THE BEST SUPERHERO COMIC BOOK IN THE UNIVERSE!
INVINCIBLE
image
SKYBOUND
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Invincible

Jumpchain- Compliant CYOA

By Lord Statera

Introduction

Welcome to Invincible. Set in the Image comic book multiverse, this setting is home to older heroes and villains like Spawn, The Darkness, and The Witchblade.

This story, however, focuses on the new superhero Invincible (Mark Grayson), the half-breed Viltrumite-Human hybrid and son of the world famous hero Omni-Man (Nolan Grayson).

Invincible spends the beginning of his career working alongside the Teen Team, and with his father, to defend not only Baltimore but the Earth from many and varied threats.

Little does he know that his father, rather than being an alien from a peace loving species, is actually a harbinger of war to the planet Earth. Viltrumites are actually a race bent on conquering the universe, one planet at a time. And with their level of power, not much can stop them. Fortunately, there is one secret the Viltrumite Empire has been hiding. Over 99% of the Viltrumite population had been wiped out using a plague genetically engineered by scientists of the Coalition of Planets, they are forced to wage a proxy war using their servant races against the Coalition, all the while sending individual Viltrumites out to take one world at a time, in their attempt to conquer the stars.

As humans are the closest genetic match for the Viltrumite race outside of another Viltrumite, the remnants of this mighty alien race turn their sights on Earth in the hopes of using it as a breeding farm to repopulate their race.

To help you survive in this universe, here are **1000 Choice Points**.

Location

You start in the hometown of Invincible, Baltimore City, on the day that Mark Grayson first uses his powers; when he accidentally throws a bag of trash into the stratosphere while finishing a shift at work.

You may begin at any age you like, while you retain your gender from the last jump. If you wish to change your gender it will cost 100 cp.

Origins

Where do you come from, and what is the origin of your skills and abilities?

Drop-In (Super genius): Nobody has ever heard of you, which makes sense, as most super-geniuses keep themselves on the down-low until they have built up enough of a powerbase to emerge into the light.

Alien: You arrived on Earth from another world or are descended from those who immigrated here. Why have you come here? Is it to conquer? To escape persecution? To protect the innocent citizens of this planet from a galaxy spanning war? Only time will tell where you go from here.

Secret Agent: You are a shadow behind the throne, a master puppeteer that holds an enormous amount of sway in your country. You are a master secret agent and a member of the secret agency that holds all of the real power. Presidents get voted in and then leave, yet you remain ever-vigilant for threats to the heart of the greater organization which you serve.

Magic Enhanced: You have been empowered by magic. Maybe it was benevolent, maybe you were cursed, or maybe you had the luck to be judged worthy by a magical item. Either way you have been strengthened and

empowered by the forces of magic. Able to do many of the things that other superheroes are capable of, the otherworldly nature of your powers may have altered your personality in some way or strengthened it in others. You are a changed person now.

Science Enhanced: You have been enhanced, BY SCIENCE!!!!! Somehow something has granted you superpowers. Maybe you fell into a vat of toxic waste, maybe you signed up to repair your body with cyborg parts, or maybe you were captured and experimented upon without consent. Regardless of the source, you have powers now, magnificent powers. All that remains to be seen is whether you will be a hero or a villain.

Perks

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin.

General

Comic Book Pretty (0 cp): Wow, you look like you walked off the pages of a comic book. Luckily for you it was a realistic one so while you are rippling with muscles, or while you may have amazing curves, those muscles are not the size of watermelons and the curves are not beyond human. Essentially you have been made to be stunningly attractive, in a fashion that you desire to be. You're at minimum a 9.5 out of 10 for those who don't like your type, and off the charts for those who do.

Artistic (100 cp): You are a master of an art. What art you ask? Any art, painting, sculpting, writing novels, cooking, and beyond. You are a master at some form of artistic expression, so talented and truly amazing that even as a nobody you will find yourself quickly becoming truly wealthy if you seek to market yourself.

Your talent and capabilities are such that none can deny them. Want to top the New York Times Bestseller list? This is the perk for you. This perk may be purchased more than once for additional art forms, with every purchase after the first discounted to 50 cp.

Fighter (100 cp): You are a master at some form of combat. With each purchase of this perk you become a master of a single form of combat. With a purchase of this you could snipe like Simo Häyhä, or be a Master of Jeet Kun Do on the level of Bruce Lee.

This perk may be purchased more than once for additional combat styles, with every purchase after the first discounted to 50 cp.

You Have Been Reborn (400 cp): You have somehow been caught in a time machine accident, and have been reconstituted with molecules from millions of years in the future. Thanks to this you have you have become better than you once were, far better.

You have gained slightly beyond peak human physical and mental attributes, and neither your body or skills ever degrade in any way due to the passing of time or lack of exertion. Given time and effort you could easily win the entire Olympics if you'd like, break world records daily, become the greatest Chess Master in the world, these are all now possible for you. Beyond this however you have gained a minor ability to use Telekinesis. Able to use Telekinesis to lift a maximum of 10 lbs currently, though should you train enough this ability will quickly grow seemingly without limit. Given a year or two, you might be able to lift houses with no effort.

More than this however these future atoms seem to have had an interesting effect on your existing abilities and will operate as a Capstone Booster on all capstones.

Drop-In (Super genius)

Benadryl Cabbagepatch (100 cp): You have an incredible ability to make inferences and be correct. You truly are a natural at inductive and deductive reasoning, able to use logic to fill in the gaps in your knowledge, you can guess with reasonable accuracy when others would be left scratching their heads in consternation. This sort of deduction is quite useful when trying to reverse engineer advanced technology.

Fantastic Minds (200 cp): You have a fantastic mind. One could even say it is like a steel trap. You have a perfect memory and mind, with limitless capacity and instant recall of anything you have ever thought or perceived. In addition to this you have an innate ability to dull unwanted memories and no-sell any outside attempts of altering your memories in any way.

Like a Robot (400 cp): Your mind is a masterpiece. You think faster than a normal human being; you can process in a second what would have before taken you a minute. You have the ability to split your mind in twain to concentrate on more than one thing at a time. In the beginning you would be limited to dividing your mind into 10 different streams of thought, each of which has the full processing power of your entire mind. Given time however, something on the scale of decades, you will be able to split your mind exponentially more, giving you enough subdivisions to run the world, control an army, and a police force of millions of separate robot suits all the while manipulating global politics. Given even more time, who knows how far you could take this.

And Where to Find Them (600 cp): You are beyond all doubt a super genius. You are a creative and intuitive genius that could build futuristic projects, make armours capable of fighting veteran Viltrumites to a standstill and reverse engineer or better alien technologies that are centuries more advanced than you are. You are also quite skilled at cloning technologies and enhancing normal people far beyond their original limits through cybernetics, genetic modification and incredibly sophisticated gear. Without a doubt you are one of the most intelligent individuals in the world, with a knack for the physical and mass production sides of science. While you can go beyond the more physical sciences, it may take you about

fifteen years to properly create a time travel device or a device that would allow you to hop between universes.

Capstone Boosted: Screw being one of the smartest beings on the planet you are without a doubt *the* smartest being on the planet. Master time travel technology, hop between universes before brunch, build incredible FTL drives. You alone could catapult the Earth into being a major player in the galaxy through technological prowess within your lifetime. Screw reverse engineering alien tech, aliens now want to reverse engineer your tech.

Alien

A Lover that's Out of This World (100 cp): You are capital S, seductive my friend. Regardless of how you look, you have the instinct needed to seduce anyone of any persuasion into bed with you given a chance to talk with them. More than that however, you have the skill and stamina to keep them there for hours, and then bring them back, and back, and back again as you wrack their bodies with pleasure. Let's hope your bed doesn't knock on the wall or the banging will keep your neighbors and guests up for the entire night.

Not Nearly Enough (200 cp): I don't know what it is my friend but pain doesn't bother you: you're able to deal with immense levels of pain as if it simply isn't there. Not the normal aches, papercuts, white lies, and stubbed toes but true pain. You could be roasted in the fires of a star or suffer the pain of your loved one moving on, or even have your own intestines ripped out of your abdomen and still keep yourself together. With this you could headbutt someone to death after you had broken your arms on their face or even be able to push through the emotional pain of an abortion or miscarriage to support someone

who really needs it. It's not that you don't feel it but that it is not nearly enough to stop you.

