Generic 80's cartoon

Jumpchain v1.1

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Dun dun duhnuh...

Dun dun duhnuh...

DUN DUN DUHNUH!

(Cue theme song)

It is time for you to join the eternal struggle of **GOOD** vs **EVIL** as a Hero or Villain. At least as the eighties envisioned it. Muscled men, purple men, evil laughter, bizarre vehicles, mutants, stupid-looking robots, people with bad puns for names, we've got it all. And lasers. Can't forget the lasers.

Where exactly this epic battle will take place is up to you. An alternate Earth? A possible future? The legends of the past? Or perhaps an entirely new world? It doesn't matter, the choice is yours. You can either choose an existing cartoon that does not already have a jump, or create your own. Just grab a list of themes and adjectives and put them up on a dartboard or roll some dice or something. Don't worry if the result makes no sense, that's normal. There are some example settings at the end of this document if you want some free ideas.

You may be choose to be male or female as you prefer, regardless of what a background may suggest. On the other hand you must be at an appropriate age for your role, so 'The Kid' must be suitably small, young, and with an annoying voice.

And as always, take **1000cp** to prepare yourself.

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Morality

Besides your background, you must choose to join the cause of **GOOD** or **EVIL**. This will determine which side you're on, and which version of each perk you'll receive.

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Backgrounds

The Mysterious Foreigner (Drop-in)

GOOD: You're a strange one, possibly a lone traveller or a hermit sought out for sage advice. You'll arrive without foreshadowing and leave just as quickly, never to be mentioned until your presence is relevant again. Unless of course you're kept on as a regular character to fill a gap, advance the plot, or balance out the appearance of a new threat. May be an ethnic stereotype.

EVIL: You're possibly an ancient evil reawakened or a mercenary the villains call in for a special episode. If you decide to stay, you'll either replace an arrested henchman or try usurping the villain's authority until settling into a regular role. May be an even worse ethnic stereotype.

The Kid

GOOD: I'm sorry. I'm so, so sorry. You're short, whiny, underappreciated and will probably get kidnapped more times than the love interest. You'll also likely never get to do anything really meaningful, beyond running around in terror or provoking exposition for the audience's benefit.

EVIL: Every villain needs a pathetic flunky, a yes-man, or a much-abused robotic butler. That's you now. Your only hope of relevance is a random power-up that will temporarily make you a credible threat to everyone and provoke a hero/villain team-up to restore the status quo.

The Love Interest

GOOD: There are at least a few people out there who orbit the main characters without getting directly involved in the plot. Princesses, reporters, the daughters of famous scientists, various girls who are most certainly not in love with the hero, and...Look, it was the 80's. Don't expect much.

EVIL: Every good villain need a bit of arm candy, or a vamp to balance out the gender ratio and ~~give kids a fetish for dark-haired girls in leather~~ display the evils of female sexuality. Your weapons are your wits and wiles, and you'll be allowed to fight men unlike the good team's resident girl.

The Team

GOOD: The square-jawed manly men (and maybe a token girl) who are best differentiated by skillset, ethnic background, or failing that, haircut. You and your fellow burly boys will rarely have any spotlight to yourselves outside of problems that need your very specific skillset to overcome. Maybe you'll get an episode of your own, but that's usually for exploring The Mysterious Foreigner's backstory.

EVIL: Let's be honest. The villain didn't hire you for your looks. Or your brains. Or your personality. But you do have your evil talents, otherwise mundane skills that are now done as evil-y as possible. May or may not have a good counterpart that you consider your rival.

The Leader

GOOD: You are the one that makes the decisions, the declarations, the denouncements. When the dust is settled and the day is won, you are the one the people look up to and behold the constipated face of justice. Honestly, the plot probably revolves around you so expect to do most of the heavy lifting when it comes to the fight scenes.

EVIL: Nyaargh! You are the Villain! The supreme evil! You will conquer the universe, attain ultimate power, and rule all that you survey! Your day will come, yes it will. The moment your henchmen cease being completely inept and the ever-meddling forces of good don't intervene, your plans will surely triumph!

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Perks

Just as backgrounds exist in both **GOOD** and **EVIL** varieties, so too does each perk. You gain the appropriate 50% discount and 100cp freebies on the perks matching your background. You are free to buy perks belonging to the opposing morality (background discounts and freebies still apply) but if you do, you must take the 'Twisted Desires' drawback.

