

Generic First-Person Shooter 1.0 by Burkess

Welcome to the world of First-Person Shooters. You'll need these.

1000 FPS points.

Location:

1. Portal World: This is an interdimensional world filled with portals as far as the eye can see. Each portal has the names of universes and the dates they'll send you to if you enter. Every portal leads to a different first-person shooter universe. You'll always know how to get back to the portal world from the places you visit.
2. Free choice. Do you have a place in mind? Pick one. Feel free to pick the date you visit, too.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You have **4 Requisition Tokens** you can redeem for something you want here.

Basic Training: (free) You have soldier training. Your body is fit and strong enough to withstand the rigors of battle. You can push yourself to ignore pain and keep going, even when exhausted and dying.

Overclocked FPS: You have a FPS of 250, which means you perceive the world in slow motion compared to humans, who see in 60 FPS. You can dial your perception both up and down with training.

Armor: Your armor always absorbs incoming damage without harming you. Attacks will always hit your armor, and only when it's in tatters will you start to take damage.

Confidence: Believing in yourself projects a force field. It's sustained by your confidence. It can take a rocket or two before needing to replenish.

Speed Up: You can speed up your own time, making you move faster and react quicker.

Slow Down: You can create a bubble of slowed time around yourself. This makes everything around you slower while you stay the same speed.

Time Stop: You can freeze time for everyone, including yourself. While in frozen time, you can queue up actions you'll perform when you unfreeze time. Your body will then go on autopilot to carry out these actions in the most efficient way it can.

John Woo: You can create sentient dove minions. They share your senses and follow your mental commands. The doves deflect bullets that come near them. This lets you defend yourself or setup trick shots. They represent your inner purity, and those who see your doves will know this.

War Hawk: You have an enormous bird of prey who shares your senses and follows your commands. It's an aggressive and violent creature who can morph parts of its body into various weapons. Including working firearms. It's spawned by, powered by, and sustained by, your murderous intent and desire to cause harm and/or make war. These desires will cause your bird to grow stronger, larger, and its powers more potent. Thinking on these feelings will recreate it if it ever dies.

Crunch Time: You have the power to always be on time if you intend to reach a goal. Do you need to save the president? And the president's wife and daughter, who are in a different part of the building? And stop the bad guys from escaping in a helicopter, and get out while the building is on fire? You'd be able to do all these things by bending time a little. You don't get 24 hours in a day. It could be up to 164 hours in a day when you're involved.

The Last Hero: You survive by offloading the risk and danger onto other people. As long as there's someone else who could die in your place, they always will to allow you to continue living. The deaths of others enrages you and makes you more powerful every time it happens. You'll attract a variety of people into your life. People who want to support you and help you in some way, and will be willing to die for you if need be. You will always be the last to fall, only after everyone else who could have helped you is gone.

Avenger: You're powered by vengeance. And gain a massive boost in competence and lethality when you act in the name of revenge. You'll also have fate deliver opportunities for you to get revenge. Both for your own sake or the sake of others whom you've taken on their grudge. You also attract those who want revenge or require justice and don't have a better way of achieving it.

Always Worthy: You're always worthy. Of any sort of power, item, or ability that requires a specific sort of person to wield it. Can only a true king draw the sword from the stone? You can. Are only men able to learn an esoteric kind of magic? You could use it, as a woman.

Automatic Regeneration: Your body heals itself of fatigue and wounds. The closer you get to death, the more grayscale your vision will become. Not getting hit for a second or two will cause you to regenerate until you're healed.

Grudge Curse: You can place a curse on others. It prevents any form of healing or restoration from working on them. Until you either get incapacitated or you choose to release them from this effect.

Bullet Hell: You've learned the secrets of bullet hell, or Danmaku for short. This enables you to create a variety of color coded bullets. Which have an effect you define, in patterns you can pre-program. For starters, you can fire a white bullet that moves very fast but has no other special effects. A yellow bullet that splits into other colored bullets when it impacts something. A purple bullet that homes in on your targets. And a green bullet that heals those it impacts. You can teach yourself more bullet types and patterns with time and practice.

