

Nightmare City Jumpchain Compatible

By Anon

Many Thanks to: Anon

"You are standing here as true as if you were born on this Earth,
Don't pin your hopes and dreams on someone else's lives."

This world is one of oddities. A world where humanity has been trapped within a virtual world for so long that it can't even recall the form they once took. In this world, which has turned to violence to solve its issues you find yourself one of those who fight the battle for life.

There is a war going on in this world. It has been going on for so long that the Humans have forgotten why they even started fighting to begin with and the AI is just responding out of routine at this point. No one is really sure if the Humans can even leave this world, if their bodies even live or breath outside this virtual world and yet the search for escape or perhaps freedom continues.

Troubleshooters, the Central AI's answer to Human uprisings cut down most of the rebellion but another bloom always grows. Humans grow stronger as they actualized the data around themselves using their very self-image as weapon against the AI's. Lost folk, on neither side, suffer and die in the collateral. And perhaps the answer to all this fighting has just dropped into the system as a unknown variable.

Age doesn't matter here nor does Gender. Chose Freely.

Origins:

Unknown Variable (Drop-In): No memories of this world to bother you only the will to survive and strive towards your goals. Your form is that of your choice.

Human: As one of the few who remembers the form of humanity your self image has become realized, and will draw more than a few eyes in this world. You are a target in this world as the image of humanity is almost universally reviled by the AI that runs the system. You have a human or cat-person form.

Lost: You might be human or AI, no one is sure since you have the form of the anthropomorphic cat people who make this world their home. As long as you don't make a fuss the Troubleshooters should pass you up in favor of the 'real' humans after all you amount to fragmented code in comparison to the self-image realizing/code rearranging power of a Human. You have a cat-person form.

Directive, Exterminate: An AI created by the central system as a cleansing program against the illogic of humanity. You were designed to be generally better than the average human, though even you will note that a human who actualizes their self image is strong in their own way. You have a cat-person form.

Location:

The Nightmare City: A neverending loop of the same city created in such a way to quarantine the Humans in a section of the virtual world. Nothing seems to lie beyond its borders but the completion of the loop.

Perks: 100 CP Free for Origin, the rest is discounted for Origin.

Undiscounted:

403 Forbiddena [Free]: A selection of powerful Melodic Power/Speed Metal/Rock by the titular group in question that you can turn on at will. Always seems thematically appropriate somehow.

Outside System Knowledge [400]: What's this? Perhaps this is simply a packet of random data, or memories of a time before the Virtual World, but you've come across all the information to create the technology behind the Nightmare City. Without a suitable foundation this could take years to set up though.

Drop-In:

Destiny is Calling You [100]: You have an innate awareness of when events have been put into motion via powers outside your control. This is a sixth sense that only activates when you are caught up in events but you'll know when you were given no choice but to do something by things like fate, destiny, or even the overriding mind of a computer that controls your very world.

The Pabulum of Life [200]: Suffering, Sorrow, Pain, Joy, Love, and Endurance. These are a part of life and you've learned to deal with them as the simple, bland result of it. Your willpower is increased and you find that things that impact you emotionally more often than not spur you forward and less often break you down.

We are Standing Here... [400]: As if born to the world you inhabit you can adapt to situations on the fly with unnatural skill. This allows you to adapt to almost anything from figuring out a new alternate form or having suddenly gained powers out of nowhere for some other reason are within the grasp of this ability to simply take things as they are. This perk only grants you enough skill to not be completely overwhelmed, mastery will take time.

Obey me or Defy me [600]: Where others would be dictated by 'Fate' and 'the Powers That Be' you find your actions are your own. You can act in direct defiance of something like a being who controls all of reality and not fear outright deletion of your very self. This grants you an innate defence against things that would directly and outright cease your existence with no input from yourself. The central AI can send a Troubleshooter of insane strength at you but it can't delete you outright, in other worlds this protects you from any effects that would result in you outright ceasing to exist. All beings of this Jump benefit from this effect but only those who purchase this may continue benefiting from this perk.