<u>The Mysterious Foreigner (Drop-in)</u>

100cp – Fair's fair

GOOD: Even if you're clearly on the side of good, you're regarded as a neutral, uninvolved figure and won't be targeted for your associations, but might still be hunted for other reasons. This effect lasts until you're caught taking overt action in the support of one side against another.

EVIL: You may be a villain but the heroes know you have a twisted sense of honor. No matter your previous behavior or actions towards them, people will be willing to believe you when you give your word on something. This effect ends for the remainder of your current jump if you deliberately break a formal promise. Even if you leave no witnesses, people will just know.

200cp – Genre savvy

GOOD: Show producers would label you the complainer or the naysayer, but that's only because the script wouldn't work if anyone here had even half a brain. You have a quality unique in this world that viewers will recognize as 'common sense.' You'll see through simple schemes, catch most tricks that people try to pull, and won't forget to pack essentials when going into a dangerous situation. Seriously, the contents of your backpack alone will save everyone a lot of trouble.

EVIL: When things go bad (and they will) you've prepared ahead of time so that you won't come out of it completely empty-handed. Doing a business scheme? Skim a little off the top and drop it in an account the heroes won't find when they bust it. Hunting for treasure in some unstable ruins? You either pocketed a few gems before the inevitable collapse or left a trail to find your way back once everyone had left. This kind of self-interest is so second nature to you that it seems to occur with no effort on your part. It may only amount to a pittance not worth mentioning, but you'll never walk away from a failure completely empty-handed.

400cp – Looking within

GOOD: Often the greatest thing you can offer a hero is an outside perspective. You are en excellent teacher, and can pass on important skills or address issues they and their friends could not grasp. Of course, if doing so was easy they'd have done so already so you're also very good at disguising lessons and encouraging character development through bizarre and often nonsensical methods. Training the martial arts through cleaning cars? Child's play. Whether it's helping someone get over something or to realize an important truth, you can do so in ways so obtuse that even the most stubborn goodguy won't see it coming until enlightenment smacks them in the face.

EVIL: Goodguys are dumb, and each of them is dumb in their own special way. They all have their flaws and fears, and you know how to ferret them out and exploit them. Lure them into situations that exploit their phobias, force them to make uncomfortable choices, present them with temptations they can't ignore. The best part? Like I said, these guys are dumb. Without some kind of outside help, getting played by you won't be enough to push them to address their personal problems, allowing you to fool them again and again.

600cp – How did he know?

GOOD: Being mysterious, you can mysteriously know when those close to you have been harmed or are in eminent peril. Mysteriously. It's a faint and non-specific but unmistakable feeling, one that will drive you to look in on your friends and investigate anything out-of-place. Nine times out of ten, the place you start looking will lead straight to the source of the problem.

EVIL: Some people you just hate. Hate hate hate. But they've got friends, and allies, and any number of meddling fools to stand in your way. But when their friends aren't around, when they're alone, weak, vulnerable in some way, that's the time to strike. How will you know when it's time to go forth and take your vengeance? Oh, you'll know. You'll always know.

<u>The Kid</u>

100cp – Tagalong

GOOD: Of course with all the cool stuff going on you want to see it! But that would put you in danger, so you can't. Unless you really lay it on thick. Which you can. So when the heroes head out to any but the most dangerous or restricted areas you'll be allowed to tag along as long in you 'stay in the car.' Which you will. Of course you will.

EVIL: It's amazing the places you can squeeze into. You've got an amazing talent for getting into and through vents, holes, and hiding behind panels and curtains. Even better, you can do so quickly, quietly, and once you're in it becomes much more difficult for anyone to find you.,

200cp – This way!

GOOD: Once you get into trouble, you need to get yourself out of it. When you're lost or in a dangerous area, you have a reliable sense of which way to go to get back to safety, or at least to temporary shelter. You still have to make the trip, but it will be safer for you and those with you.

EVIL: No one cares about you, which means no one is aiming at you. When a firefight breaks out or the ceiling collapses, you know where to dive for safety. So long as you're a bystander and not a participant, you'll always scramble for safety in the right direction. This isn't foolproof and you might need to run around a lot, but a combination of luck and a strong sense of self-preservation will ensure you're jumping between frying pans at worst, and never right into the fire.

