

RATCHET AND CLANK



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JUMP

Welcome to the.....Uhh well its later called the Solena Galaxy. But it was originally called the Solar System so that's what we are calling it. Anyways Welcome to Ratchet and Clank. The First game of the franchise. It stars a Lombax that wishes to get off his planet to explore the Solar System. Well, he'd soon get his wish when a ship crash lands on the planet. You are going to be starting shortly after that happens. But it's dangerous in this setting so you are definitely going to need these

1000 CP

Good Luck out there. Oh and be sure to break some crates...trust me. OH and you'll be here until the send of the game's story.

STARTING LOCATION



Well, you got to start this jump somewhere. Roll a d8 to see where you end up

1. **Veldin:** Ratchet's home. First Planet and later last planet in the game.
2. **Novalis:** This planet kind of looks like earth. It can be considered one of the safest planets in the game.
3. **Aridia:** A desert Planet mostly covered in mud and sand however the area of note here is the construction site.
4. **Kerwan:** It is a large, bustling, urban planet home to the gigantic city of Metropolis.
5. **Eudora:** It is a forest planet, with large tree coverage
6. **Rilgar:** It is a planet with dark water most notable for being home to Blackwater City, an entertainment capital, which is renowned in the galaxy for hoverboard racing.
7. **Pokitaru:** It is a small, tropical world filled with oceans and islands, and most notably home to the Jowai Resort, a very popular galactic tourist destination.
8. **Free Choice:** You may pick freely where you start in this jump

ORIGIN



Well what are you? Your age is going to $1d6 + 12$. You may choose your gender freely. You can choose to be a robot or a humanoid. Your race won't change anything outside of your appearance.

Explorer: You wanted to leave your planet and go into space and see what is out there.

Former Master: You were intended for destruction but now you want to protect

RACE

Humanoid: You wanted to leave your planet and go into space and see what is out there.

Robot: You were intended for destruction but now you want to protect

PERKS

General

Space Tunes (Free): This perk grants you the ability to have the music from Ratchet of Clank to play in the background.

Piloting Skills (100 CP): You know how to fly a spaceship. Wait no strike that you know how to fly ANY Spaceship that you can come across.

Nanotech Expert (200 CP): Nanotech. A truly unique bit of technology in this setting. In this game, it is your health. In later games, it is also used as EXP. But really think about this for a second. We have this substance that can protect and heal a person who uses it. And when used with things like guns or armor it causes these items to evolve. Yet Gadetron only uses it as a health kit and force field. But with a truly creative mind, it can be used to evolve all sorts of items and pieces of technology. You know this and have the knowledge and skills to use Nanotech to its fullest potential.

Explorer

Skilled with a Wrench (100 CP, Free for Explorer): Good with a using wrench as a weapon. As well as building things

Sense of Direction (200 CP, Discount for Explorer): You don't have to worry about getting lost. Because you have a good sense of direction. You can be place in a labyrinth and know how to navigate your way through it. Useful because some of these areas get REAL huge

Good with Machines (400 CP, Discount for Explorer): Okay sure you find your way around the place, but it won't mean much if your method of transportation breaks. Well, good thing you are good at repairs. Let it be machines, weapons, or robots you can fix it...as long as you have the proper tools and materials obviously.

Instant Weapon Skill (600 CP, Discount for Explorer): I mean how hard can it be? Point the gun and pull the trigger. Well not all weapons in this setting work the same way. Heck, you have several glove weapons. So they can get a bit complicated. Luckily you don't have that problem. Once you get your hands on a weapon you get an idea of how to use that weapon properly immediately. That way you won't make the mistake of shooting the wrong direction with whatever it is you're using at the moment.



Former Monster

Professional Attitude (100 CP, Free for Former Monster): Before you decided to change your ways, you were able to keep yourself from panicking or letting your emotions get the better of you. What this means is that no matter what situation you are in, you are to stay calm. And in this world keeping your cool and remaining analytical can save your life.

Good Old Fisticuffs (200 CP, Discount for Former Monster): Well most villains/ corporate masters would let their peon...I mean employees do all the work. You, however, knew that you must get your hands dirty at some point. So you decided to learn how to fight. Thus, you are an adept at Kung Fu and Boxing (Not an expert but not a beginner either).

