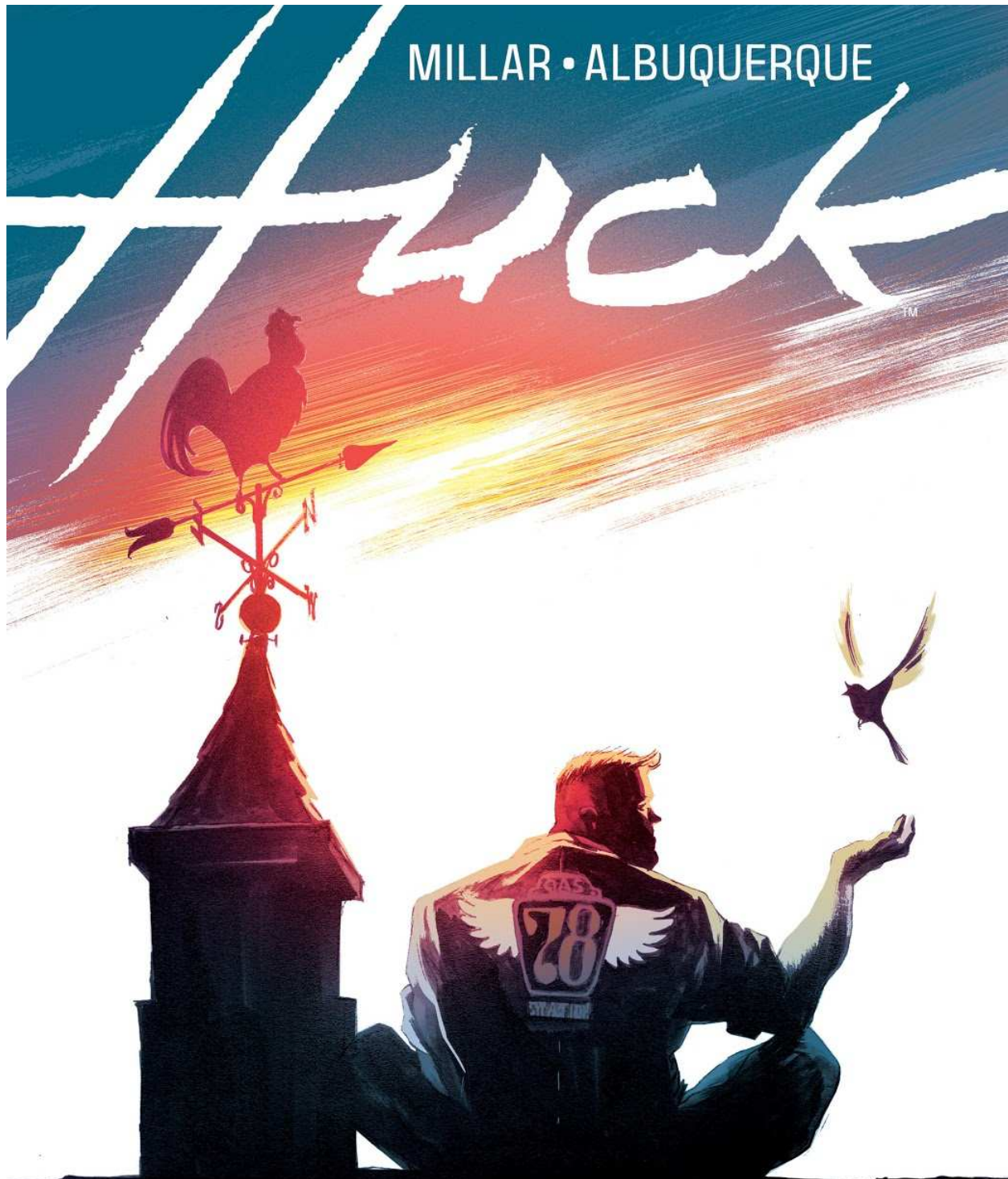


MILLAR • ALBUQUERQUE



ISSUE 1

Miller 2016

Huck (Image Comics)

Welcome Jumper, to a whole new world. This place is an interesting one, your stay will be for a **year**. Oh, also you need these.

