the moonlight you're exposed to extend the “Fury” boost, which lasts as long as you are in moonlight.

Telekinetic Shield (600 CP)

This is a monstrously powerful shield capable of covering a diameter of about two kilometers (though you can control the exact dimensions/form of the shield) and is capable of tanking a hit from multiple high-yield atomic bomb-level forces without you even sweating. This Telekinetic Shield ability can grow with strenuous exercise to planetary sizes/durability.

Items

Items may be imported into similar - items, weapons to weapons, Vehicles to vehicles, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Basic Camping Backpack [Free]

For free you have a set of desert clothing that fits your body, a large brimmed hat, a large filled canteen, two 1 liter bottles of water, a sleeping roll, a single person tent set, a large tarp, rope, a knife, a canister of salt, a stainless steel cookware set, an aluminum cook pot, ten MRE meals and a backpack to contain everything. You also receive the equivalent of 100\$ American dollars in the local currency.

All of this refreshes/replenishes every ten years and/or every jump.

The Raptor [100 CP]

A domesticated desert raptor comes with a saddle and small saddle bags. Has a wicked bite and large claws to defend itself with, although most monsters won't attack you while riding on this raptor. You don't have to worry about feeding it as it doesn't seem to require food or drink though it does appreciate it. Ever loyal, this raptor will come back from the dead automatically overnight and its wounds will be healed as well and will return themselves to you overnight if they are stolen, lost or destroyed.

The raptor is smart enough to dash/jump as necessary and can of course "Drive itself" to places you point out to it on a map.

Motorcycle [100 CP]

This is a desert-adapted motorcycle with a fancy glass canopy. It's fast enough to drive over fast moving sand. Has an integrated shotgun in the front by default.

All vehicles here self-repair overnight, never run out of fuel or ammo, retain any modifications done to them and will return themselves to you overnight if they are stolen, lost or destroyed.



Vehicle Repair Toolbox [200 CP]

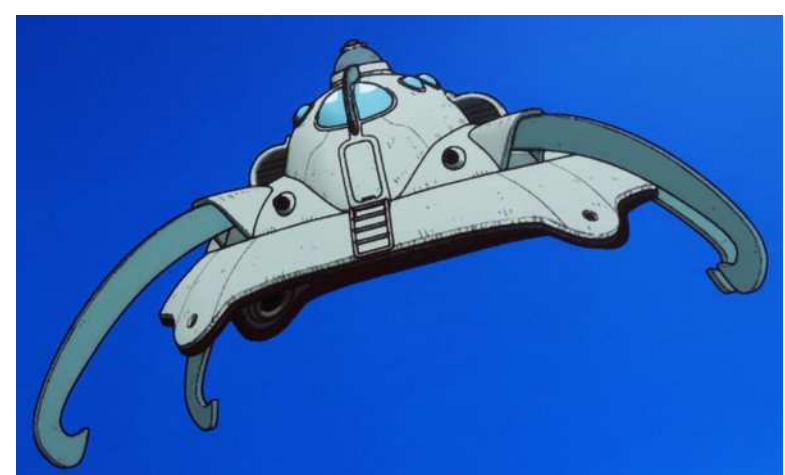
A comprehensive set of tools and spare parts for quick fixes on the go, ensuring your ride stays in top shape. This Toolbox is bigger-on-the-inside and will always contain suitable parts and tools for whatever vehicle(s) you are fixing. This also includes any fluids, disposable items etc that you might need for maintenance purposes and will also just happen to include just enough "emergency" fuel to get you to the nearest fuel station should you be without, but no more than that. This will let you fix non-cp-purchased vehicles without spending a dime and it would also let you fix up/repair exotic vehicles from outside the jump.

Air Carrier [400 CP]

This oddly shaped flying ship is primarily designed for carrying large round water tanks for water distribution. They have two fixed machine guns and a manual bomb-dropping port in the center of the ship. The airship also has a self-piloting feature that allows it to automatically fly to a given spot on a map.

