

Generic Superheroes Jump

Ver. 1.1

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Welcome, Jumper, to the world of Superheroes and Supervillains and Superpowers and Super...everything? Sorry, got a bit carried away, but I suppose it is true. Your next jump will take place in a world of your choice that includes superheroes and supervillains. Yup, just like in so many comics, films, TV series and games. I hope you will enjoy it.

What? You need more details? Yes, this jump can take place in whichever world you want. DC Comics, Marvel Comics, Amalgam Comics, City of Heroes game, Power Rangers, Big Bad Beetleborgs, Sailor Moon, or even completely original settings. It does not matter if they already have an existing jump or not, so go crazy with this.

You start with the budget of **1000 CP** and will spend **10 years** in this world. Enjoy it!

Origins

Any of the Origins can be Drop-In, as you appear out of nowhere, with the barest required identification and without any memories of this world.

Civilian (free) – You are a civilian that somehow keeps being dragged into the world of superheroes and supervillains. Maybe one of your relatives is a superhero or supervillain, or maybe you are a journalist wanting to find out the truth, or a paramedic sent to help people injured in attacks.

Agent (free) – You are an agent for a worldwide organization with important goal or role that keeps getting its members involved with superheroes and supervillains despite the majority of its members, your fellow agents, not having any superpowers of their own. S.H.I.E.L.D. and HYDRA would be two such organizations.

(Para)Military (free) – You are a soldier, a member of your country's military forces or a member of a paramilitary organization. Alternatively, you can be a police officer instead.

Sidekick (free) – Oooh, a sidekick. Well, every noteworthy superhero and supervillain should have their own sidekick and now you've found yourself in that role.

Support (free) – Not just a sidekick, having good support behind you is also important for superheroes and supervillains. Hacking, mission control, gadget production, medical support...all of that and more.

Vigilante (free) – You are the one person that saw that working through the system is never going to provide desired results, so you decided to take matters into your own hands and do something about it yourself.

Savior (-100 CP) – You are the Savior, sent to save this world and reality from any and all threats. It might be gods that sent you, you might have taken this role on by your own choice, or people might have picked you, but this is what you are, savior.

Behind The Mask (-200 CP) – Well, some of the people you will meet during this jump started out in one role before shifting to one of the other for various reasons, like a Sidekick becoming a Support or going on as an independent Vigilante. Now, for this price, you can pick a second Origin and receive all the benefits from it as well, including freebies and discounts. Can only be purchased once.

Affiliation

In addition to your Origin, you also have to pick with who you are affiliated. Basically, you have to pick a side and it will influence how you make allies and enemies during this jump.

Neutral (free) – You are truly neutral, not allies neither at odds with any of the other options.

Heroes (free) – You are on the side of heroes, one of them or one of their closest allies, doing your best to protect innocent lives.

Villains (free) – You are on the side of villains, working against heroes and government in furthering your agenda, whatever that may be.

Government (free) – You are part of the government machine.

Conspiracy (-100 CP) – Oooh, this exists as well? Looks like you are part of some conspiracy, working from the shadows and behind the scenes to further its own goals.

Age & Gender

You can freely pick whichever age you want, as long as it is fitting for your Origin. For example, Sidekicks are often pre-teen and teen; while Agents and (Para)Military would most likely be adults past their 30th birthday.

You keep the same gender you had in the previous Jump or can change it to receive +50 CP.

Perks

General Perks

Secondary Superpowers (free) – Superpowers often come with minor, secondary unstated superpowers to have them function properly. All of your powers and perks now have this effect, keeping them from affecting you adversely or hurting you.

Soundtrack (free/-50 CP) – You get your own soundtrack, which will play appropriate music for whichever situation you find yourself in. You will be able to turn this on and off at will, set the volume and decide who can hear it. You do not have the ability to control the selection of this music in any way unless you pay an additional 50 CP.

Symbol (free/-50 CP) – You now have a symbol by which everyone identifies you when you are in your superhero identity. It can be anything you want, like a bat is for Batman, a spider is for Spider-man, Mjolnir is for Thor or Kryptonian S-like symbol is for Superman. You cannot change your symbol for the duration of the jump, but can change it at the beginning of each new jump. For an additional 50 CP per purchase, you can pick a separate symbol and have it associated with different secret identities.

Secret Identity (-100 CP) – Keeping your identity a secret is a must for most of the extraordinary of this world, though you seem to have skills with this that seem supernatural. It would be nearly impossible for someone to uncover your identity or pin any actions you've committed on you so long as you try to cover your tracks. It would take a Godly Intervention (as in a trustworthy being from a higher plane of existence/dimension) for others to unmask you.

Most Common Superpower (-100 CP) – Comic-book, movie, TV series and game heroes and villains often have incredibly good looks. Chiselled features, defined muscles, perfect curves, flowing hair and so on, and stay that way no matter how dirty or beat up they get. You now have comparable good looks, even without proper diet or exercise, without any scars (unless you want them and they would enhance your looks). Even when you assume inhuman forms your appearance will remain this attractive. This extends to your voice, allowing you to always sound incredible, and to your body odour, making you always smell pleasant to people around you. It also extends to your clothes, allowing them to cling to your body in a way that enhances it in a favourable effect.

The Entrance (-100 CP) – You have turned entering and exiting places of interest into an art, allowing you to arrive with perfect timing (for you) and be noticed just in the way you want to be, having sense of flair that will allow jaws to drop or to being capable of sneaking into room without anybody noticing. Same goes for your exits, allowing you to masterfully disappear in the moment of everyone else's distraction to leaving in a way that makes those witnessing your departure cry with knowing they will be missing you.

No Pain, No Gain (-100 CP) – You possess increased pain tolerance, allowing you to train and fight for longer durations than those without something similar. Does not protect you from extreme pain, like loss of an arm or extensive torture, although it can diminish pain from it as well.

Where There Is A Will (additional -100 CP) – You have a seemingly infinite amount of willpower, finding it easy to let distractions slide off of you without keeping you from the task in front of you.

Fighting Style (-100 CP) – You are at the master level in one fighting style, which must be primarily unarmed. Jeet Kune Do, Judo, Kung Fu, Karate, street fighting, military martial arts, etc. While this will not be enough to have you defeat someone like Superman, it will definitely give you a fighting edge. Additional purchases are discounted.

Armed Combat (-200 CP) – When dealing with super-powered individuals having to rely on primarily unarmed fighting style can be quite dangerous, so you can instead purchase this to be at the expert level in one fighting style that is armed. You can pick a weapon and appropriate style yourself, anything from swords and knives to bows and staffs is allowed. Additional purchases are discounted. Comes with an appropriate mundane weapon.

Death and Destiny's Favorite (-400 CP) – “The only person who stays dead in comics is Uncle Ben” is a paraphrased saying about how death in superhero franchises is rarely permanent, with characters getting revived left and right at whims of writers and editors. This effect now extends to you, allowing you to return back from death once per jump, in perfect physical condition at a safe location near your place of death.

Origin Perks

Self-Preservation (-100 CP, free for Civilian) – You are skilled at self-defense, allowing you to defend against thugs and minor villains for long enough that heroes can arrive and save you. You are also really good at running away from danger. This does not make you skilled enough to beat thugs and minor villains, it simply helps you to last long enough to get away alive.

A Face In The Crowd (-200 CP, discount for Civilian) – You are just another face in the crowd, perfectly capable of blending into and disappearing within crowds, losing pursuers if necessary, adapting mannerisms to avoid notice and detection, and so on.

Truth Sense (-400 CP, discount for Civilian) – Opinions are a fickle thing, hidden under the lies and half-truths. You now have a sixth sense that helps you tell if people are being honest with you and if a piece of information is true, false or partially true/false, though it depends on that they believe and know, so you also get a ‘gut feeling’ if they are correct or not to help you with that. Furthermore, you now have an innate sense of knowing just how to tell or present something to get the desired effect.

