

My Life as a Teenage Robot

v0.2

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Introduction

My Life as a Teenage Robot is a cartoon series created by Rob Renzetti, which first aired on August 1, 2003. In this world XJ9, or Jenny Wakeman protects her hometown of Tremorton and the world from a variety of threats including giant meteors, alien threats, horrible monsters, dangerous criminals, and natural disasters. Jenny is a robot created by Nora Wakeman as a protector of the world and her daughter. This version of Earth is surrounded by a variety of advanced alien civilizations including The Cluster, a hive society of robots bent on destroying organic life and assimilating all robotic entities. There are also a large variety of monstrous creatures and robotic entities native to Earth which provoke similar panic and mass destruction. It's also not too unusual to see a typical genius-level scientist creating advanced technology capable of competing with these threats. Things aren't too grim though, Jenny Wakeman and her mother Nora Wakeman do an exceptional job of protecting the Earth, and especially their town, not to mention the many other heroic forces around the world. You enter this world just as Jenny is about to save the world from a life-wiping meteor, and soon after start highschool.

Gain **1000 CP**

Starting Location: You may choose or roll for any of the below options.

- **1. Tremorton**
- **2. Tokyo**
- **3. Wakeman Residence**
- **4. Mezmer's Diner**
- **5. Tremorton High**
- **6. Cluster Prime**

Choose your sex, and gender or lack thereof.

Roll 18+2d8 for your age if you are a Drop-in, Scientist, Alien or Monster. Roll 14+1d4 for your age if you are a Highschooler or Robot.

Origin

- **Drop In - Free:** You are a random person who showed up out of nowhere.
- **High Schooler - Free:** You are a relatively normal highschool student, you can choose to be enrolled in Tremorton High School or at another appropriate to your location. Remember to stay hip and cool.

- **Scientist - 100 CP:** You are a genius scientist, which in this world means you're able to create technological marvels far beyond the pale of modern science. Whether you use this for good or evil is up to you.
- **Monster - 100 CP:** You're some variety of horrible monster or terrifying beast. The assumption is that you'll try to destroy civilization wherever you find it, but you can really do whatever you want if you don't mind dealing with the prejudice. You may have 'naturally' evolved on this world or been created in some kind of experiment or accident. Take the **Unnatural Looks** drawback for no **CP** to account for your monstrous form.
- **Alien - 200 CP:** You are some kind of extraterrestrial lifeform, you may come from some advanced alien civilization, or just the vast reaches of space. Most people will assume you plan to either destroy them, conquer them, or both. But you're technically free to do what you want.
- **Robot - 200 CP:** You're a mechanical automaton, likely created by some genius scientist, either in a plot to save the world or to try and destroy it. Of course you could always just be a commercial product as well, or a relic of a distant or long forgotten civilization. You may also freely choose to be a creation of Nora Wakeman, possibly another sibling of XJ9, also known as Jenny Wakeman.

Perks

All Perks except those marked as exclusive may be bought repeatedly. 100 CP Perks are free for each Origin. All Perks are discounted to half price for their respective Origin.

General Perks

- **Theme Music - Free:** You may have a personalized theme song that plays at the start of each Jump and at your option every day, week, and battle.
- **Wakeman Look - Free:** You can freely choose to apply this world's aesthetic style to anything you own, most especially technology but it could even be reality itself if you really wanted. This, of course, carries over to future jumps and is toggleable at will.
- **Cybernetics - 100 CP:** This perk allows you to access the **Mechanical Customization** section to customize your own body, you receive no origin based freebies or discounts when doing so and have a **100 MP** stipend.
- **Superpowers - 100 CP:** This perk allows you to access the **Biological Customization** section to customize your own body, you receive no origin based freebies or discounts when doing so and have a **100 BP** stipend.
- **Cartoon Logic - 100 CP(Free Highschooler and Drop In):** This perk ensures that so long as it isn't directed at you intentionally you will not receive any real lasting harm from incidental environmental damage, up to and including brief instances of intense heat, vacuum pressure, electric current, and heavy blunt impact. As long as these occurrences are an unintended side effect of other happenings and don't extend over long periods of time they will at most cause temporary cosmetic damage.

Drop In

- **Background Character - 100 CP:** You don't want to be in the forefront of the plot? Maybe you just feel like being that character that cheers the hero on from the sidelines? With this perk, you can do that. Unless you make a concerted effort to insert yourself into the plot, you will never be forced into action.
- **Who are you again? - 200 CP:** Remember how you were apart of that incident that blew up a few houses and made a crater in the city? Well, now no one else does either. With this perk you can cause accidents and mayhem as much as you want, and as long as you disappear and don't show up again for a proportional amount of time, people will forget who caused the damage.
- **Without a Scratch - 400 CP:** Accidents happen sometimes and people get hurt or worse. You are the exception to this. With this perk any incidental effect or accidents that would cause you harm are nonlethal and can be quickly healed in full "off screen" so long as they weren't done with intent or are ongoing. Now you'll be ready to cause mayhem again as soon as the next "episode" starts, or just get back to your life I suppose.
- **Luck of the Devil- 600 CP:** Boy, you are just the luckiest son of a gun to ever grace this place aren't you? With this perk your luck in all things is exponentially risen. You could save a rich scientist who will help you or even that special someone you've been looking for. All things are possible. This perk won't solve your problems for you (most of the time) on its own, but it'll grant you ample opportunity to do so yourself much more easily than otherwise.

Highschooler

- **Smartypants - 100 CP:** Ah, you must be one of those smart kids everyone talks about. You are really good at performing well in school subjects and studying. Algebra, English, Foreign Languages, and more. Struggling in school is a thing of the past!
- **Can you hear me? - 200 CP:** Wow, you are one loud individual. So loud that you can be heard from all the way around the world! With this perk no matter what state you are in or where you are, allies will be able to hear you as though you are right next to them whenever you're in danger, or just badly want their attention.
- **You got it going on! - 400 CP:** There's just something undeniably cool about you, you have an Aura around you that makes people admire you and want to be around you. This perk makes it so that others will more easily like you, not to the point where they'll kill for you but they'll value your opinion more than they otherwise would, and be easily influenced by you in minor ways after they've gotten to know you.
- **Relatable - 600 CP:** Just like the Carbunkle brothers, you seem to be able to relate to any and all people. From big fierce monsters to robotic teenage girls, you are always able to find some type of common ground with someone. This perk also makes it so others are initially neutral towards you if they would otherwise be hostile.

Scientist

- **I Can Whip Something Up - 100 CP:** Working late nights and filling out strange requests is just another Tuesday for a Scientist of your calibre. This perk ensures that you'll never suffer burnout, grow overly bored, lose inspiration, or have your work suffer because of exhaustion. So long as your basic needs are at least barely being met you can keep happily churning out work day after day.
- **Omni-Disciplinary - 200 CP:** When you're trying to create superpowered Robots, advanced machinery, or biological Monsters you can't afford to stick to one field, and being a jack of all trades isn't quite enough either. This perk not only gives you genius level knowledge in every scientific field as compared to the real world, but it also makes it so none of your knowledge and ability will suffer from branching out in this way, in fact as you pursue one field your knowledge in all the others will get a little clearer and easier to apply as your general understanding of the universe expands.
- **Prototyping - 400 CP:** Sometimes you really need to get something done now, or want to test something new and exciting, but you don't have the right materials or the time to do it. This perk allows you to create a prototype of any technology or scientific advancement you're trying to create, allowing you to not only build a bit outside of your ability and explore new options, but to build things that require special materials or an extraordinary amount of time with just common supplies and an all nighter. These prototypes won't be up to the standard you want, falling noticeably short in all aspects except one you can focus on which will be close to your original vision, prototypes also don't last for extended periods, breaking down much easier than complete technologies, but nothing's stopping you from refining them once you do have the time, materials, and experience necessary.
- **Wakeman Tech - 600 CP:** This perk gives you the ability to create technology on par with that made by the esteemed Nora Wakeman. At a base this gives you a unique talent for making absurdly efficient technology that can reshape itself and compress down into impossibly small shapes and sizes. With enough time and study you can replicate anything she ever built or equivalents to them, including **XJ-Units**.