You also gain the water tank designed to work with this vehicle, this water tank never empties and is always able to provide fresh clean drinking water.

All vehicles (and the water tank) here self-repair overnight, never run out of fuel or ammo, retain any modifications done to them and will return themselves to you overnight if they are stolen, lost or destroyed.



Aquanium [400 CP]

This is an amazing power source and explosive. Just one of these can power massive space-faring battleships with shields, energy weapons, FTL drives, artificial gravity etc. These also never run out of power.

Caution, when heated to a high temperature these also become sensitive and can explode with tsar-bomba level explosive force.

You gain ten of these and additional purchases multiply the amount you get by ten for each additional purchase.

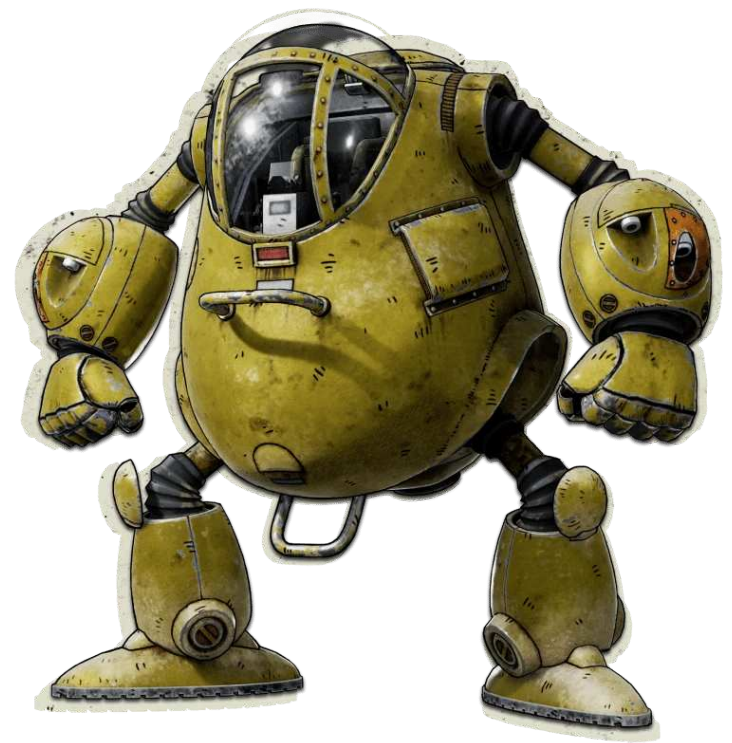
Royal Army

The Battle Armor [100 CP | Free for Royal Army]

Another type of Mech, this one is fully body-enclosing and is well armored. A battle-specialized mech that is good at close combat with its high attack power and strong armor. With its ability to change its arm's functions and perform "Super Moves". The Battle Armor is also able to lift containers and clear blocked paths.

The Battle Armor has a regenerating nitro boost and has an off-road capable self-driving feature that allows it to automatically drive to a given spot on a map

All vehicles here self-repair overnight, never run out of fuel or ammo, retain any modifications done to them and will return themselves to you overnight if they are stolen, lost or destroyed.



Anti-gravity Stones[100 CP | Free for Royal Army]

Anti-Gravity Stones are mystical items that reduce or eliminate the mass of any object they are attached to, including a small surrounding field, based on a small variable charge running through them. The more charge that is applied, the more mass is reduced. With enough stones and sufficient charge, an object's mass can be completely nullified and even reversed, enabling controllable flight through precise charge manipulation. You receive 10 large stones per week, enough to make a four-ton vehicle fly. Additional purchases multiply the amount you get by ten for each additional purchase. Only the first purchase is free for "Royal Army" additional purchases are discounted to everyone for 50cp each.

