

Blood Knight Boss Rush Supplement

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Those battle-hungry Jumpers among you may seek fights from those within a Jump. However, you may have other goals in a Jump too - which would be disrupted by any wild attempts at battling the main characters.

Thus, this simple supplement: a method by which you can test your mettle against the characters of a setting without disturbing the real world you'll be visiting.



Building the Boss Rush

In the moment before entering a Jump for which you have taken this supplement, you are instead transported to an arena. This arena may look like any significant location from the Jump's main 'plot', if such a thing exists, or a flat white plane or some other similar generic location.

You may select a maximum of ten characters or discrete groups of characters from the Jump's setting to add to the **Boss Rush**. The same character can be taken multiple times, if the character's two states are distinct (eg. Armsmaster and Defiant, or Surgeon Doctor Strange and Sorcerer Doctor Strange). If one of the fights is against a group or team, all members are fought simultaneously (eg. all members of Empire 88, or the crew of the Millennium Falcon).

Each fight must be harder than the last - you can fight an opponent as part of a group and solo, but the group will probably come after (eg. Kaiser solo compared to Kaiser with the rest of the Empire backing him up).

The goal of the fight is to defeat the enemy. That could mean fighting to the death, or to surrender - it's up to you. Using mental influence to directly force surrender (eg. mind controlling an opponent into surrendering) is not permitted, but using it to supplement combat is (eg. throwing an opponent off their game by screwing with their head).

Opponents will fight to win.

Your state on entering the Jump is recorded and restored at the start of each fight. If you expended a massive amount of mana just prior to the last Jump's end that isn't restored between Jumps, you're not getting it back for the Boss Rush. However, anything you *do* have at the start of the Boss Rush is restored between fights - both 'health' and resources.

However, equally, nothing is gained between fights except **Trophies**, which are addressed in the next section - at least without **RP** purchases, which are *also* addressed in the next section. Those that you fight do not retain any memories or side effects from having been targets of the Boss Rush.

Trophies and Rewards

For each opponent beaten in the Boss Rush, you gain a Trophy, and for each battle won, you gain two Rush Points (RP).

A Trophy is an item claimed after a victory - by default, this will be their weapon, if applicable (eg. Skitter's Baton or Ruby's Scythe). This will be an identical copy of the weapon. Alternatively, an appropriate item can be chosen (eg. Grue's Helmet or Yang's Motorcycle), so long as it is characteristic of the opponent that was beaten.

Rush Points can be spent on the following rewards. Rush Points are not kept between uses of this supplement.

- **Trophy Boost I [2RP]:** Select one Trophy you received from this Boss Rush. It gains the intrinsic ability to transfer to the wielder the skills and muscle memory required to wield it like its original owner did. Additionally, it removes any prerequisites for the use of the Trophy (eg. Mjolnir's worthiness check), though only for the victor and anyone they whitelist.
 - **Trophy Boost II [2RP]:** Select one Trophy you received from this Boss Rush. It develops a supernatural trick related to its original owner in some fashion (eg. Skitter's Baton can direct pre-existing bugs with minimal fine control). Requires the Trophy to already have *Trophy Boost I*.
 - **Trophy Boost III [2RP]:** Select one Trophy you received from this Boss Rush. It gains the intrinsic ability to grant its wielder a raw parameter boost to match the original owner if the wielder is below them, or adding the original owner's raw parameters to the wielder's if they're nearly equal or greater than the original owner's. This is retained for as long as the Trophy is wielded or in use. Additionally, the Trophy can be called from and dismissed to a hammerspace-esque pocket dimension that holds only the Trophy. Requires the Trophy to already have *Trophy Boost II*.
 - **Trophy Boost IV [2RP]:** Select one Trophy you received from this Boss Rush. It gains a special ability on top of its prior abilities that is thematically appropriate and around the same level of potency as the Trophy or its baseline abilities. Alternatively, gain one of the original owner's intrinsic abilities while wielding or using the Trophy. Additionally, the Trophy becomes indestructible during normal function. Requires the Trophy to already have *Trophy Boost III*.
 - **Trophy Boost V [2RP]:** Select one Trophy you received from this Boss Rush. All prior Trophy Boosts are expanded upon: the skill boost grows to surpass the original wielder; the supernatural trick is raised to the level of the ability in *Trophy Boost IV*; the raw parameter boost is tripled and retained even while the Trophy is not wielded, though only one person can receive the boost this way; the ability grows to match the original owner's abilities, or simply grows if the former is not applicable. Requires the Trophy to already have *Trophy Boost IV*.
- **Shade I [2RP]:** Select an opponent you beat during this Boss Rush. Gain the ability to summon them as a short-lived shadow of their real self, retaining all of their gear

and abilities but losing their will and sense of self, acting as little more than a puppet controlled by the victor. A lengthy cooldown between resummons prevents shade spam.

- **Shade II [2RP]:** Select an opponent you beat during this Boss Rush. Gain the ability to summon them as a longer-lived ally that retains some independence, capable of acting of their own volition to complete tasks provided. The cooldown between summons is also reduced. The opponent must have already been selected for *Shade I*.
- **Shade III [6RP]:** Select an opponent you beat during this Boss Rush. Gain them as a companion. How this function reconciles with the pre-existing canon characters is up to you. The opponent must have already been selected for *Shade II*.
- **Growth Key [10RP]:** Perks, items, abilities, and skills that would have grown will have their progress preserved at the end of the Boss Rush, instead of being reset to their pre-Rush level. This includes everything from abilities that get stronger with every kill to skills that get honed with every use.
- **Find Flaws [1RP]:** Select one opponent you beat during this Boss Rush. You receive a performance increase if you end up fighting them in the main Jump, scaling your damage output and damage resistance up significantly, and rendering you immune or otherwise resistant to esoteric powers.
- **Dual Trophy [1RP]:** Select one opponent you beat during this Boss Rush. Claim a second Trophy from them, one that is not the same weapon/item/etc. as the first. This additional Trophy counts separately for any rewards that apply to Trophies.

Notes

When fighting a team you still only get 2RP for winning, but you get a Trophy from every opponent.

The memories and background of the *Shade III* companion is, like the interaction with the canon variant, up to you.

How often this supplement is applicable is up to you; it is designed to be usable on every Jump if you so choose, but you may wish to limit it (to something like once every two or five Jumps or something).