



Knock Em All Jump
v1.0
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Welcome to a very... **tall** world, friend. In this odd place, robots abound, heckling innocent people at the behest of an odd figure. Who are you? Are you a **Hero** armed with a trusty weapon and the goodness of your heart? Are you a **Baddie** determined to heckle the innocent? Or are you a **Victim**, a hapless pedestrian just trying to get by?

Ultimately there's not much to this world, so what you do for the decade you're here will largely depend on you. Heroes try to help people, baddies try to take advantage of good folks, and victims do their best to get by.

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

Starting Location

There is only one starting location here. Level 1.

Level 1

You initiate your journey in this world on **Level 1**. You're standing on top of a large platform, and though a gigantic gap separates you from what you else you see, you can clearly spot several mechanical beings idly waiting for... something, across the way. Directly in front of you sits a hand cannon filled with blue orbs. Do you take it?

Age and Gender

Select your age so long as you're old enough to legally work.

By default your gender is whatever you were previously, though you can change it for free if you want to.

Origins

Any origin can be taken as drop-ins, if you wish.

Hero [Free]

Ah, so you're a person of courage. With this origin you gain courage, a stellar physique, and the ability to navigate this weird world.

Baddie [Free]

Ah so you're... a robot? Well, you don't HAVE to be a robot, with the right perks, but by taking this you gain a **Robot alt-form** one way or another. Are you excited to terrorize unfortunates? Uh... Why are you looking at me like that?

Victim [+200 KP]

Oh so you're just a normal person. I mean, someone has to be normal so I guess it makes sense that it's you. Still, I'm sure there's some ways for you to handle being here. Take these extra points, they may come in handy.

Perks

*Origins get their 100kp perks for free and the rest are discounted to 50%. **All perks are toggleable by default.***

General [Undiscounted]

Limited Stasis [Free]

If you're gonna be here for a decade you might need this. With this you can enter a state where your needs are suspended. You won't need food, water, or even sleep (though you can still sleep if you want). There are conditions that need to be fulfilled for this to work. If you're gonna do this you have to be in a condition wherein progress is impossible and you can't go backwards either. For example, a normal human is not going to be able to leap the dozens, to hundreds of feet that separate the platforms that adventurers need to traverse in order to progress in this world. If you trigger this state your perception of time also slows to a crawl. If you were to spend a decade here and this power activated it would feel like a century to you, to offset the fact that this keeps you from dying. With this you can live out NPC dreams, under certain, unfortunate, circumstances at least. If conditions change due to outside intervention, such as a hero appearing who offers you a way out, this deactivates and you regain your needs. Also if you could possibly survive on your own, such as being on an uninhabited island where food and water exists, this will not kick in. There are, realistically, very few circumstances where this might be needed, but when it's needed it'll kick in. Your benefactor probably wants you to have a fighting chance, and for your chain to fail in more exciting circumstances than slowly starving to death atop a platform thousands of feet in the air, if they let you have this.

Hero

Parkour [100 KP]

You are a master of parkour and freerunning. You can effortlessly cross huge gaps with running leaps, able to sprint through these levels with deft ease. And when you defeat foes you get surges of adrenaline that further enhance your mad hops.

Overcharged [200 KP]

Successfully defeating foes gives you drops of energy. When enough energy has been accumulated you can unleash savage assaults that can drop greater enemies in one or two hits. In time you may find more creative uses for this surplus of energy than just hitting foes with it.

Crippling [400 KP]

Your attacks hit like a truck and if you hit foes in vital areas you can cripple them. Weaker foes will find entire limbs torn off by a clean hit to something like a leg, while stronger foes will find their limbs going numb for several minutes. This does require a clean hit, but even partially obscured blows will be exceptionally painful and can stun enemies outright.

No Time For Needs [600 KP]

You can ignore your needs so long as you are making progress. Once you set your mind towards a goal of great importance, such as making a pivotal journey, you can ignore your needs. If you decide, for example, that you need to make it to **Level 100**, then you could ignore your need for water, for food, for sleep, and to go to the bathroom, so long as you're actively working towards that goal. So if you decide to speedrun this game by making it to level 100 as fast as you can, you won't need to take bathroom breaks, stop for a snack, or get a drink. This goal must be something important to you, but that's still pretty open-ended.

