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FiveManBand Update!

Spend 10 years within the all-devouring jump!
Take 1000cp to pick the tropes that will define your character.

You are free to be male, female, or use [Gender-Neutral Writing](#). You may choose to have a history within this world, otherwise you [Really Were Born Yesterday](#). You may freely choose your age.

Random Number Generator:

<u>Your starting location... -></u> 1-The Shangri-La 2-Good-Guy Bar 3-Underground City 4-Academy of Adventure 5-The Alcatraz 6-Absurdly Spacious Sewer 7-The Amazon 8-Free choice	<u>-> Is within a world of... -></u> 1-Giant Corpse World 2-Shattered World 3-Beneath the Earth 4-Floating Continent 5-Polluted Wasteland 6-Land of Faerie 7-Single-Biome Planet 8-Free choice
<u>-> That follows a certain theme... -></u> 1-Lady Land 2-World of Ham 3-Mary Suetopia 4-Genius Loci 5-Urban Hellscape 6-Role-Playing Game Verse 7-Everyone Is a Super 8-Free choice	<u>-> And is threatened by the terrible... -></u> 1-The Juggernaut 2-Kaiju 3-The Empire 4-Gaia's Vengeance 5-Giant Space Flea From Nowhere 6-The Undead 7-The Wild Hunt 8-Free choice, then roll again

Meaningful Background Event

[The Leader](#)

[The Lancer](#)

[The Big Guy](#)

[The Smart Guy](#)

[The Chick](#)

[Skill Scores and Perks](#)

100cp tropes are free to the matching background. Other tropes for that background are 50% off.

General Perks

100cp-Sigil Spam

100cp-Mr./Ms. Fanservice

400cp-Plot Armor

The Leader

100cp-Determinator

200cp-Action Hero

400cp-Incorruptible Pure Pureness

600cp-Hard Work Hardly Works

The Lancer

100cp-Pragmatic Hero

200cp-Hot-Blooded

400cp-The Ace

600cp-Bash Brothers

The Big guy

100cp-The Stoic

200cp-The Strategist

400cp-Made of Iron

600cp-Charles Atlas Superpower

The Smart guy

100cp-Jack Of All Trades

200cp-Crazy-Prepared

400cp-The Engineer

600cp-Awesomeness by Analysis

The Chick

100cp-Friend to All Living Things

200cp-The Face

400cp-The Heart

600cp-Barrier Warrior

Starter Equipment

One 100cp item for free. One item of each price tier discounted 50%

Free-Starter Equipment

100cp-Impossibly Cool Clothes

100cp-Instrument Of Murder

100cp-Ranged Emergency Weapon

100cp-Ridiculously Cute Critter

100cp-Trademark Favorite Food

200cp-Evil-Detecting Dog

200cp-Stylish Protection Gear

200cp-Bag Of Holding

200cp-Infinity-1 Sword

200cp-Orbiting Particle Shield

400cp-Cool Ship

400cp-Elemental Baggage

400cp-Dungeon Shop

400cp-BFG

400cp-Mini Mecha

600cp-Infinity +1 Sword

600cp-Armor Of Invincibility

600cp-Olympus Mons

600cp-Amplifier Artifact

600cp-World Healing Wave

Hyperspace Arsenal

100cp-Gold Makes Everything Shiny

100cp-Gem Encrusted

400cp-Elaborate Underground Base

True Companions

200cp-Fairy Companion

400cp-The Cavalry

(Import any number of companions with 600cp to spend.)

Necessary Drawbacks (+800cp max)

+100cp-Dark And Troubled Past

+100cp-Distracted by the Sexy

+100cp-Insufferable Genius

+200cp-Unusable Enemy Equipment

+200cp-Arrogant Kung Fu Guy

+200cp-Blood Knight

+300cp-Brought Down to Normal

+300cp-Weaksauce Weakness

+300cp-Bag Of Spilling

+400cp-Perpetual Poverty

+400cp-The Psycho Rangers

+400cp-Power Creep

+600cp-Bonus Boss

At long last, (Villain) lies defeated before you...

Will you Return to Earth, Stay Here, or Move On?

Errata

Gold and gems can be applied to the warehouse itself or anything you own in whatever design or combination you like.

Sigil spam provided cosmetic holographic displays that are applied to yourself, or any items or powers you use in whatever ridiculously overblown manner you enjoy most.

You may freely determine the appearance and shape of items you purchase. The swords can be spears, knuckles, axes, anything meant for melee.

You may import items to gain the qualities of items you purchase.

You may import a pet or follower into a critter you purchase to give them an alt-form

The World-Healing Wave will not restore anything or anyone unwanted. It will restore a world to its ideal state. It can restore the slain/destroyed/corrupted to their natural state. You only get one. It cannot be duplicated.

Dungeon Shops will be found in improbable locations in future jumps, offering a wide assortment of current-jump-related goods, many of which will be generally useful or tailored to your current troubles. Infinite money perks or conjured wealth won't be taken here. Union rules.

I regret nothing.