Good Fortune's Blessing (-600 CP, discount for Civilian) – Your luck is now amazing, at the level of a Xianxia protagonist. Random stuff will always go your way from now on and you don't suffer from bad luck anymore, which will lead you to end in situations with great opportunities for you. Just be careful and do not rely too much on this, as it is not a replacement for powers like Luck Manipulation.

Spycraft (-100 CP, free for Agent) – Seems pretty simple, you are now an expert at being a spy. Sneaking around, pretending to be somebody else, stealing secrets... This includes specialized spycraft like interrogations, seduction and infiltration.

Master Planner (-200 CP, discount for Agent) – You have cultivated a talent for creating long-term plans with high chances at the success that are vague enough outlines that any sudden changes don't make them useless, along with several back-ups. What is that? No plan survives first contact with the enemy? Then your enemy better have an army if they want to have any hopes to beat your plans.

Puppeteer (-400 CP, discount for Agent) – You are a master at manipulating other people and tricking them, often without them realizing it at all, into doing what you want them to do.

The Architect (-600 CP, discount for Agent) – Doing everything on your own is unfortunately completely impossible, but...why bother even trying when you can instead build up an organization and get several people to do it that will become completely loyal to you and your cause.

Military Training (-100 CP, free for (Para)Military) – You have undergone military training, becoming an expert at your military branch's style of hand-to-hand combat, at handling basic military-used weapons, at surviving in nearly any environment and other basic military skills are soldiers acquire, like how to handle a parachute, perform first aid and so on.

Bullseye (-200 CP, discount for (Para)Military) – You are now an expert at marksmanship, capable of hitting a target's bullseye over vast distances with a variety of weapons, from rifles to bows and arrows.

Tactician (-400 CP, discount for (Para)Military) – You are now a master of tactics, both individual and group ones. You have little trouble coming up with plans that have a high chance of working and are perfectly geared towards capabilities that you and your allies have, including the ability to understand and execute these plans.

We Stand Together (-600 CP, discount for (Para)Military) – Teamwork is now as easy as breathing for you and your allies, as you function together seamlessly, building on each other's strengths and mitigating each other's weaknesses. You also have a higher success rate than normal for any activity you do, even with taking into account the aforementioned improvements, provided that said activity depends on teamwork or necessitates a team effort in some way. This can even affect things like learning combat tactics in a simulator, allowing you and your team to learn faster than normal.

Adaptation (-100 CP, free for Sidekick) – You are a master at adapting non-combat skills to be useful to you in combat. Trained in gymnastics or dancing? You now know how to incorporate these moves into your fights.

Outside The Box (-200 CP, discount for Sidekick) – You have a knack for problem-solving, being capable of thinking up most unlikely solutions that often appear useless or odd, but work out just as well as any master plan, helped along a bit with luck. Just be careful because your enemies will not fall for the same trick all the time.

To Become A Master (-400 CP, discount for Sidekick) – You might start out as a sidekick, but there is something inside you, a little light that shines with untapped potential and possibilities that will help you move from being a sidekick to being a master. To get there, you will need to train a lot. You learn five times faster with this, which should help a little.

Underestimated (-600 CP, discount for Sidekick) – More often than not heroes and villains both dismiss you as a mere sidekick and utterly ignore you in order to go against a seemingly more dangerous adversary, utterly underestimating you and your capabilities.

Call Me Doctor (-100 CP, first free for Support) – You now have a PhD in a field of your choice, along with comparable knowledge without such accreditation in two other fields of science or technology. Additional purchases of this are discounted.

Unusual Specialization (-200 CP, discount for Support) – You are now world's leading expert in a field of your choice that is generally considered an unusual field, like Wormhole Physics or Gamma Radiation or Nano-robotic Power Armor.

Acquisition Intuition (-400 CP, discount for Support) – You are now an expert at acquiring needed resources using your current assets in a most beneficial way (financial, political, etc.) and on short notice, and rapidly learning from additional experience when doing that. This includes all types of resources, from materials and items to helpers and allies.

Gadgeteer (-600 CP, discount for Support) – Superheroes and supervillains often requires a variety of gadgets to properly execute their missions. These gadgets are either created by the supers themselves, or provided by their allies. You are now capable of designing and creating said gadgets yourself, provided you have the required resources and a general concept of their function. Obviously, the more complex a device needs to be, the more resources it requires to develop, from time to actual materials.

At The Peak (-100 CP, free for Vigilante) – You now have the training necessary for you to function at peak human levels, allowing you to unlock your untapped potential, as long as you maintain your physical condition required to function at that level. No matter the changes, this cannot extend beyond peak human levels. It is up to you to decide what this training covers, it can be three hours of daily meditation or strict exercise & diet plan or anything like that, but it has to be something believable, not something like eating three donuts a day. Since it comes as a form of training and knowledge you can share it with others and train them to peak human levels as well.

Investigator (-200 CP, discount for Vigilante) – You are now an expert at investigating things, like crime and whatever else catches your interest. You are able to spot little details and clues that will lead you to answers you're seeking and will be making intuitive leaps in your investigations to help you along.

Networking (-400 CP, discount for Vigilante) – It pays to know people in different places, so you are now a master at meeting the right people and building connections with them to gain various benefits, from lower prices on their products, small favours such as transportation or getting them to politically help somebody else. This perk does not help you build lasting bonds, but it is helpful with creating a long list of contacts and providing you with beginning to form lasting bonds.

Business Savant (-600 CP, discount for Vigilante) – You are a genius at everything to do with business, from efficient management of money and other resources, to running your businesses effortlessly and making them highly productive.

Guided By Force (-100 CP, free for Savior) – You instinctively know how to use knowledge and skills you have to fight to the best of your capabilities, effortlessly knowing your strengths and weaknesses, and using the former to cover the latter.

Humanity (-200 CP, discount for Savior) – Powers and skills often change a common man beyond comprehension. Power corrupts and absolute power corrupts absolutely, so to speak, resulting in loss of humanity and ability to empathize with others by leading them down the slippery slope of apathy, cruelty and indifference. Luckily this is not an issue for you, thanks to this perk no matter how powerful or skilled you become you will not lose your ability to empathize with others. Even better, you will find it easier to understand people and to convey your intent to without misunderstanding. This perk is fully toggle-able, should you for whatever reason want to turn it off.

For People And For World (-400 CP, discount for Savior) – You are a bastion of safety, a light in a darkened world, an ideal to strive for, the savior everyone needed. These are some of the things people associate with heroes, believing they can brighten any situation they intervene in. While this isn't always true with you it seems to be, the atmosphere and tone of events can be changed based on what you intend to do there. Whether it's brightening it up with a benevolent intent and making those you are there to help feel at ease or to darken the mood and have your targets become terrified of your... less than benevolent intent. This extends to things like massively decreasing accidental damage to buildings and bystanders and onlookers never being in true danger.

A Prayer Answered (-600 CP, discount for Savior) – It might be while facing off against a mortal with a wide arsenal of skills and equipment or against somebody with divine powers or against an army of eldritch abominations, chances are that you will face off against a variety of mighty opponents during your time in this jump. Many will be difficult to defeat and it could be said that even a hero might need a miracle to succeed. This perk is your answer to this. When you find yourself fighting powerful enemies, your overall skills and abilities will slowly increase in accordance with the power of the enemy, and the threat they pose to the general populace, with your efforts against these enemies also appearing to be more effective than they should be. Beware though, you will still need to survive for long enough for this perk to start giving you some. This increase is also only temporary and will revert as soon as the battle ends. Furthermore, exploiting will take a lot out of you, more than enough that you will not be capable of activating for the entire year.

Affiliation Perks

Players and Shakers (-100 CP, free for Neutral) – You have a general knowledge of various factions of villains, heroes and neutrals, along with their members, allies and supporters. While your origin memories might already provide you with some information, this saves you the trouble of performing research and missing any of the details. Furthermore, it automatically updates as new players enter the scene or change allegiances.