As Purebred as a Pureblood (400 cp): I don't know what it is about you, but you are virile. You could breed with anything and have a baby. More than that you can consciously choose to give or withhold any of your traits from your future offspring. Should you choose for the trait to be passed on (or held back) you can choose the level to which your child will inherit them. If you decide to pass on a trait to a child you can also control how they learn to express their abilities as they age.

Through your control your child could automatically activate their powers at your designated age, or potentially after they pass certain milestones that you have laid out in advance. The one caveat to this is that once your child activates a power it is their power, and it is beyond the scope of this perk to remove them. If you want you could choose for your child to inherit all of your perks, powers and abilities, or on the other hand you could hold everything back and leave them solely at the standard for their other parent's race.

Never Gonna Keep Me Down (600 cp): You can heal from anything, anything at all. Given time and basic support your body will always regenerate to 100%. You could have your guts ripped out of your torso and all it would take would be to shove them back in, and make sure you have nutrients to survive (if you still need those sorts of things, I don't know you), and you would be able to heal in a few months at worst without a scar to show for it.

You are never at risk of infection, never get sick and left to your own devices you could live for millennia without succumbing to old age. Luckily for you this healing works on seemingly everything, from brains to hearts, though you must remain alive (at least barely) for the healing to kick in.

The sole issue with brain damage is that when you heal, while you retain all of your previous memories, you may not make any new ones during the healing process if your brain damage remains too severe. Which means you might get injured and then suddenly come-to months later without any memory of the intervening time period while your brain was healing. This is just by default of

course, if you have other powers or abilities for continuity of memory then this won't override or stop those from working. While this does not really increase the speed of your healing it does ensure that you will heal completely and that the healing will not result in scars.

Capstone Boosted: Those atoms from the future seem like a vigorous bunch. Now whenever you heal from an injury your body takes the chance to rebuild from it stronger. Get nearly killed and once you heal watch your strength catapult from the level of young Viltrumite to the level of a veteran Viltrumite (assuming you were a Viltrumite, of course). Regardless, every time you heal you become stronger than before.

A bone that was broken causes your skeleton to strengthen, a ligament pulled would increase durability and elasticity of tendons and ligaments around the body. If one day you were burned, the next you would be flame resistant. Without any outward change in appearance you find yourself evolving and growing to deal with the scenarios the world throws at you.

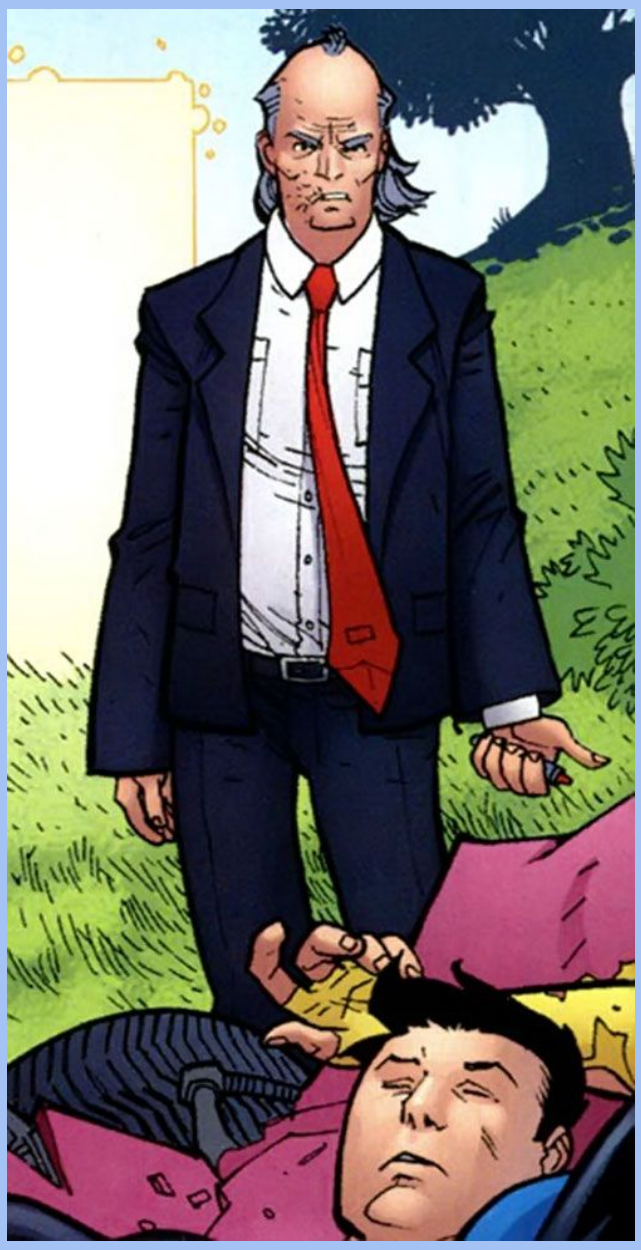
Secret Agent

Spy-Man, Spy-Man, Does Whatever a Spy-Man Does (100 cp): You are a very skilled in matter of espionage. Able to lose a tail, sneak through security measures, disappear in a crowd, hack with the best of them and more, you are skilled at pretty much any skill that can be considered to be crucial to a spy like you.

Robert the Builder (200 cp): You can seemingly build and organize anything with far less hassle and for greater results than most would experience. You are able to be the driving force behind projects large enough to affect entire countries or maybe even the world in its entirety.

Somebody 'glassed' Las Vegas? Don't worry, you could lead a project to turn it into the world's largest and most efficient solar farm that can provide cheap electricity to Half of America. Some super villain messed with the tides the world over? You, with the help of some geniuses, would be able to successfully direct

the building of a secondary artificial moon to set the tides to right. Truly, the sky itself isn't a limit.



I Am the True Leader of this Country (400 cp): You are an amazing leader. You engender true loyalty from your followers and respect from your enemies. You could lead enormous global organizations and ensure that they operate as close to perfect as is possible. Beyond that however you find that when you lead an organization of any sort, those within the organization work better together.

They put their best foot forward and always try their best to better themselves and the organization. Start leading a company of slackers and before long you'll find yourself one of the best in your field due to your employees' desire to do better when you lead.

I Am the Puppet Master, I Pull the Strings (600 cp): You are a genuine puppet-master, capable of manipulating things globally in the social and political spheres. Given half a chance you could create conspiracies and organizations that operate in the shadows of the world and pull nearly all the strings of power.

You can plan years in advance and are so capable with contingencies you could have a preparation for any scenario you could reasonably think up within weeks of you first considering it. You're so good you don't even bother with shark repellent because you already arranged to have all the sharks removed from the

area long before you got there. Congratulations on winning every chess game you play in from here on out.

Capstone Boosted: Somehow you got even better at promoting your plans and conspiracies. Now you instinctively go for the plan that is the most likely to work and is also achievable far more simply and easily than you would have believed. Beyond this however your plans, and conspiracies, carry a weight behind them. A weight of something like inertia beyond what any plan should have in the real world.

The longer a plan goes on for and the further into the future that you plan the less likely it is for your plan to be discovered. If the plan is one you concocted yesterday the wise and observant may be able to stop it, but if you started the plan years or even decades ago? No one will ever see you coming.

Magic Enhanced

A *th Sense (100 cp): Sometimes the magic that imbues you reacts. It jolts and seems to highlight items in your vision or alter the way that you hear things. Over time you have learned that these reactions indicate the presence of other magic around you. These bursts of information and awareness appear in the way that is most convenient to the user but processed through the senses they already have.

When you are looking at a magic pendant you could see the way the magic moves, you would feel the tingle as a ghost sneaks up on you, the wards laid on a building would shows up in all their glory with a buzzing sound. Regardless, you are able to sense magic through your normal senses and never mistake the sensation of magic for anything but.

Charisma Isn't Your Dump Stat (200 cp): You my friend have charisma, a certain *je ne sais quoi* that surrounds you and your actions. Maybe it is the way you speak or the way you hold yourself.

Regardless something about you draws other people in, it makes them pay attention to what you say and at the end of the day helps cement their loyalty to you. You have charisma like very few others, a presence that is so powerful that you would be able to get elected as the president on charisma alone.

This knowledge of how to interact with other people is not just in you alone but something that you can channel into your speech writing and delivery. Allowing this writing to impact people so powerful that centuries later people will present what you said as eloquent, respectable, and simply amazing.

