Hey, Jumper. I've been thinking. How come no-one's ever tried being a superhero?

Okay, okay, I should clarify. How come no-one's ever tried being a superhero in a mundane world, like your original world? With no powers?

…Ah, Phoenix Jones. Let me look that up…oh.

You know what, screw that. I'm going to send you somewhere you can really shake things up. Somewhere you can really…

Kick Ass. (That's the part where you laugh. Okay, okay, I'm not above bribing. Have these.)

+1000AP (Asspoints)

Origins:

Drop-In: You appear in a random alley, better get out of here before some punks show up. Or is that what you're hoping for?

Vigilante: You were wronged long ago, and whether comics inspired you to take action or you're just using it for anonymity and the insanity plea if you get caught, you now take to the streets in a superhero costume.

Civilian: Superheroes? Like those Marvel movies? You're just an average, everyday contributing member of society. On the bright side, you're the least likely to be targeted for all the weird shit that is about to go down.

Criminal: Villains come in all shapes and sizes. Sometimes the deadliest ones don't wear a mask. You've got history with the wrong side of the law, though whether the police actually have any record of that is up to you. Maybe you're a child of the D'Amico family, or maybe you're a grunt working their way up the ranks. Either way, it's up to you.

Age and Location:

All of the major events take place around New York City, so that's where you'll be ending up. As for age and gender, you can choose your own. School age will have you enrolled at the same high school as Dave and later Mindy, while an adult age will have you given an appropriate job for your origin. In the case of Drop-Ins, that would be no job.

Perks:

50% discount on all Perks relating to your origin, and any 100ap Perks are free for that origin.

General Perks:

Mental Mentor (100ap): You have a mentor in your head. When you are in need of advice, a mental simulacrum of someone from your past or a person you admire (fictional or not) will appear in your head, giving sound advice that will encourage you to overcome your problems, though it can't solve them for you.

Experience (200ap): You have experience in your field. What does that mean? Well, it depends on what origin you took. Drop-Ins will find themselves incredibly talented at maintaining false identities, integrating themselves into other's families, and various con-men skills. Vigilantes will find they have the experience of a grizzled veteran, the equivalent of decades of Navy SEAL or SAS training and in-field combat. Civilians are suddenly at the top of their respective mundane profession, potentially a judge instead of a lawyer, or a CEO instead of middle management. Criminals will suddenly have the hardened edge and instincts of someone who made their bones by working all the way up from the bottom of the food chain to the top of the criminal underworld, with the skills to make that happen.

For an extra 100ap, you can gain the experience of another origin. This can be taken multiple times.

Child Soldier (400ap): Whoa, not like that. What I mean is you've been trained to the peak of what this world could call skilled. More than that, you're not just trained to fight in some light combat sport. You have been molded into a human weapon, a master of a distinct mixture of martial arts and virtually every weapon known to man.

Your acrobatics are olympic level in their skill, but unlike people who train for a stage, you have a near-genius aptitude in applying those locomotive skills to your fighting, making you almost impossible to hit.

You're a match for Hit-Girl in skill, and considering you are likely bigger and stronger than she is, that makes you just about the most dangerous person in this world, barring genetic monstrosities like Mother Russia or a bullet to the dome.

Potential (400ap): Hard work will take you further than talent, but talent and hard work will take you as far as you can go. You will find that all of your skills, powers and abilities will continue to grow as you actively train and use them. For reference, consider Dave going from a random kid getting beaten up and stabbed in the streets, to beating up armed professional criminals and helping to take down a criminal organisation, all within a year. This effectively acts as an uncapper, giving you the potential to push yourself to superhuman heights given time.

This perk is a Capstone Booster.

Drop-In:

Genre-savvy (100ap): Whether from a lifetime of reading comic books, or just spending enough time in various worlds resembling those comic books, you possess a considerable understanding of the kind of tropes people tend to fall into. That vigilante beating the crap out of those bad guys? He'd totally buy the "Bill Clay" bit, as long as you hide your gun from plain sight. That mob boss is about to put a bullet in your brain? You know just what to say to get him monologuing. This awareness of trends and tropes updates itself to each jump, but bear in mind that some worlds rely far less on this type of thing; a world like Game of Thrones would render this Perk very unreliable.

Healing Factor (200ap): You have a very peculiar type of healing factor. You won't be getting up after someone puts a bullet in your head and heart with this perk alone, but so long as someone could keep you alive long enough, you will heal over time perfectly, regardless of the injury. This does nothing to increase the speed of your recovery, however, so if you broke your arm, it'll take as long to heal as the next person, but it also doesn't get in the way of any training that requires you to damage yourself and grow from that damage.

Learn Fast (400ap): You pick up skills incredibly fast when you focus and train them, approximately 10 times faster than the average person. That 10,000 hours to mastery is now only a thousand. You can master a skill with serious training in less than a third of a year.

Flying Guy (600ap): You know what is possible for an ordinary person in each jump world and when each of your non-Fiat backed abilities will function in a jump. With this perk, it's impossible to be caught unawares by your non-Fiat backed stand failing to generate, or your wizard spells not activating in the Doctor Whoniverse due to their magic-dimming reality warping.