Logical Empathy (400 CP, Discount for Former Monster): Empathy has been seen as illogical but not for you. You know that sometimes caring about others or just having a heart can be more efficient than being an uncaring machine. What this means for this perk is that your empathy won't hinder your ability to plan. In fact, your empathy actually helps think more logically and make sound decisions.

Brains of the Operations (600 CP, Discount for Former Monster): You seem to always have good ideas...but this isn't what this perk does. It's all about information. With this you can obtain information much more easily than before and can use any information that you obtain to further your plans, to accomplish your goals. This can be any piece of information, something as mundane as the cafeteria schedule for the enemy can be used to your advantage.



Humanoid

Hi there Fuzzball (100 CP, Free for Humanoid): Well this one is easy to understand people will be more accepting of your appearance. The worse you will get a raised eyebrow or a second glance.

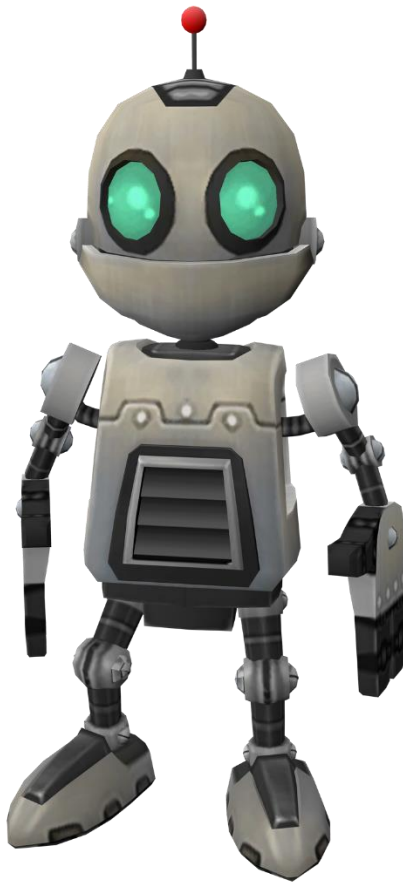
Graceful Dude (200 CP, Discount for Humanoid): Parkour, Wall jumping, swinging skills with a Swing shot (grapplehook). Dude, you know how to move! You are an adept at parkour and flipping. But that's not all. Regardless of your physique, you remain agile enough to wall jumps, do side flips, and backflips.



Robot

Sophisticated (100 CP, Free for Robot): Well this one is a bit misleading. What this means is that you have this aura of professionalism and expertise. This also means that people will take you more seriously despite your reputation. age, race, species, appearance, or watch you are wearing.... just as long as you are not indecent.

Robot Ignition System (200 CP, Discount for Robot): Surprisingly enough several spaceships in this setting require a robot ignition system. Basically, a component that will help with taking off and landing the vehicle safely. But for you, this means you can launch any ship without limit. Just find the cock pit and the button/switch/lever/etc. that makes the ship go. Good for hijacking ships.



ITEMS



Items work differently here. First you will be given an additional 400 CP for this section alone. Second there are two parts to this section one is Normal Items the other is Weapons. Lombaxes gets to choose 2 weapons to get for free, except for the RYNO you can't get that for free.

Normal Items

This section is for the items that are not weapons...or rather not classified as weapons.

General

Space Ship (Free): A nice ship that can travel through space to any world that you have the coordinates. In addition, you have access to the worlds that are listed in the location section of this document. There are infobots that can give you the coordinates of other worlds that you can go to.

Humanoid

Omniwrench (100 CP, Free for Humanoid): As the name instructs it's a wrench and a weapon it can be used for any mechanical challenge. The Omni Wrench 8000 can be used as a sword as you hack and slash enemies or can be used at a more calming pace like throwing the Wrench at enemies and making it swing back like a boomerang.

Gadegtron Gadgets (200 CP, Discount for Humanoid): Several Items that are not meant for combat

Swingshot: It is a wrist-mounted grapple hook to latch on to surfaces and edges to swing across gaps.

Trespasser: It is a handheld device with three prongs at the front, serving as an infiltration device that is used to open Invinco-locks. After this jump it can be used to hack computers

Hologuise: This is a gadget that enables the user to disguise themselves with a hologram to appear as a specific organism or robot depending on the gadget.

Hydrodisplacer: It is a handheld gadget that drains and fills pools of water when attached to a plug point, therefore "displacing" it. It makes use of quantum compression technology, allowing it to hold up to 50,000 liters of water.