The Bored and the Corrupt (400 cp): Maybe it is your long life? Maybe it is an essence of character? Whatever it is you find you have this strength of will in abundance, such abundance that it is unlimited. No matter what you do and what you face you will always have more than enough willpower for what you need. This pool of willpower that you possess has influenced you in several ways; not only do you find yourself never getting bored or distracted, you're able to live thousands of years of life and without ever losing yourself, always able to love as if it was your first, and move past the grief when it ends. This willpower causes you to not be corrupted by the items you use or the powers you wield: their influences wash off the bulwark of your being like mist on the bow of an icebreaker.

Not as Easy the Second Time Around (600 cp): You don't exactly know what it is, maybe the curse that empowers you doesn't play well with others, or maybe it is the bulwark of your being? Either way you find that when faced with unwanted magic or other esoteric energies they do not find purchase with you as they do amongst others.

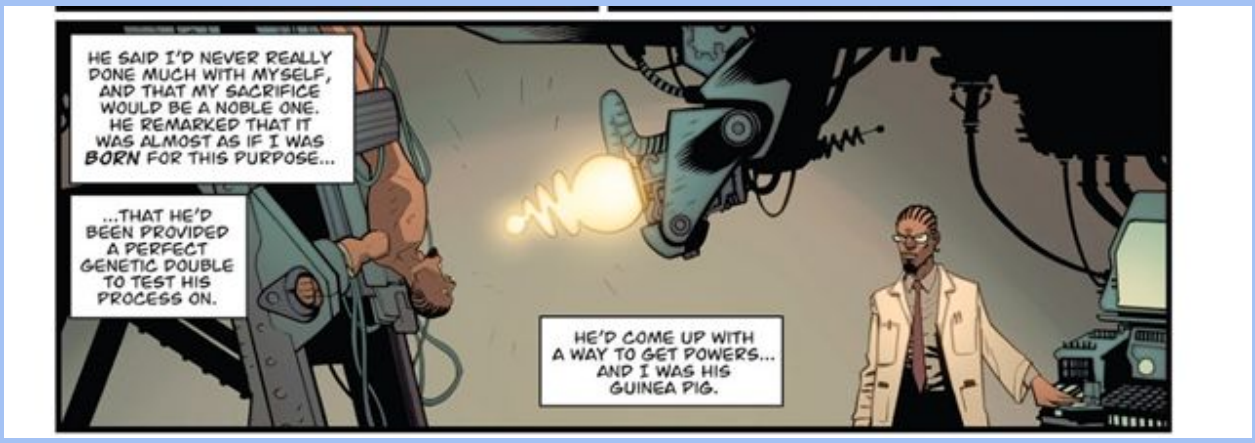
Curses that would cause death wash off your skin as though they were never there, constructs of energy seem to lose coherence upon contact with you if undesired. While you may not be able to wander through the flames of hell itself you will last longer than any, other than the demons that reside there.

Yet, those magics you allow are embraced and enhanced by your being, healing that would be focused to a specific area invigorating the entire body, enhancements that are limited becoming more potent and longer lasting.

Capstone Boosted: Something about these atoms from the future has resonated with the empowerment of your being, enhancing your connection to the here and now. Where once your resistance applied solely to magic now its purview has been expanded. You need no longer fear the effects of reality warpers, time paradoxes, the deletion of yourself as a concept, or other such effects for you are rooted within yourself as well as in the here and now.

You're rooted so deeply in fact that it may as well be considered an unchangeable cosmic fact. And to those who warp or alter time, space, or the nature of reality itself, you are.

Science Enhanced



We Can Do More (100 cp): You can do more than simply use your powers to fight others, much more. Now you have innate skill in using your powers in ways that are not focused around fighting but around healing, helping an rebuilding the world around you. Someone with matter manipulation would know the best ways to go about revitalizing old farmland and creating needed supplies for starving villages. A person with super strength could be of immense help with disaster relief or prevention. Regardless of what you can do, you have mastered the use of your power outside of a fight.

Man of Steel, Woman of Kleenex (200 cp): *CRACK*, you broke something again, this super strength is definitely taking some getting used to. At least it was. For some reason when you woke up this morning it seems like something is working perfectly in your brain and now your powers are modulated to whatever you desire. If you had super-strength enough to destroy planets, now you can juggle Faberge Eggs without fear of breaking. You might be able to manipulate fire on par with stars but now you find you can use it so finely that you could light the head of a match on fire. Use your star shattering telekinesis to manipulate an atom, why not?

It doesn't matter what you do but now you have perfect conscious control and modulation of any and all powers or abilities that you possess: even in things that may be considered unconscious actions, you may consciously control how fast your heart beats, your core temperature or the strength of rapid muscular contractions. That said this doesn't let you do things with your powers that you couldn't normally. If your "star shattering telekinesis", for example, couldn't normally control or affect things on an atomic scale this perk wouldn't change that. This is just control and refinement when using your powers in ways they can already be used, it doesn't actually expand what your powers are capable of.

Weaknesses? I have no weaknesses (400 cp): Something interesting happened when your powers activated for the first time, the weaknesses that normally plague those like you seem eerily absent. You now find that the specific weakness that your powers suffered from are conspicuously gone. The limitations of your powers are all present and accounted for, but the things that could bypass them entirely no longer can. A Viltrumite would find that sounds that would normally cause pain, and potentially death among their kin do not affect them at all. A werewolf would find that silver no longer hurts them, though they may still be reliant on the Moon depending on the specifics of their curse. Someone with a weakness to a specific type of radiation, or even wood, would find that they no longer have anything to fear from those things. Have fun turning the tables on those who thought they had you boxed into a corner.

The Hero Curve (600 cp): You, my friend, are a hero, and it wouldn't do to lose time that could be spent saving people on studying for a math test. It may be the

rays that have empowered you, the radioactive liquid that you drank, your inhuman genetic code, or something else entirely but your brain and body have been supercharged. You learn, grow, and master things incredibly quickly. This boost has resulted in you growing, learning, and mastering things at a hundred times the speed that it took you before. Physical techniques, knowledge, philosophy you learn anything at this speed. Don't worry about that math test, a thirty second skim through the textbook, and you'll get marks like you studied for about an hour. Learn something for a day and it is like you spent two months mastering it.

Capstone Boosted: These atoms seem to have really boosted how quickly you learn and comprehend things. Now you learn facts, skills, and knowledge at ten times the prior rate, or one thousand times what you could do before. But, you have an added boost: you have an instinctive mastery of every tool that you pick up from the moment that you pick it up. Pick up a gun and shoot like a pro, grab a plow and till the fields like a master. While this alone would not make you a master surgeon, as you still lack the knowledge required to know where and what to cut. Picking up a scalpel would allow you to use it as accurately as a neurosurgeon, a needle and suture material would allow you to stitch like a master plastic surgeon.

Superpowers

The Magic Enhanced, Science Enhanced, and Alien origins get a 300 cp stipend that they can spend here.

Required Secondary Powers (0 CP): You have the secondary powers inherent to a superhero, when you move extremely fast the air around you does not catch on fire, when you lift a building it does not crumble around the area where you picked it up. Essentially you can operate under 'comic book physics', although you are able to turn this perk off and on at will.

Half-Blood Viltrumite (600 CP): You are a Human-Viltrumite Hybrid. As humanity is very close in nature to the Viltrumites and that Viltrumite DNA overwrites lesser species, you can grow to be just as strong as any other

Viltrumite out there. You will have super strength, super speed, super durability, and the power of flight. While you do not have super senses ‘per se’, your sight is comparable to a hawk, and somehow manages to operate perfectly no matter how fast you move (even if that is beyond the speed of light).

Viltrumites have hyper-evolved and efficient bodily functions such that, holding a single breath of air is enough to last you for two weeks of vigorous physical activity, and you are immune to any and all diseases and ailments bar those that have been enhanced by something comparable to super or hyper science and tailor made to affect Viltrumites. Something like this would take the best scientists of an advanced alien civilization years if not decades to achieve.

Viltrumites grow through stress and conflict, so you are able to train your physical abilities or improve through being damaged and healing from it at a comparable rate to if you had trained vigorously during that time. Viltrumites can heal from almost any trauma imaginable, able to get their guts ripped out or being ripped in half, with all it takes to put everything back together is for your bits to be in approximately the right place to heal perfectly, given the time. Due to this healing factor Viltrumites live for millennia, with their aging being comparable to human until they reach physical maturity at which point it slows dramatically. The only issue with this healing factor is that if the heart has about 50% of it destroyed the healing factor does not work, and while it can heal brain trauma (including memories), it caps out at about ⅓ of the brain destroyed. Also, as good as this healing factor is, it won’t replace lost limbs. Either reattach them or get a prosthetic.