One Shot: You can charge up any weapon or attack, adding more and more power to it the longer you remain charging. When you fire, the attack pierces through obstacles. And inflicts more damage based on how long it took you to fire.

Last Stand: If you would be fatally wounded, you'll still remain conscious. This causes you to enter Last Stand. A state where harming enemies will heal you. Dealing enough damage will let you heal and revive yourself before you die.

Hope Killer: The things you kill stay dead. Self resurrection tricks and transformations don't work. When you slay something, nothing can bring it back.

Super Soldier: You're an enhanced super soldier who is 4 times greater than a peak condition human. In every aspect. You get an extra of at least four of every organ, with all that this entails. This allows you to function even when wounded.

Super Killer: You have an encyclopedic knowledge of how to kill any being that isn't human. Even enhanced humans aren't safe from you. If it's not a typical human, you can figure out a way to kill it. Even if it's not something you're capable of acting on, you'll still gain the knowledge of how.

CRC Expert: You're an efficient and deadly close range combat expert. More than skill, it's the instincts and the certainty of your movements that makes you so dangerous. You can often drop lesser foes in a single strike. Few could call you their equal in melee.

Long Range Attacker: You're an expert at long range combat and work best at a distance. You can shoot the wings off an insect from over 100 meters away. With a pistol. You can tell the exact statistical data for how likely your attacks are to land, and do the same for others.

Quick time events: You'll notice moments of opportunity in life. These allow you to pull off gambles and respond to events in ways that favor you. Land a shot that takes out a helicopter, jump your car off a ramp to get over a broken bridge. Even struggle your way out of the death grip of a monster that grabbed you! You can apply this to pretty much anything, if you can get the timing right.

No Stunts: You can jinx others and cause them to fail at crucial moments. Especially when they attempt risky gambles might pay off. A tricky dog fighting technique could cause them to crash their plane. An attempt to jump their car off a building would have them flip and fall to their death. Your bad luck effect always works to a degree. It's even more potent when someone does anything risky or dangerous.

Floaty Parkour: You can choose for gravity to have half as much of an effect on you. You can also invert this effect to double the effect gravity has on you. You also have the skills of a parkour master.

Pressure: You can exert a force that doubles the amount of gravity that others experience. Doesn't affect you at all. Training allows you to increase the level of gravity you can inflict.

Cloaking System: You have the ability to turn invisible. For every 1 minute you stay visible, this gives you 1 second of invisibility. You can stockpile this.

Advanced Sensors: You can see in a variety of visual ranges, such as x-ray and infrared. Thus allowing you to spot invisible and cloaked targets easy. Among other things. Practice allows you to expand the visual ranges you can see in.

Fair Fights Don't Exist: You can mark previous locations and teleport to them at will. Teleporting somewhere uses up the mark. When you hit a target who is unaware or off guard, you inflict twice as much damage as you usually would. If you do this within 5 seconds of teleporting, the damage gets quadrupled.

Honorable Duelist: When you're hit by an attack that you could see coming, it deals half as much damage. People are often more than likely willing to fight you on your terms, if they believe it's a fair fight. If you ask your foe to toss away his gun and knife fight you, he'd do it if he thought he could win.

Inventory system: Items you pick up go to a nebulous pocket dimension that you control. You can summon any item you've collected to your hands and banish them back to your inventory at will.

Lock Down: You can place objects in a suspended state that locks them in space and time. Preventing them from moving or getting moved by any outside force.

You're not allowed to die: By yelling at someone, you can cause a miraculous recovery. This heals people by triggering their fighting spirit. Someone riddled with bullet wounds could stand up again, their wounds closed. This only works on a single target 3 times within a 24-hour period. It stops working for that person again until you wait.

You're all going to die: You release a passive aura of menace. It causes your enemies to panic and induces a deep, primal fear. Display your strength is enough to send enemies screaming and running in terror. The more damage you inflict on an enemy, the more you damage their morale. And encourage desertion and defection, as you destroy their hope.

Arc Railgun: You have an electricity power that lets you release pulses of lightning. They spread across groups of enemies, increasing in damage as they shock more targets. It can also be used to enhance your melee and ranged attacks. You can charge up your attacks to increase their potency. And charging up for long enough objects enables you to fire them like a railgun.

