



Heroes jumpchain By Bramastra and others.

Welcome to the world of Heroes. Despite what the title may suggest, there's no running around in tights and capes. What they do have a lot of are powers. Besides a few powered families, the world functions more or less as normal thanks to a small organization known as the Company which keeps superpowered humans in check. You will stay here for a decade, and before I forget here's:

+1000 Choice Points

Location: Roll a 1d8 for location, or pay 100CP to choose.

- 1. Odessa, Texas:** Home of the Bennets and Primatech, your “generic” Paper *Company*... You probably don’t want to show off any of your powers around here.
- 2. New York City:** The big apple. Home to the Petrelli family.
- 3. Tokyo:** The starting place of Hiro and Ando. Yamagato Industries is based here.
- 4. Santo Domingo:** Home of Maya and Alejandro Herrera. You probably don’t want to be saying hi to either of them.
- 5. Madras, India:** The former home of Dr Suresh the first and his entire family.
- 6. New Orleans:** Home of the Dawson's, and the Sanders families.
- 7. Port-Au-Prince, Haiti:** Former home of the Haitian and generally not a place you want to stay
- 8. Free pick:** Good luck there, you may stay anywhere on Earth.

You enter on October 1, 2006, the day of a bizarre and unique eclipse seen across the world. No one however seems to notice that this is at all strange.

Origins: Roll 1d8+15 for age and pick gender.

Drop in (Free): You wake up in an alleyway in your starting location with no friends, family or connections. You probably should find shelter.

Civilian (100CP): You're an average civilian of your starting area, you live a normal life in a middle class family, one day you suddenly gained powers and now have to keep it a secret from those around you as well as continue your normal life. You may pay an additional 100CP for a rich family who have enough wealth to reach the upper millions easily.

The Company (100CP): The secret organization that has dedicated itself from stopping the Evolved Humans from threatening society. You are a part of this organization as the Evo partner who helps deal with most of the Evo’s that refuse to cooperate with the company. Expect a good amount of funding and safety but virtually no freedom.

Scientist (100CP): You are a researcher, one who has studied the human genome extensively and have come to startling conclusions concerning the evolution of mankind. For the first time in a generation, there is a means to detect unique individuals with abilities that exceed what

mankind should be capable of. Whatever happens, you will likely be at the forefront of this revolution...or rather, evolution.

Perks: *All perks are discounted for the corresponding Origin.*

Drop In:

The Best Truth is No Truth(100 CP)(Free Drop In): Many people like to chase the truth to gain some kind of closure. You on the other hand know how to give them the complete opposite of that as your lies are so convincing they almost seem like truths. The only way most people would even be able to tell you're lying is if there was an obvious contradiction right in front of them.

All about the Little Things (200 CP): You have a knack for noticing the small things about a person or a situation that help you realize the greater picture such as: noticing the way a lady down the street has been staring at you and realizing she might be getting ready to report you to the police, or noticing that rust on a building might mean that it is too old for it to conceivably be the real hideout of the person you're hunting.

Bag 'Em and Tag 'Em (300CP): Murder is very hard to get away with in today's society, you on the other hand know the best ways to commit it and get away with it too. You now possess all the skills and knowledge you need to commit a murder and get away with it. You know how to stage a crime scene and take one down just as easily, dispose of a murder weapon, hide the bodies and give yourself the perfect alibi. Any investigation into you is likely to be dropped within a few days as the police move on to more probable subjects. The more people you kill in a smaller span of time however, the harder it will be to keep it all concealed.

Mr. Popular (600 CP): People seem to just like you. Your natural charisma and looks make them think you're someone they can open up to and trust with their utmost secrets. After speaking with you for several minutes most people would excuse some rather egregious misdeeds, passing them off as misguided notions or unintended escalations. You could torture someone for a day and upon offering a heartfelt and ever-so-sincere apology, and some time spent healing they would realize that they simply couldn't hold you responsible for their treatment. Perhaps you could even become best friends. They may hold some lingering feelings

but given enough time and dialogue, even those may turn to ones of warm regard. You can choose who this affects.