You even get a sixth sense for aerodynamics, and exactly what would be needed to allow a man to fly given appropriate materials.

Capstone Boosted: Skybird: You know, maybe if he hadn't used just any metal in the wings, it would have gone better. You find that, should you have non-Fiat backed abilities that won't work in a jump, you can find mundane solutions that can work nearly as well. You might not be able to fly around with a non-fiat backed flight power like a bird, but you can probably develop a next gen flight suit that would allow you to glide from a skyscraper and land on a smaller building several blocks away.

Vigilante:

Police Academy (100ap): You have non-combat training equivalent to a seasoned police officer, everything from interrogation to knowing the ins and outs of the law. (Sadly, vigilantes are illegal.) You even have a hefty degree of knowledge when it comes to skirting the exact wording of the law in order to protect the spirit of the law.

Due Diligence (200ap): You know, I've got to wonder. How does Batman never accidentally target the wrong guy? I mean, he doesn't start asking questions until he's beaten everyone black and blue, and he's hanging some poor sod off the top of a building.

You know how? He researches. He investigates. He does his Due Diligence. With this, you can skip all of that boring stuff and gain a kind of Hollywood lens effect to your research, effectively “skipping” all of the boring stuff since you’ll have done it “off-screen”. Moreso, your research will never be misled or corrupted, allowing you to know that the person in front of you truly deserves to be beaten to a pulp. This doesn’t, however, mean that they will always be the one you’re looking for.

Even better, you can be a force for good in the way that a billionaire UFC fighter in the real world couldn’t. When you physically defeat mooks of a big bad, they actually get set on the path to change their lives, considering other options to live a healthy and socially productive life that doesn’t get them beaten up by some psycho in a costume.

Naturally, if the world around them doesn't have any other options for them, this won’t do much more than give them a heavy dose of guilt and shame.

Tough (400ap): You have been trained extensively in martial arts, to the point that in a fight between you and a stronger, tougher opponent, you could reliably come out on top with a lot of effort. In addition, pick a weapon. Your skill with this weapon skyrockets your martial arts capability, to the point that you could take out several of the opponents mentioned previously without much effort.

Hero (600ap): You’re not just some random dude in a costume. You have that presence, that *je ne sais quoi* that inspires others. More specifically, people who would take up your mantle. Upon adopting a symbol, whether it’s a costume, catch-phrase, or some kind of calling card you leave behind, you will find certain people coming out of the woodworks who will attempt to adopt your ideology as a legacy. These will always be random people whom you approve of, always somewhat above average for their universe in terms of abilities, and substitute your likely vast array of perks and powers with a considerable array of gadgets, grit, and minor plot armour.

When you leave a world, with this, you will be guaranteed that even if you don’t achieve your Spark, your legacy will continue on, with people taking up the mantle of the Jumper.

In addition if you purchased Tough, you are now able to clear an entire building of said opponents, though doing so would take all of your stamina and require a week of rest to heal with just these perks.

Capstone Boosted: Superhero: You’re no longer just a hero. You’re a Superhero. Now your presence will, once per Jump, inspire someone at the peak of the most common species in that jump to follow in your footsteps. They’ll be the Bruce Wayne of their world, still a random person and not a pre-established main character, but maybe that’s for the better. They will devote themselves to your moral ideology, as a code they follow to the best of their abilities. Additionally, if you purchased Tough, your skills border on wire-fu now, that building is now an entire skyscraper of professional hit-men, and that week of rest has been reduced to a day at most.

Additionally, if you purchased Mental Mentor, your legacy heroes will gain a version of you as their own mental mentor, which would give them the kind of advice and assistance you would have.

Civilian:

Civilian life (100ap): You have all the skills expected of an average adult. You're skilled at a reasonably civilian job, like a lawyer, accountant, labourer, etc. You have all of the skills necessary to pay your taxes, cross your T's and dot your i's. You even have more common sense than the average person with this perk, able to see the flaws in otherwise idealistic thinking. Why doesn't someone become Batman in real life? Because the billionaires don't have that expensive shit that doesn't exist. And even if they did, chances are they're not going to fight for the little guy.

Accountant (200ap): You will always have your taxes and accounts managed in the most streamlined and effective manner, requiring no effort on your part. Your accounts will always gain you 5% interest per year with this perk alone, and your taxes are effectively a tenth of what they would otherwise be.

SEP (400ap): This perk gives you a sort of fiat backed field around you. As long as you pursue the quiet life, the average mundane life of a civilian, you won't be directly targeted by supervillains or anyone with paranormal abilities. That said, the moment you take action in a meaningful way outside of the abilities of an average person, this protection will leave you. Stop a mugging in an alleyway? The supervillains will begin to notice. Give a superhero a place to stay in their civilian identity, under the guise of just being a mundane friend? You're good to go.

This won't stop things that affect everyone, like a plan for world domination brainwashing the populace or the Infinite Tsukuyomi. That said, you'll survive the Snap just fine.