Always Cover: You can manipulate any material that you're touching. And control it within a 5-meter range from your body. Standing on metal would let you warp the floor into a wall in front of you. You could touch a window and then create a sword made out of glass. Great for creating cover or infiltrating somewhere by digging underneath.

Power Pack: You spawn power ups in the environment where you're fighting. They'll also be dropped by defeated enemies. These include speed boosts, health regeneration, ammo pickups, and others. You can also enforce a logic that causes many items that wouldn't explode to explode. So shooting at a barrel could cause it to blow up, and cars that you shoot in the gas tank will explode.

Supply: Defeating or killing an enemy replenishes some of your health and stamina. And restores any ammo for your weapons. You can instead choose to have this restore your energy pools.

Allied Supply: Striking down or defeating an opponent heals your allies. And refreshes their stamina. By sacrificing your own ammo or energy pool reserves, you could give your allies double what you gave up.

Overkilling: Excessive damage you cause to enemies jumps to nearby foes. Spreading damage that was more than what you needed to kill or incapacitate your last victim. This continues to spread until it runs out of victims or the damage falls off.

Healing Beam: Your body creates healing energy that recovers your wounds. And replenishes your stamina. You can release this energy in a beam to heal a target, fixing broken bones in seconds. You can emit it in a sphere around your body instead, which spreads the healing across all your allies in the area. Applying your healing to a recently dead target can resurrect them.

Harm Aura: You have an aura surrounding your body that dismantles foes on a cellular level. This causes horrible pain, killing them with long enough exposure. It has an "after burn" effect where it continues to cause damage for a few seconds even if they escape its range. Any corpses within your aura explode, dealing damage to everything nearby. You're immune to such explosions.

Speedrun: Major antagonists get encountered, and serious confrontations happen fast for you. You might spot the big bad. On your first mission looking into them. When you will it, you can force confrontations with major players. And skip the need to do lots of fighting in the future by ending things now.

Long Play: By focusing on a foe, you'll get a list of ways you can disrupt and destroy their operations and weaken them. This formulates the best plans you could come up with, in seconds. Using the information you have available. This would let you take your foes apart piece by piece.

Wall Hack: By pressing yourself against something solid, such as a wall, you're able to clip "out of bounds." This is a black void that exists outside this dimension. It allows you to see the world around you and reenter in nearby places that are helpful to you. Not only a tool for skipping obstacles. It also makes for a very difficult to handle fighting style.

Quick Path: In any area you visit, it's as if you have years worth of muscle memory of traversing these lands. You know all the shortcuts and the fastest ways to get to where you want to go.

Weapon Skill: Anything you pick up can work as a weapon. And you'll gain an understanding of it, even if it's alien tech you've never used before. Your skill in one area of weapon use carries over and gets added to others.

All Terrain: You can drive anything and do it well. Vehicles you drive are capable of strafing, pilot like a dream, and have great accuracy. Even if you shoot while moving. With an act of will, you can create a mounted turret and attach it to any vehicle. If you don't have a buddy to fire the turret, it'll be piloted by a shadowy, faceless figure. This being assists you in battle and disappears when no longer needed.

Four Players: You can create up to three clones of yourself. Some may be a different sex, or have their gear recolored, or look the same as you if you want. They have all your powers and exist in a hive mind with you that allows them to share senses and sensations.

Lone Wolf: Alone, you become competent enough to handle threats and tasks. Ones that would usually need three of you to pull off. You find it easy to perform jobs that would often need a team to do.

Super Sprint: You can perform a super sprint. A much quicker and more dangerous variant of your regular sprint. It causes you to move 4 times faster than your max sprinting speed. Enemies you run into while sprinting can get knocked prone or sent flying.

Bulwark: When standing still, you can deploy a shield that's four times as durable as you are. You and your allies can fire through, but your enemies cannot. You're also twice as durable now.

Snap to Cover: You can perform a short range teleport when near something that acts as cover. Anything you can hide behind or stick your body to is a valid target. Cover is stronger when it's you hiding behind it. A wooden table could withstand an entire magazine of rounds before failing.