Monster

- **Inciteful - 100 CP:** You like to fight people but sometimes you find that people do not want to fight. Well, with this perk that's a thing of the past. You can make even the most pacifistic person want to duke it out with you.
- **Forgotten - 200 CP:** It's a lot of fun being a rampaging Monster, the king of all you can crush underfoot, but sometimes you want to take a break or need to lay low from certain heroic individuals. While no one is going to forget you exist, as long as you aren't actively attacking and threatening them or other innocents anyone who should be tracking you down and stopping you will procrastinate, putting it off for as long as possible instead of dealing with you right now as they should.
- **Unstoppable - 400 CP:** Being powerful is great, but it almost always comes with a lot of little weaknesses, some of them blatant like burning in ultraviolet rays, others less so like having softer internal tissues. But at least you have one major advantage there, one that'll ensure these weaknesses go unnoticed far longer than they should, no matter how

blatant they are. This perk ensures that the common people and proper authorities will never take notice or effectively utilize any weaknesses you may have, it would take a lone hero to think of something so “clever”.

- **In Your Element - 600 CP:** Like the rock monsters from Mercury and the sponge monster from Japan, you too gain strength and stature from a substance of your choice. When you absorb your designated substance, you grow in size and power as do any abilities that you possess, the more rare the substance the larger the gain in size and power, the benefits of this perk work best when used with biological abilities, but can technically be applied to any. For a repeatable additional **200 CP** you can pick an additional substance with the same rules.

Alien

- **Nexus Of The People - 100 CP:** You're a natural leader, the perfect person/thing for the job, and everyone should know about that truth and your righteous mission. This perk essentially grants you an 'aura' of leadership and authority that makes you seem like a good choice for such responsibilities, and makes those who don't know better less likely to question your claims.
- **Perfect Infiltrator - 200 CP:** If you want to conquer an alien planet you need to be able to infiltrate their society, blend in with their people so you can learn about them and prepare your takeover. This perk ensures that so long as you make some token effort to change your appearance and act according to a different role than you would normally take you won't face undue suspicion or have anyone figure out your true identity. They're still capable of recognising unusual behavior but unless you fully reveal yourself or act in a blatantly hostile manner they won't make the connection to your true identity, even if this is the third time you've done this in less than a year and you have the same color scheme as usual or didn't even bother to disguise your voice.
- **Clustering - 400 CP:** This perk grants you the ability to spawn mindless loyal drones of some variety. The rate at which you could do this starts at roughly 100 a day, or about 1 every 15 minutes. The method you use to do this is roughly of your own design so long as it necessitates your direct involvement and concentration, you could build them using spare parts, birth them, produce eggs like some kind of insect queen, or even just call them out of the ether. Their capabilities start equal to the free perks you have access to from the **Customization** section, and their nature is also roughly determined by your choices there. They can be granted additional capabilities that you've purchased in that section but this will increase the time it takes to produce them proportionally. For example, you have access to **150 CP** worth of free perks in that section, so to spawn a drone of **300 CP** value it would take twice as long. These drones will perfectly follow your orders and are immune to any methods of subterfuge.
- **Biomimicry - 600 CP:** You're not some useless meatbag, but you're not some bucket of bolts either. This perk gives you access to both the **Mechanical** and **Biological Customization** sections, including freebies. Whether this is because you're a mechanical entity made of complex nanobots able to perfectly mimic organic functions, an organic being able to utilize inorganic materials in complex ways in order to mimic technology, or some kind of cybernetic mix is up to you. This perk also allows you to

pass on any of these traits to your offspring, whether they're biological or mechanical it can all get passed down the same.

Robot

- **Are Those Flames Painted On Your Feet? - 100 CP:** When you're walking around as a mechanical construct you can draw some weird looks and have trouble fitting in. With this perk that's no longer an issue, no matter how bizarre your form so long as you aren't physically threatening them or something similar people will always focus on the more interesting and "cool" aspects of your appearance, and with that easily overlook how bizarre you are to instead relate to you as a person.
- **I can hear you - 200 CP:** You've heard the tales. Being unable to hear cries for help from friend and stranger alike when they need you the most. Well with this perk that's a thing of the past. You are always able to filter out the unimportant noises in order to hear cries for help and accurately pinpoint their location. Whether they are down the block or around the world, it does not matter. You'll always know about it if you wish to, and can be on your way as soon as you do. You can filter this perk's range and targets at will.
- **Scanning - 400 CP:** Sometimes even with an absurdly large tool box you end up running out of good options on certain problems, or maybe you just need something new to eke out that last bit of efficiency. That's where this perk comes in handy, on its own this perk doesn't offer any shapeshifting capabilities, but it does allow you to expand your options in regards to the forms you have available if or when you possess such capabilities. With this perk you can scan objects and things generally in line with the forms you're able to take, or with similar capabilities, afterwards these are added to your repertoire of potential forms from then on.
- **XJ-Unit - 600 CP:** You've got TVs coming out of your stomach, radars coming out of your head, and who knows how many weapons folding out of your arms, how do you do it? Simple, you have theoretically infinite internal storage space for upgrades and alternate configurations. This perk allows you to install devices into your body with no upper limit, you have an infinite extra dimensional storage capacity that can only be used specifically for this purpose, and any gadgets or weapons bought here or in future Jumps can be reverse imported into this space as an attachment to your body. You also may find that any technology incorporated into your body is unusually efficient and retains any unique traits, which can carry over the others.

Customization

This section includes the options available for expanding on and customizing your abilities within this Jump document. This section has two parts, **Mechanical** and **Biological**, unless otherwise stated assume Robots have access to the **Mechanical** portion, Monsters have access to the **Biological** portion, and Aliens must choose one of the two to access. Otherwise appropriate items or perks must be purchased to access this section. **Customizations** which have multiple tiers must have those tiers purchased cumulatively unless otherwise specified.

Anything purchased here may be fluffed however you want upon purchasing so long as that doesn't provide any noticeable advantage to its function.

Mechanical

This section includes **Mechanical Customization** options, and uses **MP** which may be converted from **CP** at a 1:1 ratio. Robots and Aliens if choosing this as their portion of the section(or using **Biomimicry**) receive a **600 MP** stipend for use here to define their capabilities.