Newcomer (-200 CP, discount for Neutral) – Newcomers tend to have a problem integrating into any new groups they join, be it at work, with friends or with a super-team. You don't have that problem, finding it easy to join and integrate into new groups, being easily accepted into them and making favourable early impressions.

A Beacon (-100 CP, free for Heroes) – Your mere presence inspires people to strive to be better in all stages of their lives. This effect is magnified when they are in your presence, making it easier for them to rally together in pursuit of common goals. This effect can be toggled on and off as necessary.

I Forgot About You (-200 CP, discount for Heroes) – Villains love to monologue, especially when they believe they have the upper hand in a situation, often revealing important elements of their plans and disregarding the potential danger of passing critical information to their adversaries. Your enemies will now be amongst the worst examples of such, falling into monologuing at each opportune moment and often forgetting about your presence, giving you invaluable intel that you might need in order to stop them.

Not Just A Wanna-Be Criminal (-100 CP, free for Villains) – You are not just some random mook or wanna-be criminal, pretending at your chosen profession without any backing of appropriate skills. No, unlike those you actually have basic skills that could be expected from criminals, such as lockpicking, sneaking in, and stealing. Nothing esoteric, obviously.

Revolving Doors (-200 CP, discount for Villains) – No prison is good enough to permanently hold you, as you are now an expert at breaking free, be it from prison, cages, ropes, ... Why, you've become a slippery bastard, almost as if doors on your prison cells are revolving. This does not allow you to escape non-physical captivity, like being trapped in a prison dimension or with mystic binding, but if you have means to deal with them then this can help you with it.

Like A Well-Oiled Machine (-100 CP, free for Government) – You are an expert at being well-organized, doing your duties and performing your tasks effectively and like a well-oiled machine, maximizing your use of the time available to you. Things tend to run smoothly for you, for example, you never run out of time for doing paperwork.

On The Podium (-200 CP, discount for Government) – You are an expert at public relations, being great at public speaking and controlling the crowd.

For The Greater Good (-100 CP, free for Conspiracy) – You've got an iron will, capable of following through whatever needs to be done, no matter how distasteful or horrifying that could be. This doesn't make you incapable of being empathic and/or objective. It doesn't even stop you from changing your mind. What it does is allow you to grit your teeth and see things to the end.

Cover-Up (-200 CP, discount for Conspiracy) – Doing what needs to be done can be quite problematic if people keep finding out what you are doing, so thankfully you are now an expert at covering up your actions and their results, or instead changing them in such a way that they present in a way you desire.

Powers

You receive an additional stipend of 600 CP to spend on purchases in this section.

Super Power (-100 CP, first free) – You have a superpower of your own, which will grow over time and with use. Use this section of the document to determine details about it.

Source of Powers

You are first required to determine what Source your Powers have. You can pick a different source for each of your powers, if you want to. Sources can be internal or external.

You can pick your source whatever you want it to be. Technology, magical artefacts, learned skills, alien biology, scientific serums, genetic abilities, etc. Whatever you can imagine. Be careful what you pick, as it can affect your use of powers in specific ways.

Characteristics of Powers

Each of your Powers has specific characteristics, which you need to determine in order to figure out the price of your Power. These characteristics are the following:

Effect – This characteristic determines just what sort of effect your power will have.

Range – This characteristic determines the distance at which distance your power's functions. How this manifests obviously varies from Power to Power, but in each instance it determines the area in which you can safely use your Power without easily losing control.

Versatility – This characteristic determines just how many functions Power can serve. Higher you go with Power Tier, more Versatile will your Power be.

Potency – How potent or powerful your Power is, its magnitude.

Tier of Powers

To determine how powerful different Characteristics of your Powers are, they get divided into various Tiers. You are required to pick one Tier for each of the Characteristics of your Power. The Exception to this is Effect, since it is ultimately an accumulation of other Characteristics, meaning that you have to determine Tiers for Range, Versatility and Potency. As such you pay for each tier for these 3 Characteristics, but do not pay for Effect.

Tier 0 (free) – You are comparable to an exceptionally well-trained human without any superpowers or prior talent, like psychic that trained their psychic abilities without any prior psychic talent. Range at this tier requires physical contact; Versatility at this tier is one function only; Potency is the minor effect only.

Tier 1 (-50 CP) – You are now comparable to somebody relatively low-powered, somebody like Iron Fist. You are nevertheless still an exceptional individual at your tier, after all, even a weak ability can be a potent weapon when combined with a creative mind. Range at this tier gives you power effective in close quarters; Versatility at this tier remains at one function, but with some creativity can be applied to cover several bases; Potency is comparable to the top of human potential.

Tier 2 (-100 CP) – You are now comparable to one of the heroes at which people look upon in awe of their achievements and wish they were as cool as them, though they are not that widely known. Range now goes further, easily covering a few blocks or small village; your power is now Versatile enough to cover up to three functions and flexible enough to be used in various situations; Potency is now comparable to human outfitted with top-notch equipment.

Tier 3 (-150 CP) – You are now comparable to heroes that are known nationally. Range at this tier now easily covers entire city; Versatility is now at a handful of functions, with seemingly infinite uses if creatively applied; Potency is now better than humans with top-notch equipment, but nothing spectacular among superpowered individuals with similar powers.

Tier 4 (-200 CP) – Going a touch higher your powers could now cause you to be worshipped locally as a lesser deity. Range is now national; Versatility is now at ten functions, with situations where this power cannot be applied rare and few between; Potency is now at a level that only a handful of superpowered individuals with similar powers can compare with you.

Tier 5 (-250 CP) – You are now comparable to heroes known globally. Range is now global; Versatility is now at several dozen functions and truly applicable in almost all situations; Potency is now easily high enough that you could destroy planets.

Tier 6 (-300 CP) – Kings and Queens of Gods would fit at this tier. Range expands to entire galaxy; Versatility is now seemingly infinite; Potency is now high enough that you could go so far as to destroy entire galaxies.

Limitations of Powers

Your Powers might have certain limitations, which will lower their total price by a small amount. Unlike Drawbacks, these will not disappear at the end of the jump, as they are an integral part of Power. Each of these limitations applies only to the specific power, as such their price cannot go below 50 CP (or 0 CP for your first Power, as you can create one for free).

Minor Limitation (+50 CP) – Maybe you need a source of fire to create more of it, or you might need to speak spells backwards in order to cast them, or you might need wings in order to fly, or physical contact for your powers to work. In any case, this is a noticeable limitation that required accommodation.

Major Limitation (+100 CP) – Takes it further than Minor Limitation by majorly impacting your power in some way, reducing its usefulness by roughly half. Some examples would be ability-granting powers that work only on other people or only during nighttime.

Item Of Power (+100 CP) – Instead of you having Power yourself, it is instead tied into an item of your choice. In this case anybody in possession of item can use power, so if it is stolen or lost you will have to retrieve yourself or wait until the end of the jump to get it back. For only +50 CP instead of +100 CP item in question can be indestructible. This can be picked separately for each power, but you are allowed to place several powers into just one item if you want to.

Random Power (+100 CP) – Instead of picking your Power's effect you use some sort of randomizer to determine what effect your power will have. Any randomizer used needs to have at least 100 variable entries in it for this to work, which cannot be too similar.

Items

You receive an additional stipend of **400 CP** to spend on purchases in this section. Pick one item at each price tier to be discounted. 100 CP picked item is free instead. Bare Necessities, Costume, Power Armor and Signature Weapon cannot be discounted.

Bare Necessities (free/+100 per tier) – You have a job that pays enough for you to live on, assuming you live simply. You also have a home of some sort, a cheap but decent vehicle of an appropriate type, and the various basic sundries needed to live. Basically, you have a life, set up and waiting for you. The job will be something you are capable of performing, and that works with your background, and the schedule will be flexible enough that it will not interfere in your extracurricular activities.