Impatience: You trigger feelings of impatience, false bravado and overconfidence in your enemies. And make them overestimate their own abilities and underestimate yours. They'll leave cover to charge you, or take you on by trickling in instead of attacking all at once. You can focus this effect to magnify it on a specific target. Giving them suicidal levels of reckless confidence in themselves. And a strong desire to act on it.

Respawning Mooks: You have a disposable fighting force of soldiers you summon. They'll all be basic enemies who spawn with weapons and will follow your orders. You have a menu you can open that lists a variety of upgraded troops and gear options. Spending money enables you to buy these upgrades, as well as vehicles. Each soldier has an individual respawn timer. Before, they'll appear again after getting killed or incapacitated. Encountering a new type of enemy or species will enable you to unlock it and spawn it.

Squad Bonds: Working with the same people makes you all grow. Faster, closer, stronger. You could overthrow a country with your crew at your side, after surviving enough battles. This also accelerates the growth of unique talents and skills. Making anyone you associate with become a master of their craft.

Sneaky Tactics: You're an expert at sneaking around. And performing both lethal and non-lethal takedowns. This includes hiding in strange places, being bold with how close you follow someone. And interrogation skills, so you can learn what people know. This also comes with the ability to always happen upon guards and other such people. When they're in the middle of having a conversation. These provide exposition or insight into their lives or the plans of your enemies.

Loud and Proud: You create a butterfly effect of horrific collateral damage. The kind that could cause millions of dollars in property damage with simple actions. Announcing your attacks in advance amplifies this effect. As does going straight in the front door.

He's a Man, not a God: Your presence on a battlefield raises morale and builds up your side's fighting spirit. People cannot become disheartened or lose their nerve when you're around. Mental and emotional stress gets eroded when people exist in your presence.

Priority Target: You can see the connections between others and how to sever them. At the most basic level, you could tell that two people are in a relationship and would know how to make them break up. You could glance at a soldier and know exactly who is holding his platoon together. And how to break every single one of them.

Boss Boost: You have a total package of abilities that make you a fearsome opponent. Massive amounts of health, improved strength, great speed, amazing damage output. It's as if you were designed to push a hero to the absolute limit when dealing with you. This also entitles you to a gimmick: Take another perk, power, ability, item, or whatever. As a sort of desperation move, you can supercharge whatever it was you chose. This makes it and you more powerful. This will always last long enough to settle the battle you're in, win or lose.

Protagonist Privilege: As the main character, you won't die lamely. You're guaranteed to survive, at least until you fight a mini boss, a hero, or a boss. You can still get captured, or crippled, but only important people can kill you. Unless an assassin is an elite sent by your enemy, he wouldn't be able to kill you. And not with poison, either. If something has the potential to kill you, then you'll always get to face it, aware of the danger.

Linear Progression: You can toggle this on and off. Things irrelevant to you will give you an intense feeling of boredom and disinterest. If the bad guys you're after aren't in a specific neighborhood, you'd have no interest in checking. If the secret files aren't in this storeroom, you wouldn't even care to open the door. Anything that is relevant or helpful will fill you with excitement and interest. In this way, you can follow this sense to find things that are helpful to you and not miss crucial details.

Arms Repair: You're skilled at fixing and maintaining weapons and armor. You also have the skills to reverse engineer technology you come across. Letting you learn its secrets and create your own inventions.

Saboteur: You're a skilled saboteur who knows how best to interfere with the enemy. And damage personnel and equipment to cripple their efforts. With an act of will, you can make your opponent's equipment more likely to jam, break, or malfunction. Examining a device will tell you exactly how to interfere with it so that it'll never function again.

Mech Commander: You're an expert at piloting mechs. And tanks, and other forms of devices where you sit behind armor and fight. You have amazing precision and finesse when wielding these devices compared to others. And you can push them far harder and faster than you ought to. The more time you spend with a vehicle, the more bonded you'll become with it, until it develops sentience.

Nothing To See Here: You can create feelings of apathy and disinterest in others. Especially when they snoop around your operations and businesses. They'll think of so many other things they could be doing. Enough so that, unless given a very good reason to bother with you, won't.