Metal Detector: It allows the user to detect bolts hidden underground, by pointing the user to them and then sucking them up through the device to obtain them.

Gadgetron Personal Delivery Assistant: It functions as a portable vendor and allows Ratchet to purchase ammo (not weapons) for Gadgetron weapons remotely, but for a higher price than at a normal weapons vendor, due to shipping and handling. After the Jump it can be used to purchase ammo and weapons from any company.

Grind Boots: They are boots that allow the wearer to grind and move on grind rails, steel bars, train lines, telephone poles, among other specific locations. The Wearer can also hop between adjacent rails.

Magneboots: They allow the wearer to traverse magnetic surfaces, such as on ventilation shafts and undersides of spacecraft, though they grant them limited movement while doing so. And You can't jump while you are traversing on these magnetic surfaces.

Oxygen Mask: This one should be self-explanatory. It allows the wearer to breathe in any environment, including underwater, toxic atmospheres, and in space, by synthesizing and recycling a supply of oxygen.

Pilot Helmet: This helmet is pretty interesting. It is designed to aid with piloting blarg fighters, and allows the wearer to pilot and navigate the ship through a direct neural interface. Basically allowing you to fly a ship with your thoughts instead of with controls. This means that the wearer can pilot spacecraft and aircraft more efficiently.

Sonic Summoner: This headwear will attract a sand mouse, aliens which live in tiny underground homes, which are effective and capable hunters, but will aid the wearer as long as they are wearing the Sonic Summoner. They float in tiny craft and will follow the wearer from behind, attacking any nearby enemies with a stream of rapid-fire bullets, dealing capable damage. They eventually disappear on their own or if they have dealt enough damage.

Hover Board (400 CP, Discount for Humanoid): Nice Hover Board. This is an anti-gravity board used in sport across the Solana Galaxy. Mostly races, sooo yeah enjoy!

Robot

Backpack upgrades (100 CP, Free for Robot): Okay these are upgrades that will aid you in traversal. They are Thruster Pack (Basically a jetpack). A Heli-Pack (Similar to the Thruster Pack but built for gliding long distances more effectively.) Finally the Hydropack (an underwater Thrusterpack allowing you to swim faster). If you are not a robot and you purchase this item you will be given a backpack with these features.

Gadge-bot (200 CP, Discount for Robot): Small Robotic helpers...they mostly attack enemies....and that's about it.... but they can be used to help you operate machinery

Robot Enlarging Device (400 CP, Discount for Robot): A platform that when a robot is placed on it: Not only makes the bigger but also upgrades its weapons to suit its new body. And even give the robot wrist-mounted missiles.

Weapons



Every item on this section cost 100 CP...except the RYNO that cost 500 CP



Bomb Glove: Created by Gadgetron the Bomb Glove enables you to throw a bomb from a short range if you don't want to go head to head when your enemy. Upon contact the bomb will explode, may it be in contact with a enemy, a wall or the ground.



Pyrocitor: The Pyrocitor is a weapon that will torch your enemies in fire. Can come in very handy when surrounded by lots of enemys as you can rotate in a circle alighting them.



Blaster: The Blaster is a quick fire gun that blasts little round energy balls which showers over your enemies.



Glove of Doom: This weapon is one of the fiercest ones out there as you throw an egg and spawns 4 agents per egg and destroy enemies. Only 8 agents can be use at a time though.



Suck Cannon: This is a device that allows you to swallow enemies and spit them back out at other enemies or suck up boxes. It also helps by gathering bolts.



Taunter: The Taunter is a weapon that uses sound waves to lure enemies to you; excellent when used with mines around.



Mine Glove: This weapon will deploy land mines that will explode when an enemy is near.



Devastator: This is a long range weapon and is one of the cheapest long range weapons to buy. It has auto tracking missiles that can lock onto enemies to make the Devastator accurate aswell as strong to make a deadly weapon.



Walloper: The most popular short range weapon that doesn't need any ammo. It packs a mighty punch that causes deadly results. Bored of firing bullets and rockets? Then this is for you!



Visibomb Gun: The Visibomb fires a remote controlled rocket that can be guided using a semi-first person view which has excellent range.



Decoy Glove: Throw out an inflatable balloon with the likeness of Ratchet; enemies are attracted to it instead of you, so you can escape or kill them with ease



Drone Device: When this device is used 4 defense drones fly around you; they absorb damage from enemy attacks and protect you from taking in damage.