With age Viltrumites remain semi-comparable to humans as their hair changes slowly to white, though they never get wrinkles, and are able to grow glorious facial hair. Although culturally Viltrumites limit themselves to a beautiful mustache. Finally Viltrumites have a single inherent weakness, the complexity of the ear canals that evolved to allow them to balance while flying in space, this complexity means that the right type of sonic pulse could cause immense pain to a Viltrumite and potentially even death given a long enough exposure.

No two Viltrumites are created equal. Their powers come from their extremely potent and dense tissue, and can be improved through their lineage or simply training. When you buy this perk you start off at the level of a young Viltrumite, able to hold your breath for hours at a time, and move or fly at hypersonic speeds. You are strong and durable enough to give and receive attacks powerful enough to shatter skyscrapers and break mountains. Given around a decade of natural growth (or less provided you train) you grow to the level of a veteran Viltrumite. Meaning you, with the help of a couple others of similar strength, could shatter somewhat weakened planets and receive similar attacks all while being able to move at well beyond the speed of light, although they tend to limit themselves to hypersonic speeds while in an atmosphere. They are capable of flying between habitable planets within a couple of weeks at their top speed, with the stamina to remain awake and aware through the flight.

Given enough time and training you may even eventually be able to make it to the level of a Regent Viltrumite, though something like this would take about a couple decades (or equivalent) of dedicated hard work, and many life or death battles. Being healed to be better than before by someone with powers like Atom Eve may shorten this time further. A Regent Viltrumite is so strong and durable that a veteran Viltrumite could literally cause their own arms to explode into a bloody pulp from striking a Regent and have the Regent be completely unaffected. A Regent is so quick they could move without a veteran Viltrumite even seeing them, and so strong they could literally cut a veteran Viltrumite in half with a casual swing of their arms, like a hot knife through butter. Regent level Viltrumites are powerful enough that they could fight inside a sun, albeit while taking massive amounts of damage to the point of death or near-death if they stay there for about a half an hour or more.

As a half-blood Viltrumite, you get an added degree of control over your backstory, you may choose to be Nolan Grayson’s (Omni-Man) child and Mark Grayson’s (Invincible) sibling. Or you may simply be the product of a government experiment using the blood Nolan left at the scene of a fight, or something else that fits thematically.

Atom Eve (500 CP): Somehow the government experimented on you as a fetus. As a result of this you are now able to innately understand everything to do with chemistry, and the make-up of molecules, while also having the ability to transmute matter at will.

This can come in many forms, everything from generating constructs of energy, that could even allow you to fly, all the way to manipulating the atoms of non-living matter. You could create a piping hot cheeseburger from a brick, but you could not generate a living being or alter one. Hell you could generate a mansion and plenty of fine dining level food just from detritus around you. You cannot control living things, however, as the government that created you also implanted mental blocks that prevent you from altering them. These blocks do not naturally degrade except temporarily during times of extreme emotional stress (like if you were dying after having a Viltrumite punch a fist sized hole through your abdomen and spine) where you will be able to use this power on anything for a few seconds at most. When activated they automatically heal you to the prime of your health as well as anyone else nearby whom you care deeply about. These powers do activate as you die of old age: congrats, you are now physically immortal.

A secondary aspect of this power that is both positive and negative is that as you use it results in rapid caloric depletion and the shunting of unused atoms into your digestive tract. While this will never be damaging to you, so long as you use your powers regularly you will always stay thin and remain unable to put on weight past your desired body type no matter what you eat. The secondary and less pleasant aspect of this is that if you use your powers *very* heavily you will need to go to the bathroom several times a day. With practice and mastery you may be able to learn to prevent this from occurring.

Normally you would be unable to use your powers while pregnant as their use would put a strain on and potentially kill any foetus that you carry, meaning that if you got pregnant you would have to go 9 months without using this power.

However thanks to the power of jumpchain this issue is no longer there allowing you to use this ability anytime without fear of damaging a foetus.

Energy constructs default to bright pink, but as you are buying your power here you can decide what colour they are when you buy this perk.

A person with this perk would be capable of creating constructs or manipulating matter that could block a young Viltrumite, and given years to train might even be able to survive against a veteran Viltrumite in combat. While the mental blocks do not naturally degrade, you could break them given the appropriate powers or tech. If the powers are ever unblocked, then even a Regent level Viltrumite would need to fear them as you could easily turn them into literal swiss cheese. For an extra **400 CP** you can get these powers without the mental blocks, allowing you to affect living beings.

Immortal (500 CP): You my friend have been cursed by an extraordinarily powerful being. You are immortal, unageing, forever in your prime. You may fly, no longer need to breathe and have physical abilities at just about half of those of a young Viltrumite. You are able to destroy buildings and take building destroying blows, along with flying at supersonic speeds, with the stamina to operate full bore for about 48 hrs before needing to rest. You are also able to survive and fight in a vacuum. The greatest ability you possess however is your regeneration. You can heal from anything that damages you, regenerating so fast that people can watch it happen in real time. If your heart is plucked from your chest it regrows, as would a cut off arm or anything that is similar. The only weakness that your regeneration has is that of removing your head from your body. Should this occur, you will fall into a coma akin to death until the head is touched once more to where it was removed. Should your head be completely obliterated it will regrow with no memory or personality loss. The only way to truly, and permanently, kill you is to rip you apart atom from atom to the extent that there is nothing left to regenerate from. Still, if you are in a state where your

head has been removed from your body and you are in a coma when a jump ends, you will lose the chain as if you had died.

Monster Girl (500 CP): You have been cursed by a Witch of tremendous power. Her curse allows you to change into a hulking green monster with tremendous strength and durability whenever you wish. Every time you change into your monster you regress slightly in age meaning that every transformation causes you to get younger, with your monster form increasing in strength the younger your natural form is. This increase in strength does increase the size of your monster form slightly. Thanks to the magic of cp however you can turn this age regression off or on as desired. If you are physically 18-20 years old your monster form would be strong enough to beat a young viltrumite to death with durability on par with a veteran Viltrumite. If you ever let yourself regress in age to an infant your monster form might become powerful enough to fight or even defeat a Regent level Viltrumite one on one. While transformed you have unlimited stamina.

Power Plex (300 CP): You are able to absorb energy of any sort and convert it into electricity at your discretion. Explosion, kinetic energy, really anything can be absorbed and converted by you. You are able to contain and control your powers so that you do not need any technological aid, and with some practice you will even be able to use these powers to fly. The blasts of electricity you can create, while extremely powerful, tend to not be effective on those with extreme durability, as a young Viltrumite would be able to survive you and a veteran would barely feel a tickle. You are weak to crushing attacks and your powers could potentially overload and turn off if you try to absorb something on the level of a nuke in a second. Your powers overloading does not directly deal damage to you but they turn off for a few minutes and 'reboot'.

Angstrom Levy (600 CP): You were born with the powers to open portals to step between realities. You can open portals to travel within the local multiverse of every setting you enter and can simply move from one to the other. The only problem with this would have been that while every setting has this local infinite multiverse and you're are able to open portals to travel through it, you do not know where you are in the multiverse or where you are precisely within each universe. However thanks to the grace of jumpchain you now possess the equivalent to knowledge to what Angstrom Levy would attain through gathering up all of his copies, that of knowing innately where you are in both universe and multiverse as well as the general features of the universe in question. Thanks to this the portals that you open to parallel realities no longer have to be in the exact same physical location as where you are standing. This knowledge updates in future worlds. You are also able to open portals to other parallel dimensions should they exist naturally in the setting, such as the Never Never in Dresden files, Heaven and Hell in DC, or parallel realities in Marvel for example. You are limited to the local multiverse until post-spark, upon which you can go anywhere.

Further clarifications are in the notes section

Battle Beast (700 CP): You are now a monster of combat, inhabited by a slightly altered copy of The Spirit of The Beast. This power can be expressed in different ways. You can choose for the spirit to inhabit you giving you all of the powers with no physical changes, or you can allow the spirit to change your body into that of a huge humanoid tiger complete with retractable claws and sharp teeth. Either way choose now as the transformation is permanent for this jump, and act as an alt-form afterwards. Once this spirit of the beast inhabits you it augments your base abilities increasing them by the power of a Regent level Viltrumite, bringing a normal human to that level upon the spirit

entering you. The strength, speed, and durability would allow you to fight on par with a Regent Viltrumite with the stamina to last through the pitched battle for weeks on end. You have regeneration, and senses on par with Viltrumites but are unable to fly like them. However, unlike Viltrumites, those inhabited by the Spirit of the Beast are unable to die of old age.
Finally this spirit, unlike Battle Beast's, does not change how much you already enjoy fighting, nor does it drive you to self-sabotage in the desire to have a fair and honourable fight.