For 100cp, you have a trust fund that pays in whatever the local currency is, equivalent to two hundred thousand dollars (\$200,000.00) per year. Your home, vehicle, and other possessions are upgraded to be appropriate for this level of income. This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from.

Each time you purchase the upgrade, move the decimal point one space to the right. This item follows you to all future jumps, adapting as needed, and can be toggled off for a jump. Any other form of

income you receive, including from other perks or items, can be added to the trust fund, and will also be completely legal with all taxes paid and documentation needed.

Costume (free) – Being a superhero or supervillain can be a bit difficult without having an appropriate costume by which everyone could recognize you. With this, you now get to have one of your specified design and from a material of your choice, with your options being spandex, cloth or leather. Your costume is automatically immune to your powers. Make sure it fits your origin, after all, it would be a bit difficult to be a spy with the costume that is easily recognizable. You can even purchase some upgrades for it, though these cannot be discounted.

Import (-50 CP) – If you happen to already have an existing costume, this allows you to import it, allowing this costume to keep upgrades you already gave it.

Self-Cleaning (-50 CP) – Your costume is now self-cleaning. It will automatically clean itself of any dust, dirt and similar stuff. Even blood will be cleaned off. It will almost seem as if stuff simply does not stick to it.

Damage Resistance (-50 CP) – Your costume is now resistant to damage, each purchase of this making it resistant to a specific type of it, like resistance to fire or to electricity.

Cape (-50 CP) – Your costume now has a cape attached to it, letting you look really nice while in flight. Can be detached for easier manoeuvring or to keep enemies from getting a grip.

Light Armor (-50 CP) – Your costume now incorporates light body armor, protecting you from things like small arms fire and blunt force.

Bulletproof (-50 CP) – Your costume is now completely bulletproof, allowing you some limited protection against bullets and other projectiles. Keep in mind that this protection does not extend to parts of your body not covered by your costume.

Self-Repairing (-100 CP) – Your costume is now self-repairing, capable of repairing small tears and rips in a matter of minutes, with bigger damage taking longer, up to days.

Costume Collection (-100 CP) – Instead of just one costume you now have the entire collection of costumes, for a variety of uses. All of them enjoy the same upgrades that you purchase in this section.

Auto-Sizing (-100 CP) – Do you happen to have an alt-form that is not the same size as your baseline form, causing your costume to be ripped apart whenever you transform? Well, with this purchase this is not a problem anymore.

Camouflage Mode (-100 CP) – Your costume has a secondary setting that allows it to change colour scheme suitable for your current environment and needs. You have complete control over these settings and can easily program additional patterns aside from basic ones with which your costume already comes.

Organic Suit (-200 CP) – Your costume is now partially or fully organic, capable of slight shape-shifting, can change its density and adjust itself in size and shape to suit your needs. It responds to telepathic commands and vocal commands.

Sentient Suit (-100 CP) – Your organic suit is now fully sentient, capable of independent and original thinking. Beware, as it can mean it will not follow all of your orders and suggestions. Does not count as a companion.

Evolutionary Adaptability (-300 CP, required Organic Suit or Nanites) – Your suit or power armor is now capable of developing new capabilities, based on damages it experiences, either during battles or in a controlled environment. Beware that it takes time for entire suit/armor to fully adapt these capabilities.

Power Armor (-200 CP, requires Costume Collection) – In addition to your costumes you now have an actual power armor that covers the entirety of your body. It benefits from all the same upgrades your costumes get and you can further upgrade with even more upgrades.

Import (-50 CP) – Per one purchase of this you can import one of your existing power armors into this armor. Additional purchases of this allow not just for additional imports, but for various imported power armors to get combined into one.

AI Support (-100 CP) – To control your power armor you now have support from an AI (or a VI or something similar). Requires you to have access to such AI to fill this role, though (does not require it to be a companion). As an added benefit, by having it controlled by an AI it is now also unhackable.

Sleek (-100 CP) – Unlike many power armors yours is a marvel of engineering, becoming form-fitting while retaining its full capabilities. With this, you do not have to worry anymore about it hindering your agility or movement.

Flight (-100 CP) – Your armor is now flight-capable, outfitted with several repulsors at the appropriate place, which are easily capable of not only letting you to fly your armor, but also to control its path. Instead of repulsors you can use other comparable tech or artefacts, if you would prefer to.

Basic Weaponry (-100 CP) – Your power armor is now equipped with all the basic weaponry you could expect such armor to have, though nothing really spectacular, so no flamethrowers or bazookas, much less god-blessed hammers.

Collapsible (-150 CP) – Rather than going through a lengthy process of putting on your armor, you can have it shrink down so you can carry it with you and hastily deploy it when you need to, such as Blue Beetle's Scarab, or a Power Ranger morpher.

Armor Collection (-200 CP) – Just like Tony Stark you now have a collection of Power Armors of various types and designs, allowing you to adapt to situations and your needs by using whichever one of them is most appropriate.

Nanites (-200 CP) – Your power armor is now nanite-based, allowing it to easily adapt to any sort of damage or to various situations by changing its configuration.

"Hulkbuster" (-200 CP) – Your armor (or one of them) is now several times more powerful, as well as considerably more durable.

Space-Worthy (-200 CP) – Your armor is now space-capable, with all the equipment necessary to enable you to survive in space for several hours. It comes with protection against dangers of space, though for some strange reason it does not have the same defenses while not in space. It also comes with in-built

tech that will provide you with oxygen for breathing by reusing carbon dioxide (can be adapted for a different type of gases, should you be a non-human breather of different type of atmosphere).

Exotic Material (-300 CP) – Adamantium, vibranium, uru, mithril, Nth metal, duranium and so on. A plethora of exotic materials and metals exists through the multiverse and with one purchase of this you can now have your armor made from said material. Just keep in mind that this requires your picked setting to either have enough of such material naturally available or for the process to create it to exist. Additional purchases allowed for additional materials.

Signature Weapon (-50 CP, first free) – You have a high-quality weapon. It is made from mundane materials, but with exceptional craftsmanship.

Import (-50 CP, first free) – Per one purchase of this you can now import a weapon you already own and instead modify it. Additional purchases allow for additional imports and potentially for similar weapons to be combined, but only similar ones can be combined together.

Subspace Storage Space (-50 CP) – A small, subspace dimension, just big enough for you to store your weapon inside.

Transformation (-100 CP) – Instead of having a variety of different types of weapons, your weapon now instead has a variety of different forms and you can freely switch it between them. This option works similarly to import, although instead it allows you to combine two different types of weapons. First purchase of this allows you to combine two different weapons that way, with additional purchases adding additional weapon per purchase into the combo. Additional purchases are discounted. Purchase of import is still required if you want to add your previous weapons.

Only One Worthy (-200 CP) – Like Mjolnir or Elder Wand, you have been found to be a worthy master by your weapon. Even better, you are now only one that can use this weapon, although you can deem others worthy of using it as well. Furthermore, you can always summon your weapon to you, no matter where it is, taking the quickest available route to you.

Exotic Material (-300 CP) – Just like your Power Armor, so can you upgrade your signature weapon to be from some sort of exotic material. Same limitations apply.

Super Weapon (-300 CP) – Your weapon is considerably enhanced, either via magic, science, metascience or something else. This grants it a powerful ability or enhances it greatly, comparable to how Cloak of Levitation gives Doctor Strange ability to fly.

Jumper-Mobile (-200 CP) – This is your personal vehicle that you use while performing your super-business. It can be a car, a motorcycle or some similar land vehicle. It comes with basic armor protection, is self-cleaning and self-maintaining. Furthermore, it uses an environmentally-friendly source of energy and is extremely difficult to track. Perfect for when you need to escape from a tricky situation.

