



Tap Titans

By BLADE

You wake up in the courtyard of what seems to be an old castle. It's well maintained, but almost dead silent. There can't be any people here. You seem to be missing your, well, your everything. You feel stronger than you did all those years ago, before you began, but other than that, none of your various powers and abilities answer your call.

Before you lies an old sword, rusty but trustworthy. You think you can hear something deep within the castle. A monster of some sort, probably. Onwards to adventure?

Of course, you could just leave. Put the sword back down, exit the castle, and go onto your next jump. But, surely this place has something to interest you?

+ OCP

'Freebies'

Free - Monsters Carry Money?

Well, whenever they die they seem to explode into a small number of golden coins, so yes. Monsters carry money. On the down side, this is incompatible with... Anything. No other Jump, civilization, or anything will accept these coins. They're only good here, or with things from here.

Free – Critical Hit

Every now and then, usually about every hundredth hit, your weapon will deal extra damage for no explainable reason. Could be anywhere from twice as much to five times as much. This can be increased via two primary of methods, obtaining artifacts and the two critical skills.

Free - No Bear Asses

Just cold hard cash. The various people and weapons here don't need some rare ingredient or material in order to get stronger, you just need to throw money at them. Each purchase is just barely stronger than the last, but it's also twice the price, so it's gonna ramp up fast, alright? Make sure to make a whole lotta money.

200 CP – Swinging All Day

Day or night, rain or shine, you'll be there, swinging your sword. Or staff. You won't need to stop, you won't need to sleep, you won't need to eat, you just need to swing your sword. Basically, infinite stamina. Mind you, this only works when you're fighting. It's called 'Swinging All Day', not something like 'Running All Day'.

400 CP - Prestige

All that growth, all those upgrade, all that progress, you don't really need it, do you? Well, actually you do, but if you wish, you can erase all of it and go back to square one. Once you reach a certain point, that is. Why would you want to do that? Well, for the relics. Those are small manifestations of potential, that you can use to upgrade your artifacts. Those are in the item section, by the way. The more power you lose, the more relics you get. 600 rounds would be about 1000 relics, though it's not a linear scale.

400 CP - Slow Growth

Now, the good news is, the various skills that are for sale are just a tiny bit overpowered. The bad news is, the enemies here ramp up faster than you can. That's why those skills need an upgrade of their own. The first time you use it, it gets a plus one. Second upgrade requires two more uses, and the third three. See the pattern? This is limited to the perks in the Skills section.

Skills

100 CP - Jump Attack

Once an hour, you can unleash a single massive attack at whatever monster you happen to be fighting. It's somewhere in the vicinity of five times your own strength, and will slowly get stronger the more times you use it. Alternately, if you wish, it can instead be four weaker strikes.

200 CP - Shadow Clone

Once an hour, for about two minutes, you can summon an illusionary clone of yourself to fight in your stead, or alongside you. It's just as strong as you are, and just a bit faster in swinging its sword. It's strength is based on yours, so the more powerful you become, the harder it hits.

300 CP - Critical Up

Every three hours, you can massively increase the likelihood of achieving a critical hit. By about 14%, which may not actually qualify as 'massively'. In addition to that, the range of critical damage receives a temporary boost, from two to five to five to eight. This lasts for one minute, so launch as many strikes as you can.

300 CP - Poison Touch

Instead of running on a percent based system, how about some guaranteed hits? Once every three hours, your next fifty hits will always land as criticals, though the range of damage is still random. Bit of a trade off between landing enough hits to get fifty crits, or just landing fifty crits.

400 CP - War Cry

Of course, you might not be the only fighter on the field. That's why you have the War Cry, to rally your allies into attacking harder, faster, better, those sorts of things. Once every three hours for four minutes, the damage your allies will deal is doubled. How exactly that happens is up to you, but it happens.

400 CP - Berserker Rage

From that name alone, you probably already know what this does. Despite what you might be thinking however, it doesn't actually send you berserk. Basically, it lets you deal extra damage. For four minutes once every six hours, your power is multiplied by four. Mind you, this is physical OR magical. Not both. Also, due to the fact that this is a gauntlet, it starts off as four times base human, which is decidedly less impressive than your myriad strength perks.

400 CP - Midas Touch

In theory, even more obviously named than Berserker Rage. Normally, you'd need to actually kill a monster to get some money out of it. Not so much anymore. Once every six hours, for four minutes, every time you hit them with your sword, the monsters will flat out bleed money for you. Actual bleeding not necessary. Now, hit them like a pinata!

Items

The effect of all of these items may be slowly increased via feeding them Relics. Most of them do not have an upper limit.

100 CP - Cooldown Amulet

A small collection of amulets, ranging in shape from a shield, an axe, a pendant, and a small jar. There are seven in total, and each one is attuned to one of the skills, and will allow you to shave small amount of time off of the related skill. At first, it will only shave off a few minutes, (5%, actually), but feeding it relics to increase its mystical might can eventually up that amount to a full half of the cooldown. Each one must be purchased separately.

100 CP - Golden Jewelry

Gold is gold, so it shouldn't surprise you that this relates to money. Necklace and chalice, both of these will increase the amount of money you make from slaying monsters. The chalice adds a small chance for monsters to drop ten times as much money as they normally would, while the necklace simply increases the amount of gold by a small amount.