Dupli-Kate (400 CP): Through a mystic curse you have been empowered to be able to use Bio-fission, able to at will make clones of yourself and absorb them. You are able to make an enormous number of clones, each a perfect copy of you, who innately exist in a sort of hive mind (no one being superior to the others, and all working together). When you first activate this power you're limited to making about a hundred clones, with time and practice however you will discover that you are able to make as many clones as you want. The clones are permanent fixtures in reality and once created, they remain unless absorbed and reintegrated into your body, meaning that if they get crushed they are a pain to clean up. So long as any single clone survives, so will you in your entirety. I suggest you hide one somewhere no one else will find it.

Rex-Splode (300 CP): You have been enhanced and powered up jumper. Not only have your physical abilities been enhanced to just beyond peak human and into superhuman for every category, you have also gained the ability to charge up objects with explosive energy. You can decide how this occurs, whether you had cybernetics implanted in you or whether you simply have been augmented in a different fashion. When an object is charged

you can throw it (or run) and then trigger it to explode at will. The amount of energy that can be contained in an object is determined by its size with larger objects taking more time and energy to charge while also resulting in a larger explosion.

Martian Man (300 CP): You have gained the ability to shapeshift in a huge way: you can alter your appearance as well as mold your body into new and fantastic forms. You can alter the shape of your body in any way and into pretty much any organic substance, allowing you to do things like grow gills to breathe underwater or grow wings and alter yourself to fly. This power comes with a pocket dimension full of mass that you can add or subtract from in order to aid you in your shapeshifting. There are a few thousand pounds here that you can put to use or that you can feed any amount desired into. Any mass that gets destroyed from this dimension regenerates in 24 hrs. These shapeshifting skills allow you to change yourself into other matter and colours allowing you to disguise yourself as a vacuum cleaner or similar if you so desire.

Darkwing II (300 CP): You have the ability to teleport through shadows. Each and every shadow that exists around you can be used as a portal to the Shadowverse, a parallel dimension that now attaches to every universe you visit. The Shadowverse attaches all shadows to each other through it in the universe, allowing you to gain the appearance of teleporting through the shadows as in reality you move to the Shadowverse where distance is meaningless and can pop out through any shadow in existence. The Shadowverse is a featureless black expanse inhabited by invisible Shadow Creatures, strong enough to kill young Viltrumites, and with some time even

veteran Viltrumites. Normally they would attack you as well, but thanks to jump fiat they now ignore you.

For an extra 400 cp, you now gain the ability to summon Shadow Creatures at will into reality, and they appear as pitch black moving silhouettes. After gaining this new power you have absolute control over all Shadow Creatures both inside and outside of the Shadowverse.

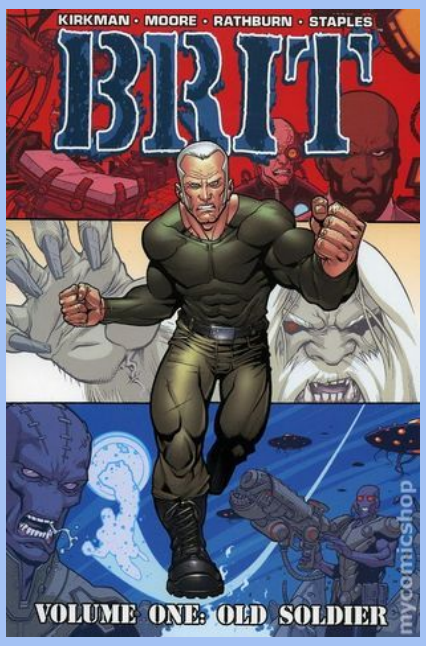
Red Rush (300 cp): You have become a speedster. Due to an accident when you were a teen you gained the ability to move and think at massively hypersonic speeds, on par with a veteran Viltrumite in an atmosphere. You naturally generate an aura that protects you and those around you from the effects of your speed, while also allowing you to interact with objects semi normally. If you punch a concrete wall at top speed, your hand would be bruised as if you punched a wall while standing still but the wall itself would exploded into shrapnel from the sheer kinetic energy. This general augmentation also comes with stamina needed to run for immense distances, and lengths of time.

Bulletproof (500 CP): Almost as fast as Red Rush, as strong as Invincible when he first got his powers, with durability almost on par with Omni Man himself, you have been empowered by esoteric energy in a similar way to the hero, Bulletproof. What this actually means is that you can fly, you are almost as fast as Red Rush himself, strong enough to shatter skyscrapers and break small mountains, and are far more durable than a young Viltrumite as well. Where a young Viltrumite would be killed by the force it takes to shatter a small mountain it would require Mt. Everest shattering levels of power to harm you.

Doc Magmanite (500 CP): You have gained several powers through a mystical empowerment. You gain the ability to control and produce potent sonic blasts, enough that you could kill a young Viltrumite with some effort or destroy a building, as well as increased physical ability to the point that you could match the Immortal. Finally you are able to summon and control the Magmanites wherever you are. These are a race of earthen creatures that can be summoned by you to break out of the ground while following your every order.

For an extra 100 cp, your body is elementally empowered allowing you to generate huge blasts of your chosen element and control it in your environment.
This empowerment results in you taking on an elemental empowered form, which you are able to toggle on and off at will, with the elemental abilities only being available to you in your empowered form. Your elemental abilities are enough for you to slightly wound a veteran Viltrumite or kill a young Viltrumite. You may buy multiple elements here for an extra 100 cp per element. (All elements must be generally natural with no esoteric ones allowed. Earth, Air, Lava, Lightning would all be acceptable choices. Magic, Gravity, Light, Shadow, Time, Energy, etc… would not). Any additional elements are integrated into your elementally empowered form and you can use all elements at once.

Brit (400 CP): You have become physically invulnerable: nothing of this universe can damage you physically any longer. You can tank the punches of a Regent Viltrumite, walk through lava, and even geniuses on the level of Robot Rex are unable to figure out a way to harm you. Thanks to this invulnerability your body has also been increased and improved. You always maintain your ideal body shape as long as the minimum amount of caloric intake is maintained and you



never gain unwanted weight. You have increased agility slightly beyond peak human with the flexibility of a professional gymnast. Your senses have been augmented, allowing you to see like a hawk, smell like a dog, and hear like a bat, with no risk of damage from overloading them. Finally your strength has been increased allowing you to access 100% of the power of your muscles at all times. This allows you to access the full potential power of the human body without your muscles tearing your tendons off of the bones. With this you could pick up, or with effort throw, a sedan. You may optionally choose to have this power give you snow white hair.

Items

The items in this jump are not set up into perk trees. Meaning that every origin gets 1 100 CP item for free, 1 100 CP item at a discount, in addition to a discount for 1 item apiece at the 200, 400, and 600 CP price points. Discounts cut the CP cost in half. Discounts can not be stacked on a single item.

You may import items into those bought here at no extra cost, although they must be of a similar type, i.e. importing a gun into a gun.

All items can be bought multiple times.

The Drop-In and Secret Agent Origins get a 300 CP stipend for this section. All items can be bought multiple times.

Each item in this section if lost, destroyed, used up, or irreparably damaged is replaced within 24 hrs unless otherwise stated.

Each item in this section by default counts as a perfect replica of the item in the setting. However if you do not want to have a replica you may instead choose to have the item from canon, though that may result in major changes to the plot.

Set of Art Supplies (50 CP): A Set of basic supplies for a single type of artistic pursuit. Painting would come with high quality, paints, brushes and stand, cooking with knives, etc… First purchase of this item is free, all subsequent purchases are 50 cp.

Durable Super Suit (100 CP): You have a beautifully designed super suit tailor made for you so that it fits perfectly. This suit is extraordinarily strong and will even hold up during super powered combat without ever disintegrating. While it is durable, this suit does not increase your defenses: it simply survives through combat.

Ear based beeper and communicator (100 CP): You have a new ear based tech piece. This beeper has infinite charge and can be used to communicate with any other communication device in existence, cell phones, radios, etc… are all fair game. This communication device is untraceable and if you wish will automatically alert you to crime or disasters globally that would warrant your attention.

Ear based telepathy communicator (100 CP): This device also slides into your ear where it bonds with your skin and begins to allow you to communicate telepathically to others. This device allows you to broadcast your thoughts to others but not to read others minds or alter them in any way. While useful to communicate in a vacuum, the other person needs their own telepathy communicator to reply back into your mind without resorting to charades. This communicator does not affect your sense of hearing in any way.