Import (-50 CP) – Per one purchase of this you can import one of your existing vehicles into your Jumper-Mobile. Additional purchases will combine all of them into one vehicle with various forms.

Additional Form (-50 CP) – If you do not have appropriate vehicles to import into this vehicle with Import, but still want to give it additional forms, then per one purchase of this you can add one form of a land-capable vehicle.

AI Support (-100 CP) – You are not required to waste time directing it anymore, as it is now under the purview of an AI (or VI or something similar), giving you the opportunity to direct your attention elsewhere, like at your adversaries.

Basic Weaponry (-100 CP) – Your vehicle is now equipped with various basic weaponry you could expect the vehicle of somebody with your profession to have, though nothing really spectacular, so no missile launchers.

Advanced Weaponry (-200 CP) – Not just simple weapons, your vehicle is now armed well enough to destroy tanks. This may mean missile launchers or powerful energy based weaponry, but no exotic effects.

Amphibious (-100 CP) – Not just on land, your vehicle is now just as capable of getting submerged in water.

Pressure Protection (-100 CP) – Your vehicle can now withstand 16,000 PSI of pressure. Nice addition to Amphibious if you ever intend to take your vehicle into the deep sea.

Jumper-Wing (-100 CP) – Your vehicle now has the capability to fly.

Space-Worthy (-200 CP) – Your vehicle is now capable of traversing through space.

Advanced Armor (-200 CP) – Armor plates that make your vehicle practically indestructible, able to withstand most of the forms of damage. A nuclear bomb would still damage it, though.

Merchandise (-100 CP) – There exists popular merchandise based on your super-persona and your adventures. Comics, TV series, movies, action figures, Halloween costumes and masks, t-shirts, and so on. You benefit quite nicely from the income that it generates for you.

Organization Membership (-100 CP) – You are now a member of an organization of your choice. Comes with an ID for you to identify yourself as a member of said organization.

Founding Member (-100CP) – For an additional charge, you are now a highly ranked, highly respected member of your organization. Maybe not a founder, but definitely someone important.

Tool Set (-100 CP) – You have a set of tools perfect for your picked profession that allow you to perform your duties as best as you can. So somebody like a thief would have the tools needed to get into places and steal things, while spies would have all the tools needed to spy on somebody. Be reasonable, a portable teleporter may allow you to steal things, but you are not getting it here.

Power-Testing Capsule (-100 CP) – A contraption that at first glance reminds of Body Mod Pod and Stasis Pod, it is a capsular pod that can be entered by an individual, with its opening and interior automatically adjusting in size if necessary. Once closed, it analyzes individual and produces a detailed listing of the individual's powers, skills, abilities, physical conditions, mental conditions and weaknesses. Alternatively, it can open up a small sample box on its side, using it to work off of a biological sample, such as a piece of hair or a few drops of blood, but the results of such tests will be incomplete and testing of the individual is nevertheless recommended. Post-jump it optionally integrates perfectly with MedBay, if you have one.

Notebook (-100 CP) – Self-updating notebook listing all of the known heroes and villains, with basic information about each of them. Nothing secret, unfortunately, largely things that you could find out with some research or by observing them, but this saves you time and effort of doing that.

Storage Ring (-100 CP) – A wonder of technology or of magic, this ring allows you to store stuff like your costume, armor or weapons in a subdimensional space. Activated with just a thought, it can be used to instantaneously swap things, though you are limited in size and weight to stuff that you can comfortably pick up with your hands, the only exception to this being your costume and armor.

Decoder Ring (-200 CP) – If you happen to be in the spy business, then codes are going to be your everyday. With this ring breaking them is now going to be almost effortless, saving you the time of first having to figure out code before you could translate it.

Secret Shelter (-200 CP) – People involved with superheroes and supervillains, no matter their affiliation, sometimes need to lay low and hide for a few weeks or months. This Secret Shelter is now going to make this easy for you, especially as it is located in a secret location known only to you. Be careful with who you share that information, lest it gets out and it ceases being as secret as you would like.

Weapon's Cache (-200 CP) – Secret cache of common weapons, anything from guns to swords, stuff that you could expect to get relatively easily on the black market, with an added bonus that this cache is in top-notch condition and its content completely untraceable. You are the only one aware of this cache's location. Additional purchases are discounted. Refills at the beginning of each jump with jump-appropriate weapons and can be placed in-jump at locations of your choice, or if you prefer, simply deposited into your Warehouse.

Computer System (-200 CP) – Top of the line computer setup, perfect for running mission control or for hacking into supposedly unhackable governmental databases. Comes with a large, dramatic monitor far too big to be practical, and a second smaller one in case you don't care about being dramatic.

Optimization Serum (-200 CP) – A vial of serum that will optimize baseline humans to their genetic and physical optimum, as well as maintain it at that state unless the counter-agent is consumed. This serum will not cause mutations or any adverse effects. Natural ageing will still happen if somebody ingests it, but as a result of continuous optimization due to serum it will be greatly slowed down, expanding remaining lifespan by approximately five times. You get a case of 5 vials each year, starting with the beginning of the jump.

Super-Serum (-200 CP) – An alternative to Optimization Serum that will push you past the human physical optimum, but will bring with itself a disadvantage. All consumers will be affected by it and you must pick said disadvantage with the purchase of this. Options including things like berserker rage, serious physical disfigurements and so on, basically things that make everyday life quite difficult. You get a case of 5 vials each year, starting with the beginning of the jump.

Mansion (-400 CP) – A spacious mansion, with the top of the line furniture and easily enough rooms for your teammates to spend the night. Or longer. May contain an unusually spacious basement with high tech equipment.

Headquarters (-400 CP) – A headquarters for your organization, with everything that can be expected to be part of them. Can be mobile, like The Helicarrier, if you want it to be. If stationary, you may choose to have it be camouflaged into the background with a secret garage/airstrip/bay to launch your vehicles from.

Jump Labs (-400 CP) – Top of the line laboratory, for you to perform your scientific experiments. Comes with all the expected resources.

Training Room (-400 CP) – You now have access to a top-of-the-line training room, comparable to Hogwarts' Room of Requirements or X-Men's Danger Room. Perfect for training in a variety of simulations, either individually or in groups. Comes with some pre-programmed settings like gym and battle arena.

Storage Warehouse (-400 CP) – Battles between superheroes and supervillains, invasions, etc. often leave behind a plethora of items and artefacts. Sometimes heroes, sometimes various organizations, sometimes just random people gather these together and store them until they can be reused. You now own one such warehouse, with 3000 square meters of floor space and 10 meters in height. It is filled with stuff left behind in battles, from weapons to armor to tech. It is unfortunately terribly disorganized, so you'll be hard pressed to actually find anything useful in it unless you devote hours to organize it. Post-jump it becomes an attachment to your Warehouse and gets filled with new jump-appropriate content.

Scrapyard (-400 CP) – Similar to Storage Warehouse, you now own scrapyard that is used as a dumping ground for all of the damaged stuff left after various battles. It is several sizes of magnitude bigger than storage warehouse, covering an area of 10000 square meters, but at a downside even more disorganized and with stuff in there actually damaged, thus requiring some tinkering before they can be of some use to you. Unless you simply melt all of it down for material. Post-jump it becomes an attachment to your Warehouse and gets filled with new jump-appropriate content.

Organization (-600 CP) – Why spend time, effort and resources on setting up your own Organization, when you can instead simply purchase it? With this you gain control of organization comparable to S.H.I.E.L.D. along with a leadership position in the said organization.

Spaceship/Space-Base (-600 CP) – You now own a spaceship or a space-base. Schematics and its form are left to your specification, but you get capped in size compared to half of the Moon. It comes with a robotic skeleton crew, large enough to run it smoothly.

Company (-600 CP) – You are now the owner of Fortune 500 company. If you want to, you can act as its CEO or assign somebody else into the position of CEO, but you are the company's sole owner, leaving you with the profit. Post-Jump it adapts accordingly to new jumps and gets integrated seamlessly.