Civilian:

Don't Freak Out (100CP)(Free Civilian): Sometimes bringing world changing news to other people can make them have.. strong reactions. With this perk whenever you are bringing some kind of news that is life changing people just seem to be very calm, though they will voice their opinions they will keep a cool head and think things through.

Family Man/Woman (200 CP): Family can be a hassle sometimes with people arguing all over and generally not getting along. With this perk you can stabilize the relationship of any family you are part of until you are what is considered the ideal. Only works on blood relatives or people who you have spent enough time with to count as family.

How to Succeed in Business (300 CP): You are a consummate climber of the corporate ladder. Able to spot opportunities for advancement and seize them at just the right moment in just the right way. You could go from the mailroom to a CEO in but a few short years. Your natural intelligence and can-do-attitude greatly lessens the time and effort needed to gain a promotion. People also don't seem to question the janitor that became their boss and instead praise your hard work.

No Need For Identification (600CP): Identification is also an important part of the world, with this perk you will always have the identification needed for whatever you're trying to accomplish which comes in the form of a white card. Trying to enter a police department? People will just make up an excuse that will explain everything and will not question it later. Trying to enter a government facility that has fingerprint scanners? Just press your finger against it and you'll register as being in the database for some reason.

Company:

Just an Average Family Guy (100 CP)(Free Company): You can come off as extremely disarming to people, many would see no threat from you whatsoever even if they have heard of your strength, and because of this they may not plan to the fullest to deal with you. This

effect stops applying once you show your abilities to the person this is affecting. You can turn this on and off.

Hard Man Making Hard Choices(200 CP): Sometimes things just need to be done , and you're just the guy for that. If you wish, you can turn off your inner morality to get the job done and generally commit horrible acts without any guilt, though this only works if the good outweighs the bad, people will also generally understand why you performed those actions and excuse you from them. You can murder a child on the off chance that he might not be able to control his powers and kill everyone around him, and people would still believe that it was a risk you could not take.

Just a Paper Company (300 CP): Secret organizations are hard work, especially the secret part. You possess all the skills and qualifications to create and maintain a front-company. You will be able to forge or apply for all the necessary licenses and work history that makes a business appear to have an extended history and strong legitimacy. You are intimately familiar with the tax code and overhead costs and are able to funnel these numbers into funding for more inauspicious dealings. You could easily conceal a black-ops organization behind a simple paper company, with none but your employees being any the wiser. Assuming you don't lapse on your taxes or forget to pay off the right people, you could run such an organization for decades before anyone even thinks of pointing a finger at your organization.

Secret Agent Man (600 CP): Standard operating procedure with the company is "One of us, one of them." The reason should be obvious, should the powered member of the pair go off the reservation or turn on the company, the non-powered member could eliminate or reign them in. It is with this precept in mind that you have studied powered people with such intense focus that it might even appear that you have an ability yourself. Based off of only the smallest exposition or observation of a person's ability you are able to extrapolate their power-set. You may near instantly determine their strengths, weaknesses, limitations and potential for growth. With this knowledge, you could choose to aid powered people, explaining to them the extent of their gifts, allowing them to uncover new applications of their abilities or even to train them to be more effective at what they already do. Alternatively, you could use this knowledge to target them, exploiting weaknesses and flaws in their power set such that they could be overcome by a single well-trained well, armed, well prepared and VERY lucky human. Still, there is a reason why the standard model is "one of us, one of them" and running in with just your knowledge may easily get you burned..

Scientist:

Genetic Biology (100 CP)(Free Scientist): You have obtained a PhD in Molecular biology and Genetics. Your research focus has been broad up to this point, but is focused in on the specific genetic sequences that have allowed for the emergence of abilities. You understand the science and emergence of abilities, which is more than most people can say.