Cloning Tubes (100 CP): A set of two cloning tubes is now yours jumper. So long as you jump in one, and have enough power. A perfect clone of you will jump out of the other, a perfect copy of all of your powers, abilities, and memories, including entering the tube in the first place. Neither you nor your

clone will be able to determine who was the originator, so I hope you like working together.

For **+100 CP** you have changed the tubes. Now your clone comes out knowing it's a clone, subservient to you and only has a copy of the powers you permit it to have. While it is generally subservient, be careful as it isn't mind control: if you push it too far your clone may snap and try to kill you.

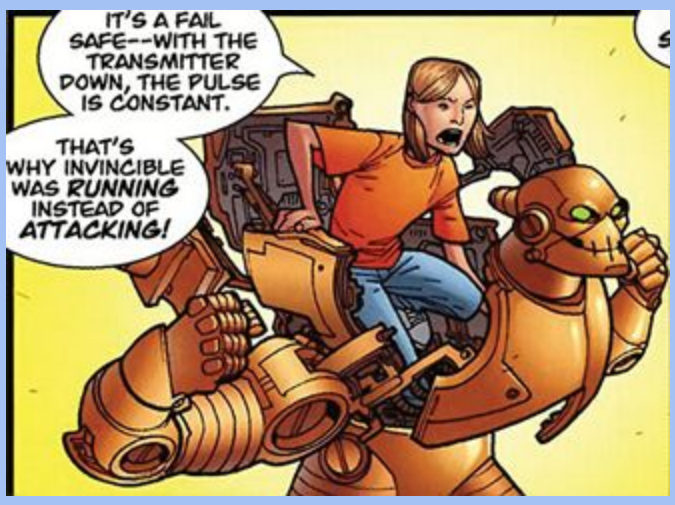
Teleporter (100 CP): Every jump cost American taxpayers 5 million dollars! Just kidding, not your version. What you have here jumper is a teleporter system, or more accurately a portal opener system. By clicking a button on a handheld remote and thinking, the portal can open anywhere in the world, allowing you to step through at your leisure.

Slush Fund (200 CP): You now have access to a slush fund, all of the money in this fund is yours, and as far as any government or other organization is concerned fully above board with all pertinent taxes paid. This fund contains 2 billion American Dollars in buying power circa 2017. All money in this fund can perfectly convert into whatever the local currency is. Money can be withdrawn through cards the fund generates if you wish (debit or credit) or into physical and legal currency by simply willing it to appear. This fund has an additional 2 billion added once per year at midnight on New Year's Eve. This fund can be accessed through whatever the standard is for your locale.

If bought multiple times each additional purchase of this perk increases the base amount of the account and annual amount refilled by .5 billion. (E.g. buy it twice get 2.5 billion, buy it three times you have 3 billion base + 3 billion added to the account per year.)

Secret Lab (200 CP): You have a full kitted out secret lab, hidden in a warehouse of your choice. You own this warehouse outright, and for some reason it continuously gets utilities without you ever paying. The most important things that this warehouse comes with is a fantastic high tech lab and refilling resources. It comes equipped to be fully utilizable by a super-genius to make high tech objects. It has refilling resources sufficient to make and maintain about a dozen drones or suits of armour on par with Robot Rex's. This warehouse can be added into any new jump or world that you travel to and retains all upgrades.

Robot Suit (Drone or Armour) (200 CP): You have a high tech suit of armour, or drone on the level of those created by Robot Rex in his final confrontation with the Viltrumite host. This suit is almost good enough to fight on par with a veteran Viltrumite in the hands of a skilled user. It is immensely durable and fast, and it augments the user's senses and reaction times. It is chock full of high tech weaponry of essentially every kind (lasers, plasma, missiles, etc…) and if destroyed is replaced in 24 hours.



Universa's Staff (200 CP): You now possess a perfect replication of Universa's staff. A tool that is able to absorb and emit seemingly any kind of energy safely, while being physically indestructible. This staff has a functionally unlimited amount of storage capacity for energy and can emit energy in a destructive fashion at such a rate that even weaker Viltrumites could be killed. The only issue with this staff is that it doesn't auto-regenerate energy and must be refilled from other power sources.

Weapons Cache (200 CP): You have been given a weapons cache. In this cache you will find military grade weapons of a top-tier military from your world. You'll find about fifty common but random weapons per general classification: grenade launchers, handguns, rifles, carbines, shotguns, submachine guns, anti-tank/assault guns, mines, swords.

Each category fits your setting, in Invincible the weapons you get would be based on the modern military of Earth. Each weapon comes with enough ammo for a month of heavy use, with an equivalent amount of ammo appearing at the end of each month.
This cache updates and expands with similar categories of weapons in future settings including things like Blasters in Star Wars, or Plasma weaponry if you are part of the Covenant in Halo.

Control Amulet (200 cp): You have a mystical control amulet. This amulet gives you control over any shape-shifting abilities you have but can not consciously control or are restricted in their use. With this amulet a Werewolf could turn into their wolf-form in broad daylight. This amulet also allows you to cancel out other beings' attempts to change your form.

Space Racer's Bike (200 CP): You have received a perfect copy of Space Racer's space motorcycle. It is a flying motorcycle that can fly extremely quickly, fast enough to keep up with a young Viltrumite, and is able to go FTL at the speed of full on capital ships.

Green Ghost Medallion (400 CP): A magical blue medallion the size of a human's palm. Once placed inside the mouth of the user the powers of this medallion activate, giving the wielder the ability to control their own density, fly, turn invisible, phase through solid objects and generate green energy constructs. When the power is activated the wielder looks like a bright green semi-wraithlike silhouette of their normal body.

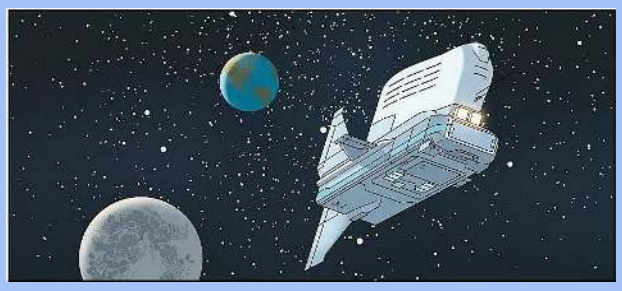
Spider's Web (400 CP): You have a web of informants and loyal operatives the setting over. You are guaranteed to have operatives in deep cover in every major organization in your setting. Each of these operatives is guaranteed to be highly trained at the tricks of the trade for secret agent work. While you have these operatives everywhere they aren't able to do anything more than providing you actionable intel without burning themselves. They could go out with bang but surely they're better to stay where they are. These agents are guaranteed to be reliable, and will train a replacement and leave before they ever have a chance of going native or turning traitor to you.

Note: This web expands based on the size of the setting. In Invincible it would be mainly focused on Earth, unless you go and become an interplanetary player, in which case expanding your network across the interstellar community

is child's play. Should you start off already at an interstellar level like in Star Wars, your network is already in place across the galaxy.

Capital Ship (400 cp): If you buy this you are buying a capital ship on the level the Viltrumite warships seen in canon. This ship is large enough to contain thousands of individuals, can run without repair or refueling indefinitely. It is capable of going faster than the speed of light and can cross a galaxy in about a day. It also contains energy weapons and shields appropriate for a warship of this class. If you wish you can instead buy a coalition style warship of equivalent capacity. You may buy this option multiple times.