200 CP - Critical Token

A pair of old swords, spiky and stone, the other merely worn, that increase the the likelihood and damage of a critical hit. The stone sword increases critical chance by 2%, while the worn sword increases the damage dealt by one to two levels, ie from 'twice to five', to 'four to seven'. Again, each must be purchased separately.

300 CP - Extending Talisman

Rather than reduce the cooldown of the skills, each of these increases the amount of time it lasts. It starts of at a small 10%, but by throwing relics at it to upgrade it, that amount can be increased. And unlike the Cooldown Amulets, these have no caps. These do have a false roof of always being on, but it will take a very long time in order to upgrade them to 'maximum', however, so don't count on that anytime soon.

400 CP - Damage Per Second

A large bronze hammer and purple vial, both of these will flat out increase the damage dealt. The hammer increases your own by 2%, while the vial increases your allies and companions by 5%. Neither of these have an upper limit for what can be upgrades, beyond how many relic you can get your hands on.

500 CP - Book Of Prestige

We've managed to upgrade or increase everything else thus far, why not this as well? This blue tome - which is empty by the way, because what's written in it doesn't actually matter - increases the amount of relics you get upon prestige by 5%. Not much, but very useful for getting higher levels of the other items faster. And yet again, no upper limit.

Companions

100 CP - Fairy Gifts

Insert blah blah blah about being the chosen hero here. For some reason, the fairy's like you. Every now and then, maybe once or twice a day, a fairy will show up bringing a decent chunk of gold with them, or maybe a blessing to let you use one of your skills faster. Afterwards, who knows what they might bring? But, it will probably be useful, right?

200 CP - Local Heroes

Along the way, maybe at an inn or along the road, you met a fellow traveler. Maybe just a mercenary, maybe a exiled prince. Doesn't really matter. Either way, now that you've paid them, they'll fight at your side for as long as you stay in this land. Of course, you can just pay them in gold, if you haven't the cp to spare. But then you'll have to find them again after prestige, and you obviously won't be able to take them with you afterwards, though doing so isn't mandatory.

400 CP - The Spellmaster

A pink haired mage, and seemingly an old friend of yours that you've forgotten. She's just as weak as you are, but with half of whatever cp you've acquired - or will, rather - she can hold her own against the local monsters. However, her true power lies in restoring your 'memory'. That is, every time she gets stronger, every time she prestiges, she raises your bar by just a bit. In effect, when you prestige, you are no longer set to zero, but will instead be left with a small amount of power and money with which to jump start your adventure.

Misc

50 CP - Mythic Castle

The castle you woke up in, in near perfect condition even if it is abandoned. It's basically empty, with no food or supplies inside of it. However, if you've the time to spend renovating it, and restocking it, it's a perfectly good castle.

Drawbacks

Max 1500 CP

+25 CP - Fifty Rounds (Max thirty times)

Normally this place doesn't have an ending, it just keep going forever. That, and that you could leave at any time. Well, not so much anymore. Now you have to do a minimum of fifty rounds, or about five hundred monsters. Or, if you want a bit of a challenge, you can take this a few more times and get some extra CP. This isn't in total, by the way, you have to do it in one go. If you didn't make it before deciding to prestige, you have to start over.

+50 CP - Ten, Nine, Eight... (Max five times)

In case you need actual numbers, a round is nine monsters and a 'boss' monster, which is usually stronger than the other nine put together. However, in the interest of depriving you from gold and experience, that number can be reduced. All the way down to five, four monsters and the 'boss'. One hundred CP for every monster shaved off, alright?

+50 CP - Countdown (Max five times)

Boss Monsters don't have the time to deal with ordinary adventures, don't you know? You get one minute to beat them, and then you get kicked out and have to fight another monster in order to fight them again. However, even the regular monsters are impatient now. If you don't beat them in thirty seconds or less, they leave and you fight someone else. Good news is, it's just one monster per round. Or more, for more CP.

+100 CP - Real World Travel Times

Despite what you may think, not every monster in the world lives in one area. Each 'zone' - ruins, jungle, volcano, etc - only holds five bosses. After that you're going to have to pack it up and find somewhere else to fight monsters. Good news is, they're going to be the same strength no matter where you go. Bad news, it's going to take weeks.

+100 CP - Heatup

All those amulets and talismans that let you use the skills more often... It'd be a shame if something were to happen to them. Or, more specifically, to the skills themselves. Both in the amount of time they last, in the time it takes to recharge, both have been worsened by a factor of two. Have fun with that.

+100 CP - Economics

The stuff here basically runs on gold, right? So more is better? Well, the economy is so shit right now, even the monsters are suffering. And since you make a living off of them, that means you do too. For your stay here, the money you receive starts out at 1/10th its usual value. Gonna be a bit of a pain.

Ending

Unless you took fifty rounds, you can leave whenever you want. Even if you did take it, you don't have to leave right away. You just can't leave if you're less than fifty rounds(or more, if you took it multiple times) in. So, not right after a prestige.

Notes

The powers in this jump are entirely self contained and not connected to anything else. Money here is only useful for upgrading your sword, skills, or allied fighters, and cannot be spent/used anywhere else. The increases in damage apply only to your base here, and not to any other strength boosters, though it may eventually outgrow them. No dropping the boosters here on top of something like saiyans or kryptonians.

There are three forms of currency. Gold, gained by killing monsters and spent on upgrading heroes and skills. Relics, gained by prestiging, with more loss meaning more relics, and spent on buying and upgrading artifacts. And Diamonds, the Pay to Win currency, which is not currently in the jump.