Platformer Star: You can perform all sorts of platforming tricks. This includes double jumps, bunny hopping and wall running. As well as the ability to climb sheer surfaces. And you can use a dodge move that provides you with temporary invulnerability at the start of it.

Puzzle Master: You can always find a solution of how to progress in any situation you're in. No situation is inescapable or hopeless when you're involved. There will always be something nearby that you and others can use to get out of this, or get further ahead. Also comes with an instinctive sense for understanding how other people solve problems. Often lets you guess the answers to puzzles.

MDK: Each kill you perform gives you a short-lived boost of power. This increases your damage output, durability, and speed. Further, kills while in this state improve the effects and extend the time you can remain in it.

Navy SEAL: You've been on many secret raids and have over 300 confirmed kills. You're trained in gorilla warfare and are the greatest sniper in the US armed forces. You can wipe your opponents out with precision that has never been seen before on this Earth. You can be anywhere at anytime and know over 700 ways to kill someone, and that's just with your bare hands. Not only that, but you are extensively trained in unarmed combat and have access to the entire arsenal of the United States Marine Corps. Likewise, you have access to a secret network of spies across the world who will provide information to you.

Protection and Support: You have a collection of moves to help you support those around you. A shield effect that absorbs damage and protects the recipient. An effect that raises your target's damage output and attack speed. An ability that makes your target's next successful attack a "critical hit". And many more. If it's something to do with improving others, you can teach yourself to do it.

Quest Markers: All your objectives will have glowing lines leading to them. You can decide if other people can see them. You can bring up a mental planner that lists all your goals and breaks them down into actionable steps.

Railroaded: With an act of will, you can cause life to bring all the excitement to you. Everyone else will pick up the slack to the point where you won't even need to speak anymore. All you have to do is walk to destinations and fight when it's time to do so. All other aspects of your life will be taken care of. Things progress with minimal interference from you.

Dating Mini-game: Anyone down to have a relationship with you is highlighted in your eyes. This differentiates between all sorts of relationships so you can tell the difference. Enemies and potential threats are marked.

Charming Action Hero: Other people see the qualities within you that they'd most like. If you have traits that someone would enjoy, they'd get to see them from you. You're always making a perfect first impression and displaying all your best qualities.

PSI Package: You have telekinetic and telepathic powers. Reading minds, pushing and pulling objects. When you first start off, you're strong enough to lift and throw a human being. You can also learn to conjure elemental attacks with psychic energy.

Technopathy: You can take control of machines with your mind. Able to control them as you would your body. Only intelligent and self-aware machines being able to resist you. You can also teleport yourself through internet connections.

Fearless: You have endless courage and are incapable of experiencing fear anymore. You understand fear on an intellectual level. To you, it's a logical assessment of risks and rewards.

Fear Factor: You know how best to terrify and scare anyone. Glancing at them tells you what their greatest fears are. Focusing on them longer will tell you ways that you can unnerve them and make them afraid.

Radio Support: Your power is Radio Manipulation. The ability to control radio waves and frequencies. It lets you speak to people through radios. And “hear” their responses, even when there are no speakers. You can also “see” anything going on around them and guide them using this “vision.” You’ll learn more applications in time.

Radio Command: Wherever you go, you’ll develop a support structure. People who act to coordinate your missions and provide intel for you. They’ll work behind the scenes to make sure your life and your jobs run well. The people you attract will often have hidden talents and intriguing backstories.

Zombies: Those you kill get up again as zombies under your control. Those that they kill become zombies under your command. The zombies keep skills they had in life to a degree, so they’d remember how to fire guns. You can also assume direct control and pilot the bodies of your troops.

Consecration: By striking the ground, you can declare it hallowed land. This damages and destroys weak undead upon contact, and causes demons to burn. Evil beings get weakened within these boundaries. The good and the virtuous are emboldened.

Items:

Trophy Room (free): Defeating enemies and exploring will add to your trophy room. This is a warehouse attachment that displays mementos of all your journeys.

Your Arsenal (free): This is a weapon supply room that grows to fit all the equipment you’ve gathered. The gear here self maintains and self repairs. You can use cash to buy duplicates of any equipment you place here. If you buy other base attachments, they’ll gain these attributes.