Stability (600ap): Most of the time, once your friends and family find out you're a costumed vigilante and the neighbourhood has been destroyed in a battle against your arch nemesis, it's unlikely things will ever return to normal. At least not without moving away or skipping adventures for a number of years. Bosses don't really tend to accept the old "had to stop and save a cat in a tree" when you're late for the 20th time. At the very least, you'll have to spend the next several weeks listening to construction work outside your doorstep at all hours of the night.

With this perk, however, you'll find that your living conditions and socioeconomic status will always bounce back, like they had a healing factor of their own. You lost your job due to missing work while fighting crime? No worries, your friend made a call and you start in a job that makes use of similar skills on monday. Did your home get blown up with a rocket launcher? You've got more than enough money and good-will from friends to stay at a hotel or their couch until your house is rebuilt, which will happen in record time.

If your circumstances improve, such as getting a promotion, you'll find that this Perk's standards reset to that "new normal", and new jobs will be equally illustrious and comfy.

Capstone Boosted: Bounce Back: Your living conditions and socioeconomic status no longer return to the status quo, Jumper. Every time you experience a reduction in your living conditions and socioeconomic status that you didn't engineer yourself, you'll find that circumstances line up in such a way that you will have ample opportunities to improve your circumstances. Your boss fired you for no good reason? Turns out his boss has a need for a young go-getter like you, and you may take his job with the right moxy.

Your house is getting demolished due to city council shenanigans? Well, careful inspection of their zoning laws will ensure you get a luxury penthouse suite as compensation. Keep in mind that these are opportunities, and you'll still have to work for them.

Criminal:

A Certain Set of Skills (100ap): You know your way around a gun, how to shake the cops in a pursuit, and how to stash your stuff in places where no search will find them.

Smooth (200ap): There's a certain something about you that draws people in. A dark kind of charisma, that draws those of lesser status to you and gives you an opening to prove yourself to criminal leaders should you make the attempt to work with them. Those under you find themselves much more loyal, and should you prove your superiority in physical, mental or financial means, they will be loyal to the point of beggaring belief. Only a direct threat to their life would cause them to rat you out, and they'd run right back to report the guy looking for you, should they think you might spare them for it.

Jumper Russia (400ap): You…are big. And scary. You're easily twice as strong as Hafthor Bjornnson at his best, and you've got the muscles to prove it. You're so physically durable that you could take a kitchen knife to the chest, and there would be so much durable sinew between your chest and your heart that you could just smile it off. Even better, just by looking at you, people weaker than you get a sense of just how much of an overwhelmingly bad idea it would be to piss you off. They might talk behind your back, but if they ever saw you were right there behind them, listening? They might just shit bricks right there. Any aspect of this perk is toggleable.

Self-Aware (600ap): You know who the most dangerous person in a room is, Jumper? The *moment* people think you are the most dangerous man in the room, is the moment you become a little less dangerous. How does this help you? Well, you're aware. You're aware that all of this costume stuff is just theatrics. None of these people would recognise you from a regular mook, up until you shoot them in the head when they're not looking.

What this does, is make you *criminally* competent. So competent, in fact, that you could run a drug empire from prison, escape that prison, travel to Washington D.C. and take a picture in front of the White House, and make it back to your base of operations while the C.I.A. is none the wiser. How could they not notice a super-villain stepping up to the president's

doorstep? Well, your criminal skills and self-awareness told you that looking like any other tourist would be a better idea than strolling up in your costume. Duh.

Capstone Boosted: Super-Villain: You're not dealing with the average criminal mastermind anymore. Not only are you criminally competent, you are criminally *hyper*-competent. That example that Pablo Escobar set for taking a photo in front of the white house? Screw that. You greased the wheels, slid past security, and managed to take a shit on the president's desk after banging his secretary *and* chief of staff for good measure.

And that was after orchestrating a perfectly (seemingly) legal economic takeover of several major exports and imports of the country, so that you're effectively untouchable by the law. Because putting you in jail would tank the majority of the economy, of course. Naturally, even if you didn't decide to do this, you find the same protection still stands. Legal attempts to take you down just don't work, though if some punk in a costume were able to knock you out and deliver you to the cops, you'd find it would take abnormally longer than usual to get out of jail. Like, an entire week.

In addition, you have a strange kind of sixth sense that allows you to sense tropes, when to lean into them and when to subvert them to catch your enemies off guard.

Items:

You know how this goes. 50% discount on all Items relating to your origin, and any 100ap items are free for that origin.

Drop-In:

Kick-Ass Merchandise (100ap): The comics, the movies, I'll even throw in a TV show that would cover the canon events post-Kick-Ass 2, where Dave takes on the criminal element after taking down the Red Mist.

ID (200ap): It's an interesting conundrum. You'd *think* it would be remarkably easy for a Jumper to just ignore things like having identification. If you can juggle a tank, why do you need an ID? Well, you'll need one if you want to get into that club without knocking out the bouncer, which would lead to its own problems.

This perk allows you to have a pre-established identity with all of the legal documents and the requisite necessities to maintain a civilian identity, as well as $10,000 dollars in a legal account belonging to you.