Hope is Great, We need Caffeine (200 CP): While there are great orators and speakers of truth, you stand amongst them as one of the greats. You may give inspiring, elucidating speeches which rouse the imagination and allow people to look forward into the future, unafraid and ready to take that first bold step. You are also able to bypass those speeches when necessary, galvanizing people with blunt statements and simple truisms.

I can fix it (300 CP): Sadly, genetic disorders abound. People who by no fault of their own have received or mutated a faulty gene sequence or malformed karyotype which impacts their lives forever. While true genetic cures are years away, you have the capacity to develop treatments for people with genetic diseases in record time. What would take others years of research and mountains of funding can be accomplished by you in a matter of weeks with a small but well-equipped lab. Your treatments may allow for a great reduction in the stress and symptoms induced by genetic diseases, and with sufficient time, effort, and technology will likely result in a permanent cure. Just be careful who you show your research to. A great many people would like a “cure” for a very specific set of genetic sequences.

Evolution (600 CP): You have discovered the secret to mankind's evolution. Genetic resequencing and retroviral engineering which may eventually be used to transform ordinary humans into extraordinary beings. Granted their abilities likely will not be as grand as time travel or power-copying, but many would benefit from having improved strength, eidetic memory, flight or even electrical discharge abilities. This is of course assuming you have all the necessary funding, materials, equipment and research at hand. However intelligent and prepared you may be, this process is still in its utter infancy and if you try to do this right away, you will almost assuredly cause side-effects that are hideously deforming at best, life-threatening if fortunate, and absolutely disastrous at worst. You will require years if not decades to complete this process fully, but when it is perfected, you should be able to grant people extraordinary abilities, not unlike those found in some of the natives of this world. There may be a means to accelerate this process of course... perhaps if some form of biological catalyst were involved, but that would be beyond your ability to create. Powers that can copy other powers or that are generally of an extreme power level are beyond your ability to grant, powers like Electrokinesis, Weather Control, and super speed are viable however.

Powers:

Omnilingualism (100 CP)(Free Drop In): You gain the ability to be able to decipher any form of communication be it written, spoken, or even hand signs. You can also decipher entire languages just from a sentence or some gestures. Does not include learning advanced martial arts from an interpretive dancing class.

Adoptive muscle memory (200 CP)(Discount Drop In): You are a muscle mimic, equipped with mirror neurons so perfect that you can reproduce the technique and motion of nearly any action you have witnessed. You must still have the physical capacity to engage in these actions in order to use them to their fullest efficacy (copying a runners sprinting technique would not necessarily make you as fast as them, only allow you to run in the same way with the same efficiency they do). This does not allow you to copy abilities or techniques of a supernatural or superhuman nature.

Flight (300 CP)(Discount Drop In): Like the gods of Olympus of old, you have access to the powers of flight. Your speed is limited closer to the ground but you have an incredibly fast acceleration, able to reach the top of skyscrapers in but a few seconds. Your top speed when in the upper atmosphere is roughly mach five if you push yourself to your utmost limits. You are similarly protected against the hazards of flight in the upper atmosphere, able to see clearly despite wind in the face or stray particles, breathe despite incredibly low oxygen content, and survive comfortably the extremes of heat in our atmosphere.

Telepathy (600 CP)(Discount Drop In): By focusing your mind on a given target, you are able to detect their thoughts. These thoughts are only surface level at first but further concentration may allow you to probe more deeply, allowing you to determine any plans or goals they might have. Further practice with this ability can lead to even being able to direct the thoughts you sense and being able to affect more than one person.