- **Power System - Free:** This **Customization** represents the system your mechanical device or ability uses to power its functions, and directly translates to stamina. By default this is a generic battery system capable of powering your systems at the level defined in this section for up to 8 hours before needing recharged/refueled. The nature of this battery system is roughly of your own design and can include anything from standard LiPo batteries, to organic waste generators, or even steam power. For an additional **100 MP(Free XJ-Unit)** this can be upgraded to an advanced hydronium-electric hybrid-power system(or equivalent) that will provide power at the level defined here effectively indefinitely.
- **Chassis - Free:** This **Customization** represents the basic frame of your mechanical device or ability and directly translates to size and shape. By default this can be any generalized shape that doesn't provide noticeable advantage and isn't covered by another **Customization**, and can be any size up to that equivalent to a modern Earth handheld electronic or weapon, the size proportionally changing the capabilities of its **Customizations** with average adult human size as the base they are scaled from. For an additional **50 MP(Free XJ-Unit)** this size can be equivalent to any in the natural human range, and allows for full proportional capabilities at sizes as small as a toddler. For another additional **50 MP** this size can be equivalent to any up to that of the average modern Earth civilian truck, and allows for full proportional capabilities at sizes as small as a common modern Earth computer mouse. And for a last additional **50 MP** this size can be equivalent to any up to that of a modern Earth passenger plane, and allows for full proportional capabilities at sizes as small as a common modern Earth insect.
- **Motors - 50 MP(Free Robot and Alien)(+3 base purchases Free XJ-Unit):** This **Customization** represents the systems your mechanical device or ability uses to perform gross motor movements, and directly translates to its lifting and striking strength. By default these motors are capable of outputting force roughly equivalent to an especially fit human, or around 1 ton(2,000 lbs), and can come in the form of up to a standard 4 primary limbs. The base price can be purchased multiple times to increase the number of limbs/actuators at the maximum purchased level. For an additional **50 MP(Free XJ-Unit)** this is upgraded to 10 tons(20,000 lbs) of force output, about 5 times the weight of the average automobile, or just a bit short of the weight of a Tyrannosaurus rex. For another additional **50 MP** this is upgraded drastically to force equivalent to

10,000 tons(20 million lbs) or roughly the total weight of the Eiffel tower. And for a last additional **50 MP** this is upgraded even further to force equivalent to 350,000 tons(700 million lbs) or roughly 10 cruise ships, or around the weight of the Empire State Building.

- **Plating - 50 MP(Free Robot and Alien):** This **Customization** represents the systems your mechanical device or ability uses to defend and/or support itself against outside forces, and directly translates to physical durability and roughly to energy resistance. By default this plating is equivalent to relatively thin modern steel, able to stand up against minor blunt impacts but struggling to prevent penetration by even low caliber manportable ammunition. For an additional **50 MP(Free XJ-Unit)** this is upgraded to be equivalent to thick high grade steels and composite materials, able to stand up against repeated heavy blunt impacts and prevent penetration by anything short of 50 caliber AP rounds or equivalent. For another additional **50 MP** this is upgraded drastically further to be equivalent to advanced metal alloys and cutting edge composite materials, able to stand up to moderate explosions(up to a ton of TNT) and prevent penetration and gross damage from even ship mounted artillery cannons. And for a last additional **50 MP** this is upgraded even more drastically to be beyond traditional materials, able to stand up to incredible forces and projectiles able to do damage on the scale of a small town with little serious damage.
- **Drivers - 50 MP(Free Robot and Alien)(+3 base purchases Free XJ-Unit):** This **Customization** represents the systems your mechanical device or ability uses to create mobility on land, and directly translates to land speed. This can take the form of many different modes of transportation including but not limited to legs/feet, wheels, treads, and low floating hover technology. The base price can be purchased multiple times to increase the number of mobility devices/forms at the maximum purchased level. By default this is equivalent to a relatively normal human, or maxing out at about 20 mph(32 km/h). For an additional **50 MP(Free XJ-Unit)** this is upgraded to be equivalent to the average modern automobile, or maxing out at about 120 mph(193 km/h). For another additional **50 MP** this is upgraded to be greater than even most modern race cars, maxing out at about 300 mph(483 km/h) or a bit under half of the speed of sound. For a last additional **50 MP** this is upgraded to be greater than even the best jet-powered cars, maxing out at about 700 mph(1127 km/h) or just under the speed of sound.
- **Servos - 50 MP(Free Robot and Alien):** This **Customization** represents the systems your mechanical device or ability uses to control its fine motor movements, and directly translates to precision and fine movement speed. By default this is roughly equivalent to a fit but relatively average human. For an additional **50 MP(Free XJ-Unit)** this is upgraded to the level of many modern industrial machines, able to perform simple but finely tuned actions consistently and at noticeably inhuman speeds. For an additional **50 MP** this is upgraded further to be equivalent to high quality lab equipment, able to perform moderately complex and very finely tuned actions consistently and at speeds just beyond normal human perception. For a last additional **50 MP** this is upgraded even

further to a level more advanced than most modern machinery is capable of, performing incredibly complex and near perfectly precise actions consistently and at speeds just exceeding the speed of sound.

- **Sensors - 50 MP(Free Robot and Alien(sight and sound))(+3 base purchases Free XJ-Unit):** This **Customization** represents the systems your mechanical device or ability uses to perceive its environment, and directly translates to motion tracking and sensory range. The nature of these sensors can include but are not limited to, standard cameras, audio receivers, radio, electromagnetic sensors, radar, and sonar. The base price can be purchased multiple times to increase the number of sensory devices/systems at the maximum purchased level. By default these are roughly equivalent to or slightly inferior to mundane human senses. For an additional **50 MP(Free XJ-Unit)** these are upgraded to be roughly equivalent to non-human animal senses, able to track objects moving slightly too fast and with clarity at too great a range for mundane human senses to do so. For another additional **50 MP** these are upgraded further to be roughly equivalent to modern high speed and high zoom cameras, able to track objects moving at and around the speed of sound and with clarity at distances in excess of a mile(1.6 kilometers). For a last additional **50 MP** these are greatly upgraded to be roughly equivalent to the best modern sensory devices, able to track objects at and around hypersonic speeds and with clarity at distances in excess of dozens of miles/kilometers.
- **Thrusters - 50 MP(Free XJ-Unit):** This **Customization** represents the systems your mechanical device or ability uses to travel through air or vacuum, and directly translates to aerial movement speed. The nature of these thrusters is of your own rough design, and can include but are not limited to, jet boosters, ionic thrusters, propellers, and even mechanized wings. The base price can be purchased multiple times to increase the number of aerial propulsion devices/systems at the maximum purchased level. By default these are roughly equivalent to the methods used by the best modern Earth animals, maxing out at close to 80 mph(129 km/h). For an additional **50 MP** this is upgraded to be roughly equivalent to modern most modern helicopters, maxing out around 200 mph(322 km/h). For another additional **50 MP** this is upgraded even further to be greater than most modern passenger planes at about 700 mph(1127 km/h), or just short of the speed of sound. For a last additional **50 MP** this is greatly upgraded to be equivalent to advanced SciFi crafts with speed maxing out at about mach 5, or 5 times the speed of sound, and can go further up to massively FTL when in space or equivalent vacuum.
- **Armaments - 50 MP(Free Robot and Alien)(+3 base purchases Free XJ-Unit):** This **Customization** represents the systems your mechanical device or ability uses directly for combat, and directly translates to weapons. The nature of these armaments can be incredibly varied and include but are not limited to anything from ballistic weapons such as machine guns, miniguns, and artillery, missiles, simple melee weapons such as swords, axes, and flails, complex melee weapons such as chainsaws, buzzsaws, or