+1000 CP

The setting, you're visiting, has a person, a man, that embodies, the good nature and "American" way that a caped hero does. Meet Huck, a simple-minded (defined as "special") good-natured person, who has incredible strength, speed, and durability. Huck, sticks to a list of good deeds, doing one a day, which can be presumed that he did so when he was young. However, his world will soon be turned upside down, by news outlets, a politician, his missing mother, and a secret that run for decades. With you, jumper, to decide if it goes well or divert it into the unknown.

Time: The year is 2015

Location: Roll for the location or pay 50 CP.

1. Huck's Hometown, Maine: This nice quint town, is where the titular hero, lives, if you meet him, say hi for me. Also, a dog is trapped here in Rockport...that's it.
2. North Africa: There are a lot of things going on in there, with a hostage situation happening in about two days.
3. Siberia: The place several experiments are located and where "Science City" is where a, Professor Orlov is residing.
4. Vermont: This is where Anna (Huck's mother) is currently living, she's a great music teacher. Hope you don't spook her.
5. New Hampshire: A nice city, which is where a father (Lindeman) is currently hiding out with his other family.
6. Afghanistan: A place of beauty, with another hostage event happening and where the security of state, wants Huck to fight the good fight.
7. North Carolina: The place has a certain family member of Huck?
8. Camden, New Jersey: Riddled with crime and drugs, where a daughter (Lindsay) deep in drugs resides.
9. Free Choice

Age and Gender: Can choose your age from 16 and up. For gender keep the same from your last jump or pay 50 CP to switch.

Perks:

General Perks:

Millar's Art Style (Free): You have the ability to toggle the art style shown from Millar's works on a setting (but more so through you're point of view).

Politician (200 CP): You have the mind and the words to influence the populace to better the world or to better you. You're better at lying.

The Original (300 CP): This perk is a capstone booster. It seems since you are the "originator" of certain biological powers, you're body is further boosted. You're body grows better slowly but surely, over time (works better with training). Also, your aging is slowed with the benefit of a graceful aging process.

American Citizen

Purity (100 CP): You display a level of "innocence" that's hard to come by in this day and age. With your new view on life being hard to be swayed, and you are still able to look past that to make decisions, without being clouded.

Working Member of Society (200 CP): You're great at the job of your choice (which the average American has), able to move up in positions, or have way better pay than most with similar jobs. This works to a smaller degree for other fields and positions, if you want to expand.

Golden Rule (400 CP): An aura of kindness flows through you able to brighten those around you, slowly but surely. Those around you will start to get better and enjoyment grows, causing them to spread goodwill to others and influence those who see you.

Hucky Power (600 CP): Wow wee, look at the power you possess. With strength, speed, and durability matching Huck in an old-fashioned brawl (for whatever reason), you can do the things he could. You also have his ability to tell where people are, through their names or a description, even if they're in a different country. (Look at Notes for more information).

- Capstone Boosted Version: Looks like you're more similar to Huck's mother or Huck at "full power." You see you either have one of two new abilities, with both having the ability to be toggled (as Anna does for her abilities)

- Empath: You have Anna's powers to be an "empath," which is less of "mind reading" and more so of straight-up mind control. But you have to touch someone to do so and give a vocal command.
- Hyper Strength: You're super strength and durability are through the roof (literally) as you can replicate the feat that Huck did with Anna's help (break a glass neither could dent and with those punches that broke that glass, being felt 500 miles away) with the former level of strength being like an ordinary human to you.

Russian

"Focused" (100 CP): In this field of work, you need to be focused on the goals that lie ahead, even if you have to go through "obstacles." You can lessen your emotions, which is useful to do certain "things."

Smart (200 CP): The knowledge of a college graduate in the fields of biology, robotics, anatomy, and medicine has been gifted to you. If taken with Super Scientist (base and capstone), you're easily able to multitask.

Rusbot (400 CP): It seems you're not made of flesh, but metal and gears (with synthetic skin). You're somewhat weaker than Huck and Anna, but you make that up for in literal firepower (or was it lasers?), either way if you were to fight them and put in the work, they would be in trouble.

Super Scientist (600 CP): We got a genius over here. The knowledge to do the things in the comics is passed down onto you, from creating "super soldiers" to making androids almost indistinguishable from humans. Hope those pesky family duo don't get in your way.