400cp – Not worth it

GOOD: As bad as the bad guys are, they would never kill a child. When even the baddest of the bad catch you, their first instinct will be to lock you up, toss you in a closet, or or somehow get you out of the way so they can deal with the real threats. This doesn't guarantee that they'll look out for your safety or keep you alive forever if they're evil enough. While you might be annoying or even help foil some evil plans, this protection only lasts until you prove yourself to be a 'real threat.'

EVIL: Why would anyone want to kill you? You're just so small and pathetic and worthless and not worth the effort to end your miserable life. If fact, you're so pathetic and irrelevant that when everything goes wrong it must of been someone else's fault. Even when it actually was your fault, people will have a hard time convincing anyone else of that. Greasy little bugger, aren't you?

600cp – Get away from that!

GOOD: What, this? Oops. It seems like luck or random chance is in the habit of placing you at the right place at the right time. It's subtle and you may not realize what's happening until after you trip over the power cord powering the death ray, or come out of a ventilation duct and pull yourself up by a lever that breaks in your hands. These seemingly unimportant actions will greatly benefit those friendly to you, but these kinds of lucky breaks are something you have no control over.

EVIL: Being constantly overlooked and underestimated allows you the opportunity to throw an evil monkey wrench into the plans of goodness. Circumstances bend to put you nearby things that your enemies really won't want broken. The moment you get near such a thing, you'll have a gremlin-like sense of what to break and how to break it. You won't know what will happen as a result or what the fallout will be like, and some things might be beyond your ability to tamper with. You can be sure that whatever you do, it'll make a lot of trouble for your enemies.

<u>The Love Interest</u>

100cp – Blending in

GOOD: Why, you're no hero. You're just an ordinary everyday person and as a result you're practically invisible in a crowd. When someone goes to pick a hostage or victim out of a group you're in, you're never chosen unless you're the last one left or they want you specifically.

EVIL: While not a professional thief, you are a decent sneak. You can move quietly and silently while looking out for tails. You can lie with a straight face and come up with a decent excuse to deflect suspicion towards you without missing a beat.

200cp – Arm chocolate

GOOD: You've got a body and a face that can turn heads and a clear voice that people love to hear. Excellent social skills mean you could go far in any number of career tracks, and you have an almost supernatural knack for momentarily drawing everyone's attention with a sudden distraction.

EVIL: While attractive, what really draws people to you is your talent for manipulation. Getting an unsuspecting dupe to trust you far more than they should in just a matter of time, or with just a few words you could rile up a hero or keep an angry villain from dropping you into the shark pool.

400cp – I believe in you

GOOD: To keep you alive through all the peril you'll be repeatedly thrown into, this perk gives a major boost in general competency to anyone trying to rescue or protect you in a dangerous situation. You're going to need it, since sooner or later you'll get stuck in a contrived 'rescue the girl, or save the world' situation. The boost also applies if you're not in danger but the heroes genuinely think you are, and is great for helping them snap out of mind control or corruption.

EVIL: As an evil seductress who seduces people towards the cause of evil, it helps if you can actually show that evil is stronger than good. You can recognize foibles and insecurities, exploiting them make people come around to a new way of thinking. Once your target is breaking old habits and taboos to act in evil ways, they will find their abilities increasing and their powers boosted and with fewer or looser restrictions. The boosts will disappear if they return to their old ways, but should they ever begin the slide back into evil, their increased power will be again waiting for them.

600cp – Big find

GOOD: Since you're not in this series to fight, you'll have to do something else to stay relevant besides being repeatedly kidnapped. You're likely a plucky reporter, an adventurous archaeologist, or a member of some other well-connected profession well-suited to uncovering plot hooks. When you want to solve a mystery you practically stumble across helpful hints and clues. Even when someone purposely destroys all evidence of something, a tiny fragment always remains for you to find and give you a starting point. You still have to decrypt, translate, and sense of what you get, but you're equally talented at making connections to information you already know and realizing how what you've just found is relevant to this week's plot.

EVIL: Thieves of your caliber have a sixth sense for opportunities to enrich yourself. When a massive diamond is quietly transferred to a museum within the city, when an upcoming celestial alignment will open a secret vault, when a rich man passes away and his will is not in order...somehow information will fall into your lap pointing you towards the score. It doesn't matter how much work someone went to keep these things a secret. At the same time you'll also get clues that will help you get past any security in place, but doing the legwork on that front is on you.