Telekinesis (800 CP)(Discount Drop In): You have the ability to move both people and objects with the power of your mind. Acting as a disembodied force under your control, this versatile power can be used to move, lift, accelerate, decelerate, stop or break down just about anything you choose to actively concentrate on. It is strong enough to immobilize several full grown adults and pin them to walls, send cars flying and with a bit of time and effort, allow you

to affect anything that is under 10 Tons. Its precision is limited to how well you can concentrate on an object, visualizing as force is applied in such a way that you are able to break it apart. With intense concentration, you are able to cut open skulls as if you were using a bone-saw, or to crush hearts. So long as you are close enough to physically perceive it with your natural senses such as sight, touch, taste and smell, and you can theoretically affect it.

Future painting (100 CP)(Free civilian): You can fall into a deep trance with art supplies in hand, wake up with the future on the canvas. The pictures will be vague, but I'm sure you'll work it out. Does not include any art skills.

Clairsentience(200 CP)(Discount Civilian): By touching an object and concentrating, you may observe the past of an object, able to see the events that took place with or near it either through mental images or a prolonged dream-like state. The strength and intensity of these visions depends on how hard and how long you concentrate. Harder concentration will let you see the events more clearly and longer concentration will allow you to see further back.

Shapeshifting (300 CP)(Discount Civilian): You can shift your body to match any humanoid shape though it has to share the same mass as you. You only need to imagine these changes and they will take place.

Rapid cell regeneration (600 CP)(Discount Civilian): Your cells are able to regenerate fast enough and with great enough precision that most any wound you receive will heal within moments. You are able to survive charring heat, being frozen solid, being deprived of oxygen and even dismemberment. It all still hurts very much though. You can heal from most injuries but cannot heal direct trauma to the brain, things like Oxygen Deprivation will just heal itself away, getting a glass shard stuck in your head on the other hand not so much., leaving you with a single obvious weakpoint.

Power Buffing (800 CP)(Discount Civilian): You can increase the effectiveness of the powers of those around you, allowing them to increase the effectiveness, range and duration of their abilities so long as you concentrate on them. This power is roughly double what they will be capable of on their own. While this power will only have a range of touch at first, continually practicing and using it on others may eventually allow you to increase your range to within line of sight. After this Jump this works on any supernatural abilities you encounter. Only works on the powers of others

Person Finding (100 CP)(Free Company): You have the ability to find any person through either their name and a picture or someone's descriptions of them. This can range to the entire planet and as long as you can think of that person you can find their location. With enough practice you can keep increasing the range.

Invisibility (200 CP)(Discount Company): You have the ability to be completely undetected by all five natural human senses. You cannot be seen, heard or smelt, and this property of non-observation extends to whatever you are wearing and up to one other person who you may be in physical contact with. Those who touch you will detect pressure and volume but will be unable to detect texture or sensation of your person.

Electrokinesis (300 CP)(Discount Company): You are able to create, control and detect electrical currents. You may create a current with a difference exceeding 1000 volts with relative ease. You may also make this power more or less lethal depending on how you adjust the current and voltage. You are able to withstand the heat and power of the electricity that you generate and gain similar resistance to external electricity as well.

Memory Manipulation (600CP) (Discount Company): This power is the ability to manipulate the memories of a person, alter them, remove them, and even add new ones. You have a limit of manipulating the memories of five people at first but can eventually reach the level of manipulating an entire room filled with them so you can do things such as insert yourself into their lives.

Illusions (800 CP)(Discount Company): You may create illusions that start off being able to affect people up to the range of a room but with some training may even allow you to cover an entire building with illusions. You can have people see, feel, taste, hear, and even smell whatever you want, but the illusion cannot actually affect them in any way in the real world.

Lie detection (100 CP)(Free Scientist): You are able to detect whenever a person knowingly speaks a lie whether by commission or omission. Even psychopaths or trained professionals who have no tells or physical indications of deception will still register as lying to your ability. It is however limited in that it can only detect spoken lies, not those that are written down or implied through gestures.