Engineered Flight Suit (400ap): This is something special. You have a suit that adapts to your size and comes in a colour of your choice, that is a next generation flight suit. You could jump off the top of a skyscraper, pointing straight down, and activate your wings in the last 100 metres while leaning up and manage to fly back up to a building half the size of the skyscraper you left from. It's durable, and comes with protection, but I wouldn't recommend hitting something any harder than a human being at top speed unless you have the Tough perk.

Comic Book Shop (600ap): Best. Comic Book Shop. Ever! This is a reasonably spacious comic book shop, selling comics and memorabilia of all your favourites. Fallout, Detective Dark, Power Woman…hey, doesn't the manager you have working this store kind of look like the Scarab? Even better, what your manager Dan Kord doesn't know is that there is a secret entrance only you know about, that leads from this mild-mannered comic book shop into a honest to goodness Superhero Lair! It's got everything from the real world's best computer rig to a spacious garage area, perfect for fitting anything up to your Jumper-Mobile of choice and a fighter jet, with discreet exits that would lead both into the nearest city you are located in at the start of the Jump. Oh, and the kind of stuff Batman would probably need without plot armour, like a personal copy of the internet's contents, an emergency medical station with state of the art equipment, and enough 'roids to keep Ronnie Coleman and Barry Bonds in the game.

Vigilante:

Bratz Movie Star Makeover Sasha (50ap): I'm just messing with you, Jumper. This is a pair of Benchmade Model 42 butterfly knives, one balisong and two balisong. That's what you get.

Super-Suit (100ap): Custom design, self-repairing and self-cleaning over the course of a few days, you even get a spare in case one is destroyed faster than it can repair itself. It's no Edna Mode, but it's serviceable enough in a world where dry-cleaning costs money.

Kick Sticks(100ap): Well, it's not just any ordinary set of pipes. These weapons, optionally redesigned as tonfas at your discretion, are indestructible. That said, they don't cover your body, so be careful who you piss off.

Sic-Stick (200ap): Just like the one from the movie, this unconventional DARPA project has a very particular use. This device emits sonic frequencies that hit the brown frequency which…look. Any ordinary human hit with this stick will immediately void their bowels, and if they have anything in their stomach, that's coming out too. Keep in mind, this only works on ordinary human beings. Anything more durable than that, and they might just get annoyed that you keep tapping them expecting something to happen.

Jumper-Mobile (400ap): A van outfitted with everything an aspiring vigilante could want. First aid kits, enough guns for two super-skilled people to assault the mob, and secret compartments to hide everything that suggests this car is used for anything other than driving to work and dropping your kids off at school.

Jetpack with Gatling Guns (600ap): I…don't even know if this is actually possible in your world. But…maybe? This is a custom Jetpack that can fly you to the penthouse suite of a skyscraper, enough fuel to stay there for about 5 minutes, and enough ammo to demolish the surrounding 3 floors with a spray of gunfire that would take down anything not remotely superhuman.

Civilian:

Civilian job (100ap): For this and every Jump from here on, you have a middle class job waiting for you. Maybe you're an accountant, maybe you're a policeman, but at the end of the day, you have enough identification from this job to prove you're an average, everyday member of society. You can only use this to get as high as middle management in a mundane field, however. Any promotions from there will be up to you.

Nice car (200ap): Could be any type of mundane, civilian accessible car. Infinite fuel, repairs itself over time, and as a bonus, no-one will think to look in the secret compartments that could hide costumes or illicit materials. Not that you'd use it for that, of course.

Nice home (400ap): Okay, it's no mansion. But every man and woman is the king or queen of their castle. It's a 3 bedroom, spacious suburban house, follows you to future jumps, retains modifications, and even comes with a mild SEP field, so it definitely won't be the first place your enemies look to find you. After all, why would a superhero live in such a regular place?

Diner (600ap): Best. Diner. Ever! This is a reasonably spacious diner, selling all of your favourite food and giving you a modest profit. Hey, doesn't the waitress remind you of Mystichick? Even better, there is a secret entrance only you know about, that leads from this mild-mannered diner into a large building you can rent out! It's got everything from the real world's best cubicle space to a spacious garage area, perfect for any number of cars that might want to park inside for your business. Well, why wouldn't you rent it out? What else would you use it for?

Criminal:

Money (100ap): About $5 million dollars worth.

Lamborghini (100ap): This doesn't come with infinite fuel or restoration, but man does it look cool.

Shark tank (200ap): Is it dead? No, it's just adjusting to the Ph levels in the tank. This large tank is almost big enough to be its own swimming pool, though no-one's going in it considering it has a 2 metre Great White Shark sleeping at the bottom. Curiously enough, you alone (or anyone you designate) could spend about 10 minutes in the tank a day, and the shark inside won't target you.

Better keep a clock handy.

Goons. Lots of Goons. (400ap): You have some made men, around a hundred criminals who wouldn't rat you out if their life depended on it. Their families, if they have any, all follow the code and won't reveal anything about your criminal activities. You get a new set of a hundred goons from jump to jump, all certain that not only are you a steady source of

employment, but that you are destined to be the one that rules the criminal underworld. They'd even paint their faces like clowns, if that's what you wanted.