- Capstone Boosted Version
 - Genius!: The mind is a powerful thing, and you're here to prove it. The things done on this list is mere child's play to you, as you can create giant robots, and fusion reactors that seemingly go several times longer than they're supposed to, and creating an army of either is doable...but the only thing blocking you is you're resources and time.

Items:

General Items:

Huck's Story (Free): You have the physical comic book series, signed by the creators themselves. Stored also on your phone or laptop, and comes with an alternate version of your journey post-jump. This information should help with a key few details.

A Box of Chocolates (Free): You just have a box of chocolates, that taste good, and the box refills after an hour. Might want to give some to somebody on a bench...just feels right.

Money (200 CP/300 CP/400 CP): "Money in my pocket" is going to be a new saying for you.

- For 200 CP, gain 1,000,000 million dollars that refill every jump/decade, whichever comes sooner.
- For 300 CP, gain 10,000,000 million dollars that refill every 5 years.
- For 400 CP, gain 100,000,000 million dollars that respawn every year.

Cyrochamber (200 CP): Yeah, doesn't really fit here, but the scientist guy (Dr. Olivia) could of made this. This allows you to set a time you can place yourself under for however long you want (with a timer), and this if you wish to, can take in jump time (EX: IF you spend a year in the cryo chamber of a 10-year stay, it takes a year of your in-jump time, leaving 9 years left).

Shield? (200 CP): A shield in the style of the American flag, appeared in your warehouse, how strange? This shield has the defensive capabilities, to take blows from the androids and superhumans here, and seems to grow somewhat more durable than you.

Cape? (400 CP): This red cape, seems to have appeared in your warehouse, what a coincidence? It seems when worn, it grants the user the capability of flight, with it being based on you're running speed which is doubled (able to fly at twice your running speed). If you already have flight, then your flight or running speed (whichever is faster) is boosted further by quadruple.

Super Suit? (400 CP): This costume (or robot armor for the more mentally gifted), after appearing in your warehouse, grants the user, a 15x boost to all their physical stats, as scales with the user's powers, so it doesn't get destroyed by them.

American:

Gas Station (100 CP): Look at the owner of a brand-new gas station, ah. But you do need to pay for further shipments of gas, but hey, you got this.

House (200 CP): A nice house in the late 2010s, remarkable isn't it, other than it being able to repair itself over time, and providing limitless water and electricity, it's just a normal house, that can be attached to your warehouse.

The Town (400 CP): Someone's stepped up since you're now the owner and mayor of the town Huck live(d). The benefit is that the businesses, houses, and people v(who will be replaced by someone else next jump) are coming along with you gaining a little bit of the profits. Also guaranteed to produce several people with the perks "Purity" and "Hucky Power."

Russian:

Laboratory (100 CP): You have your own lab with the do-knobs and do-hickeys and what have you, but nothing extraordinary.

Personal Android (200 CP): This android is your personal bodyguard or whatever, the point is that they look (outwardly) human and have the perk "Rusbot." Considered a follower, but can be made a companion, if imported.

Science City (400 CP): The owner of one of these fabulous cities of Siberia is you, Jumper. This place is technologically advanced (or more so one of the secret places in this city), as you can find the tools, chemicals, and other things, to build what most can't. Also comes with a group of scientists, all with the perks "Focused" and "Super Scientist."

Companions:

Import/Create (100 CP/400 CP): For 100 CP, can import a companion or create one, with 400 CP can import/create 8 companions. Each companion has a stipend of 600 CP. If you create a character, you can decide how they are.

Canon Character (Free/): Can bring one of the canon characters here, if you're able to convince them.

Bessie Kent (200 CP, discounted to American): Bessie Kent is a "small-town girl," who was raised on a farm. She is in her mid-40s and still going strong, as in her old days she was something of a hero. Fighting crime, taking down the occasional bad guy, saving the occasional cat, battling her nemesis, yadda, yadda, yadda. Now she's more laid-back, as she and her nemesis, talk when they're free. But even though she is more on the bottom-heavy side, this fiery, caring, freckled, homeowner still does the hero-ing business from time to time and is willing to do so in other worlds.