(very) Light Tank [200 CP | Discounted for Royal Army]

The tanks around here do not seem to be designed for tank on tank battles (which would necessitate thick sloped armor, a squat shape etc.) Rather these seem to be designed more for desert traveling/desert living comfort and to serve as mobile armored living quarters. Surprisingly spacious, these tanks have enough space to sleep in (and include hammocks to sleep in) and contain about a week's worth of food and water. These tanks have some modern technology like remote cameras, barrel aiming assist/adjustments, communications systems and the tank also has an adjustable anti-gravity system which can affect both the tank and the occupants. This enables the tank to become significantly lighter, all the way down to 1560kg's (3439 Lbs) with three adult occupants. The tank also has an off-road capable self-driving feature that allows it to automatically drive to a given spot on a map.

The tank's main gun is semi-automatic and the turret also has a machine gun mounted next to the main gun.

All vehicles here self-repair overnight, never run out of fuel or ammo, retain any modifications done to them and will return themselves to you overnight if they are stolen, lost or destroyed.



Super Heavy Tank [400 CP | Discounted for Royal Army]

This tank is designed for tank on tank battles, it's also about three stories tall, seats about 20 troops and has a powerful adjustable anti-gravity system to reduce its fully-loaded weight to about two tons. Surprisingly spacious, these tanks have enough space to sleep in and contain about a week's worth of food and water. These tanks have modern technology like remote cameras, barrel aiming assist/adjustments, communications systems. The tank also has an off-road capable self-driving feature that allows it to automatically drive to a given spot on a map.

The tank's main guns are semi-automatic and about three times as powerful as the light tanks main gun and the side turrets are basically the same strength as the light tanks main gun. There are also a few remote controlled machine guns mounted on swivel turrets in the four corners of the tank.

All vehicles here self-repair overnight, never run out of fuel or ammo, retain any modifications done to them and will return themselves to you overnight if they are stolen, lost or destroyed.



Royal Army Carrier [600 CP | Discounted for Royal Army]

A giant flying carrier, has a force of 20 loyal, order-following Insect-men that can be deployed who have super strength, super speed and bullet proof durability. Killed insect-men respawn after a day

All vehicles here self-repair overnight, never run out of fuel or ammo, retain any modifications done to them and will return themselves to you overnight if they are stolen, lost or destroyed.



Criminal/Rebel

Sentry Bot [100 CP | Free for Criminal/Rebel]

You get ten loyal sentry bots, these flying bots are equipped with laser blasters and a rather good friend/foe system. The bots are replaced in an hour if they are destroyed. They are also capable of following complex orders like guard this room, or patrol from here to there. They can also sound any sort of alarm system you have and can do some tasks like cleaning, doing minor repair work or moving/sorting small objects with their clawed hands.

All Bots here self-repair overnight, never run out of fuel or ammo, retain any modifications done to them and will return themselves to you overnight if they are stolen, lost or destroyed.

Additional purchases multiply the amount you get by ten for each additional purchase.



The Dirt Buggy [100 CP | Free for Criminal/Rebel]

The Dirt Buggy also has a regenerating nitro boost and has an off-road capable self-driving feature that allows it to automatically drive to a given spot on a map

All vehicles here self-repair overnight, never run out of fuel or ammo, retain any modifications done to them and will return themselves to you overnight if they are stolen, lost or destroyed.



Guppy's Gun [100 CP | Free for Criminal/Rebel]

You get a massive semi auto gun with an incredible range, it's a light tank main gun modified into a semi-auto rifle. In spite of its appearance as a weird single shot/revolver, it doesn't seem to need reloading, instead you can just shoot it every second.

Never needs ammo, but you can shoot different types like high-explosive, armor piercing, incendiary by moving a shifting switch in the back or manually loading the ammo type you want. Ammo that you manually load will "replicate" and copies of it will be shot instead of the original.



The Hover Jet [200 CP | Discounted for Criminal/Rebel]

A jet-powered hovercraft, made for going high-speeds over nearly any terrain.

The Hover Jet also has a regenerating nitro boost and has an off-road capable self-driving feature that allows it to automatically drive to a given spot on a map

All vehicles here self-repair overnight, never run out of fuel or ammo, retain any modifications done to them and will return themselves to you overnight if they are stolen, lost or destroyed.



Hacker's Toolkit [400 CP | Discounted for Criminal/Rebel]

This is a bundle of tools for any covert operative or criminal.