Criminal Empire (600ap): Maybe it's drugs, maybe something worse. Maybe you just cornered the market on counterfeit Hello Kitty trading cards. Whatever the case, you have a criminal empire that rivals the D'Amico family. Hundreds of possibly loyal goons, and plenty of money coming in from illicit activities. Roughly provides you with $10 million a year.

Keep in mind, though, this Criminal Empire enterprise doesn't come with any built in protections from the law. You're gonna need one hell of a lawyer.

You even get a large, luxurious mansion that follows you across jumps, with several armed men guarding the place at all times. Even better, without a direct police witness, anything that happens in this mansion, stays in this mansion, rendering your home outside the law.

Companions:

Import/Create: You can import or create companions for 50ap each, unless you pay 200ap in which case you get 8. Each one has an origin, the relevant discounts, and 600ap to spend. They cannot purchase other companions.

Canon Companion: Any character from canon, on a sliding scale;
50ap for any character that never put on a costume, and 100ap for any character that did.

Girl of your dreams (50ap): She's your treasure. She's your love. She's the girl of your dreams. Everything from the meet-cute, to the immediate pointing out of how that only usually happens in the movies, to the surprising call you got when she found your number through some investigation and admitted she just had to call you. She wants to be a journalist, apparently, so she's good at noticing small details, though when it comes to you she's so love-sick you could be stuffing your superhero costume into your jacket and she'd be too caught up looking into your eyes to notice.

Guy of your dreams (50ap): He's that warm, reassuring person who just knows exactly what to say to make things okay. He's funny enough he could fit right in on an episode of Tough Crowd, though he'd never make fun of something you're self-conscious about. He's the guy of your dreams. Everything from the meet-cute, to that joke that almost made you spit your drink out of your nose, to the call when he asked a friend of your friend because he had to know who that person is. You, in case you were too busy getting lost in his eyes. He wants to be a diplomat, but you could have sworn he's been acting like a spy lately.

Made Man (50ap, Discounted for Civilian and Criminal): This person, who may or may not look like John Leguizamo or Stephanie Beatriz, was hired to protect you. Funny thing though, when the checks stopped coming, they didn't stop. Maybe they got attached to your innocent demeanour, your charisma, or just your real personality. Either way, they're in it for the long haul, through thick and thin. They won't wear a costume, though. That's the only line they won't cross for you.

Parent Country (100ap, Discounted for Criminal): This person is hardly even a person, really. They're a hardened criminal, violent to the point of excess, and strong enough to throw a lawnmower like a snowball. You'd have to be some kind of super assassin to even hope to kill this person in hand to hand combat, because they're harder to kill than a bear.

You're not sure why, but due to some obscure coincidence, they think you're the one who broke them out of prison after they ate their cellmate. Might be best to get this one on the payroll, too. Or keep them drowned in foreign beer and a place to stay that they don't know the difference. Has a long, almost unpronounceable name, but will respond to some name that combines their country and what they would be as a parent, like Mother Russia or Father Istanbul, or something equally cheesy and possibly offensive. They have the Tough and Mother Russia perks.

Sidekick (100ap, Discounted for Vigilante): You have someone who idolises you. Someone who thinks you make the sun shine. This companion could be anything, a friend, a lover, a child. What's important, though, is how insanely, violently skilled this Sidekick is. They have the Tough and Child Soldier perks.

The Lawyer (200ap, Discounted for Civilian, Criminal): You only got their number through happenstance. Turns out, when you needed legal representation, they were already there, getting you compensation claims from the bewildered authorities who were being thrown enough legal jargon to send their heads spinning.

This isn't just an obscenely attractive individual of your preference who seems to enjoy dancing with you at the line of flirtation. They're not just the youngest, most accomplished lawyer of the last 3 generations, passing the bar at 16 and becoming the best defense attorney in the state by 20. They didn't just waive your entire legal fee in exchange for a drink with you at 9. They're THE lawyer. Frank D'Amico and Monty Burns could have every lawyer in the state and Saul Goodman to boot on their side, and the second this lawyer enters the courtroom, they'd be sweating for a plea deal.

Not only will your "baseless accusations of vigilantism" be tied up in enough legal tape to keep you out of court and jail for the next 10 years, but this lawyer will rather easily get any further legal prodding from your enemies resulting in double jeopardy, in the sense that everyone who half-understands the law thinks it works; once per jump, any singular crime you are put on trial for is effectively done away with, and you won't be held legally liable for it from then on.

Doesn't stop someone from, say, putting a bullet in you extra-legally. This lawyer isn't a superhero, after all.

Fallout (600ap, Discount Civilian): This Henry Cavill lookalike is built like a linebacker, so you'd never know he's really just a reporter in his everyday life. Kansas born and bred. There are times, though, where you really think he's from another planet. He's infallibly honest, kind to a fault, and he will spend however long it takes to help someone out of a jam, no matter how busy he is.

Even funnier, when he gets serious, people back off. Hardened criminals seem to pause, and decide they'd rather be bothering anyone else.

For the next 10 years, this mild mannered reporter will be the average, everyday farm boy. But once he's out of this world, his memories will appear again.

Power Woman (600ap, Discount Vigilante): She doesn't approve of your extra curricular activities, of course. Whether that's a poker night with the boys, stopping actual bad guys or being one yourself. Despite this, she can't help but feel drawn to you, like you remind her of something inside herself.