Viltrumite Warship:

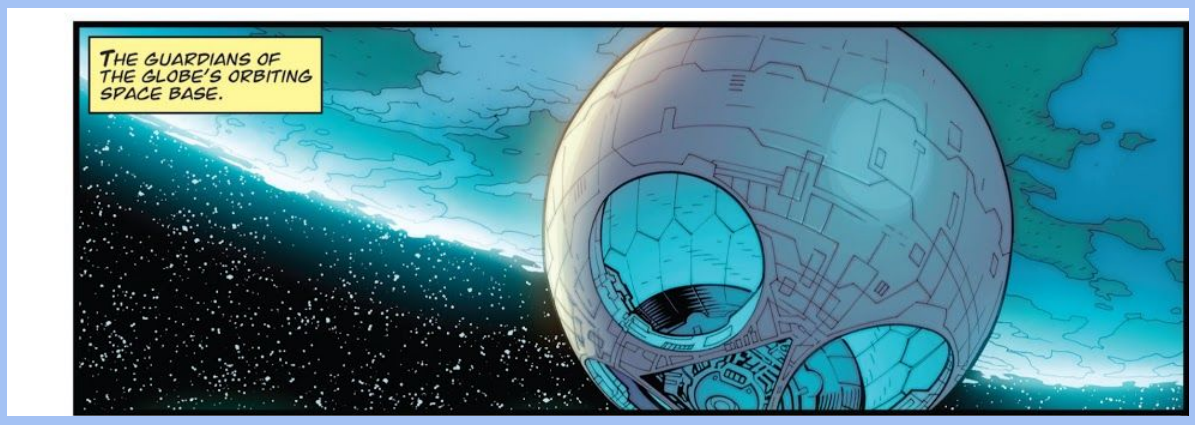
Coalition Ship: 

Full Viltrumite Database (600 CP): You gain a full Viltrumite Empire database that adapts to be readable on any computer or similar device. Contained in this database is a copy of every piece of information ever developed by the Viltrumites or any of their slave races. This includes space tech, medical knowledge, history, and even the most classified of military secrets. It even holds the new invention of how to cure species specific super plagues, and lesser diseases.

Full Coalition Database (600 CP): You gain a full Coalition of Planets database that adapts to be readable on any computer or similar device. Contained in this database is a copy of every piece of information every developed by the Coalition or any of their member races. This includes space tech, medical knowledge, history, and even the most classified of military secrets. It even holds the knowledge of how to make tailored super-plagues of killing off specific species

with zero chance of mutation or the plague affecting an undesired species, in addition to the creation of lesser diseases.

Space Racer's Gun (600 CP): You have the most powerful gun in the universe. This gun of unlimited ammunition shoots beams of unblockable might. The red beams fired by this gun can blast through every single thing it has ever come into contact with in this universe. Every beam shot will continue to fly for eternity blasting through everything in its way. The beams from this gun can outpace a veteran Viltrumite in a straight line, even in space. Please, use this gun with caution as its blasts have been shown to blast straight through planets without ever slowing down. Regent level Viltrumites would turn and run rather than take a blast from this gun head on. The final ability of this gun is that it bonds to its wielder, allowing them to summon the gun at high speed to their hand whenever they wish it. As you have bought this gun with CP you are designated as its wielder and you may change its designated wielder if you wish. Otherwise, once its wielder dies, permanently (so if you have a one-up it stays bonded to you), the gun bonds to the next sapient that picks it up.



Moon Sized Space Base (600 CP): You now own a Moon Sized Space Base, though it is mainly hollow. This comes packed full of super-science laboratories, supercomputers, and enough resources to run a global intelligence agency and international superhero team. While this base does not have direct weapons

beyond basic point defense beams, only good for taking down a fighter, it is made of supernaturally (by Earth's standards) strong metal, and reinforced by high powered shields capable of defending it from both physical and energy attacks. The greatest ability of this base, however, is its ability to manipulate gravity. It can do so on a level of up to several times greater than the effect of the Moon on Earth itself. The only difference however is that the effects of gravity can be directed and change in real time by the person in control of the base.

Tech Jacket (600 CP): Created by the Hyper-Intelligent Geldarians, it is the 'most powerful weapon in the universe'. The tech jacket is an extremely advanced and potent piece of technology. This suit of hyper-advanced armour is capable of flying, reaching FTL speeds, giving its user the ability to develop advanced weaponry and tools as the situation demands, in addition to enhancing their physical abilities and taking care of all of the user's physical needs in perpetuity. This armour allows a normal human with no real training to take on a Veteran Viltrumite and emerge victorious, though it would not be an easy fight. This tech can self-repair in real time and has unlimited stores of energy, along with seemingly the entire repository of Geldarian tech. The jacket is able to generate new technology based on it's users knowledge, and is unhackable by anything in this universe. Whether the jacket has an A.I. or not, as well as its personality is decided when this item is purchased.

When the full armour is not desired it can shrink down to small patch somewhere on the users body, and become weightless. Normally due to executive decree 574-3 the jacket can not be removed, however, by the grace of CP this jacket can be removed, and put back on when desired.

Full Organization (600 CP): You now have a massive intelligence agency of your own. This agency never needs to worry about funding and always has more than enough operatives to get whatever job you need doing, done. This organization is proportionally on par with the Global Defence Agency to the setting you bring it into. Your agency is always on the cutting edge of science for your setting and has a super-scientist or two (relative to the setting) around to make some beyond the cutting edge tech. The only thing an agency like this is missing is actionable intel from reliable deep cover agents.

Note: Like Spider's Web, the organization updates based on the size, and advancement of the setting in question.

Companions

Old Friends/New Buddies (Variable): Everyone can use a friend. For every 50 CP you can import or create a companion with 600 CP to use. Alien, Science Enhanced and Magic Enhanced companions get a 500 CP stipend to use in the powers section and Drop-In and Secret Agent companions get a 500 CP stipend to use in the items section. You can completely determine the personality, background, and appearance of created companions. You can import or create a group of 8 companions for 300 CP. Companions get all discounts appropriate to their origin, and may take drawbacks.

New Friends (Free): You will be able to recruit a character from this series to continue on with you on your journey. While you are guaranteed to meet them under fortuitous circumstances that predispose them to coming with you, this is not a mind control guarantee. This companion choice may be used multiple times.

Drawbacks

No Drawback Limit

A Picture will Last Longer (+0 CP): For those who wish to stay longer, they may take this drawback. You will have your time here extended past the 10 year mark, to another significant point in the story. You may stay until; the final climactic battle between the Viltrumites and Robot Rex is complete, the final chapter of the comic centuries in the future when Mark Grayson is finally at peace as he leads the reborn Viltrumite empire on missions of peaceful expansion. You may even stay until the far flung future, where The Immortal rules the Earth and has slipped into insanity (egged on by the brain of Robot Rex) until his final decapitation at the hands of a young and time displaced Mark Grayson.

Randy Roaming (+100 CP): If you travel on a spaceship with your significant other, you will both become randy enough to traumatize an entire crew. For the rest of your stay in-jump, anyone who gets on a starship with you will find out.

Horrible Name (+100 CP): Looks like you got the short end of the stick when picking your superhero name, as other people have given you a horrible pun for a name and it's stuck. No matter what you do, you can never get rid of this name. The pun in your name is absolutely horrible no if's and's or but's about it. It'll be so bad that it'll make names like Rex-Splosion or Dupli-Kate sound fantastic.

The Gravitator's Kindred (+100 CP): You will find that at least once a month, you will run into some well-meaning crook who's figured out some useful invention or discovered an ingenious use of a minor power. The problem - they're incredibly stupid at applying it in a legal manner, and insist on coming up with equally stupid villain names to match. In fact, every single one of them seems to be cursed to either commit or accidentally be the cause of at least one meta-crime every few months, and if any of them die, a new, more annoying one will take their place. No one else is capable of helping them find a better way but you. Should you successfully help them onto a better path, they will stay on the straight and narrow and you will find that after helping a few go legitimate these well-meaning crooks learn from the ones you've helped and will go legitimate themselves.

Earn Your Allowance (+100 CP): You no longer have access to your Warehouse or any out-of-jump imported properties or items, but wait, there's a

way to get it back. If you have a part-time menial job (think “burger flipper” or “assistant janitor”), you regain access. If you lose your job, you’ll need to find another similar one within a week or else it goes away again.

Talks to Fish? (+100 CP): You’re the butt of jokes made by the general public and other superhumans. You could be the most powerful superhuman on the planet, but they’ll only think of your dumbest, least useful powers. If you join a team of superhumans, they may forget to call you in when trouble looms because what help could you be, anyway?

Paranoid Spook (+200 CP): Cecil, the incredibly suspicious bastard that he is, suspects you’re hiding something. (Which you almost certainly are.) Finding out that you’re really an extra-dimensional wanderer who transcends space and time would probably drive him over the brink. Expect him to sink large amounts of resources into preparing countermeasures to take you down, and for him to be incredibly twitchy about deploying them.

Battle Jumper (+200 CP): Since you received your powers, you’ve found that few things can match the rush you get from a good fight that pushes you to your absolute limits. Much like Thokk, the Battle Beast, you have an utterly overwhelming, irrational desire for a fair, honorable fight with a worthy opponent, no matter what stupidly self-destructive behaviors you need to indulge to achieve this, including but not limited to disemboweling yourself. Good luck.

