

Renegade Jumper Battle ver 1.0 (Jumpchain Compliant?)

DISCLAIMER: THIS IS NOT MULTIPLAYER. I want to make that absolutely clear. This is not a jump for having a pissing contest with your fellow jumpers. If you violate these terms, I imagine jumpchan will send you home without your companions, or worse.

With that out of the way...

You've been ambushed. This isn't the jump you intended to travel to. Roll 1d8 to determine where you actually are, or choose to take 100cp less from the eventual payout to interrupt your Jump-napping and fight the renegade in the jump you were just leaving, OR in one of the following places.

1: Sun-scorched desert.

No Shade, No Water, not even a cactus in sight. In fact, the only thing you do see is a silhouette approaching out of a heat mirage. Even if you haven't got any form of danger sense, you KNOW they don't mean well.

2: Frozen Wasteland.

You arrive in the middle of a blizzard, and if it's even 0F degrees out, you'd be well surprised. Hope you hadn't intended to jump some place warm. Through the blowing snow, you see a malevolent figure approaching you.

3: Dead City.

The ruins of some lost civilization suddenly tower around you. A once thriving city's monuments and infrastructure rust, rot and crumble all around you. But you're not totally alone here. You can feel them watching.

4: Dense Jungle.

The air around you is so moist you drink it as much as you breathe it. Strange insects buzz all around you, and an unfamiliar lizard of some sort flees your sudden arrival. Vines and creepers dangle from the branches overhead and the under brush looks just as thick as the canopy. You can see the bushes immediately before you trembling as your foe approaches.

5: Your Home world.

Somehow, you're sure of it. This is the world of your origin. You recognize the park you've arrived in, you played here as a child. If it weren't for that sense of dread and foreboding, you'd be sure that Jumpchan had flunked you and sent you home. But, something definitely feels off here. You sense there's someone who doesn't belong.

6: Your Favorite Jump.

You've been here before. But, it wasn't like this when you left it. Terrible things have happened in your absence! Maybe you can fix things, but first things first, you've got to take care of the one who summoned you here.

7: That Jump You're Dreading.

You've been avoiding this jump. Coming here was NOT part of your plan, and could even hinder it. Maybe you're dreading getting stuck in Ravenloft for things you've done elsewhere. Maybe you've been trying to avoid being forced to compromise your humanity, and there are no humans here. Maybe you just don't like the fictional work it's based on. Whatever the case, you're here, and you're going to have to deal with the Rogue Jumper before you can escape.

8: Free Pick. OR if you want to stick to the spirit of the jump and relinquish control over the circumstances, the eighth location is Dead Magical Girl Mountain, a hellish place composed of the corpses of approximately four billion magical girls sacrificed in some terrible dark rite. The stench is overpowering, the horror that encompasses all that you can see overwhelming.

Jumpchan has managed to reach you mentally, and it seems that this has all been caused by a jumper gone renegade, trying to usurp Jumpchan's place. Seems this renegade has some way to hide themselves and their activities from her. But now that they've ambushed you, you can deal with them for Jumpchan. You'll remain the age and sex you were at the end of your last jump, OR forfeit 100cp from payout to change your age and sex to whatever you want.

Building your foe:

Count the Jumps you've played. For 1000 points of payout, choose 5 jumps for every 10 you've taken. OR For 750 points, OR choose 3 jumps for every 10. For 500 points, choose 1 jump for every 10. These options do not stack, you can only pick one. Play those jumps out as if you were playing the role of a power-hungry sociopath. Feel free to take drawbacks as allowed by the scenarios, and assume that the jumper has the means to deal with them successfully. Assume they're a loner and didn't pick up companions who would fight for them. If they've taken companions, assume it was for more nefarious purposes.

Companions:

With this option, you can summon a companion or podded companion from your warehouse. In fact, since this isn't a standard jump, you aren't limited to just 8 companions. But for each companion you summon, forfeit 100cp from your pay off. Want 18 companions? Buy 800 points worth of drawback and summon 18 of them from your warehouse. But your only pay off will be getting to see all 18 of them in action at once.

Drawbacks:

Maybe this jumper was more powerful than that. Maybe there's more to be gained from this fight. Lets see what that might be like. Take up to 800cp worth of Drawbacks

Randomly Occurs(100cp):

Design your foe now, but continue to jump as normal. Every time you change worlds, roll 1d8. The first time, your target number is 1. Every time you roll higher than the target number, continue with your jump and add one to the target number until you reach six. (i.e. Two jumps after you design your foe, you fight him on a 2 or less. Three jumps after designing, you fight him on a 3 or less.)

Lingering After Effects (100cp):

You're locked into the state you were in at the end of the last jump, including any drawbacks you had taken.

Manson Family Jumper (200cp):

Guess we were wrong. This Jumper DOES have companions, and he's managed to make them as twisted as he is. Maybe they've been mind controlled? Maybe they're just genuinely bent people? Maybe he's managed to remake them in his image, or project his mind into them? The end result is that they're fighting beside him and they're resistant to any efforts to free or turn them. The only real blessing is that they only seem to have whatever powers they had when he picked them up, no improvements beyond that.