piston devices, and even energy weapons such as lightning casters, lasers, plasma guns, particle emitters, and any other generic SciFi weapons you could think of. The base price gives you 3 of these armaments, and can be purchased multiple times to increase the number of armaments at the maximum purchased level. By default these armaments are roughly equivalent to common modern Earth civilian equipment, like handguns, rifles, or power tools, and normal melee weapons scaled to the level of your **Motors** and **Plating**, with similar damage potential. For an additional **50 MP(Free XJ-Unit)** this is upgraded to be roughly equivalent to modern Earth military man portable and light vehicle mounted weaponry, such as high caliber rifles, grenades, barretts, and RPGs, complex melee weapons more comparable to larger industrial equipment and simple melee weapons still scaled the same but with exceptional quality and craftsmanship that allows them to function noticeably better than normal mechanical limbs. For another additional **50 MP** these are greatly upgraded even further to be roughly equivalent to large and powerful modern Earth military weapons and equipment, comparable to things like ship mounted artillery cannons, missile emplacements, and anti-air guns, complex melee weapons comparable to powerful industrial machines that operate on massive scales and simple melee weapons that scale the same as previously and have special qualities such as enhanced sharpness, heated edges, or unnaturally good leverage, which allows them to perform far better than normal mechanical limbs. And for a last additional **50 MP** this is majorly upgraded to be roughly equivalent to the best of modern Earth military weapons and equipment, with forces comparable to even nuclear weaponry, and melee weapons both complex and simple with advanced properties that in addition to their scaling let them perform at the level of advanced SciFi weaponry, such as monomolecular edges, intense energy blades, and industrial performances that put comparable mechanical limbs to shame.

- **Gadgets - 50 MP(Free Robot and Alien)(+3 base purchases Free XJ-Unit):** This **Customization** represents the systems your mechanical device or ability uses for advanced non-combat and non-direct mobility and non-direct sensory functions, and roughly translates to utility. The nature of these gadgets can include but is not limited to, camouflage, cleaning, construction, communication, grappling, audio output, lights, aquariums, and tracking. The base price gives you 3 of these gadgets, and can be purchased multiple times to increase the number of gadgets at the maximum purchased level. By default these gadgets are roughly equivalent to common modern Earth handheld electronics of the early 2000's. For an additional **50 MP(Free XJ-Unit)** these are upgraded to be roughly equivalent to common modern Earth electronics and household appliances from the late 2010's. For another additional **50 MP** these are upgraded even further to be equivalent to non-combat military hardware at the cutting edge of modern Earth 2020. And for a last additional **50 MP** these are advanced SciFi devices that can perform functions outside that of normal electronics on the scale of other comparable **Customizations**, things like freezing large areas or magnetically attracting large masses, and quick interplanetary communication.

- **Programs - 50 MP(Free Robot and Alien)(+3 Free XJ-Unit):** This **Customization** represents the systems your mechanical device or ability uses for performing specified actions, and directly translates to skills. The nature of these programs can be comparable to any mundane skills including things like language or martial arts, or any directly tied to other **Customizations**, but not engineering or science on the level of **Omni-Disciplinary** or better. Any programs purchased will work together to form an overarching software. These programs grant skill equivalent to the top 1% of professional practitioners of the related skill.

- **Transformation - 50 MP(Free Robot and Alien):** This **Customization** represents the systems your mechanical device or ability uses for changing its shape and basic mechanical function, and directly translates to mechanical shapeshifting. The nature of this transformation can be anything remotely physically plausible within the confines of its tier, just remember it's mechanical shapeshifting with all the implied limitations. By default this allows for all other **Customizations** to be 'folded up' and hidden away within any space that could plausibly hold them, and for generalized changes to length and form such as stretching your arms and extending your fingers. For an additional **50 MP(Free XJ-Unit)** this also allows for more generalized mechanical shapeshifting such as changing the form and structure of legs, arms, or even your general body shape within the possibilities of your **Customizations**, and also allows for your whole body to be reshaped in such a way that it acts as an extension of one of your **Customizations** or otherwise integrated devices, improving their function proportionally.

- **Reassembly Acquired - 50 MP(Free Robot and Alien):** This **Customization** represents the systems your mechanical device or ability uses for maintaining and repairing function, and directly translates to repairability. The nature of this reassembly depends on the tier it's purchased at but is otherwise roughly of your own design. By default this just takes the form of somewhat redundant and wear resistant construction, with parts that can easily be repaired and pieced back together by hand. For an additional **50 MP(Free XJ-Unit)** these will be upgraded to include the ability to detach harmlessly when encountering forces that would greatly damage but not outright destroy the parts they encounter, and redundancy sufficient to maintain function even when extensively damaged so long as power and central processing(brain) remain largely intact. For another additional **50 MP** this is upgraded further to include limited self reassembly functionality, such as magnetic or grapple based reassembly functions, and can slowly(within a minute or so) piece back together any parts not so damaged to be rendered functionless, though will not repair smaller scale or fine damage on individual components. And for a last additional **50 MP** this is greatly upgraded to be able to quickly(within seconds) piece back together parts and also add self repair functionality that can repair small scale and fine damage to individual parts and components, even to the extent of complete reconstruction so long as power and central processing(brain) remain largely intact.

Biological

This section includes **Biological Customization** options, and uses **BP** which may be converted from **CP** at a 1:1 ratio. Monsters and Aliens if choosing this as their portion of the section(or using **Biomimicry**) receive a **600 BP** stipend for use here to define their capabilities.

- **Metabolism - Free:** This **Customization** represents the organs your biological organism or ability uses to maintain its functions, and directly translates to stamina. By default this is a generic digestive system capable of maintaining your abilities at the level defined in this section for up to 8 hours before needing to consume more. The nature of this digestive system is roughly of your own design and can include utilize any kind of organic material. For an additional **100 BP(Free In Your Element)** this can be improved to no longer require organic material, and maintain function at the level defined here effectively indefinitely.
- **Skeleton - Free:** This **Customization** represents the basic body frame of your biological organism or ability and directly translates to size and shape. By default this can be any generalized shape that doesn't provide noticeable advantage and isn't covered by another **Customization**, and can be any size up to that equivalent to a modern Earth house cat, the size proportionally changing the capabilities of its **Customizations** with average adult human size as the base they are scaled from. For an additional **50 BP(Free In Your Element)** this size can be equivalent to any in the natural human range, and allows for full proportional capabilities at sizes as small as a toddler. For another additional **50 BP** this size can be equivalent to any up to that of the average modern Earth elephant, and allows for full proportional capabilities at sizes as small as a common modern Earth mouse. And for a last additional **50 BP** this size can be equivalent to any up to that of a modern Earth passenger plane, and allows for full proportional capabilities at sizes as small as a common modern Earth insect.
- **Muscles - 50 BP(Free Monster and Alien)(+3 base purchases Free In Your Element):** This **Customization** represents the organs your biological organism or ability uses to perform gross motor movements, and directly translates to its lifting and striking strength. By default these muscles are capable of outputting force roughly equivalent to an especially fit human, or around 1 ton(2,000 lbs), and can come in the form of up to a standard 4 primary limbs. The base price can be purchased multiple times to increase the number of limbs at the maximum purchased level. For an additional **50 BP(Free In Your Element)** this is upgraded to 10 tons(20,000 lbs) of force output, about 5 times the weight of the average automobile, or just a bit short of the weight of a Tyrannosaurus rex. For another additional **50 BP** this is upgraded drastically to force equivalent to 10,000 tons(20 million lbs) or roughly the total weight of the Eiffel tower. And for a last additional **50 BP** this is upgraded even further to force equivalent to 350,000 tons(700 million lbs) or roughly 10 cruise ships, or around the weight of the Empire State Building.