Baddie

Activation [100 KP]

You are a robot. This comes with all the boons you might expect such a status to confer, such as an immunity to things like starvation and dehydration. You can also willingly deactivate yourself and allow time to pass. If you willingly deactivate yourself you can set a condition which if triggered would allow you to immediately reactivate. You'll also reactivate if someone hostile enters a decent range around you, protecting you from being ambushed, and potentially even snipped. This range grows with time, though you can go back to a deactivated state if you wish, once roused.

Stubborn [200 KP]

You are a robot. You only need as much mental flexibility as you wish to have, seeing as you don't feel discomfort or pain. When you set your mind to something you can be as single-minded about it as you wish to be, becoming an unstoppable, unyielding machine with a single greater goal that you will march towards come hell or high water.

Size Control [400 KP]

Your robotic alt-form is now a touch more flexible. You can determine your size, shifting at will over the course of a few seconds. By default you are a medium sized robot that has a healthy balance between armor and speed. If you make yourself larger you sacrifice speed for armor. If you make yourself smaller you sacrifice armor for speed.

Mastermind [600 KP]

Oh, I guess you **aren't** a robot? Hmm... Well, keep the robotic alt-form anyway. Your new human form, for this jump, is that of a bald man who can build frightening machines. Not only can you expend energy to create robotic minions, you can also expend energy to create a large cannon that can fire explosive barrels at your foes. You're also wickedly good at surviving things that really SHOULD kill you, like explosions that emanate from a vehicle you're riding.

Victim

Help! [100 KP]

When you're in trouble you radiate a powerful aura that attracts helpful people. Those who are heroic in nature will find themselves drawn to you, eager to assist you.

Agro [200 KP]

Somehow you naturally exude an energy that directs aggression towards you. Those who are filled with a desire to be aggressive and to do harm, or who are otherwise malicious, will be drawn to you and will want to take out their anger on you. This can confuse enemies if there are other such people who radiate such energy, or you can have your energy overwhelm theirs and still draw eyes, and heat, towards you.

Reward [400 KP]

Unlike many of the hapless people in this world plagued by a machine menace, you are capable of rewarding those who help you. You have a narrative ability to see to it that those who aid you are rewarded for doing so. When you get help those who help you are rewarded by the very cosmos itself, in ways that are personalized to them. Nonetheless, so long as you want to reward those who were kind to you, they will be rewarded.

Harm Dispersion [600 KP]

Normally when something like a killer robot gets its hands on you it's game over. Not so for you, at least if there's other people nearby who could take the fall instead. This is a damage redirection ability that can only redirect harm to those who are neutral or even allied with you. If an applicable target is nearby you can redirect any damage you might suffer towards them instead, though you can also do the reverse with this and take damage meant for someone else. In time you can learn how to spread this effect in parts, so you take SOME damage and an ally takes the remainder, or a group of allies takes the remainder, and also vice-versa.

Items

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

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

All origins get their 100kp 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.

Hero

Cannon [100 KP]

This is the main weapon that you can use. It is a handheld cannon filled with unlimited orbs of concussive energy that deal kinetic damage and hurl foes hit by it back. It can be improved by investing money in it and can eventually upgrade so much that it gains new abilities such as becoming double-barreled and a rapid fire function. You can also infuse the orbs with your own strength, making them knock foes further back based on how strong you are.

Loot [200 KP]

This strange item is a pin you can put on yourself. When it's equipped you get money for suitable actions, such as defeating foes, saving people, and making meaningful progress in a journey.