- "The Originator," "Hyper Strength," "Shield?," "Cape?," "Super Suit?," and "House."
 - If you don't like the little flavor text, can change it.

Evin Luthor (200 CP, discounted to Russian): Evin Luthor was an intelligent child at birth, who would go on to be a businessman and politician by trade and a man of science as well. In his 30s, he had desired to expand his growth and to have his name known through the generations, no matter the cost...or what he used to do. In his 50s, he and the person who had gotten in his have both calmed down over the years, as they occasionally talk from time to time. Still in his prime, tall, built, with a sinister beard, and now mayor, while continuing his business on the “legal” side of things, is willing to go come with you to “help” worlds and help you grow.

- Luthor possesses the perks “The Originator,” “Politician,” “Genius!,” “The 400 CP item: Money,” “Super Suit?,” and “Laboratory.”
 - If you don’t like the little flavor text, can change it.

Drawbacks:

Can take 1000+ CP of drawbacks, can take more if you want the challenge though.

Early Start (Free): You begin in 1981 when Anna was being experimented on. Stay here until the events continue, then leave after a year is done with.

Slow (+100 CP): You’re considered by others “slow” on a mental level. This may cause you to view.

Addiction (+100 CP): Looks like your new abilities aren’t the only thing that was given to you. You know hold an addiction to a drug habit, that will be hard to break, but ca be done over time and through therapy.

Experimented On (+200 CP, Can only be taken with “Early Start”): Looks like you take the place of Anna, as you’ll be locked up for a year of your stay, being experimented upon and tested, with most of your powers, being out of wack until the year is up. Hope the things they do to you aren’t too grievous.

Possessionless (+200 CP): You lose access to your warehouse as well as any items, that weren’t brought here.

Depowered (+200 CP): You lose all your perks and powers, that don’t come from this world.

Super Human Rampage (+200 CP/400 CP): Looks like Huck and Anan weren't the only two, superhumans out there. There will be more now, being balanced with those who just stay and the background and the more “adventurous” of the group, they won’t actively target you, but there are those who would go against you at a given change. For 400 CP, it seems now that scale was

tipped, with those against your specific alignment, and know now who is against them, hope you can outlast them.

Mecha Terror (+400 CP): Seems like there are more androids, with them seeming to come after you, and knowing how they are able to appear human....you need to watch your back.

Evil Geniuses! (+400 CP): Look's like there are other groups out there with their own versions of evil scientists, with them not actively coming after you, but willing to cause destruction, which may strike you in their crossfire.

Faction's Anger (+400 CP/600 CP): Looks like both Professor Orlov, Huck, Anna, and Orlov's forces, know your Jumper nature and know how dangerous you can/will be. They've put aside their differences to take you down.

- For 400 CP, they will be at their normal showing of strength (but can be boosted through Anna's "Empathy")
- For 600 CP, they will use their resources to either upgrade themselves further to take you down (don't be surprised if you see a cyborg Huck or robot armor Orlov).

Time To Travel?

Well, it seems that you lasted in this world of superhumans, robots, and evil scientists (especially if you took some drawbacks). If you died, you either go home with your purchases or stay here with your purchases.

Well, you can do the following:

Go Home:

You had a long day (more or less), dealing with androids and people who can throw trucks. If you want to go back home with your purchases, might be best. Unless you died, then, hope your jumping was good.

Stay Here:

Not a bad choice. This place is pretty nice if the USA and Russia don't get into a war or whatever. You gain an extra 1000+ CP to be used here for your troubles.

Another Adventure (If you didn't Perish)

Seems like you're ready for more worlds and what they might bring next. I hope you had a good time and it was interesting.

Notes:

The image was taken from [Readcomiconline \(Huck\)](#)

For more information on the feats "Huck" performed "[Respect Huck](#)"

The two origins are pretty much based on the only two "major" factors in this story.

Most of the general items are references to Forrest Grump, Captain America, and Superman (the latter was down as it was said that he was based on Superman and that Miller didn't like the new Superman movies or something). Also Huck just seems like a combination of all three (with Captain America to a much lesser degree).

The two companions are based on Superman and Lex Luthor (as it wasn't obvious).