First A multi-function tablet with detachable mouse/keyboard is

state-of-the-art (updating to the best similar device in-jump, and not regressing in more primitive jumps) and is loaded with custom software designed to breach enemy computer systems, bypass security protocols, firewalls, and gather intelligence while ensuring anonymity and encrypted communications through a secure connection. This table has perfectly anonymous and permanent (but switchable) wireless access to the internet.

The Access Gadget is a portable multifunction gadget specifically designed to crack door keypads, key locks, disable alarm systems and crack safes using either digital and/or physical access devices with just a few seconds of operation granting access to physically locked areas. This device operates rapidly, quietly and efficiently and prevents "failures" or "successes" from triggering any sort of alarm system or lockout mode.

The Signal Interceptor is a remote device which allows for the interception, decoding and jamming of enemy transmissions, enabling valuable intelligence gathering or disruption of enemy communications. This module can also be used to inject

custom transmission, enable man-in-middle attacks and false information to be transmitted. It connects to the Tablet to allow for easy analysis and manipulation of data.

For in-person infiltration, the Disguise Kit is essential, providing false identities, access cards, and physical disguises to blend seamlessly into a variety of environments. The identities and access cards it produces are entered into any database that they need to be in.

Rebel Command Base [600 CP | Discounted for Criminal/Rebel]

The Rebel Command Base is a well-hidden, underground base that can serve as a strategic center for operations. At the heart of the base, the Control Room is outfitted with advanced computers and communication systems for real-time coordination of rebel activities, enemy tracking, and strategic mission planning. A Medical Bay provides state-of-the-art medical supplies and equipment, supporting the health and recovery of the team and offering facilities for treating various injuries and ailments. The Training Grounds offer a dedicated space for practicing combat skills, marksmanship, and tactical maneuvers, equipped with a range of weapons and equipment to mimic real-world scenarios. For technical needs, the Workshop is outfitted with tools and materials to repair and customize vehicles, weapons, and other critical equipment, with skilled technicians on hand to craft specialized gear tailored to any mission. The Secure Storage area is heavily guarded, dedicated to housing valuable resources, weapons, and intelligence. With access restricted to key personnel, this section ensures critical supplies are safeguarded against theft or sabotage.

The base comes with hundreds of loyal rebel followers in a wide variety of positions and experiences; these men, women and others are drawn from the local population centers that are nearby and have lives outside of rebel activities. You are the undisputed commander of these beings.

The base is also self-sufficient with an endless food supply (of MRE-like food/drink), water source, power and sewage systems being completely independent. The base self-repairs overnight, never runs out of fuel or ammo (which can be used to refuel vehicles/weapons), and the base retains any modifications done to it.

Civilian

The Car [100 CP | Free for Civilian]

This rugged jeep-like vehicle seats four, has an automatic transmission and is designed for offroading in hot-desert environments; it even has sand-gripping tires. It also comes with a trailer with four additional “Basic Camping Backpacks” and enough additional food, water and fuel for weeks of travel. The car also has a regenerating nitro boost and has an off-road capable self-driving feature that allows it to automatically drive to a given spot on a map.

All vehicles here self-repair overnight, never run out of fuel or ammo, retain any modifications done to them and will return themselves to you overnight if they are stolen, lost or destroyed.



Floaty Tablet [100 CP | Free for Civilian]

This is basically a large pez dispenser which contains an endless amount of edible candy-tasting float tablets. The float tablets cancels your (existing) momentum and lets you float about two feet from the ground for about thirty seconds. It's great as a child-friendly toy and as an emergency “parachute”.

Pow Pow [100 CP | Free for Civilian]

This is a Picchi made non-lethal gun that temporarily paralyzes beings and monsters. It works on nearly everything even at rather significant distances.

It never runs out of fuel or ammo.

Scrap [200 CP | Discounted for Civilian]

It's Scrap!

What's scrap?