She spends her days and nights as a nurse, and is oddly accustomed to working long hours without breaking a sweat. Nevermind the fact that she looks like a supermodel walked right out of a comic book-I mean, a swimsuit issue. Any attempt to bring attention to any extranormal traits she has, like lifting a couch to clean it with one hand, will be dismissed as you making things up.

But once she's out of this world, her memories will appear again.

Drawbacks:

No drawback limit. But why would you do that to yourself?

The Books Were Better +0ap: Okay, your choice. If you choose the first option, everything in this world is the same as the comics. Some characters like Kick-Ass are scrawnier, others are built like a brick shithouse. Big Daddy's backstory is a little more messed up. If you choose the second option, you get sent to the movie version of this world, Kick-Ass suddenly looks like Aaron Taylor Johnson (though no-one else seems to notice this nerd now looks like he could play the leading man in his own movie.), and instead of a brick shithouse, Big Daddy looks like Nicholas Cage instead.

Millarverse +0ap: Well, more or less. This world, you see, actually has quite a few interesting events going on. Some of which you may have already been a part of. With this toggle, you can introduce the other events of the Millarverse to be canon in your world, including Kingsman, while other millarverse properties like Jupiter's Legacy take place as a series of movies and comics.

With this, if you've been to these worlds before, you'll notice your presence keenly felt. Kingsman will recognise you from your role previously, for good or ill. Assassins who curve bullets will be present, and may remember your influence on the Chicago Fraternity. You'll even be present in the movies and comics, if you were a part of Jupiter's Legacy. There will be elements that are new, like a psychopathic cop-killer operating in Japan, four kids who can move at super-speed, Supercrooks, and other seemingly chaotic elements, but I'll let you discover that for yourself. There's even some old guy who looks just like the Utopian walking around…

Socially Awkward +100ap: Okay, well. Hmm. You're the best at what you do. What you do is definitely not talk to people. You're socially stunted, to the point that if your girlfriend was asking you why you were hanging out with the secret super-assassin disguised as a pre-teen girl, you could only answer in shocked umms and ahhs until she assumes the worst.

Only the socially awkward and people outside of the social norm are unaffected by this, so good luck trying to have a social life. You can overcome this, but it will take at least 5 years with some good charisma/learning perks to do so.

For an extra +200ap, this also affects your relationships with other socially awkward people, and people outside the norm. Additionally, you won't be able to overcome this level over time with perks, having to wait 10 whole years without the ability to meaningfully connect with others. Maybe look at the other options instead?

Didn't Read The Comics +100ap: Okay, that's not the worst thing. Did you at least see the movie? Oof. If you take this drawback, all of your knowledge of the Kick-Ass series, as well as the Wanted series, is locked away. Worse, you inherently find the idea of superheroes to be ridiculous, and will actively ignore both criminal and superhero activities unless it directly targets you.

For an extra +100ap, this knowledge will instead be psychically transplanted into the Red Mist, who will realise who you are and how events would normally lead to his death. Out of Context knowledge can be a dangerous thing, especially in the hands of a frustrated kid with too much money and a penchant for violence.

Should Have Read The Comics +200ap: Oof, those are a *lot* of bruises. How many bones did you break? It seems that you have the unfortunate habit of over-estimating yourself and your ability to fight.

In the first year, mooks could knock you around with ease, despite you having actual superpowers.

Over the next five years, anything higher than a mid-level mook would be a stretch for you to defeat on your own without needing a hospital visit afterwards. And over the remaining four years of your jump, even if you are an eldritch manifestation of a concept, somehow you'll find yourself messing with the one person you shouldn't have, and getting your Ass-Kicked. Hey, maybe that could be your hero name.

Doesn't guarantee you will die, just humiliate you and limit your effectiveness at actually defeating your enemies, but if you had vulnerabilities mundane mooks or particularly driven mad scientists could exploit, this could turn deadly.

Bad Daddy +200ap: You've been doing this since you were a toddler. You'd *think* that was because your father, mild-mannered accountant and comic book aficionado, saw their wife brutally murdered in front of them, and swore to raise you to avenge them. Nope. Turns out your mom is safely living in Nebraska, before your psycho comics-obsessed dad kidnapped you and raised you to become a bloodthirsty thug processor.

Naturally, this would just be flavourable backstory without some drawbacks. One, your mother is actively seeking your safe return through channels that any halfway competent criminal could use against you. Two, your father's insane training has left you socially incompetent, only able to perceive social situations in the lens of a self-defence video. You'll need a lot of help from better-adjusted people for that one. Third, your dad is awfully fond of the "Evil mentor" trope, wanting to fight to the death to prove your respective ideologies. If you kill him, he'll be just dandy with that. If he kills you, which he is willing to do, he will use it as his origin story, convincing himself you were turned evil by his enemies and he had to put you out of your misery.

If you spare him, he might just target your friends. He has the full Perk line of the Vigilante origin, along with every item from the Vigilante Item tree.

Real Life Jumper +200ap: Jumper is a dimensional traveler, who frequently visits fantastic worlds and gains incredible powers, beyond the ken of mortal man.