- **Tissues - 50 BP(Free Monster and Alien):** This **Customization** represents the organs your biological organism or ability uses to defend and/or support itself against outside forces, and directly translates to physical durability and roughly to energy resistance. By default these tissues are equivalent to relatively thin modern steel, able to stand up against minor blunt impacts but struggling to prevent penetration by even low caliber manportable ammunition. For an additional **50 BP(Free In Your Element)** these are upgraded to be equivalent to thick high grade steels and composite materials, able to stand up against repeated heavy blunt impacts and prevent penetration by anything short of 50 caliber AP rounds or equivalent. For another additional **50 BP** these are upgraded drastically further to be equivalent to advanced metal alloys and cutting edge composite materials, able to stand up to moderate explosions(up to a ton of TNT) and prevent penetration and gross damage from even ship mounted artillery cannons. And for a last additional **50 BP** these are upgraded even more drastically to be beyond traditional materials, able to stand up to incredible forces and projectiles able to do damage on the scale of a small town with little serious damage.

- **Legs - 50 BP(Free Monster and Alien):** This **Customization** represents the organs your biological organism or ability uses to create mobility on land, and directly translates to land speed. This can take the form of legs/feet, or something like a flexible tail or undulating body. The base price can be purchased multiple times to increase the number of mobility forms at the maximum purchased level. By default this is equivalent to a relatively normal human, or maxing out at about 20 mph(32 km/h). For an additional **50 BP(Free In Your Element)** this is upgraded to be equivalent to the average modern automobile, or maxing out at about 120 mph(193 km/h). For another additional **50 BP** this is upgraded to be greater than even most modern race cars, maxing out at about 300 mph(483 km/h) or a bit under half of the speed of sound. For a last additional **50 BP** this is upgraded to be greater than even the best jet-powered cars, maxing out at about 700 mph(1127 km/h) or just under the speed of sound.

- **Nerves - 50 BP(Free Monster and Alien):** This **Customization** represents the organs your biological organism or ability uses to control its fine motor movements, and directly translates to precision and fine movement speed. By default this is roughly equivalent to a fit but relatively average human. For an additional **50 BP(Free In Your Element)** this is upgraded to the level of many modern industrial machines, able to perform simple but finely tuned actions consistently and at noticeably inhuman speeds. For an additional **50 BP** this is upgraded further to be equivalent to high quality lab equipment, able to perform moderately complex and very finely tuned actions consistently and at speeds just beyond normal human perception. For a last additional **50 BP** this is upgraded even further to a level more advanced than most modern machinery is capable of, performing incredibly complex and near perfectly precise actions consistently and at speeds just exceeding the speed of sound.

- **Senses - 50 BP(Free Monster and Alien(sight and sound))(+3 base purchases Free In Your Element):** This **Customization** represents the organs your biological organism or ability uses to perceive its environment, and directly translates to motion tracking and sensory range. The nature of these senses can include but are not limited to, standard eyes, ears, radio, electromagnetic senses, radar, and sonar. The base price can be purchased multiple times to increase the number of sensory organs at the maximum purchased level. By default these are roughly equivalent to or slightly inferior to mundane human senses. For an additional **50 BP(Free In Your Element)** these are upgraded to be roughly equivalent to non-human animal senses, able to track objects moving slightly too fast and with clarity at too great a range for mundane human senses to do so. For another additional **50 BP** these are upgraded further to be roughly equivalent to modern high speed and high zoom cameras, able to track objects moving at and around the speed of sound and with clarity at distances in excess of a mile(1.6 kilometers). For a last additional **50 BP** these are greatly upgraded to be roughly equivalent to the best modern sensory devices, able to track objects at and around hypersonic speeds and with clarity at distances in excess of dozens of miles/kilometers.

- **Wings - 50 BP(Free In Your Element):** This **Customization** represents the organs your biological organism or ability uses to travel through air or vacuum, and directly translates to aerial movement speed. The nature of these wings is of your own rough design, and can include but are not limited to insectoid, bat-like, feathered, or scaled wings, and even reactionless flight by some internal organ. The base price can be purchased multiple times to increase the number of wings at the maximum purchased level. By default these are roughly equivalent to the methods used by the best modern Earth animals, maxing out at close to 80 mph(129 km/h). For an additional **50 BP** this is upgraded to be roughly equivalent to modern most modern helicopters, maxing out around 200 mph(322 km/h). For another additional **50 BP** this is upgraded even further to be greater than most modern passenger planes at about 700 mph(1127 km/h), or just short of the speed of sound. For a last additional **50 BP** this is greatly upgraded to be equivalent to advanced SciFi crafts with speed maxing out at about mach 5, or 5 times the speed of sound, and can go further up to massively FTL when in space or equivalent vacuum.

- **Natural Weapons - 50 BP(Free Monster and Alien)(+3 base purchases Free In Your Element):** This **Customization** represents the organs your biological organism or ability uses directly for combat, and directly translates to weapons. The nature of these natural weapons can be incredibly varied and include but are not limited to anything from claws, fangs, mandibles, stingers, scythes, spikes, horns, toxic/acid spit, or toxic/gaseous breath. The base price gives you 3 of these natural weapons, and can be purchased multiple times to increase the number of weapons at the maximum purchased level. By default these weapons are roughly equivalent to common modern Earth animal weapons scaled to the level of your **Muscles** and **Tissues**, with similar damage potential. For an additional **50 BP(Free In Your Element)** this is upgraded to be roughly equivalent to

modern Earth military man portable and light vehicle mounted weaponry, with exotic features you wouldn't normally find on mundane animals and still scaled to the level of your **Muscles** and **Tissues**. For another additional **50 BP** these are greatly upgraded even further to be roughly equivalent to large and powerful modern Earth military weapons and equipment, that scale the same as previously and have special qualities such as enhanced sharpness, heated edges, or unnaturally good leverage, which allows them to perform far better than normal limbs. And for a last additional **50 BP** this is majorly upgraded to be roughly equivalent to the best of modern Earth military weapons and equipment, with forces comparable to even nuclear weaponry, qualities both complex and simple with advanced properties that in addition to their scaling let them perform at the level of many SciFi and fantasy creatures, such as monomolecular edges, incredibly virulent acids, intensely hot fire breath, supernaturally hard surfaces, and general performances that put otherwise comparable organs to shame.