Experimental Subject (+200 CP, non-Drop-In only): When Jump-chan inserted you into this jump, things didn’t go quite as planned. Your origin was in the middle of conducting an unethical and lethal experiment on his or her identical twin to gain superpowers. The experiment was disrupted, and you took the place of the twin, accidentally killing your intended origin. You lack any memories you would have gained from your origin, and will have to take the place of both twins around those who knew both or risk being arrested, in effect, for killing yourself.

Maulers Union (+200 CP): The Mauler twins have formed a Mauler Clone Coalition that wants to kill you. No matter what you do, one always seems to get away/be hidden somewhere. Expect attacks at least twice a year from a collection of about a half a dozen Mauler clones.

Eager Paramour (+200 CP/+400 CP/+500 CP): Congrats, you've acquired a stalker. A person of the opposite gender has taken a decidedly unhealthy interest in you - and, what's worse, wants your children. If not headed off, they will attempt to rape you, and if they succeed, there will be a child born as a result. When the two of you meet, you will be evenly matched in terms of purchases from this jump and they are not above using underhanded trickery to achieve their aims. For an additional 200 CP, you have already been raped by someone of the opposite gender. This is a horrible event to have lived through, and you now have a child as a result. You must choose where you go from here, and given time and healing, you could come out of this healthily. But... it is still a horrific event for anybody to experience. For a further 100 CP, on top of the second tier, you won't remember taking this drawback, or even the drawback's existence until a year after the child is born.

The Problem with Federal Governments (+200 CP): The Galactic Coalition thinks you're a Viltrumite ally or loyalist and want you dead. They have placed a bounty on your head, dead not alive. Expect opportunistic, and highly skilled alien bounty hunters to come after you, about twice a year during your stay here.

The Problem with Monarchies (+300 CP): The Viltrumite Empire thinks you're a threat/traitor and wants you dead. They have ordered their armies to take you. Expect the alien equivalent of non-Viltrumite Spec. Ops. to come after once every few months, and at least two attacks by a veteran Viltrumite during your stay.

> **They Both want to Kill You (+100 CP):** Requires both **The Problem with Federal Governments** and **The Problem with Monarchies**. What did you do!? Taking this has resulted in a bounty being placed on your head by both entities that will lead to you also being hounded by interstellar travelers neither of them control.

Test Tube Baby (+400 CP): You are hideous, Jumper, resembling a monstrous oversized fetus, and requiring a specially made nutrient tube to protect you from diseases and the atmosphere. While you have a robot body that you can pilot remotely and use to interact with the world, the only way to get yourself out of the

tube and looking normal is to find people capable of cloning you a new body free of these flaws, or figure it out for yourself and gather the resources needed for the process.

The Flaxan Problem (+400 CP/600 CP): The Flaxans are an extradimensional race that are currently attempting to conquer your home dimension. Time passes differently in their dimension, with a single afternoon in yours elapsing the better part of a year there, and a year or two in yours translating to centuries. They have determined that you are a major threat to their eventual goal of completely conquering your dimension, and have decided to prioritize removing the threat you pose.
They are guaranteed to invade once every 4 months or so, Earth time. A side objective, which they are guaranteed to accomplish every invasion, is taking you prisoner and bringing you back to their dimension, where you will be thrown in their dungeons. While there's nothing stopping you from escaping, for an extra 200 CP, because of the massive amount of time they have to study any and all data gathered on you, they will figure out countermeasures or nullifiers for a single power you show in their dimension between kidnapping attempts every time you're kidnapped.

Furthermore, regardless of what level you take the drawback at, all time spent in the Flaxan dimension will not count towards your ten years in this world, and if you spend more than a century trapped (about six months from the main universe's perspective) during a single imprisonment, well, your chain will end there.

The Jumper Wars (+600 CP): A few years after you start this jump, Angstrom Levy will gather up a collection of evil versions of the hero Invincible and set them loose to attack the Earth. This results in massive amounts of death and destruction the world over. Now, in addition to alternates of Invincible, Angstrom Levy has grabbed a bunch of alternate versions of yourself from the local multiverse. The problem: he's grabbed nothing but assholes worse than the worst Xianxia antagonists in all of fiction, and they want nothing more than to kill you and take over the world. They match the power level of your purchases from this jump only.

Do Over (+600 CP): You've been given a chance to redo things, Jumper. A few years into your time here, you'll get a chance to meet a magical time-warping anemone being at the same time that Mark Grayson does. It will send you back to your first day here and give you six months to try for a brighter future. However, unlike the choice Mark Grayson was posed, you won't like the results of your choice, Jumper. If you pick the brighter future that may save far more people than the original, it'll turn out to be a bad end that just extends their suffering for a few more years before ending it all in some horrific apocalypse. If you choose the original timeline…well, you won't like the end result. No matter what you do, everything gets worse, heroes die, and the people you care about suffer horribly. This is a drawback for a reason.

The Cutest Pet Ever (+600 CP) You've been handed a Rognarr Beast egg and a complete guide to raising and training one. If it kills more than ten innocent people or dies at the hands of anything but an evil Viltrumite, you lose all perks and powers purchased from the jump for 3 months, all the while still needing to take care of the Rognarr should it still be alive. If you manage to tame it and keep it from going too crazy, you can choose to let it become a pet that accompanies you onwards on your chain. Please keep in mind that adult Rognarr Beasts can kill veteran Viltrumites at full power. You are unable to store your Rognarr Beast away in your warehouse, in fact, it must be relatively near you at all times. Rognarr Beasts would take years to successfully train. Should your Rognarr be killed it will be replaced with a new untrained one within 24 hrs.

The End

It has been a wild ten years jumper, and so now comes your final choice, will you:

Go Home: This last jump has tired you out Jumper: go home, relax and enjoy.

Stay Here: The heroes and villains of this universe seem to have made an impression; you are welcome to stay here until you die.

Move On: This jump has not sated your thirst for adventure; head on to your next jump.

Notes

And where to find them: This perk gives you intelligence on par with Robot Rex, for those unfamiliar with the series that is basically the level of Tony Stark in Marvel Comics or Mr. Terrific in DC. The Capstone boosted version of this pushes your intelligence forward to be on par with juggernauts of intelligence like Reed Richards, Dr. Doom, Brainiac, Rick Sanchez, Lex Luthor(at his smartest), and others of seemingly infinite intelligence.

Dupli-Kate: Yes that means you can hide a clone body in your warehouse to stay alive. Something similar was a major plot-point in the comic. Dupli-Kate when producing clones will generate basic clothing for them, but will not duplicate weapons/items you are holding.

Never Gonna Keep Me Down: Interaction with being a Viltrumite, this perk alone allows you to live for millennia as does being a Viltrumite. The two together operate exponentially and if both are taken would allow you to live for millions of years.

Bulletproof's Power:

I have this here because the powers for Bulletproof on the wiki are wrong. They are a weird combination of his actual powers and kinetic absorption which is not the actual case.

Atom Eve: Yes she would be able to make super materials as desired, so long as they were pure chemistry, such as Adamantium, Vibranium, etc… . Anything with an inherent magical energy to it, is unable to be created unless you personally can add the magic in with Eve's powers through out of jump abilities.

Weaknesses? I have no weaknesses: This is intended to remove specific weaknesses of powers but not sources, limitations, or requirements for their use. For example, with this a Kryptonian would be immune to kryptonite and red solar radiation but would still need yellow/blue sunlight to have powers.Without those as a power source depending on the continuity the powers vanish after a few days to weeks. A Vampire could walk in the sun, but would need to continue to ask permission to enter a house, and would still need to drink blood. This does not remove costs of powers, nor does it allow powers with explicit cooldowns to happen faster.

Tech Jacket: In case it wasn't clear, this is basically along the lines of the Blue Beetle Powered Armour in DC Comics. It can basically adapt to any situation and can essentially achieve anything tech based.

Angstrom Levy: This power gives access to the local multiverse and similar pocket dimensions. In Marvel it would allow you to access all of the parallel realities but also dimensions like Asgard. In worlds where a multiverse is not present or explicitly stated, this power fiat-backs a local multiverse for you to access. This power cannot be used for in-universe teleportation, only between universe teleportation. However you can take multiple jumps to effectively move through your original universe.

Full Organization & Spider's Web: Both items update and increase in size and capability based on the setting. While they will shrink in size/number of operatives to remain proportional in smaller settings, the degree of skill and technology that they have is never reduced.

Darkwing II: The new Shadowverses generated in each jump/universe do not connect together. They can not be used as a method of multiversal travel, nor can they be used to access prior jumps.

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