<u>The Team</u>

100cp – Professional

GOOD: You have a decade or two of experience within a single profession. You're good, very good at this job, and it would be far faster to list the things you don't know about it than to go over your full qualifications. It's also very easy for you to quickly and clearly explain things related to your job to other people. You may purchase this perk multiple times to cover multiple subjects.

EVIL: Like many heroes, you're one of the best there is at what you do, and what you do is evil. You're not a scientist, you're a mad scientist. You don't befriend animals, you break their will to resist you. Whatever you do, it's basically a normal job...but done in a nasty, evil way. In fact, you seem to work even better when using your skills in a destructive or cruel way. You may purchase this perk multiple times to cover multiple subjects.

200cp – You can't beat teamwork

GOOD: You are a well-oiled man among a well-oiled team, and minor disagreements and annoying habits will never snowball into problems that can threaten the integrity of the group. While it's not quite something that you can dole out on demand, the presence of the swole will help shore up the endurance of the less beefy members when their endurance flags in difficult situations.

EVIL: Your 'teammates' are also competition, and you know how to crush the competition. When there's a chance to advance your evil career by screwing over someone else, it's like a little lightbulb goes off above your head. Boot someone out of cover to draw fire. Make someone look like an idiot to get their job and rewards that come from completing it.

400cp – Mook proof

GOOD: Big heroes deal with big problems, and the faceless grunts that fill out the evil overlord's ranks are just a warm-up to you. Mass-produced robots, identical goons, hordes of skeletons, anything that isn't being lead by someone important take a sharp drop in both skill and toughness when they square off against you. Optional bowling pin sound effect when knocking them down.

EVIL: As a warrior of evil your job is to fight the heroes, not waste time with toys and traps. All those fancy security systems and impressive-looking automated defences that protect people when the heroes aren't around are pretty much useless at keeping you away. Manned defences and guard animals are still a problem, but passive traps, locks, dumb robots and anything that doesn't have an intelligent mind behind it folds like cardboard when you come knocking.

600cp – Hive mind

GOOD: Sooner or later, the team will have to split up to hit multiple objectives at the same time. It's never a problem, because you and your teammates are always on the same wavelength. This isn't telepathy, more like luck and impeccable timing. When a group of switches needs pulled at the exact same time and your watches aren't synchronized, no problem. When you're about to set up an ambush during radio silence, everyone will know exactly what to do and when. To an equal degree you can almost always guess how teammates will react to various situations, allowing you all to be on the same page during a fight or crisis.

EVIL: Let's be honest. Your 'teammates' are dumb. Attacking or not at the wrong moment, not remembering orders...if only they followed you instead. Now they do. Kind of. When villains screw up, they tend to screw up in ways that only benefit you, or at least don't inconvenience you. Never worry about the stupidity of your fellow evildoers ruining 'your' plans again!

<u>The Leader</u>

100cp – The in-charge voice

GOOD: As the man in charge, you need a voice that commands respect and attention. Pain and worry never distort your words and you'll never flub your delivery. While not supernaturally so, you can be very loud when you need to be.

EVIL: Smooth or scratchy, your voice is one that can send shivers up a person's spine. While you won't be inspiring anyone with this voice, you can be fantastically intimidating and can scream, howl or shriek with the best of them in a way that no one will mistake for any other sound.

200cp – A wise leader

GOOD: Unlike more heroes, you're a hard one to fool. You've got a sixth sense for lies, disguises, and illusions of all kinds. Not enough to let you peg them instantly but enough to let you know that something is off no matter how good they are.

EVIL: You're no evil novice, you've been in the game long enough to not make stupid and fatal mistakes. Cautious and thorough, you'll never hang keys directly across from the cell they unlock, skimp on the wardings to contain the demon you plan to summon, or build walkways over big villain-disintegrating power generators without proper fall protection or just capping over the thing no matter how dramatic it looks. No matter how crazy you get, this caution will never leave you.

400cp – 11th hour

GOOD: When the chips are down and all seems lost, that's when true heroes rise to the occasion. When you're ever knocked down to within an inch of your life, or when someone important to you is in real danger of dying, you can summon up a surge of strength to get you back on your feet and meet the challenge in front of you. This is no small boost, allowing you to pull off some truly

superhuman feats of strength and skill. But it is temporary. You'll be lucky if it lasts more than a minute in a fight, or more than five if you're just dragging friends to safety. One boost per day.