Miscellaneous technological parts removed from other working machines. Gears, motors, engines, sensors, CPUs, camera, etc. You get it all in various quantities, qualities and random conditions. The scrap you get is randomly selected from all of the worlds you've visited. That is to say you'll get a wide selection of stuff from a wide range of places.

You get about 1 ton worth a scrap a week, in one bulky delivery to wherever you want, you can also turn off/on this delivery at will whenever you want.

Additional purchases multiply the amount you get by ten for each additional purchase.

Jumper Garage Franchise [400 CP | Discounted for Civilian]

Garages in every city/town that's capable of fixing tanks and the various other vehicles around here, There is a housing level above it that keeps a bedroom or two free for you. A local runs the garage and can do repairs for you for free.

Water Machine [600 CP | Discounted for Civilian]

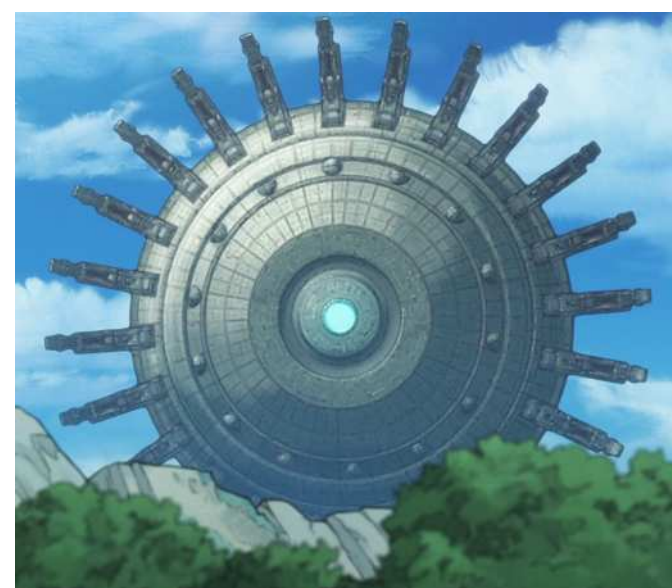
This once built machine creates clean drinking water en-mass, this machine was originally meant to terraform a desert like planet into a more temperate one. So this isn't a condenser or anything like that, rather this actually creates H₂O via some unrevealed(in game/show) scientific method. It seems to only require power, which it also provides for itself. This machine creates 31 billion gallons of clean water a second. Yes a second, a water flow equal to all of the earth's rivers combined, and it would still take 10 years to fill earth-sized oceans. How much water does this world “need” is a good question and one for you to figure out.

You also gain engineering documents, general construction plans, scientific manuals and blueprints that would let you create more of these machines. This machine requires no maintenance and is fully automated.

Flying Fortress Garam [600 CP | Discounted for Civilian]

The ~~Mini Death Star~~ Flying Fortress Garam is a massive, ancient spaceship which has a powerful main gun weapon. The main gun fires off energy-based blasts that act like the fully powered Tsar Bomba but without all of that pesky radiation. Unlike the Death Star this ship is highly automated, and includes thousands of cargo-bots, sentry bots and repair bots which keep the ship in tip-top shape and help defend it.

All vehicles here self-repair overnight, never run out of fuel or ammo, retain any modifications done to them and will return themselves to you overnight if they are stolen, lost or destroyed. The bots likewise are part of the ship and are replaced/repared similarly.

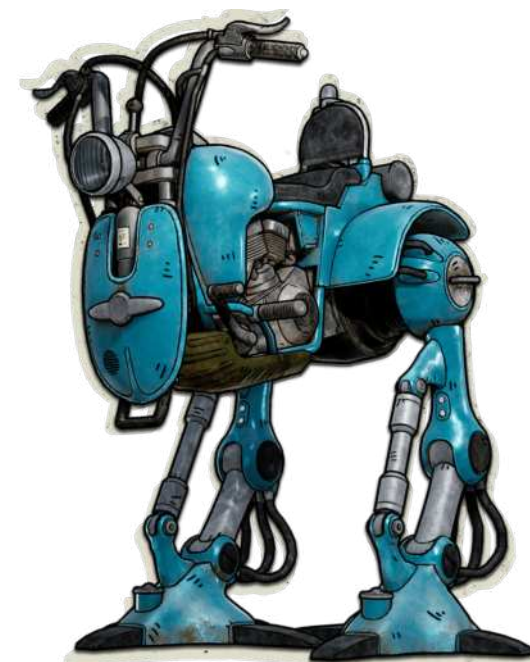


Monster

Hopper [100 CP | Free for Monster]