Teleporter [400 KP]

This is a network of, invisible to other people (in future jumps at least, in this one they are visible but inactive), teleporters. These teleporters warp you and anyone you let them warp miles at a time, but require conditions to be fulfilled before they work. In this jump these conditions are simple: defeat all nearby foes, "Nearby" meaning a distance of about a mile or so. In future jumps the conditions will be simple, but if you have the power to power the teleporters, such as some electricity based ability or some other to brute-force your way through technology you can skip such conditions. Teleporters will dot the map of future jumps, and in future jumps are all linked.

Baddie

Obstacle Course [100 KP]

You have the ability to summon obstacles, such as barrels and crates you can stand on and toss at your enemies. These obstacles and objects won't do tremendous damage but you can summon them freely and use them as creatively as any perks in your possession allow you to, making them a mean weapon if you have something like telekinesis.

Explosive Armaments [200 KP]

You can freely summon explosive barrels to hurl at foes, and to use as traps. It is possible, but a bit harder, to use them as creatively as you can use ordinary barrels and crates. You are immune to explosion damage caused by these barrels.

Barrel Turret [400 KP]

This is a mobile turret that can fly and shoot explosive barrels. It is also very durable, and can withstand many explosions even from the explosive barrels it fires at foes.

Victim

Platform [100 KP]

This is a massive tower, and platform, of your very own. The tower has no doors leading inside of it, and is sheer, making climbing it incredibly difficult. The platform is flat, and is the top of the tower. It is as spacious as you want it to be.

Environmental Hazards [200 KP]

There is an array of piping and anti-fire devices which litter the tops of these towers. From here on out you can summon these devices at will, and can use them to fight fires or to hit people with hundreds of gallons of violently fired water.

Grapple Gun [400 KP]

Ah, so you are a victim but you're not helpless? With this you gain the ability to travel MUCH more freely than a normal victim here would have. This is a grappling gun, a handgun which fires a grappling hook, that will allow you to travel throughout this world. This gun is fiat-backed so that you can always summon it, always have ammo, and can always ferry you to where your hook lands. This can even serve as a weapon in and of itself!

Companions

Companions can purchase more companions.

Companion Import [50-200]

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50cp each or eight for 200cp.

Canon Companion [100]

So you want to take any other existing character from this world. Well, then this option is for you.

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.

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.

Fan Theories are Cannon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Knock em all universe you're about to enter.

Extended Stay [+100]

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

Random Courses [+200]

Originally someone with metaknowledge would be able to rely on said metaknowledge. No longer. Now, every single level is fully randomized. The enemy placements, level length, location of traps and hazards, and even whether or not boss enemies appear are all random.

Limited Resources [+200]

Your ranged weapons now suffer from limited ammo. Your cannon, if you have it, only has 10 shots, and if you have something like the turrets that boss enemies have, they only have 8 barrels. This replenishes at the start of every new level, or the passage of 24 hours (whichever comes first), but this is still pretty strict. Make every attack count.

New Game Over [+400]

Now there are two new ways to game over, and which this activates is dependent on your origin and morality. If you're a hero or victim and/or are a good or neutral person, and robots beat down all the victims in a level that's a game over. You can game over five times in a level before needing to use a 1-up, or jump (but not chain) failing. If you're a robot/baddie and/or a bad person, you game over if all robots aside from you in a level get wiped out.

Smarter Bots/Heroes [+400]

Robots are now significantly smarter. They can use tactics, and can more freely navigate the levels, beating down victims faster and even ambushing you. It seems someone has let them fly... Weird. Alternatively, if you're actually a Robot/baddie yourself, the heroes are smarter now and can take advantage of the simplistic programming of the robots, and much more efficiently take out your allies.

Lockdown [+600]

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

Alternate Win Condition [+600]

This drawback changes the way you leave this jump. If you are a **Hero** or **Victim** you must make your way to level 100. If you are a **Baddie**, you must stop 100 would-be **Heroes** and/or defeat 100 **Victims** or any combination of those two (I.E.: you could stop 20 Would-be **Heroes** and defeat 80 **Victims**). The heroes have some combination of hero perks and items, and the victims have the same set but for victims. If you want 200

additional KP you can instead have to overcome both win conditions. This could potentially alter how long you stay here...

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

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.