EVIL: There's nothing more annoying that those heroic second winds. You've got the hero on the ropes, victory is within your grasp, and BAM. He's glowing, floating, and his sword just transformed because the possibility of losing made the hero realize the true value of friendship or something. Now? That won't happen. When you've got someone down and they reach for that last-second burst of strength, they won't find any. For those self-sacrificing types, if it's something mystical or external that activates on 'low-health' or even at their death, then those simply won't work so long as you were the one to deal the final blow.

600cp – The touch and the power

GOOD: You are the leader, and your mere presence is enough to inspire and empower allies. The boost is proportionate to how much of a disadvantage you're at. There's no effect if you already hold a major advantage, but in a roughly equal matchup the team will at most enjoy a few turns of good luck. Disadvantages and you might be able to eke out some small victory in even the most hopeless fight. Everyone under your direct leadership benefits from this, from a squad up to an entire nation's army if you're given supreme military authority, which probably only happen at the climatic battle in the last episode.

EVIL: Your reputation precedes you, and any who oppose you will be less confident, more prone to mistakes and hesitant to do anything that will draw your attention to them. The background goodguys won't be at top form, while more powerful and wilful main character types won't be affected at all. Unless you do something suitably dramatic or evil, like beat down the hero's leader in front of his team. Then the effect increases in strength. Personally break down the gate holding back the tide of evil, and the effect increases even further. The more you personally score victories and display your power the more it will slowly ripple outwards to affect the battle as a whole.

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Power theme

Select one of these. Any imported or created companions gain one as well for free. Each choice comes with the exceptional skills needed to use them to best effect.
You may import an appropriate item, vehicle, or device type to expand its powers. Post-jump, your Bodily Transformation counts as an alt-form.

Sword of Power

You carry a signature weapon of great power. It is most likely a sword though it can take any form you wish. By raising your weapon and invoking something functionally identical to yet legally distinct from THE POWER OF GREYSKULL you'll gain a major boost to the one physical ability most suited to the weapon and a lesser boost to everything else. Strength for melee, senses for guns, agility for whips, etc. The weapon itself has a powerful trick of its own, like being able to cut through magic, banish demons back to the netherworld, or break curses and evil transformations.

Bodily transformation

Whether you're a mutant, a were-something, or carry some kind of serum or device, you can transform into something new. Your new body grants a general boost to all physical abilities and it is perfectly adapted to a new environment of your choice. You might gain wings and enhanced eyesight, gills and echolocation, digging claws and a perfect sense of direction, or some other package of powers. Alternately your new form is based on an animal, and besides a physical boost you gain supercharged versions of whatever natural traits it possesses.

Armor up

Much like bodily transformation above, you have a suit of super-armor that comes with a suite of equipment that is specialized to fill a particular role. This could be something mundane like firefighting, or a combat role like infiltration. The armor is incredibly tough and it will let you survive hits that would turn a normal human to paste. By default, it will allow you to survive in any environment short of being tossed into lava or incredibly powerful acid, and that it can resist for at least a minute with no trouble. And it has lasers. So many lasers.

Supervehicle

You fight from behind a wheel or joystick. Truck, space fighter, drilling machine...whichever it is, it's the bleeding edge of technology or magic in this setting and is highly specialized in some way, being the best possible tool for whatever combat, rescue, or exploration missions you undertake. And let's be honest, you'll be doing all three. All supervehicles can shift into a civilian mode that disguises them as an ordinary street-legal vehicle to both sight and scans. You can also assume a fighting mode that turns it into a bipedal mech when you want to punch evil in the face instead of running them over. In any form, you can supercharge your vehicle's performance at a very high fuel cost and the increasing risk of damage from being pushed beyond its limits.

Symbol of authority

A ring that commands the elements, a lamp that holds a genie, a staff that commands the dead. You hold something that commands a specific element, animal, emotion, etc and allows you to create, command, manipulate, and shape it in almost any way. This theme has perhaps the least raw power of the possible choices but it offers the greatest flexibility in the range of effects it can provide.

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Items

You gain one 100cp item for free, and a discount on one item of each price tier. If an item is lost or destroyed, you get a new one after 24 hours. Supplies restock once a day. All items are automatically designed to suit the aesthetics of ***GOOD*** *or* ***EVIL*** *as required.*

100cp – Series compilation

For this and all future jumps, events will be recorded, edited and turned into a cartoon. Hews closely to 80's sensibilities towards violence, profanity, etc but is otherwise accurate. You'll also receive a box of action figures modelled after you, your companions, and other notable characters.