Now Its Personal (200cp):

Someone important to you, or important to one of your companions has been harmed. This Renegade Jumper has done something terrible to them in their quest for power. Or maybe it turns out someone you knew in a past jump WAS the renegade jumper. This is no longer just a job you're doing for Jumpchan, this is personal now.

Sealed Powers (300cp):

Whatever he's done to ambush you, has also limited your access to your abilities. You've managed to preserve your most recently acquired powers from the jump you just departed, but everything else seems unreachable.

Stalker (300cp):

This jumper has been watching you for some time, and has crafted countermeasures. Pick a countermeasure for your two strongest abilities out of any jump and assume the jumper has it.

Collateral Damage (400cp):

This fight isn't taking place on some lonesome battlefield! Ignore that initial location selection, and fight the renegade jumper inside your warehouse. Sure, you have access to all your stuff, but so does he. And you have to worry about it all getting broken.

Copycat (400cp):

Is your foe 12? Why does he keep copying everything you do? That's so infuriating. Oh shit, he's copying your powers too. That's... going to cause some trouble if he can do everything you can. Lets hope he can't do it better.

Turned Against You (500cp):

Your foe doesn't have companions of his own because he doesn't need them. He'll turn your 8 best companions against you. Take him down and they'll be free of his control. They'll stop coming after you if you incapacitate them, at least. But man, they are fighting like they mean it.

No Jumper, you are the monsters! (800cp):

Your foe... is you? He's got all your same abilities, all the gear you've got. He knows how you're going to react, how you're going to attack, and he has a plan for each of your powers. Furthermore, your companions can't tell which of you is which, so they won't be of any help either!

Pay off:

Jumper Training Machines:

In the world of pokemon, you can teach moves with a Training Machine (TM) The Renegade Jumper appears to have constructed a hellish apparatus, and captured a number of jumpers before you alive, then extracted their abilities with this fiendish invention. You can take any power that the Renegade Jumper you designed possessed for the same cost he paid for it. You can take any power from any other jumps at all for 1.5x the price of that power. Whatever the source, the JMs you use replace a skill you already possess. JMs can also be given to your companions instead. Either way, the JM is destroyed after use.

Warehouse:

You now have the key for their warehouse. For 200cp you can own it outright, in addition to the one you have. It'll be empty though, unless points are spent, and then it'll turn out that the renegade jumper had customized it.

Warehouse Upgrades: (Aside from price, everything is the same as described in the Warehouse PDF unless otherwise noted)

Electricity - 100cp

Plumbing - 100cp

Climate Control - 100cp

Local Uplink - 300cp

ForceWall - 200cp

GravityLink - 100cp

Shelving - 0cp
Terminal - 100cp
Robots - 200cp
Housing - 200cp
Workshop - 100cp
Medbay - 200cp

Portal - 300cp
Link - 300cp
Stasis Pod - 200cp
Occupied Stasis Pod (Containing an occupant from a jump you used for the background) - 600cp
Occupied Stasis Pod (Containing Anyone from Anywhere) - 800cp
Free Space - 300cp
Food Supply - 100cp
Loft - 100cp
Hardsuit - 100cp
Unused Single Return Trip - 100cp

Marcus Munitions Vending Machine - 100cp
Dr Zed's Health Vending Machine - 200cp
Nine To Five Jump Attached Living Quarters - 500cp
Nine To Five Jump Attached Luxury Quarters - 750cp

Gear Hoard:

Any gear from the worlds that you used for the Renegade Jumper's background, can be bought at normal price. Gear from any other jump can be purchased at 1.5x the price. The idea is that this stuff is loot that the jumper himself acquired over his travels, or mugged other jumpers for.

Jumper Machine Burner:

The machine used to extract the powers of other jumpers. As it stands it looks pretty horrific, and almost certainly fatal to the source of the powers. But maybe you're an inventive jumper, and you think you might be able to fix it so that it's non-fatal. Or maybe you don't care. Pay 800cp for a power-extracting machine that creates JMs, single use discs that allow you to learn the absorbed power and kills the victim, or pay 1000cp for a version you can modify into a more humane machine that simply removes the power from one person and puts it in a disc. JMs you use still replace a skill you already possess.

Body Modifier Machine: Pay 200cp and you can erase any previous results and take the Body Mod supplement all over again. Pay 1000cp and you can stack the results of a second trip through the Body Mod supplement

Moving On...

Turn off the jammer blocking her from coming after you, Wait for Jumpchan, and take one of these three options:

The Show Must Go On - Jumpchan will set you back on the course you were travelling before the ambush, and send you where you were supposed to go. The multiverse isn't done with you yet.

Go Home - You're done. This was the last straw, and it's time to retire. Take any or all friends and companions, and your gear, and go back to your homeworld.

Retire Elsewhere - As thanks for dispatching the renegade, Jumpchan will send you to any world you care to name, any world at all. Take any or all friends and companions, take your gear, and retire wherever you please.

Notes:

If the idea of another jumper existing does not mesh with your headcanon regarding the nature of our jump experiences, then this renegade will turn out to have used a bootleg version of the System XN used in Super Robot Wars implanted into him. The implant is non-functional and corrupted beyond reverse-engineering. If that explanation isn't good enough, then ignore the existence of this document entirely and move along.