Human:

Come Under The Wet Yourself [100]: There are moments at which you'll hit rock bottom. However you'll always find a small glimmer of hope even in your darkest moments. Even should you be at the edge of suicide you would at least find a second to reflect on your good times. It isn't guaranteed to help but this perk allows you a moment of clarity about the good things in life.

This Little Time That You Live Here [200]: You've learned that some things are more valuable than others. Time can pass by but the emotional impact of memories can change a person more readily than any other weapon or armor. You can gauge your emotions slightly, allowing you to care a little less about unimportant things and cling a little more to memories of joy and happiness. Whilst this can't alter your personality it may lead you to have greater determination when facing unlikely odds.

We Cannot Change the Past [400]: The past is immutable to those of this world so you must learn to accept deal with the present no matter how ugly it's face. Overcoming a perilous situation and ending in triumph is always the path you should seek but reflecting on the past allows you to objectively take in both failure and victory so to make you stronger. Should you take time to reflect on something you had trouble with you'll be able to create counters for that situation so that if you ever encountered that situation again you would be able to make the result favor you more than the last time. The closer to the original situation that the new one is the greater the plan's effectiveness, however the more differences that are introduced the less effective the plan will become.

Reach Out Our Hands [600]: The future is yours to create. Moments come when you are faced with the threat to all that you hold dear. This power allows you to, in moments of dire need when you or a loved one is threatened with death or worse, to gain a powerful boost that could, if used correctly, turn the tables. This boost is temporary but always leaves you slightly better off than before it activated, reflected in anything from a full heal to a slight improvement to your mental or physical abilities. The powers temporarily gained during this boost are always a boost to one's general combat ability and the ability to manifest a personal scale weapon of your choice.

Lost:

This Life is a No Exit Labyrinth [100]: You have taken on the form of the oppressed and become a cat-person yourself, so suppressed are you that few can tell if you are even human or AI. This will allow you to slide under the view of most oppressors as just another part of the masses but it does lower the level of power you can output whilst granting you a boost to the ability to hide from those who seek you out.

The Hands of Time Keep Ticking Away [200]: Time seems to have lost all meaning in this world. One event always seems to follow the others but it is quite obvious that time is going by just that the faceless masses don't seem to note it. You have the ability to 'skip' the parts of an action that are too boring to do yourself and for a loss of ingenuity you will 'skip' through the action, retaining only a general information about what happened. If you are interrupted during the skip you'll be dragged out of your 'skip' and you can set other things that can pull you out of a 'skip', such as 'when the alarm goes off' or 'my companions enter the room'.

Diesen Liebe Der Welt [400]: This world was made for a reason now forgotten but you have touched something near its inner nature allowing you to just have a mundane weapon on hand. It's personal scale only but anything from a metal pipe to a freaking Bazooka could be found. The rarer the item the more time it will take to search for it but with this if it is a mundane item you'll find one sooner or later.

Open the Gate of Hope [600]: Sometimes it is easier to pass the torch, sometimes the value of even one life is great enough to you to mean risking your own life, and sometimes those who witness such an event feel the passage of flame and add a little of their own warmth to the blaze. You can save another from being slain at the cost of sealing all of your powers for a while. The person saved gains a proportional boost in their physical and mental abilities as well as the ability to manifest a personal scale weapon of their choice. People within a citywide area of this event can feel this power being used and can chose to pass a spark of their own strength down to the target of this ability. One lone spark atop your inferno might not be much but when all the hopes of an entire people come spilling forth this can even go beyond even your own donation. Whilst sealed you are a voice in the mind of the target and can present yourself to them as a vision if you so wish. You only regain true form if and/or when the event you saved them from is completely resolved.

Directive, Exterminate:

Oh I Am a Hypocrite [100]: Troubleshooters have been hinted at being Humans who have completely turned to the Central AI. This rumor may not be wrong or it may be off the mark but all who see the Troubleshooters know to stay away from them, for IF they did sacrifice their own race to the Central AI then why would anyone want to be around them now? Intimidating rumors about you spread far and wide seemingly for no reason and you carry an air of menace that can't really be thrown off by the average will.