100cp – Professional gear

An outfit and supply of top-quality stuff for any one profession you can name. While nothing here is superpowered, almost any kind of suitable small tool or thingy can be pulled out of the toolbox, backpack, or whatever carrier you choose on demand. This isn't an unlimited supply of stuff, but it'll probably provide something relevant to your needs.

100cp – Bachelor(ette) pad

A nice little house, appearing suitable for the current jump. Reassembles the next day if destroyed, since it'll probably get blown up at least once. As if tended to by an invisible butler, everything is self-cleaning, laundry will do itself, and each day there'll be new matches, toiletries, and whatever else you'd reasonably expect to find in the bathroom and kitchen drawers waiting for you.

100cp – The look

You get your own high-quality, custom-tailored outfit. It has a two versions, one for everyday life and one for action sequences, and you can swap between the two by shouting a few words, tapping an insignia, or striking a pose. Or all three. Not quite body armor, but tough and durable.

200cp – Vehicle

This isn't super (by the standards of the jump) but it is sturdy and reliable. Cyborg horse, dinosaur, muscle car, troop transport, one-person heli-jet-bike-whatever. Never runs out of fuel. Has some kind of small, hidden weapon. If alive, counts as a follower

200cp – Non-lethal lethal weapon

While swords are not technically non-lethal, this allows you to create or import a weapon that is really good at harmlessly knocking people out. Hit the back of their head with the stock, smack them with the flat of your sword, golf swing them into the next room with a warhammer, whatever. Instead of dying or getting brain damage, they'll instead drop unconscious for a good while with no lasting injuries. Unless you knock them off a cliff. Or choose to inflict real injuries.

200cp – It's a laser

It's not really a laser. Could be a wand, a forehead-mounted gemstone, a glowing sword, a rifle...ok, fine. I admit it. It really is just a laser. Accurate, flashy, and able to take chunks out of the landscape (but not out of heavily-armored vehicles and reinforced structures) this weapon never seems to run out of power. It will also never jam or need maintenance, but techno/mystic jumbo might stop it from working. You may import any kind of existing weapon or suitable item to give it the ability to shoot totally-not-laserbeams.

200cp – Keepsake

A small symbol of some kind, this item holds a deep and personal importance to you. Simply touching it or looking at it is enough to firm up your resolve, and that effect is magnified if you're being mind controlled or manipulated somehow. It can also act as a bit of a plot device at times. If you're captured, the keepsake will get left behind as a warning, or your friends will find it just as they would have otherwise lost your trail and stay pointed in the right direction. You may import an item you already own as a Keepsake.

400cp – Training ground

Because you need a place where men can get down and dirty, this large training area has targets, training dummies, exercise equipment, practice weapons, and lots of safety gear. Skills are acquired twice as fast when practiced here, and exercise is twice as efficient.

400cp – Workshop

Maybe a machine shop, maybe a lab, maybe a wizard's tower, but this is a sizable space that contains an assortment of appropriate machines, gizmos, and maybe a giant bank of computers with lots of blinky lights. Or the magical equivalent. Either way, it comes with a restocking supply of basic materials, but you won't find anything really exotic in here. There's enough space to park a couple car in here and work on them at the same time. If you introduce any new tools or machines to the workshop, it will produce copies of them on demand in the future. Self-cleaning.

400cp – Super-prison

Since you need someplace to put captured villains (or heroes while you warm up the deathtrap) you can get this. Protected by some kind of guards and a decent enough security system to keep out the rabble, anyone defeated and placed within a cell has any powers suppressed and technology rendered non-functional while they're inside. This includes everything from cybernetics to acid-spit glands, but not anything slipped to them from outside. Screen visitors carefully.

400cp – Mook maker
You have a mook maker. It makes mooks. A graveyard that produces an unlimited amount of skeletons, a furnace that makes golems, some kind of evil robot assembly plant, whatever. You can crank out a hundred a day. Each mook is stronger than a human and has a decent level of fighting skill, on par with the average soldier but not quite up to heroic levels. They can follow complex instructions but tend to be gullible when undirected.

Free for this jump/600cp to keep – Headquarters
A fortress of goodness or diabolical evil, this office-building-sized edifice is tough, with extensive defensive weapons and security systems, and was designed with the greatest of 80's aesthetics to declare the nature of the ones who own it. All headquarters also have one other quality of your choice. Maybe it's a fortress with weapons powerful enough to sit at the front lines of the war against evil, projects a field of evil energy so evil that no good magic can penetrate it, or maybe you want a flying headquarters that is less a building and more a space carrier for justice.