Want a Bipedal Mech? How about a jumping Mech? well that's what this is, a jumping mech that can charge up its jump to jump even higher. Endlessly modifiable. Comes with a machine gun and a grenade launcher by default. The Hopper also has a regenerating nitro boost and has an off-road capable self-driving feature that allows it to automatically drive to a given spot on a map.

All vehicles here self-repair overnight, never run out of fuel or ammo, retain any modifications done to them and will return themselves to you overnight if they are stolen, lost or destroyed.



Storage Capsule [100 CP | Free for Monster]

Capsule Corp. Signature item: a reusable storage capsule. When empty click the top button and throw it at something the size of a house or smaller and it'll get shrunk down and put into the capsule. Click the button and throw the capsule and the item will be uncompressed. The capsules are reusable and are often used for transporting vehicles and small buildings.

You get a pack of ten of these, additional purchases multiple the amount you get by ten per purchase.

Crafting Supplies [200 CP | Discounted for Monster]

Every day you gain a random assortment of monster and plant "Drops" similar to those you can acquire in the game. These items include resources such as "Killer Scorpion Venom," "Raptor Scale," and "Cactus Silk." Every day, you receive 25 random such items, occasionally including higher-tier items like "Alpha Raptor Scale" These supplies are delivered to whoever or wherever you specify, with the option to toggle deliveries on or off as needed.

Capture Urns [400 CP | Discounted for Monster]

These mystical containers are crafted from ancient materials and imbued with powerful enchantments. They are designed to imprison and contain various beings, ranging from wild monsters to supernatural entities. Once the top is removed the closed-eye decoration opens into a large singular eye, whatever being that this eye sees is turned into energy and sucked inside of it into suspended animation. These can capture even high-end beings who have enormous strength/magic etc though their struggles can slow down the process they will be inevitably pulled into the urn.

Breaking the urn or taking off the lid frees the creature inside of it.

You get a pack of three of these, additional purchases multiple the amount you get by ten per purchase.



Lisab Battleship [600 CP | Discounted for Monster]

This totally-not-a-bigger-Lucrehulk cargo/battleship is a massive military battleship/cargo ship a few kilometers in diameter and looks like a filled donut. Armed with turbolasers, ion cannons, and missile launchers, it boasts advanced shielding and can engage multiple targets simultaneously. It's equipped with dozens of semi-autonomous hovering heavy-lift cargo-moving bots and hundreds of hovering security bots and repair bots. The ship features a high-tech command bridge, multiple hangar and cargo bays, luxurious living quarters, offering immense cargo capacity and strategic advantages.

Unlike the broken, scavenged one in game, this one is pristine and fully equipped for FTL space travel, though it doesn't come with any cargo.

All vehicles here self-repair overnight, never run out of fuel or ammo, retain any modifications done to them and will return themselves to you overnight if they are stolen, lost or destroyed. The bots likewise are part of the ship and are replaced/repaired similarly.

Companions

Companions can purchase more companions.

Companion Import [50-200]

Import a single companion into any origin and race for 50cp each or eight for 200cp.

Beelzebub [200 CP]

The Demon Prince, A cunning and resourceful fiend with a soft heart in spite of his tough talk. Beelzebub brings combat skills and strength to the table. His demonic abilities offer unique advantages in battle and exploration.

Rao [100 CP]

A seasoned human sheriff with a strong sense of justice. A legendary ex-military general, he is a master of strategy and tactics and is the undisputed legend at armored warfare in this world. Rao's leadership helps boost the morale of the group, and his cleverness often gets everyone out of sticky situations.