- **Instincts - 50 BP(Free Monster and Alien)(+3 Free In Your Element):** This **Customization** represents the instincts your biological organism or ability uses for performing specified actions, and directly translates to skills. The nature of these instincts can be comparable to any mundane skills including things like language or martial arts, or any directly tied to other **Customizations**, but not engineering or science on the level of **Omni-Disciplinary** or better. Any instincts purchased will work together to form an overarching behavior. These instincts grant skill equivalent to the top 1% of professional practitioners of the related skill.
- **Shapeshifting - 50 BP(Free Monster and Alien):** This **Customization** represents the way your biological organism or ability changes its shape and basic biological function, and directly translates to biological shapeshifting. The nature of this shapeshifting can be anything remotely physically plausible within the confines of its tier, just remember it's biological shapeshifting with all the implied limitations. By default this allows for all other **Customizations** to be 'folded up' and hidden away within any space that could plausibly hold them, and for generalized changes to length and form such as stretchy your arms and extending your fingers. For an additional **50 BP(Free In Your Element)** this also allows for more generalized biological shapeshifting such as changing the form and structure of legs, arms, or even your general body shape within the possibilities of your **Customizations**, and also allows for your whole body to be reshaped in such a way that it acts as an extension of one of your **Customizations** or otherwise biological organs, improving their function proportionally.
- **Regeneration - 50 BP(Free Monster and Alien):** This **Customization** represents how your biological organism or ability recovers from damage to maintain function, and directly translates to healing. The nature of this regeneration depends on the tier it's purchased at but is otherwise roughly of your own design. By default this just takes the form of somewhat redundant and hearty biology, with parts being recoverable after separation, either through reattachment or slow regrowth. For an additional **50 BP(Free**

In Your Element) this will be upgraded to include the ability to reattach harmlessly when encountering forces that would greatly damage but not outright destroy the parts they encounter, and redundancy sufficient to maintain function even when extensively damaged so long as basic metabolism and brain function remain largely intact. For another additional **50 BP** this is upgraded further to include limited combat healing, and can slowly(within a minute or so) piece back together any parts not so damaged to be rendered functionless, and will recover lesser damage within seconds so long as basic metabolism and brain function remain largely intact. And for a last additional **50 BP** this is greatly upgraded to be able to quickly(within seconds) piece back together parts and also smaller scale healing acting almost instantaneously, even to the extent of complete reconstruction so long as basic metabolism and brain function remain largely intact.

- **Inorganic Flesh - 100 BP(Free In Your Element):** This **Customization** represents your biological organism or ability being made up of inorganic substances, the nature of these substances and the extent of them depends on the tier but they are otherwise of your rough design, and won't provide greater advantage than the tier or other **Customizations** you possess define on their own. By default this allows your flesh to be made up of solid and near solid inorganic substances such as rock, ice, metal, sponge, or rubber, and while protecting you from things such as mundane diseases and organic toxins you still have some form of organ structure and critical weaknesses. For an additional **50 BP** this is upgraded to allow for liquid inorganic substances such as slime, magma, acid, water, or mud, and while removing most critical weaknesses and organ structure you're still vulnerable to complete destruction and forces that interact negatively with the nature of this substance(such as cold for magma, bases for acid, or heat for water). For a last additional **50 BP** this is upgraded further to allow for energy based inorganic substances such as electricity, fire, or plasma, and while removing virtually all physical weaknesses you're even more vulnerable to forces that interact negatively with the nature of this substance(such as water for any of the three examples).

Items

All Items may be bought repeatedly. One **100 CP** Item is free for each Origin. All Items are discounted to half price for their respective Origin. All items can have a similar item freely imported into them.

General Items

- **MLAATR - Free:** This is a collection of all official My life as a Teenage Robot content and merchandise, blue rays of the show, CDs of all the music, and as much extra physical merchandise such as apparel items and figures as you're willing to have delivered to your warehouse(or equivalent). You also get all the same in digital form on an omni-compatible super flash drive.

- **Mechanical Device - 100 CP:** There are little to no guidelines for what this item is, it could be a weapon, armor, even a vehicle or household appliance. No matter what form it takes this item is a platform of your own design which can be customized using the **Mechanical Customization** section in this Jump, and allows you to access for this purpose with no origin based freebies or discounts and a **100 MP** stipend. By paying an additional, repeating, **100 CP** you can also combine this item with any other compatible item you own, combining their capabilities and upon multiple purchases adding more and more compatible items to it.

Drop In

- **Identity Bundle - 100 CP:** What every enterprising stranger needs: A good old set of documents that lets you get around those pesky nosy people asking you questions about you, a house for you to live in and a car of your choice.
- **Action Jumper Dolls - 200 CP:** You receive 100 of these dolls that look just like you. While these may seem harmless they are anything but. They have the capability to fly around, extend their arms, legs and necks. They also are capable of being used in capture, destroy and battle plans as these cute little dolls are actually tiny robots. With very advanced AI I may add but it is loyal to you and won't harm you.
- **HoverCraft - 400 CP:** Fresh off the factory floor, your very own hovercraft. Capable of flying at high speeds, this baby can hold up to 5 people at a time, one of them being the driver of course. As always, any upgrades and modifications will be retained after the jump's end. Also comes with an unlimited supply of fuel and choice of your color. Try not to crash into any buildings now, ok?
- **Pip Crystals - 600 CP:** Rumored to be extremely dangerous by multiple people, these crystals are capable of gifting those who wear them with great powers such as Sonic Blast Generation, Shrinking others, Telekinesis, Teleportation, Flight, Ice Powers and Energy Constructs. You will receive enough crystals to upgrade any and all outfits you own and can do so freely while retaining any unique traits. The nature of the powers granted by the crystals and their scale is roughly determined by the **Biological Customization** section, which you can access for use with this item without any discounts or freebies, gaining a **400 BP** stipend for use there. The powers granted by these crystals persist while they're worn and wear off quickly afterwards.

Highschooler

- **Cool Threads - 100 CP:** This item is an outfit of your design that so long as it meets at least basic social standards of decency will be seen as acceptable in any setting, even one that usually requires a specific uniform. The outfit will also always be seen as at least moderately fashionable. Whenever lost or destroyed a new one will spawn one week later. For an additional **100 CP** you instead have an endless wardrobe full of outfits like this, which need not have the same design.
- **Limited Edition Musique - 200 CP:** This item is the one and only high-tech music player the Musique! State of the art and all around hip and cool. Its multi-use being a Music player, cell phone, radio, mood reader and it even trims your nose hair! The phone is immune to hacking and malware. It will always have a signal along with

unlimited data and memory. As a bonus for its price, it will always upgrade to match the best equivalent of the device within future jumps.

- **Club House - 400 CP:** This item can be several forms of property, either a traditional club house, a tree fort, or a snow fort. Whichever one you choose it will be of a scale and quality far beyond normal expectation, a tree fort might be capable of supporting several stands full of spectators, and a snow fort might be of monstrous size and made of solid ice with giant spikes on the front. The important thing is that so long as it doesn't cause direct harm to anyone the actions within this property will not fall under suspicion from normal authorities, and people will be highly unlikely to enter if you've barred them. For an additional **100 CP** this effect will be upgraded even more with even actively hostile entities being abnormally deterred by these structures and painful accidents having their chances reduced to functionally zero. For a separate additional **100 CP** you can instead gain all three properties at whatever level you've purchased them.
- **Jumper High - 600 CP:** This item is a unique property owned by you, and in the form of either Tremorton High School specifically or a similar school of your own rough design. This school can be freely inserted into any future Jumps or attached to any other properties you own, it has free water, heating, and power. And at the Jumper's discretion can be legally owned by them, or another they specify. The Jumper can choose to be legally enrolled here or a staff member employed here at any position, and can do the same for any and companions imported into the relevant Jump. This property carries with it a unique for of the **0 CP** version of **My Life as a Teenage Jumper** which allows you as well as any and all companions imported into the relevant Jump to be legal residents with basic IDs in line with your position at this school.