Enhanced Strength (200 CP)(Discount Scientist): Your physical strength is exceedingly great, easily the equal of roughly ten well trained ironman athletes. You can perform feats of physical strength equivalent or perhaps even exceeding those of some of the

world's greatest weightlifters and athletes with much less effort. Your body is similarly bolstered, able to handle the stress of your own strength and will not buckle or break under the natural strain and stress that lifting, carrying pushing and breaking heavy objects may usually cause to a human body.

Cloning (300 CP)(Discount Scientist): You have the ability to make nearly perfect identical copies of yourself, each capable of taking independent action and thinking for themselves (though all will share an undying loyalty to you and obey virtually all of your commands). Each copy is as physically capable as you are naturally (body mod-base) and when they are copied, they copy any mundane item on your person (a gun or cell-phone, but not a magic sword or super-computer). You may re-absorb a clone at any time gaining all of its memories and experiences it had acquired since the split. Clones do not possess any supernatural abilities or powers that you possess, but you may create roughly 100 of them if necessary.

Technopathy (600 CP)(Discount Scientist): You gain the ability to communicate and manipulate technology to your whims. You can do things such as use a computer to see feeds from cameras, changing traffic signals, and even entering entire databases. At first you can only manipulate technology through touch but you can train it to the point where you can manipulate all technology you can see, activate and deactivate any type of technology you encounter, and understand its inner workings.

Induced Radioactivity (800CP)(Discount Scientist): Your ability is possibly one of the strongest available, but it is incredibly crude and blunt. You have a very limited control of the movement of subatomic particles. While this in itself cannot be used to build or transform or manipulate objects, it does allow you to emit radiation of a largely toxic variety. At close range you may effectively raise the ambient temperature, causing water to boil and metal to melt. With training you may be able to induce controlled EMP bursts, form beams or balls of radioactive energy that may reduce unshielded humans to charred skeletons. You yourself are immune to radiation of course, your DNA will not degrade, your cells will not die, and you will be largely immune to the force, impact and heat of your own abilities.

Power Copying (600 CP)(No Discount): You are able to copy a single power from someone else through physical contact. Your proficiency and ability with the power are the equal of the person you copied it from but you cannot improve or train this power in anyway. If you copy the power of someone else, you lose access to the previously copied power, but gain the new power in its stead. It can only affect genetic abilities and you may not use it to gain other power copying abilities.

Spacetime Manipulation(-1000)(No Discount)(Displaced in Time Mandatory):

Your power is that of manipulation, specifically, the manipulation of the spacetime continuum. At first you won't be able to control where (and when) you appear, randomly disappearing during stressful moments. After a bit of practice however you'll be able to teleport to places you see in images, or have been before after long moments of concentration. Travelling through time however will be far harder, and you may find yourself centuries back in time when you attempt to move back a couple of minutes. That being said however, with the years of practice necessary you could easily recreate Hiro's feats of Time Travel.

Intuitive Aptitude(-1200)(No Discount)(Hunger Mandatory):

Intuitive Aptitude is the power of understanding, the power to look at things and immediately see how they work, understand their mechanisms, and replicate them if necessary. In the case of Sylar this meant he could see the brain patterns in other Evolved Humans and replicate them to add their powers to his arsenal, but it can also do so much more, allowing you to memorise and recreate great feats of mechanical engineering with mere glances at the outer shells of devices, or even recreate biological based powers by seeing the genetic makeup of them. If the powers you're attempting to copy are based on something other than the brain, such as DNA then you'll have to view that instead, but if it's something spiritual or supernatural, then as long as it doesn't require power you don't have then you could probably do it as long as you get a good look at this supernatural source somehow, and it doesn't have any other outside requirements.

Items:

Horn-Rimmed Glasses (50 CP): You receive a pair of horn rimmed glasses, as stylish and ordinary as they are intimidating. Wearing these will make you look like an every-man to the common populace, but will likely leave you with a distinct and terrifying moniker in the shadows.