School (-600 CP) – You now own a school for young super-powered individuals. This does not require you to actually be involved in their teaching and such, but you can be if you want to. School comes with top-notch equipment and randomly-generated staff that specializes in teaching individuals with unique abilities and skills. Post-jump it adapts to setting and becomes a school for the setting's equivalent of super-powered individuals, in worlds without anything like that simply serving as a school for extremely talented individuals.

Companions

Create/Import (-50 CP) – Create or Import one Companion per 50 CP. Each receives a 600 CP to spend on their purchases, along with ½ of additional Powers and Items CP Stipends. They can pick drawbacks, but the only ones that affect them personally.

Companions Assemble (-200 CP) – Import up to 8 Companions, with the same benefits as Create/Import option for each of them.

Legion of Companions (-400 CP) – Legion of Super-Heroes got nothing on you and your team when it comes to the number of members. Purchasing this allows you to import as many Companions as you want, with the same benefits as Create/Import option for each of them.

Clone (-100 CP/-300 CP) – Created under suspicious circumstances, you now have a clone that looks like a younger version of you. He starts out completely powerless, but will by end of 1 year have all the same perks and powers that you acquired for this jump. For 300 CP this extends to everything you have acquired in previous jumps as well, though it will take approximately 1 year for him to unlock something from one jump, starting with your earliest jumps (takes longer if jumps lasted for more than standard 10 years).

AI Assistant (-50 CP/-100 CP) – A digital intelligence of your choice, like an AI or VI, that is your trusted assistant, performing a plethora of complex tasks under your direction. You can design its personality and appearance to suit your needs. Comes with basic computer core that houses it, although you will need to update it yourself if you desire to expand its capabilities. Can be imported digital intelligence or companion. For 50 CP it is not truly sapient, but for 100 CP it is now an actual sapient.

Super-Pet (-50 CP/-100 CP/-200 CP) – Simply put, a pet with superpowers. For 50 CP you can create or import one super-pet, for 100 CP you can create or import up to 8 for them, for 200 CP you can import as many of your pets as you want as super-pets (you can still create up to 8 new ones if you want to). Each pet gets 600 CP, which you can use to construct their Powers and cannot spend on anything else. Any Powers that are identical to yours are automatically discounted.

Drawbacks

There is no limit on how many drawbacks you can take. If you think you can handle them, then go ahead. Just remember, cheating drawback will be punished severely.

Extended Stay (+50 CP) – Each purchase of this extends the duration of your jump by 5 years.

Inhuman Appearance (+50 CP/+100 CP/+200 CP) – Either as a result of your new powers, your origins, some sort of accident or something completely different, you now have some physical changes, which make interactions with other people unusual and keeping a secret identity touch more difficult. Comes in three tiers. For 50 CP effect of this is minor, things like unusual hair or eye colour, definitely something that can be hidden easily enough. For 100 CP this is a more noticeable effect, which is almost impossible to hide, like having wings or being an anthropomorphic animal. You could try to claim you are in a costume, for a costume party or something similar, but this excuse will quickly wear thin and will not work that often. For 200 CP there is now no way to hide your changes, as they are so extensive that even normal interactions are now impossible. You can only take this drawback once.

Unusual Requirements (+50 CP/+100 CP/+200 CP) – You have unique biological needs that differ from the human norm. For +50 CP this is relatively minor, like a need for regular doses of sunlight or being an obligate carnivore. For +100 CP this is something more extreme, like breathing chlorine-based atmosphere or having to sleep in your native soil. For +200 CP these needs are crippling and are needed for your survival, like the ability to survive only in completely pure water or needing the magical energies of a ley line nexus.

Special Weakness (variable) – Like a lot of superheroes (especially from the 80s), you now have a special weakness, something that can weaken you, neutralize your powers, or even kill you, whether it affects your powers, your mental and emotional state or works on you in some other way. This drawback comes with two different components, each with three tiers.

The first component is the rarity or uniqueness of the substance. If it is something like a single magical weapon, rocks from the destroyed universe or a specific individual, then it is worth +50 CP. If it is something rare but accessible, like the mass of meteors that hit the planet the day you arrived or were born, then it is worth +100 CP. If it is a common substance, such as a wood or a cleaning chemical, then it is worth +200 CP.

The second component is how this affects you. For +50 CP, while your weakness is painful and difficult to deal with, it is not completely depowering. It would be like getting exposed to a taser or high-grade tear gas. For +100 CP, your weakness will shut down your powers or make you physically helpless. For +200 CP, your weakness will kill you fairly quickly.

Uncontrollable Powers (variable) – You have difficulty controlling your powers. Like Special Weakness, this drawback comes with two different components, each with three tiers.

The first component is how likely a lack of control will happen. For +50 CP this can happen rarely, like at a certain time each week or during a full moon. Alternatively, for the same price lack of control can be caused by external influences that can be avoided quite easily, like drinking alcohol. For +100 CP it can happen relatively randomly, for example, while you are experiencing powerful emotions, like fear or arousal. For +200 CP it is only a matter of time before you lose control of your powers, with chances of it happening accumulation. There is a 10% chance of it happening during the first day, 20% during the second day, 30% during the third day and so on, until it happens and this counter resets.

The second component is the strength of the effect. For +50 CP losing control leads to results that are more an annoyance, like breaking your alarm clock with your super-strength or accidentally using x-ray vision on a girl you like. For +100 CP your lack of control can be harmful to yourself or to others, but with rigid self-control and strict training, this danger can be quite minimized. Examples of this would be telepath suddenly reading the minds of everyone within a certain proximity or a weather-controller accidentally creating a tornado. For +200 CP you have no control at all and require external means to provide it.

Outed (+100 CP) – You seem to be incapable of keeping a secret identity. No matter what you try people will either figure it out really quickly or events themselves will conspire to have your identity revealed.

Horrible Codename (+100 CP) – Some aspiring journalist or adversary has accidentally saddled you with a really annoying codename. Unfortunately for you, everybody will be calling you by this name, even if you try to change it to something else.

Relationship Drama (+100 CP) – Any relationship (romantic, friendship, family, etc.) involving you and your companions is filled with all sorts of drama. At moments it might seem that relationship drama is more important than stuff involving supervillains and invading aliens and demons.

Personal Problems (+100 CP) – Your personal circumstances are less than ideal. You might be dealing with bullies, your parents might be drunkards, you might be a runaway, and so on. Nothing serious and simple to deal with in theory, but it will remain a thorn in your side for entire jump.

Disrespected (+100 CP) – For some reason everyone, heroes and villains and civilians and everyone else considers you to be a joke. Your reputation is in shambles and trying to change that will be an uphill battle.

Rumours (+100 CP) – For some reason, maybe because you look shifty or because of your actions, but there are rumours circulating about you being a cheater, a liar, trickers and such, meaning that people find it difficult to trust you without a lot of proof.

Annoying Tag-Along (+100 CP) – You have acquired an adoring fan that somehow keeps following after you and getting involved in your ‘adventures’, more often than not proving to be a serious hindrance despite their efforts to actually be helpful. They more or less serve as comic relief. No matter what you cannot get rid of them, if they die they either return as a ghost or get replaced by somebody else with the same role.

Handicap (+100 CP) – A missing eye, limp in your leg, lack of thumb or something similar. You are dealing with a physical handicap which makes not only your normal life more difficult, but makes life in the world with superheroes and supervillains that more dangerous as well. Can be taken up to three times.

Tragic Backstory (+100 CP/+200 CP) – At about the same time as you received your powers a tragic event happens that left you deeply traumatized. For +100 CP this would be something that gives you a strong phobia or makes you extremely paranoid. For +200 CP this is something even more traumatic, something that will keep hanging over you for the entirety of this jump. In the case of Drop-Ins, this event happens shortly after the beginning of the jump.