Oh I Have Nothing [200]: You have no eyes, for those would be windows into a soul you no longer have. Where you once had eyes you now have black voids, empty void of soul and emotion. Aside from this aesthetic aspect, which you can turn on or off at will, you have the ability to ignore your emotions and make logical choices in spite of what your emotions would rather you do.

I Want to Be Mighty, Yeah [400]: Strong enough to punch a person through a building, fast enough to keep up with a motorcycle in a foot race while jumping from building to building, and tough enough to take an RPG to the face and only be knocked out. The Troubleshooters were formed by the Central AI to fight against the canny humans who tried to buck the control of this world. To do this the Troubleshooters have become mighty beings equal to entire groups of desperate humans.

Infinite Blade Penetrate [600]: Beyond even the kindred spirits of the Troubleshooters is you and one other. You who are one of the individuals that carries the red swords that devastate. By design you have been created to take out those few monstrous humans who for one reason or another develop powers beyond their kin. These individuals seem cloaked in probability altering properties and chance power ups when pushed to their limits they just seem to dig a little deeper and open new paths of power. This ridiculous trait is negated by your power, handed down by the Central AI, which allows all of your attacks to act as if things like chance, fate, and even the flow of probability were the same as a normal person. To those who bear the crimson sword all are equal and the humans odd effects on the world are just things to bypass.

Items (All Items return to the warehouse in mint condition if irreparably broken):

Mundane Weaponry [Free]: No, seriously, any personal scale weapon you want up to two of them can be gained here, mounted on a gun rack in your Warehouse after this jump. You may buy additional weapons for 50 CP each.

Food & Water [100]: Litterally just what you'd find for knocking over a corner side grocery, in a verity of knock off brands, but this duffle bag never seems to be out of the things needed to survive this world, food and water. The fact that weapons are more common that this stuff should tell you why you'd wanna stock up on it.

Vehicles [200]: Chose any civilian vehicle you wish, circa 2001, and you now have it. It needs gas and other maintenance, though if you wreck it or somehow lose it you'll find another one within a few days. This new one will be identical and you'll be able to use it legally to boot..

A Virtual World [400]: Everything here in this world is replaceable. Just ones and zeros flowing endlessly. Just like this world you can call forth an exact replica of the Nightmare City during combat to overlay the real world and allow you to battle with relatively little concern for the area the City has temporarily overwritten. With this small controler you can overlay a city sized area and not have to worry about destroying the local environment, this doesn't automatically evacuate people though so you may wanna be careful with that collateral.

Server Stacks & Central AI [600]: A Sub-Basement in your Warehouse that contains a truly massive series of server and automatic maintenance systems. Housed within this monstrous server is an AI capable of sustaining and administering to a system of virtual reality systems in real time for an entire planetary populations of several billion, somewhere between three and six, along with enough child-AI to equal that population on a 1 for 1 bases. A room is attached to the ground floor of your Warehouse that allows you and up to eight others to enter a virtual world, the default is that of Nightmare City proper but you could program your own virtual world if you happened to have the know-how.

Drawbacks:

4Chan City: The Adventures of Moot [+000]: The world is different, strangely attuned to a different style and you have found yourself in a city that uses tropes not from the original source but from another. This need not be the 4Chan remakes but can be any of the other obvious Nightmare City remakes.

Savior Cat: The Expanded Universe [+000]: Enriching the versatility of both the abilities of the Ai and the Humans this is a series of loosely connected series which have no core that now used the Nightmare City as their fusing point. The entirety of Clairvoyance's works, including a building shattering unknown and winged powerhouses whose fights don't ever seem to dwarf those had in the Nightmare City though they do have differing aesthetics.

This world is dry enough as is so I'll just leave this final bit.

Freedom is Found Outside: Leave this place and it's dead city go somewhere new.

This World isn't So Bad: Stay behind and continue your life here in the Nightmare City.

Just Go: Return to the world that you came from, leaving the chain but carrying the changes it has marked you with.

All drawbacks are over at the end of the Jump.