Really?

Heck no, but it fooled you! As far as you are convinced, your status as a Jumper is a superhero persona, and as such you have placed mental limiters on your Perks from outside of this jump, preventing you from accessing them unless in the most dire circumstances.

And I don't mean getting shot at. I mean severe, third act dramatics where the love of your life or your best friend has been shot, you're next, and the villain is monologuing next to their super-weapon, or an army of henchmen. The average mook could just shoot you if you're standing still and that would be that, assuming they were halfway competent.

Beyond that, your items, to the best of your knowledge, are just props. Your warehouse is an actual, physical warehouse anyone could break into, though at the very least your items will only seem like good substitutes until they are in your hands, under the same suitably third act dramatic purposes that would activate your powers.

Cannot be taken with Real Life Superheroes, All That Expensive Shit That Doesn't Exist or WANTED.

Real Life Superheroes +300ap: You have all these incredible abilities. Stuff that would prove to the world that Superheroes really do exist. Unless you take this option, in which case your Perks and Powers outside of what this Jump provides are disabled for the next 10 years. I respect the commitment to the theme.

All That Expensive Shit That Doesn't Exist +300ap: You have all of those Items. Magical artifacts of incredible power. Sci-Fi gadgets. Infinite supplies of practically anything. Well, you did, if you take this option then all of that stuff, including your Warehouse, is locked away for the entirety of this Jump. You do get a nifty tinfoil bat, though.

WANTED +600ap: I'm going to level with you, Jumper. This world really did have Superheroes, once. Real ones, with real Superpowers. The thing is, all of the heroes and all of the villains teamed up with their side and fought in an epic clash in 1986. But the bad guys won. They stripped everyone of the knowledge that this ever happened, in the hopes that they could wipe real Superheroes from ever existing to challenge them again.

They even made movies, comics and tv shows to convince people that any sudden memories were just a fantasy inspired by the superhero media.

It worked, for 22 years. In 2008, driven by idealism, a lone kid tried to be a hero. And started it all again.

If you don't take this drawback, the superhuman supervillains probably won't get involved with you. They've got supercomputers and wizards to look into the future and tell them you won't be around longer than 10 years. They can wait.

If you take this drawback, they'll realise what you represent. A return to the old ways. They'll realise that your actions will revive the dream that is the Superhero; someone special who stands up for those who can't stand up for themselves.

They'll fight you. They have men who curve bullets and can kill anything their bullets pierce, Bizarro Supermen who have mental challenges, reality warping imps, power drainers and even superintelligent evil genitalia. It gets weird. Imagine that they're roughly on the power level of the Legion of Doom (comics version), except they have about 5 Luthors and every villain is actually competent.

They double-tap, they triple-tap, and if they figure out you're an immortal who revives they will trap you in cement at the bottom of the ocean while they hire mad scientists to find a way to permanently kill you.

For an extra +200ap, they will have methods of wiping your mind of any memory that you are a Jumper, or that you have special powers. You'll think that's just some fantasy you picked up from reading Leapchain CYOAs on the internet.

For an extra +300ap, they will be capable of developing countermeasures to your powers and abilities, and will do so with shocking speed. You'll also find they've employed the worst of comic book tropes; attempts to kill them right away lead to Doom Bots, clones, time displacement instead of their deaths, and all the while they're working away at the Jumper question; how do you kill the Jumper?

If you took Real Life Superheroes, you get an extra +200ap. Obviously, however, you can't choose Real Life Superheroes and the +300ap option for this drawback.

Scenarios:

There Was An Idea…: Obviously, they couldn't just mind-wipe the heroes and call it a day. What if one of them got hit by a car, and realised they were invulnerable? What if one climbed up a tree with inhuman skill to save a cat? It wouldn't last.

That's why the facade was developed. Comics, Movies, Games, cheesy CW shows, all of it to distract from one important truth; Superheroes really exist. Now when an alien gets hit by a car, he assumes he got off lucky, and chides himself for imagining he was anything different. Now a former Totem User convinces herself she's just really been getting results from pilates, and it would be silly to wear that necklace all the time.

If you take this scenario, you take the first step into undoing the masterwork of a hundred evil geniuses, a dozen country level telepaths, wizards who have been around since the mediaeval age and immortals who were old enough to remember when the latest iPhone was the Wheel.

With this scenario, you'll have to undo their ultimate master plan and restore the heroes to their former glory. It won't be easy; the heroes have gotten soft and weak from lack of practice, and even at their full strength they lost to the smarter super-villains, though it was a close match until the super-villains started thinking outside the box and working together.

If you can restore the heroes' memories, convince them not to immediately do the blindingly obvious mistake of walking straight up to the villains' hideout and challenging them again, and instead hone their skills to their peak or beyond, you will have a final, final climactic showdown with the superheroes on one side and the super villains on the other.