Thief [100 CP]

A non-human elf-like person, he is a nimble and clever burglar with a knack for breaking into fortified locations and stealing valuable items. Thief excels in stealth and evasion, making him indispensable for covert missions. His agility and quick reflexes also make him an excellent scout.

Ann [100 CP]

A brilliant human(ish) engineer and inventor with an unparalleled ability to repair and modify vehicles and machinery. Her inventive mind can create makeshift solutions and enhancements, providing a technical edge in the harsh desert environment.

Canon Companion [100]

Any other existing character from this world. Well then this option is for you.

Create a Companion [200]

You can create your own companion for 200cp, your companion gets 400cp to spend here and you can pick one race for free and pick an origin for it.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 CP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

A Fearsome Reputation [+100 CP]

For some reason you have a reputation of a murderous monster, people default to being afraid of you and are unwilling to talk, buy or sell things from you at least initially. You can of course convince people one on one by talking them around or doing small tasks for them to get to know them personally. But even if people are cheering your name from the heroic deeds you've done, if you haven't personally gotten to know them when they meet you, they'll still be scared of you.

Sandstorm Magnet [+100 CP]

You seem to attract sandstorms wherever you go, making travel and outdoor activities challenging. Every few days, a fierce sandstorm will blow through your location for several hours, reducing visibility, causing disorientation, and potentially damaging equipment and structures. While you can find shelter and wait out the storm, the constant disruptions will likely annoy you and get sand into places you don't want it.

Form Locked [+200 CP]

You are permanently restricted to the form you chose at the start of your jump, losing the ability to shapeshift or change your appearance in any way. Any shapeshifting powers or abilities you possess are completely disabled, leaving you unable to change your form. This includes using alt-forms.

Fiend [+200 CP]

A young but powerful Fiend akin to Beelzebub has taken a particular interest in you, marking you as a target for his irrational hatred. You will encounter him at least once a week, facing frequent attacks and sabotage attempts. If you prove to be stronger than him he will switch to more subtle attacks and the usage of traps against you to relentlessly hassle you. This relentless pursuit not only puts your life at risk but also endangers your allies and disrupts your plans.

And Friends [+200 CP] (Requires Fiend)

Much like Beelzebub the Fiend has friends, included in the pack of friends are a thief, a mechanical savant and an old grizzled legendary-tier military commander. They are all great friends and also hate your guts.

The Lutemis "Skill" [+200 CP]

You have a problem, you focus too much on doing one-thing-at-a-time that is to say when you decide on doing a particular goal you struggle to disengage when necessary and instead must continue to focus on that one goal until you complete it. You can of course still eat, drink, sleep, etc as necessary this is more about overarching goals not daily living minutiae.

Financial difficulties [+400 CP]

First any sort of financial gain perks are disabled, you also don't start with any money. You are dirt-poor instead and you have difficulties with finances of all sorts. For some reason, any sort of financial ventures, businesses and in general resource management and logistics always seem to falter and fail for you. Investments often fail, supplies run out and/or are spoiled, or get stolen etc at the worst times, and prices for goods you need inexplicably rise. This drawback makes it difficult to accumulate wealth and maintain a steady supply of necessary resources, forcing you to constantly scramble to make ends meet and hinder your long-term planning.

Monster Bait [+400 CP]

You have an inexplicable aura that attracts large, powerful monsters, making you a constant target for these fearsome creatures. No matter where you go, the most dangerous beasts seem drawn to your presence, seeking to challenge or devour you. This relentless attention not only puts your life at risk but also endangers those around you and disrupts your plans. Encounters with these monsters can occur at any time, but expect an attack at least once a week.

Canon Constraints [+400 CP]

Your overall power and abilities are strictly limited to the feats and capabilities demonstrated in the anime and game. No matter how much potential you possess, you cannot exceed the boundaries set by the canon material. This restriction means you cannot develop new powers or perform actions beyond what is shown.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v 1.0

Initial Jump creation

v 0.1

Initial Jump Template - by Negative-Tangerine