Your Gear: You have a set of dual pistols, a combat knife, a melee weapon of your choice such as a sword or shovel, a shot gun, a rocket launcher, a machine gun, a battle rifle, a sniper rifle, grenades, flash bangs, smoke grenades, incendiary grenades, some body armor, a collection of MREs and water, and a cool soldier costume. Everything you need to hit the ground running and

kick some ass. Your gear also accepts upgrades. So you can improve any of your equipment by fusing it with superior weapons. This adds any strengths to your equipment.

Infinite Ammo: Whenever you reach for ammo, you'll always have some. You can also spawn crates and bags so that you can share your ammo with friends. Whenever someone reaches into the bag, it'll give them the kind of ammo they need.

Arms Repair Kit: This comes with repair kits to fix and maintain your gear. And manuals on how to repair anything you've acquired. You may not have the skills needed to fix everything, but you'll know how to do it.

Extra Reality Device: This is a training tool. It allows you to fight against previous opponents you've encountered. You can also have other people program enemies they've seen or know of and fight them too. When used, this device teleports you to a training area where injuries and deaths don't stick. You can go wild without having to worry. You can program in more battlefields. It starts off with a handful of environments. Such as a cityscape, a completely white room. Versions of places you've been but covered in green lines on the walls, and so on.

Vehicle Hanger: Any vehicles you collect appear here. This hanger offers tags that you can place on vehicles. After a count-down from 5 minutes, the vehicle will be transported to your hanger.

Teleport Pads: This is a set of pads. Placing one down allows teleportation to a network of other teleporters, instantly. Very handy for logistics.

Big Friendly Giant: This is a massive gun that has two firing modes. The first one where it charges up and then fires a gigantic beam of energy. And a second one where it shoots a stream of bouncing balls of energy that harm enemies on contact.

A Mech: You have a 20-foot tall mech. It has a melee weapon and several ranged weapons.

Conqueror's Flag: Planting this flag on something marks it as yours. That means it'll follow you across your chain. Planting the flag alerts anyone who would lay claim to your attempt. If they don't try to take it back, or they fail, it's yours. Anyone living on lands you've conquered come with you too. The flag can also be used as an excellent, unbreakable melee weapon and has your logo on it.

Vehicle Collection: You have a bunch of army vehicles. Helicopters, tanks, jeeps, even a boat or two.

Supplement Mode: You can attach this jump to another jump to use as a supplement.

Companions: These also cost 100 points.

Anyone you recruit here is free to join you as a companion if they agree.

Import Option: For 100 points, you can import all your companions and give them 600 points to spend.

The Crew: This is a group companion slot. You can include people into it, and they'll all share an import in future jumps. Someone has to agree to be a member of your crew, and they'll become a companion.

Talking Soldier Dog: This is a vicious soldier dog who can maul an enemy soldier to death in seconds. They come equipped with armor that can withstand bullets. And have the intelligence of a human with the ability to speak. They have a radar for finding items and objectives that are valuable to you and can track them.

The Chief: This grizzled veteran has been through dozens of campaigns. They were planning on retiring soon, but you convinced them to continue to fight. Their strength scales to yours. In that they'll always be more impressive at anything than you are. They can always keep up with you and show you how it's done.

Wife Rider: This person may or may not be your wife. They're a mechanic and fellow soldier who sits in a harness that's attached to your back. Which they fire weapons from to cover you in battle. They'll reload your weapons for you and can fire missiles and rockets. Has abilities similar to what the Protection and Support perk does.

Silent Protagonist: This hero never speaks. But you can understand what they want by interpreting their silence and body language. This person has unlimited potential and rises to any challenge they come across. Should they survive long enough against a threat or an enemy, they'll find some way to triumph. Even if it requires a bitter, long guerilla war.

Drawbacks: Each of these is worth 200 points.

Bullet Sponge Enemies: Your opponents now take twice as much punishment.

Zombies: There's been a zombie outbreak. And you'll encounter the living dead attempting to kill you and other people. The only way to end this is to take down the source of the infection.

The Forces of Hell: Hell will invade the world you're in. And someone has to close the portals they send to stop their advances. Going in there and defeating all the demons will stop them for good.