Gang Problem (+100 CP/+200 CP) – Your hometown seems to have a gang problem. Kind of like in Gotham and Brockton Bay, there are several gangs in your town that are actively vying for control over it. Depending on your stance towards them they might try to recruit you as another member, but more likely than not they will consider you a serious problem for their plans and will target you with intention of elimination. For +100 CP these gangs consist of individuals without superpowers. For +200 CP these gangs have members with superpowers.

Jumper Alts (+200 CP) – This contained multiverse is filled with analogues and alter-egos of you. Some of them are good, some of them are bad, some with wildly unique personalities. None of them are as powerful as you, but they will be able to put up a serious fight against you should you meet any of them, which is now guaranteed to happen on a monthly basis and despite their alignment first leading into the battle between you two.

Non-Stop Action (+200 CP) – Crime, supervillain attacks, invading armies, berserker gods, possessed superheroes and so on. Except action to be happening all the time, rarely giving you a day or two of rest before something new crops up.

Collateral Damage (+200 CP) – Poor areas in which your battles happen, because you almost seem to be cursed to cause as much collateral damage as possible while battling your adversaries.

Of The Line (+200 CP) – You are not the first individual bearing your codename/battle name, instead you bear one with a rich history and have to bear the consequences of that rich history, as well as honouring it lest some of your predecessors take offence and attempt to rectify your behaviour through various means.

Comics Code Authority (+200 CP) – Through fiat-enforcement this world is now subject to Comics Code Authority and rules of censorship it enforced. Anything against these rules either cannot happen or is censored somehow, like profane words sounding as *beep* or nudity having grainy smudging. Would be only annoying, if not for the fact that various individuals have realized this is happening and started exploiting it.

Passenger (+200 CP/+300 CP) – Your powers are now tied to an outside source which exerts its influence on you. It can be something like a Slayer Spirit from Buffy the Vampire Slayer, a Shard from Worm or Etrigan from DC Comics, but expect it to influence you in some ways, like making you more aggressive towards certain types of beings. For an additional 100 CP it suppresses your survival instincts and gives you irresistible urge for conflict. Alternatively, instead of having actual Passenger it can simply be some sort of alien, divine, demonic or eldritch being that is influencing you.

Attack of the Clone (+300 CP, requires Clone) – Not only was your Clone created under suspicious circumstances, but it will now desire to humiliate you at every opportunity while working tirelessly to go to great lengths to steal everything from you, including your jumpchain. You will need to work hard to prevent that, but once imprisoned you can start re-educating them.

Suicide Squad (+300 CP) – A government agency or rogue agent or somebody similar has assembled together a squad of the worst of the worst. You and your companions have been implanted with microbombs and if you don't comply with your orders they will kill you. Should they get killed or otherwise eliminated somebody else will replace them as your controller. Expect to be assigned missions that push you to the maximum of your abilities and that you definitely would not want to perform.

Berserker AI (+300 CP) – At some point during this jump an AI will be created with intentions to make the world a better place by helping deal with criminal elements and provide relief with natural catastrophes. Either it will reach the conclusion that in order to do so humanity needs to be conquered and strictly controlled or exterminated, forcing heroes and villains alike to gather together and defeat its forces of robots and androids, as well as delete all of its programming, in order to stop it. Chances are though that it will make back-ups of itself, which will continue popping up and causing trouble. Alternatively, instead of AI, it can be a malevolent spirit that was somehow transformed into a sentient computer program.

Badass, But Normal (+300 CP) – You do not have any superpowers, instead you make due entirely with training and technology. This causes any powers purchased from Powers section or brought over from previous jumps to be locked from your access until the end of the jump. You can instead spend your additional Powers stipend on perks, items or companions.

Insertion Error (+300 CP) – Something went wrong with your insertion. You now find yourself limited only to your Body Mod and purchases made in this jump.

Assassins (+300 CP) – Somebody has opened a contract on your head with a group of assassins, comparable to League of Assassins or Order of Taraka. Expect an assassin to try and take your head on a weekly basis, and they're not only very well trained but also possess a variety of abilities and powers. Thankfully they are at best comparable to you, so they are defeatable. Unfortunately, with each defeated assassin organization will gain some insight into your capabilities...

Gallery of Rogues (+300 CP) – Through your actions or because of your past you have attracted the attention of a group of rogues that will do their best to interfere with you and cause you problems. Thankfully for you, they are relatively easy to capture, unfortunately for you, they will not remain imprisoned for all that long before escaping and causing more trouble for you. There are about five of them active at any given point.

Conspiracy (+300 CP) – During this jump, you will come into conflict with a group majorly involved with some conspiracy, like Cauldron from Worm or Hydra from Marvel Comics. This group will have global influence and resources, and will be opposing you in some major way.

Mirrors (+300 CP, not compatible with Exiles) – Local multiverse of this jump is filled with alternative realities and for some reason there is quite a lot of traffic between them, with individuals accidentally or intentionally crossing from one to the other, some with malevolent intentions. Except this to keep happening around you and to you all the time during this jump as you will receive visitors from alternative realities, get transported to them and so on. Sometimes it will be merely an annoyance, but sometimes it will be quite a problematic thing.

Exiles (+300 CP, not compatible with Mirrors) – Seems that this local multiverse has recognized you do not belong into it. Same for your companions. As such you keep getting thrown from reality to reality, not getting chance to really settle in any of them before you get booted again. It would be merely an annoyance, but it seems you are accidentally following along the path of some malevolent beings...

Forwards, Back and Sideways (+300 CP) – In other words, expect time-travelling shenanigans. The Doctor and his adventures would seem lame as you seem to be encountering time-travellers all the time and getting accidentally transported into the past or into the future, as timelines collapse and new ones form. Can be quite dangerous, if you are not careful enough...

Crime Syndicate (+300 CP) – At some point during this jump you and your allies will face off against your counterparts from the mirror universe, in which they are aligned oppositely of you. An event will bring you face to face and circumstances will face you to battle it out until one side emerges victorious.

Civil War (+300 CP) – At some point during this jump your fraction, your alliance will break apart and separate into two sides with opposing ideas. This will include your companions, some siding with your side, some with the opposite one. The tension between both sides will slowly climb, leading to small skirmishes between both sides until devolving into an enormous, blockbuster movie style of the battle between members of both sides in which everyone will be fighting for their lives.

Nemesis (+300 CP/+600 CP) – You now have a rival, an individual that you cannot seem to get rid of. They are dangerous enough that they will require serious effort to defeat and will always survive or escape, returning eventually to cause you additional trouble, so be prepared to deal with them repeatedly. For additional 300 CP (total of 600 CP) they are now as skilled and powerful as you are, and will experience the same amount of growth as you do. They are also determined to kill you. Be very very careful.

Jumper Of The Future Past (+300 CP) – Your Nemesis is now... yourself. A version of you that up to this jump did everything the same way, but at the beginning of this jump something happened to considerably change them. This was more than millennia ago for them and now, through time-travel tech or with reality-hopping, they have arrived to deal with you, using all means at their disposal.

Invasion (+600 CP) – Prepare yourself, because by the time this jump will be over you and your allies will have to deal with an invasion. What invasion? Well, it can be anything from demons invading from one of the hell dimensions or a race of aliens invading from space with the intent to enslave your world's inhabitants, or fae wanting to turn the world back into the stone age, or some foreign nation wanting to conquer additional lands, or so on. In any case, prepare to be in the war of your lifetime.

Clone Saga (+600 CP, requires Attack of the Clone) – Not just one clone, clones of you seem to be popping up everywhere, some almost identical to you, others noticeably different, either in appearance, powers sets, alignment, etc. Some will be loyal to you, some will want to kill you, some will be controlled by your enemies, some will be amnesiac, etc. Then, towards the end of the jump several clones will turn up, which are basically indistinguishable from you, and you will gather into several groups of clones and allies, which will face off against each other. Stakes are high, as leader of the winning group will continue your jumpchain as Jumper. Better make sure you are the one.