If you win, you gain 7 members of your choice from the Justice Alliance, heroes who are essentially copies of most major Justice League members in both powers and appearance, including;
- Fallout (Superman Analog and Leader)

- Detective Dark (Batman Analog)

- Kid Raven (Robin Analog)

- Cybertron (Cyborg Analog)

- Power Woman (Wonder Woman Analog)

- Professor Providence (Dr Fate Analog)

- Emerald Knight (Green Lantern Analog)

- Crimson Blur (Flash Analog)

- The Scarab (Blue Beetle Analog)

- Mr Cyclone (Red Tornado Analog)

- Eagleman (Hawkman Analog)

- Eaglewoman (Hawkwoman Analog)

- Nukestorm (Firestorm Analog)

- Crazydog (Wildcat Analog)

- Metal (Steel Analog)

- Colonel Super (Captain Marvel Analog)

- Elastic Alpha (Plasticman Analog)

- Lord of Death (Deadman Analog)

- Crimson Quiver (Green Arrow Analog)

- Spaceman (Starman Analog)

- Mystichick (Zatana Analog)

- Sir Marvel (Mr Miracle Analog)

- Visitor Wraith (Phantom Stranger Analog)

For balance purposes, these heroes will be limited to being roughly city level in terms of their abilities, able to create effects on that level and apply force to that degree. So no travelling through time, altering the world with magic, etc.

Additionally, for restarting the age of heroes, you gain a unique Perk:

Super: Sometimes, all it takes to inspire people is someone who takes a leap of faith. With this perk, you will bring hope and inspire others in other worlds, simply by being a good person and standing up for others. Sometimes, that's all it takes to be someone's hero.

This perk scales with the odds stacked against you, or the odds stacked against the heroes of the world. In a mundane setting, you'll notice better behaviour from everyday people, and less bullying thanks to people standing up for those that can't do it for themselves.

In worlds where evil is in charge and no-one thinks to question the status quo anymore, you making an active effort to make the world a better place will inspire greater acts of charity and justice from others.

In a grimdark world like Worm or Warhammer 40k, your presence actively inspires people to take the right path, even if it's harder. Morally grey individuals find a curious sensation filling their hearts, tugging at them to the side of good. Could be nothing. Maybe it's Hope.

Ending

Your 10 years here have come to an end. What now?

Go Home: I guess it's understandable. This world is so like your own, how could you not think of home? I hope that, whether it's for rest or to bring the good fight to your world, you see the good that you've done here. You return home with everything you've accumulated up until now.

Stay: It is an interesting universe, and there's a lot to do. Stopping bad guys, fighting the real villains behind it all; of course it might take longer than 10 years. You stay in this world for good.

Kick Ass: This world hasn't quenched your desire; it's only inflamed it. You're going to take the lessons you've learnt here and bring them to every world after this one. I look forward to seeing what happens next! You continue on to the next Jump.

Notes:

1. Massive thanks to Nerx, who has been an immense help not only to this author by providing expert research, a majority of the suggestions for this Jump, and plenty of materials to review, but to Jumpchain as a whole, and an awesome mod for the community. Thanks Nerx. And thanks to Deveros-Sphere for the Flying Guy Perk. Additional thanks go to Anon for editing to make this all smoother, and for everyone else who contributed to make this happen.

2. Wanted's total ap from the various levels can all be combined, for a whopping total of 1100ap. That said, you have to consider that this is a group of supervillains who defeated the Avengers/Justice League of their world, brainwashed them and the world into thinking heroes never existed, and regularly patrol with assassinations and men in black tactics to ensure heroes never rise again.

   On top of that, they're unusually genre savvy and they are the worst, edgiest versions of criminals you will ever meet. Canon examples include killing people they didn't like in high school, assaulting celebrities they fantasised about, in addition to the aforementioned brainwashing. You are warned, these people make Frank D'Amico look like Captain America.

   If you decide not to take the extra +500ap for drawback enabled mind-wiping and power negation, feel free to act as the last line of defense and rid this earth of the worst scum in the universe. I'll even throw in a personal thankyou from Tommy Lee Jones, in addition to signed copies of all of his movies. If you get it, you get it.

3. Fallout and Power Woman are the Superman and Wonder Woman of their respective world. Assume roughly standard comic-book levels of power once they leave, though unless the true supervillains are put to rest, they will be uneasy about staying anywhere else.
4. So far the Millarverse properties that have been confirmed to be part of the same world by the author; Kick-Ass, Wanted, Jupiter's Legacy (Though in this world, only the Utopian exists, since the 1986 mind-wipe seems to have taken care of further hero activity and Killer can shoot bullets which kill Superheroes), Kingsman, Superior, Supercrooks, MPH, everything but Unfunnies. You won't run into previous versions of yourself, but it's your choice as to whether the timelines are adjusted to have your actions in their Jumps happen in the past or future. Fanwank responsibly.

5. Cool cats don't trip.

Changelog:

v 0.1: Added the basic layout, some perks and items.
v 1.0: Added the remaining Perks, the title picture, items, and the entire companions options.
v 1.1: Fixed the Civilian capstone perk, edited the Capstone Booster to become an uncapper.
V 1.2: Fixed the notes and certain mistakes in the descriptions.

V 1.3: Fixed the page breaks. Added some stuff.
V 1.4: Clarified the nature of the Millarverse, as far as Mark Millar has said in an interview detailing how it all connects together.