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Companions

Companion import
You may freely import up to eight companions into this jump. Eight companions plus yourself allows for five members of 'The Team' and one other person in each other background for a complete roster. They receive **600cp** to spend, and they can gain up to **+300cp** from drawbacks. All companions must be imported with the same morality as yourself.

Companion creation
If you do not have enough companions to fill out all the needed roles, you may choose to create as many as you need, up to eight, to fill out your roster. You may not create more than you need, as the formula wouldn't work otherwise and the network will get annoyed. As above, created companions receive **600cp** to spend, and they can gain up to **+300cp** from drawbacks.

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Drawbacks

You may gain a maximum of +600cp from drawbacks.

+100cp – Persistent character flaw
You have an annoying trait that will never go away. Maybe you're a glutton or a bit of slob, or a little more obsessive about a sport or hobby than most people can put up with. Alternately you're a bit of a stereotype. Maybe everything you do has a cowboy theme, or you can't help but spout a bit of not-really-native-american wisdom instead of plainly stating the solution to a problem.

+100cp – The water guy
You've got skills. Fantastic skills. Skills that no one else on the team has. When you are called upon to serve, your skills will carry the day and there'll be congratulatory ass-slaps for days. Just...these skills will almost never get used. Maybe you're just out of your environment or follow a niche field of study, but it seems like only rarely will your skillset be relevant to the situation. You aren't completely useless, but expect time in the spotlight to be rare and short.

+100cp – Blind spot
You really should have wised up by now. Maybe you're fooled by even the most half-assed disguise. Maybe you're so trusting that you can never tell when someone is lying, no matter how blatant. Maybe you're just a sucker for a pretty face. Whatever it is, you're pretty much helpless when it come to this sort of thing. You'll be tricked, drawn in, bamboozled, likely left tied up and feeling like an idiot, and you will never, ever, learn you lesson.

+100cp – Transported to Los Angeles
Wherever you were before, you've been tossed through time and space to the strange world of 1980's Earth, smack into a major metropolitan city. Naturally your enemies have arrived here as well, as you must fight them while navigating a strange new world, dealing with its bizarre inhabitants, and suffering all kinds of embarrassing social faux pas. The transit doesn't have to be permanent, perhaps there are portals that allow you to travel between Earth and somewhere else. But wherever you're from, you'll need to make regular trips to Earth in the course of your duties and deal with whatever complications that arise from the meeting of these two worlds.

+200cp – Aesop
More than just facing down an annoying tick or character trait, it seems like you're the team's resident karma magnet. Whenever there's a lesson to be learned about tolerance, compassion, or some other virtue, you'll be the one to learn it. Expect to occasionally act out-of-character and do something cold or careless so that you can endure a bit of pain to be 'taught a lesson' and let the viewers know how real heroes should and should not act. Expect this to happen a few times. Yes, even villains can learn aesops. Like how winners always use drugs.

+200cp – Out-of-context episode
Hey, remember that time Cobra Commander had an old gypsy woman summon three ghosts to fight G.I. Joe? Expect your enemies to tamper with powers far beyond their understanding on a semi-regular basis, or to have patrons that can loan them powers that you aren't equipped to deal with. Whether it's high technology showing up in a magical world or the opposite, you won't have any direct counter to what your enemies throw at you. You'll have to get creative and either develop new tactics or puzzle out whatever strange rules govern the things that trouble you.

+200cp – Twisted desires (Mandatory if you take a perk from the opposite morality)
You're no paragon of goodness. You've got...urges. More than just being the angry guy or the lone wolf, you find yourself tempted to commit acts of **EVIL** when doing so would advance your goals. This won't make you many friends, and some acts of true villains may be blamed on you. On the other hand, perhaps you're a villain who isn't as committed to the cause of evil as some would like, and find yourself yearning for the comfort of **GOOD?** This can be very dangerous, as while a little in-fighting is to be expected, no villain will tolerate true disloyalty among the ranks.

+200cp – Small action budget
You suffer from one of the most common drama-inducing handicaps of all. Whatever powers you have suffer from an incredibly short operational period. Just driving around or flying is fine, but you can only stay transformed for a few minutes, your vehicle has a really small super-fuel tank, your wand needs constant recharging, etc. This applies to all of your powers, even those not from this jump and methods to rapidly or artificially top off your stamina or mystical energies won't work. Better fight quickly and make those shots count, and hope you don't end up in a long siege.