Stranded In Hell (+600 CP) – Maybe you fell through some sort of portal and landed in hell dimension or you experienced a shipwreck and landed on a remote island filled with insane visitors that would just love to kill you or you were accidentally transported to distant planet with bloodthirsty natives, no matter what exactly happened you start this jump in what could easily be described as hell and it will take you some time before you can escape from it. To make it worse, not only do you need to survive until that time, but while in this hell your powers do not seem to function as they should, randomly failing to work or having unexpected effects. Furthermore, you do not have access to your Warehouse while there.

Scenarios

You can take as many scenarios as you want. CP and any other rewards they give are acquired as soon as these scenarios are completed. Failing to complete them by the end of Jump does not have any side-effects, just means you will not receive their rewards.

Founding The League (+300 CP) – This world apparently does not have any superpowered teams yet, which is troublesome because something big is coming and such a team is needed to prevent it. You have to recruit at least 6 super-powered individuals (not including your companions), with a variety of powers among you, and working together you guys have to prevent disaster, whatever it might be. If you succeed you will then form a permanent team of super-powered beings and be responsible for dealing with similar future issues, although also recruiting. As an additional reward you can, at the end of the jump, bring any member of your team/group along on jumpchain as a companion and if you bring along more than just one then they can be combined together into one companion slot.

Super Tournament (+300 CP) – Like a Tri-Wizard Tournament in Harry Potter or Tenkaichi Budōkai tournament in Dragon Ball, so does this world now have a tournament, a competition between individuals with superpowers, during which they face against each other in a plethora of challenges, having to complete 12 tasks and face against each other in fighting one-on-one battles. There can be only one winner, though and this tournament is pretty popular among everyone, so good luck if you actually intend to win, though only participating and surviving until the end of this tournament is enough to complete this scenario. For surviving Super Tournament you get for reward an ability to always enter any existing tournaments, with appropriate loops automatically getting dealt with to make it possible. For winning Super Tournament you get an additional reward, a reputation booster, people will view you in a way comparable to how they view Superman, you will be a superstar of superheroes.

Crisis On Infinite Earth (+600 CP) – Crisis has arrived at this corner of the multiverse, as an evil cosmic being had set out to either conquer or destroy all known realities. Heroes and villains from all across time and space are the only ones that can stop it, but only if you step up and take the helm of this gathering. Even then the price paid by this multiverse will be quite considerable... If you successfully survive the Crisis, you will get as a reward ability to travel through the multiverse. You can pick specifics of it, making it portals or teleportation or anything else, as long as it is an innate ability. Keep in mind that you will be limited to jump's local multiverse, including in future jumps.

Danger Club (+600 CP, only for Sidekick) – The world's greatest heroes have left the Earth to battle a nightmarish evil... and they never came back. Only you and their other teenage sidekicks remain and now it is up to you to continue their work on Earth... and prepare for this unknown cosmic menace to arrive to the Earth, because you are the only ones that have even a little chance of stopping it.

Modes

Supplement Mode (free) – You can use this jump to supplement a jump of your choice. It can be whatever non-generic jump you want it to be, just keep in mind that by using this as a supplement for it ensures that superheroes and supervillains will have considerable presence in the world created by it. Budgets of both jumps remain completely separated.

Amalgam Comics (free) – Instead of using just one non-generic jump as part of your Supplement Mode you can now use two. They cannot be from the same franchise though and the world that is consequently created is a mash-up fusion of both documents, just like how Amalgam Comics are a fusion of DC Comics and Marvel Comics. Because this is free all of the drawbacks and scenarios will be doubled in difficulty and duration of this jump will be double of what it would have been otherwise. Furthermore, there will be a small group of cosmic-tier beings aware of what happened and actively working on causing the fused world to separate again.

Larger Universe (Free) – Instead of creating an amalgam universe, you may instead have the worlds exist side by side. The Justice League and Avengers may both exist. Perhaps the Power Rangers work closely with the Protectorate. Note that well this ensures many of characters are present, and adjusts backstories to make them fit, it does not do anything about ensuring that the plots remain unchanged. Perhaps some cosmic beings vital to the story of one of the jumps simply do not exist. And nothing prevents the heroes and villains of one story from interfering with another. This simply shoves all of the characters together, it doesn't control the fallout. In addition, you may include more than just two jumps, instead you may include as many as you desire, so long as they are all superhero jumps, but with each additional jump after first two you add additional 10 years to the duration of the entire combined jump.

End

Congratulations, you have managed to last until the end of this jump. You have three choices before you on what you are going to do now:

Stay – There is still a lot to be discovered about this world and multiverse in which it exists, so you have decided to stay there.

Move On – There are many adventures waiting for you on your jumpchain, so you have decided to continue jumping.

Return Home – You have had enough excitement and adventure, so you have decided to return home.

Notes

Special thanks to SpaceBattles and Reddit communities for their help, especially TangledLion and Zentari2238 for a variety of suggestions and proofreading. Special thanks to Ursine for permission to port Bare Necessities item option from his jumps and for general advice based on his experience with Generic Super Academy.

A number of jump documents were used as an inspiration and guideline for constructing this one, resulting in certain similarities. In some cases, I liked certain set-ups so much that I had quite a trouble coming up with alternatives and often failed in my attempts.

Characteristics of Powers were inspired by SB version of RWBY Jump. Tiers of Powers were inspired by set-up from Generic Super Academy Jump and from Whateley Academy works.

Inhuman Powers, Uncontrollable Powers and Unusual Requirements drawbacks are based on similar drawbacks from Generic Super Academy.

Fighting Style and Armed Combat – Style you pick for it does not have to be anything you want it to be, including homebrew styles. Styles based around your superpowers are allowed.

A Prayer Answered – The average increase is approximately 0.1% for every 30 seconds at minimal. Your efforts against these enemies also seem to be more effective than they should, a punch causing them to move backwards instead of them shrugging it off, with spontaneous events happening as a direct result of your heroic actions (for example, punching the godly power out someone abusing or misusing it). Keep in mind that you reset back to baseline once your adversary is dealt with.

Random Power – Recommended sources for using this are [Superpower Wikia](#), with Random Page used as a randomizer and receives power entry as your Power. Another alternative is [Foxhugh Superpowers List](#), with dice roll used to pick which power you get as your Power.

Comics/TV Series/Movies/Action Figures – You control how exactly this manifests and in future jumps can freely toggle it off. This means that they can be actually based on you, your allies and your adversaries, or

instead can be expy characters that only hint at you and everyone else, can include 'fictional' content or stick to 'actual' content, can incorporate or avoid elements of previous jumps, etc.

Computer System – Think something like what Batman uses or what is used by Green Arrow's team in Arrowverse.

Comics Code Authority – Details can be found in its [Wikipedia entry](#).

Super Tournament – This cannot be cheated by using tasks like chess or poker, those actually have to be tasks that are challenging mentally and physically.

Any suggestions or comments can be left at [google doc version](#) of this jump. It is also a good way of ensuring I get notified about it. Alternatively, send me a PM on SpaceBattles or Reddit. Keep in mind that I have reasons for all of the things in this, even if you might find them odd.

There is also [Powers document](#), supplementing this document, that includes the listing of already constructed Powers, as well as the list of Power Packages that can be purchased with CP from this document at a bulk discount.

Versions:

Ver. 1.0 – Document is created.

Ver. 1.1 – Document is polished, some descriptions edited, lowered additional CP stipend for Items, At The Peak and Investigator perks get swapped, Utterly Unflappable perk is removed, Ease of Use power characteristic is removed, Tier 7 is removed. Powers sections is polished and edited.

Hopes for the future:

Expand Powers document with actual examples, as well as Power Packages. Flesh out Companion sections with some more specific companion options.