Scientist

- **Contention Unity SX - 100 CP:** This item is a small device resembling a vacuum cleaner and capable of absorbing theoretically infinite material. When turned on it will suck up all tiny hostile creatures no larger than a rat within the vicinity very rapidly and also perfectly clean up all dust, trash, messes, and stains in the same range and time. Whenever lost or destroyed a new one will spawn one week later.
- **Planetary Observation System - 200 CP:** This item is an array of detectors able to identify and measure threats from around the world and nearby space. It can detect and numerically measure any threat or disaster capable of threatening large groups of people, and intercept and organize any calls for assistance.
- **Scrap Parts - 400 CP:** This item is an endless collection of spare mechanical and electronic parts and materials. It can come in the form of shelves full of scrap, boxes of parts, or even just piles of junk at your discretion. While it doesn't contain any special materials or unique items unless you have easy access to such things it always contains a large supply of raw materials and spare parts, some often being semi-constructed and in line with your planned project, saving you time.
- **Live-in Laboratory - 600 CP:** This item is a combination of living space and workshop/scientific research facilities. It's roughly the size of a three story upscale home on the surface, and contains comparable living conditions with free water, heating, and

power to this limit, as well as being fully owned by you legally. This residence also contains laboratory and workshop facilities capable of allowing for any kind of construction or research. It is fully and easily modifiable, able to store technology with an unnatural efficiency and upgradable through the **Mechanical Customization** section. This residence is also able to repair and reformat much like the **Auto Shop** but possesses no staff or automated facilities to do so without your own efforts.

Monster

- **Accessory - 100 CP:** This item is a small accessory of your own design that fits you perfectly and can be worn safely regardless of your monstrous and potentially powerful nature. Examples include a top hat, glasses, a bowtie, and even some kind of light bulb helmet/head. This item can freely combine with any other outfit you own and shares any unique properties between the two. Whenever lost or destroyed a new one will spawn one week later.
- **Second Identity - 200 CP:** I'm not part of this gang you are speaking of, I'm simply a teacher. With this item you are able to hide your inhuman nature to a degree and assume an identity with all the bells and whistles from an accent to names and escape any consequences associated with your monstrous identity.
- **Space Motorbike - 400 CP:** A bike not dissimilar to the ones the vicious Space Bikers have, you now have one as well. This bike is capable of flying, shooting lasers, and as the name entails Space Travel. Comes with choice of color and unlimited fuel. Any upgrades made to the item carry over to other jumps and if you have a vehicle that fits this category, it can be imported and receives the benefits of this item. This item can be customized with the **Mechanical Customization** section.
- **Special Hideaway - 600 CP:** Sometimes you just don't want to leave the planet or maybe you just really like this place but you know that you just won't be accepted very well. Well with this handy dandy item, you will have access to your own special place that no one but those you deem worthy are able to access. It will come with access to running water, electricity and other modern amenities. It even has hidden connections and passageways to the city, for all your monsterring needs! Any upgrades you make to the property will persist across jumps and the property will always be in a location that will only be known to you.

Alien

- **Disguises - 100 CP:** This item is a wardrobe full of a theoretically infinite number of outfits and uniforms for the purpose of disguising yourself, or just looking good.
- **Control Chips - 200 CP:** This item is actually a pack of small metal devices, small and circular with a glowing LED in the center. They are magnetic and when attached to any machine these devices will attempt to take control of the machine, overpowering all but the greatest of SciFi programming and extraordinary will. When controlled through these chips the machines can be verbally or mentally commanded to do anything you desire, even if they normally wouldn't possess programming complex enough to understand

your commands. You start with roughly 100 of these chips and whenever used, lost, or destroyed a new one will spawn one week later.

- **Mothership - 400 CP:** This item is an interstellar spaceship roughly of your own design, by default it's about the size of a modern passenger plane as compared to your size and has full life support and FTL travel speed in space. The ship can be further customized in the **Mechanical Customization** section and receives **400 MP** for that purpose which can only be spent on this item. For an additional **200 CP** this item is upgraded to an **Armada**, having roughly a dozen additional ships added with capabilities similar to but much lesser most aspects to the main ship, these additional ships can be specialized in one area or function which they will perform at a similar but slightly lesser capacity as compared to the main ship. Whenever lost or destroyed a new one will spawn one week later.
- **Jumper Prime - 600 CP:** This item is a small Alien world, just large enough to be considered a proper exoplanet. By default it's relatively barren and empty with civilized land and a population roughly equivalent to a small European nation. The people that inhabit this world are roughly of your design and fall in line with your free perks within the **Customization** section, and are locked to this unless upgraded through some other method. The culture and general society of this world are also of your design and you are its eternal ruler, whether this means you are some kind of grand monarch, or an elected official with no term limits who is always voted in, is up to you. These are your people and they are completely loyal and immune to subterfuge much like the drones spawned with the **Clustering** perk, but they possess no special combat abilities and will prove difficult to organize for such a thing. This world can be freely inserted into any future Jumps anywhere within the solar system or one nearby to your arrival point, your ownership and rule over this world is recognized by anyone capable of doing so in the relevant Jump when inserted in this way. It can also be attached to or have attached to it any other properties you own, expanding to accommodate them if necessary.

Robot

- **Exo-Skin - 100 CP:** This item is an upgrade to any robotic chassis, or potentially an addition to any unusual biologies. The exact nature of the upgrade is of your own design, at a base it is at least a nervous array added for normal feeling range, it can also add to or replace parts with soft and interactable flesh, all the way up to a full on synth flesh and android/gynoid body upgrade including things like hair and "normal" looking eyes. It retains the same durability as the base body and is compatible with any and all of its capabilities, including healing/repairing. If lost or destroyed, a new one will spawn one week later, and otherwise this item will automatically repair itself from anything short of complete destruction within 24 hours.
- **Communicator - 200 CP:** This item is a gadget that can freely be installed into your body and allows for perfect no delay communication between yourself and any allies no matter how distant you are. The communication afforded by this device can't be intercepted or blocked and it will automatically(toggleable) connect to any **Planetary Observation Systems** possessed by yourself or an ally, sorting threats by priority to

you. Its form is roughly of your design and by default is a foldout TV screen on a mechanical limb. If lost or destroyed, a new one will spawn one week later, and otherwise this item will automatically repair itself from anything short of complete destruction within 24 hours.

- **Auto Shop - 400 CP:** This item is some kind of repair shop owned or otherwise freely accessible by you. The facilities here are able to repair any **Mechanical** device within 8 hours, including yourself, and can easily and quickly install any upgrades or technologies. And more so this shop is able to 'reformat' any mechanical or technological device, altering its aesthetics in any possible way and changing its basic form. When reformatting you can also have **Mechanical** capabilities adjusted, altering them in a "give and take" fashion. The shop can be staffed by anyone/thing you want or fully automated so long as this nature doesn't provide noticeable advantage beyond the item's function.
- **XJ-Sisters - 600 CP:** This item is actually a group of 8 followers, defective prototypes and outdated models of yourself. They all have the perk **XJ-Unit** and all **Mechanical Customization** options you've purchased for yourself, though their capabilities will be noticeably below yours in all areas except one which you must decide when receiving them through this item. They are completely loyal to you and immune to subversive tactics. For an additional repeatable **200 CP** you can receive 8 more.