+300cp – Forgot about your powers
I suppose the editors got a little careless handing out all those awesome powers that can easily solve a huge number of problems with a little creativity. So to make these plots work they'll be heavily toning down your memory, common sense, lateral thinking, and any other mental faculties that allow you to approach a problem beyond the most basic and straightforward way. You're not an idiot, you can still be a brilliant scientist. You just tend to default to the 'giant glowing green boxing glove' school of problem-solving.

+300cp – Staying in character
It is very difficult, if not impossible, to do things outside of your chosen background's 'role.' The Kid will get treated like one and can never meaningfully contribute to the battle of **GOOD** vs **EVIL**. Good leaders will brood and become agonized over not-very-difficult moral decisions and show maybe an unhealthy amount of devotion to lawful authority. Evil Leaders will come up with an endless line of pointlessly convoluted plans, curse their minion's foolishness when they inevitably fail, and never train them up or hire new ones. You're going to be a bit 2-dimensional for your time here. Oh, you may have the odd moment of depth or character development that allows you to change things up, but these will usually only happen when there's a major shakeup to the setting. And in a cartoon like this, these will be few and far between.

+300cp – Bounty hunter
Someone out there has been tasked specifically to take you down, and they are very, very good at it. You can't get rid of them permanently, can't avoid them forever, and no matter what you do they'll show up out of the blue to throw a monkey wrench into your plans before vanishing. You can defeat them, drive them off, or survive them solo if you're very careful or very lucky. But without aid, any one-on-one fight will most likely result in your defeat. Even with help it will always be a tough fight, as they are a talented and dangerous foe.

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THE END

Your ten years here are up. Most cartoons don't make it a fraction of this runtime.

You may now **STAY**, remaining here in this new world for the remainder of your days. Or you can **GO HOME**, returning to Earth with whatever you've collected so far. If you think you're good enough for a sequel, you can **MOVE ON**, taking everything you have with you to a new jump.

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SCENARIO

Ten year runtime

This scenario is set within one of the following original settings, a creation of your own, or any existing cartoon of your choice. You must have a full 'roster.' That is, one 'The Mysterious Stranger' one 'The Kid' one 'The Love Interest' five of 'The Team' and one 'The Leader.' You and all of your companions must also take the 'Staying in character' drawback. Out-of-jump powers will be unavailable and the Cosmic Warehouse will be sealed for your time here.

With these burdens and conditions, you must win a decisive victory for your chosen Morality.

In return for this adherence to ancient cartoon custom, you are rewarded with the Mysterious Energy Source, a supplier of UNLIMITED POWER that's equally perfect for powering a doomsday device or saving the world. This device is small enough to carry under one arm (or in two if you're The Kid) and puts out enough power to crack a mountain. Every second. Forever. The very best part about this item is that it can power anything without any kind of adapter or special connection needed. Your choice of magical, technological, spiritual, or whatever else kind of energy output.

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Sample worlds

If no existing cartoon suits your mood or you don't feel like making one of your own, here are three.

Geneforce

IN A WORLD where biological science has all but eliminated hunger and disease, deep beneath the city streets forgotten chemicals and dark experiments have mutated and come to life. Phenotype City's only defence against these monsters of mistaken science is the Gene-force! With the incredible ability to restructure their DNA on demand, they can face any foe, overcome any danger!

Totem protectors

The Island chain of Pacifica has known only peace and prosperity, before THEY CAME. From across the sea, the feared sea-tyrant Conquista Dolorum would despoil and exploit these islands of peace. The only ones who can stand up to his fleet of misery and crew of savage buccaneers are the descendants of the island's ancient founders, the Totem Protectors!

Halo squad

Without warning, dark magic returned to the world in the hands of the greedy and cruel. When the dust settled, only a few bastions of civilization still stood. Surrounded by the deadlands and under constant siege by the forces of darkness, the only hope for humanity's survival rests in the hands of the brave men and women of Halo Squad! Encased in their awesome ARK-FORCE armor suits (Arcane-Resistant Kinetic Force) these warriors are the only ones with the strength to fight back and reclaim the world from the forces of darkness. Fight! For light and life!

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Changelog, v1.1
Changed intro to power theme to account for imports and alt-forms.