Monthly Terrorist Plots: Every month. That's how often you'll be drawn into a major plot. Choosing not to act could result in massive loss of life, assuming no one stops this. Various terrorist groups will take action, and you'll be in the position to intervene.

World War 8: You'll receive frequent missions. Which, if not completed successfully, will result in World War 8. A World War so intense that it skips past all the other ones. The end result of that will leave the world a shattered wasteland.

Flighty Foes: Everyone has gained the ability to detect harmful and murderous intent. Allowing them to dodge bullets by moving before the gun is fired. This makes combat especially difficult. Everyone can tell when and how they're about to be attacked and is very cautious.

Melee Only: You're incapable of using long ranged weapons now. The only weapon you can use to hurt people is melee weapons.

No Melee: You can't use melee weapons anymore. Your fists don't count as melee weapons.

Ammo Concerns: No infinite ammo. Any sort of ability or equipment you might have that gives you infinite ammo no longer works. Weapons that would normally have infinite batteries now have finite batteries.

No Stealth: Your enemies will always know you're coming. Making stealth completely useless.

Realistic Healing: You can now only heal at the same rate that a standard human would.

Fearless Foes: Your enemies fight with mechanical precision and are immune to fear. They'll behave in inhuman and frightening ways. They're willing to die to ensure their mission succeeds.

Aimbot Accuracy: Your enemies all have at least of 80% accuracy with any weapons they wield. Exceptional foes can reach 100% at all times, in any condition.

Clipper: You have an assassin after you who has access to the Wall Hack ability. They will ambush you and retreat if they fail to kill you. There's only one of them, and they don't respawn if they die.

You Only Live Once: Self resurrection abilities you have access to don't work here. So you can't make use of any 1-ups you have.

Doubled Spawns: There are now always twice as many enemies as there should be in any encounter you're in. A lot of your foes will have a brother or sister or two who fight at their side.

Why do the good die young?: Narrative protections and plot armor don't function here anymore. Now anyone can die, even in unceremonious and anticlimactic ways.

Big Bird: An enormous bird created using the War Hawk ability blames you for the death of its former wielder. It wants you dead and will stop at nothing to achieve this. It's grown to massive sizes from stewing in its own resentment and only experiencing rage.

Inadvertent Origin: By accident, you become other people's villainous origin story. Through no fault of your own, others will blame you for making them snap and will come after you for revenge.

Backstabbers: You'll sometimes have allies who decide to betray you. They always planned this, or they decided to do it because they got greedy. You can expect to have to deal with former friends often.

Battle Maniac: You've lost the ability to feel empathy for others. You can understand on an intellectual level what other people are feeling. But you don't experience it. Your own needs will always be more important than theirs.

Silent: You can't speak or communicate anymore. People somehow understand what you mean, but they interpret it in ways that benefits them. They hope that by claiming you support them, you'll actually do it.

Press F to pay respects: You have issues with PTSD and the deaths of anyone close to you will always hit you hard. Both of these things can get addressed and made better.

Obligatory Power Lockout Drawback: You don't have any perks or powers from previous jumps.

Obligatory Item Lockout Drawback: You can't use items from previous jumps here. Or use your warehouse.

More Time: You spend another 10 years in this world.

Scaling Enemy: A special foe is here. This enemy has as many FPS points to spend on their build as you do. They'll buy abilities meant to counter yours. Their one goal is your defeat. They'll do anything to win. They'll always have the Boss Boost ability.

The Evil Mastermind: An evil mastermind will reveal themselves to you. They admit to having been behind your misfortune. Any drawbacks you've taken were their doing. And they've been acting to reach some sort of end goal that also involves your suffering. Each drawback you have adds to this Mastermind's arsenal and improves their planning. All to defeat you.

Unexpected Challenges: You know all those perks you saw earlier? Everyone in this universe gets at least one of them. It's random which one they get, but this likely will kick over a hornet's nest. For another extra 200 FPS points, everyone gets 3 perks.

When Worlds Collide: You know that FPS portal world? It explodes at some point. This causes all various FPS worlds to merge together. There will be chaos as an incalculable number of realities get squished together.

Ending Options:

What will you do now? Stay here? Go home? Continue to the next jump?