Companions

All companion options may have **CP** donated to them at a 1:1 ratio, this **CP** is handed out across the board to all companions bought/imported in this Jump(unless for some reason you want to exclude someone).

- **Friend - 50 CP:** Import or create one Companion. They get **400 CP** to spend in the Jump doc and an origin of your choice with freebies and discounts.
- **Cluster - 200 CP:** Import or create up to eight Companions. They get **400 CP** to spend in the Jump doc and an origin of your choice with freebies and discounts.
- **Schoolmates - 100 CP:** This companion option can be used to recruit any human or otherwise relatively unpowered character in the series you can convince to come with you, or to import an existing companion into the role of the same under the rules of **Friend**.
- **Wakeman - 200 CP:** While Mrs. Wakeman can be obtained or imported into with the previous purchase, Jenny cannot. Instead this companion option can be used to recruit any character in the series you can convince to come with you including XJ9(who has all Robot origin perks, and has had all **Mechanical Customizations** at their maximum tier at some point or another in the series), or to import an existing companion into the role of the same under the rules of **Friend**.
- **Kaiju - 200 CP:** This companion is a Monster of your design, either a new companion or an imported existing companion. They come with the Monster origin, the perk **In Your Element** free, all discounts and freebies those come with and **400 CP**.

- **Alien Princess - 200 CP:** This companion is an Alien of your design, either a new companion or an imported existing companion. They come with the Alien origin, the perk **Biomimicry** free, all discounts and freebies those come with and **400 CP**.
- **XJ# - 200 CP:** This companion is a Robot of your design, either a new companion or an imported existing companion. They come with the Robot origin, the perk **XJ-Unit** free, all discounts and freebies those come with and **400 CP**.

Drawbacks

There is no drawback limit.

- **My Life as a Teenage Jumper - 0 CP:** By choosing this Drawback, your location is ignored and you are immediately enrolled in Tremorton High School. For an additional **100 CP**, for the duration of this Jump, you will be under the mental/emotional effects of puberty.
- **It's a kid show! - 100 CP:** Sorry Jumper. This show is a kid's show and that means killing is not allowed whatsoever. If you are worried about your enemies not abiding, don't be. They will more or less try to capture you than kill you.
- **Awkward - 100 CP:** Just like Sheldon Lee, you are a very awkward and nervous person Jumper. Interactions with people will be stilted and you will stutter. A lot. It's possible to overcome this but it will take time and effort. Expect to be made fun of Jumper.
- **No Sex Allowed! - 200 CP:** This is very much a PG show Jumper. That means naughty times are not allowed jumper, anything beyond kissing will not be allowed until your time is up here. Best of luck!
- **Unrequited Love - 200 CP:** You are smitten, Jumper! You've found someone that you have completely and utterly fallen for. Unfortunately, that person doesn't really feel the same about you. Expect your advances to be soundly rebuffed and for your heart to be broken.
- **Unnatural Looks - 200 CP:** You look...different. Green Hair, Fangs coming from your mouth, robotic plating, your inhuman appearance will turn heads and draw looks from most everyone. For the duration of this Jump you will be noticeably inhuman, and cannot change this fact.
- **Tammy Loves you! - 300 CP:** Uh oh. Seems that Tammy the Biker from the Villainous biker family has become enamored with you. And she's not taking no for an answer. She'll even ignore the "**Unnatural Looks**" Drawback if you've taken it, citing that it only makes you more desirable in her eyes.
- **Cluster Virus - 400 CP(Robot Only):** Congratulations, you are going through puberty! As a robot no less! Well, actually its a Virus cooked up by Vexus that will slowly convert you into her willing minion. If you don't manage to get rid of the bug causing all this you will become her slave.
- **The Cluster - 400 CP(600 CP for Robot Only):** Well, this is not good at all. Vexus, leader of Cluster Prime and all around evil Villainess seems to have set her sights on the town of Tremorton. More importantly she seems to have set her sights on you. She will

use her considerable power as leader of a murderous empire to destroy you. If you happen to be a Robot however, she will try her hardest to convert you into one of her many Robotic minions. I don't need to tell you that letting that happen will result in a chain failure.

- **Paperwork in Triplicate - 400 CP:** Skyway Patrol loves its paperwork and loves giving its citizens even more paperwork. As it turns out they have noticed your arrival and deemed it a matter of illegal dimensional immigration. Nothing major except they will be watching you like a hawk and require you to sign paperwork for the simplest of things. In Triplicate. There's no escaping this and the only way to get them to stop is to sign whatever they want to go away. It's never permanent though as they always find something for you to have to sign.
- **Exo-Skin Troubles - 600 CP(Only take if you have the Exo-Skin Item and are a Robot, Alien or Monster):** Just like in the show with Jenny, it turns out that your Exo-Skin is a bit more...malevolent than you wanted it to be. At random intervals it will try its damndest to take control of your body and act "Normal." You can convince it to cooperate with you if you manage to explain to it that what it's doing is not actually the best thing. Managing to do so before the Jump ends nets you the Exo-Skin as a companion that will be able to gain perks while not taking up a slot.
- **Sky Patrol Woes - 800 CP(Cannot be taken with Paperwork in Triplicate):** Remember how they just wanted you to fill out incessant amounts of paperwork? Well, that ship has sailed. You have managed to garner the attention of the Skyway Patrol, an intergalactic organization designed to fight extraterrestrials. They often compete with Jenny all the time. Well, they now are after you for as they put it illegal dimensional immigration. A bounty will be placed upon you so as to gather help in getting you under their control. Be aware Jumper that this is not the sweet and cuddly ineffective Sky Patrol that is portrayed in the show. No, this is the intergalactic force that it was meant to be. Highly trained veterans will be gunning for you, Armadas of their ships dogging your every step. You will not get a moment's rest if you pick this.
- **XJ9 - 800 CP:** I don't know how you managed to actually cause this to happen to yourself. Maybe you spilled something on her chassis, hurt her friends in some way or even hurt her mother god forbid. Maybe she just doesn't plain like you at all. Jenny Wakeman or XJ9 is gunning for you and won't stop until you are put into the ground or behind bars. In case you think this is going to be a walk in the park, keep in mind that she has been able to single handedly take out large armies, holds firepower comparable to a small atomic bomb and is able to destroy large meteoroids that can threaten life on Earth with ease. She also possesses sensors capable of detecting a falling climber from the opposite end of the world. Good luck.
- **Armagedroid - 800CP:** You've gotten the attention of Jenny's big brother, Armagedroid. This robot is a large terrifying menace that took the combined might of Jenny, Nora Wakeman and large amounts of trickery to even defeat him the previous times. You will not have the same luck as he's learned his lesson from his previous failures. Now, he's back and causing destruction as he did last time, taking all things that he deems weapons for destruction and you must stop him. If for some reason you've taken this

with **XJ9**, they will put aside their differences and work together in order to put you down. This is for only the most experienced jumper and not the faint of heart. Prepare yourself for battle.

Final Choices

After ten years in the setting you are required to choose one of these options:

- **Return home**
 - **Stay here**
 - **Move on**
-

Notes:

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Changelog:

V0.2

- V0.2 Finished initial version.