Tesla Claw: The Tesla Claw is a weapon that zaps enemies with an electric bolt.



Morph-o-Ray: This weapon is able to turn enemies into other things like chickens. With a press of a button your enemy becomes a laugh stock.



RYNO: It also stands for "RIP you a new one!" The R.Y.N.O is without a doubt the strongest weapon in the game. The R.Y.N.O fires many missiles at once which have auto locking causing mayhem. And did we mention that the R.Y.N.O also has rapid fire?

COMPANIONS



Import (50-200 CP): It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 CP to import one companion. 200 CP to bring them all. Each gets 1000 CP and a background.

Create (50-200 CP): Same as above but you make new companions that you'll come across in this jump. 50 CP for, 200 CP for 8. You can never have too many friends. Each gets 1000 CP and a background

SCENARIOS



Save the Galaxy: Chairman Drek is going to be causing chaos in the galaxy with his plan to complete the new home world for Blargs. You must work with Ratchet and Clank to stop him.

Reward – Ratchet and Clank: Well seeing that you are interdimensional traveler, naturally you would see all kinds of adventure and action. Seeing that the Galaxy is safe and time will be frozen when you leave Ratchet and Clank have decided to join you.



Finding the Gold: It would be a while before Gadgetron would discover a way to allow their weapons to evolve. But what if I were to tell you that there is a way for you to improve some of your weapons? Throughout the Solana System there 40 Gold Bolts. All you have to do is find all 40 gold bolts and then bring them to a Gadgetron Vendor to get your prize.

Reward – Gold Weapons: By Turning in the Gold Bolts the Vendor will give gold versions of the following weapons: Bomb Glove, Pyrocitor, Blaster, Glove of Doom, Mine Glove, Suck Cannon, Decoy Glove, Tesla Claw, and Morpho Ray. These versions are not only stronger but also have an additional feature added to them.



DRAWBACKS

You Goob (+100 CP): You're kind of a Dork. You can be awkward in social situation and encounters.

Drama King (+100 CP): Overreacting is a common thing for you. You will react to the minute of things as if it is an major event or end of the world scenario

Hyper Focused (+200 CP, incompatible with Easily Distracted): You have tunnel vision. When you have a goal in mind you focus on it. So focused that everything else just seems to fade away. This will be a problem when you need to multitask. And it may land you into trouble,

Easily Distracted (+200 CP, incompatible with Hyper Focused): You know ADD? You basically have that you can't go 2 seconds without getting distracted. Best you bring someone to keep on task and prevent you from wandering off and getting lost

Jank (+300 CP): The galaxy seems to be a bit odd. Like it has its quirks and flaws that make things a bit weird. For you, this will feel Janky to you. Won't be life-threatening but it will be annoying.

Naive (+300 CP): You're gullible and too trusting for your good. You tend to fall for obvious traps. Now this won't be too debilitating for you unless someone knows this and tries to exploit it but that would require you to be on someone's hit list

Gonna Make You Pay (+400 CP): Everything costs money. Taxi services, Getting coordinates, getting water, turning on a computer, ALL OF IT! It costs money!

Where is that? (+400 CP): You have a bad sense of direction. Yeah, this is going to be a problem for a setting that is about traveling from planet to planet. Basically, you will find yourself lost 55% of the time. It would be wise to bring someone to retrieve you and bring you back to your ship.

No Warehouse (+500 CP): You rely too much on the items that are in your warehouse. So let's see how well you fair without them. Outside of whatever weapon you imported into the Weapon of the Forge, all item in your warehouse is now sealed away for the duration of the jump.

No Powers (+500 CP): Perks, powers, system? PALOR TRICKS I SAY! One does not become a master with such things. Only blood, sweat, and tears will do. There are no shortcuts. Therefore any perks that are not from this jump have been confiscated and sealed away for the duration of the jump.

Drek's Target (+600 CP): Well whatever you did, it has gotten you on Drek's Hit List. This means the Drek will send some his best to kill you. Better stay on guard jumper. This will stop when you kill Drek...aka the end of the jump

ENDING

Go Home: You had your fill of adventure time to head home

Stay Here: You like it here so why not stay

Continue: Time to head to the next jump my dude.

NOTES

Made by Sonic Cody12/Sonic Cody123/Cody Majin

Thanks to Canas-Dark, and NeoDraconis for pointing out some errors

Oh and before you ask: No you can't team up with Drek