More Waffles Please! (100 CP)(Free Drop In): An interesting choice. Your warehouse now seems to come fully equipped with its very own waffle station. A near infinite amount of batter, the perfect griddle and all the fixings needed for the perfect waffle breakfast everyday!

Comic Book (200 CP)(Discount Drop In): Upon entry into a jump, you receive a comic book filled with images and panels that will detail key events within one year of first opening it. These events will proceed according to the comic book, had you not looked at it. By reading or even looking at the images, you will slightly change the world as knowing the future ultimately changes it no matter what.

Transport Watch (300 CP)(Discount Drop-in): Once used to drag people who wore it to the space-time bridge, the transport watch now acts as more of a temporal life-vest. Should you find yourself being cast adrift in a time that is not your own, the watch will be able to return you to the time and place you were meant to be at had you not been hurled through time and space. Excellent should you find yourself trapped in the cretaceous period with no way back to your own time, but completely useless if you are trying to “undo” an event or the like. Usable once a day. (If taken with *Displaced in Time*, the watch will reorient you but only for a few moments.)

Kensei Takezo’s Sword (600 CP)(Discount Drop In): The weapon of a Sword Saint. Discovered amidst a frozen lake and wielded by an immortal warrior this katana is temporally fixed and will remain just as pristine and sharp as the day it was first forged, no matter how much time has passed. It is because of this sword’s ageless nature and its great fame that it serves as an excellent tool for time travelers. Firstly, the sword’s natural fame and innate longevity make it the perfect time capsule, allowing messages from the past to be sent to the future through a secret compartment in the hilt. Additionally, those with abilities of a temporal nature will find their mind calmed upon grasping the sword, allowing them to use their abilities with less mental

fatigue. Lastly, as its first wielder was nearly immortal, it has taken on the properties needed to harm such a being, negating healing factors and super-powered regeneration.

The Catalyst (600 CP): Stored inside of a living being, the catalyst is a very specific and complex molecule that is necessary for the successful function of a certain serum. Without the catalyst, the side-effects of the serum will go out of control, ravaging the person's body and ultimately destroying them. This particular version of the catalyst now resides in you, its chemical makeup now integrated into your body. You may with an act of will, expel the catalyst into any serum, potion or drug that has significant deleterious side-effects. With the addition of the catalyst, the side-effects of any such serum that you encounter only have positive benefits and has no negative side effects.

Money (100 CP)(Free Rich Civilian): Five Hundred Thousand Dollars in cash, newly minted for your purposes. People will not question where you got this money or how you spend it in obscene amounts with only cash.

Memetic Symbol (100 CP)(Free Civilian): Usually taking the form of a half-helix of DNA, this symbol finds its way onto objects, businesses and people of significance to your journey. You may choose to alter it if you wish but its appearance does not matter. What this will tell you is if someone or someplace is significant to the narrative of this world, as this image will gravitate near and around critical pieces places and times. It will be up to you to suss out the meaning and plans behind the symbols appearance but wherever it appears, you know you have your starting place.

Superhero Suit (200 CP)(Discount Civilian): An outfit of your choosing with an iconic symbol emblazoned on the chest, proudly displaying your heroic nature for all to see! Now if only people actually wore such things in this universe. This superhero outfit is tailor made to your specifications and is designed to work in concert with your own personal power set. Do you set yourself on fire? The outfit can withstand any temperature you produce. Fly at mach 2? Then never worry about a torn stitch again. Whatever your powerset this suit will adapt perfectly to remain as stylish and invulnerable to your own deleterious effects as possible.

Fire Scroll (300 CP)(Discount Civilian): Secreted away in a castle in ancient Japan, kept within a room of everburning flesh searing flames, and guarded by ninety angry rounin, this scroll contains a map to the great warlord white beard! Or at least it used to. Now you will receive a new such scroll every jump. When opened, the scroll will display a circuitous map that will lead you directly to your current greatest enemies location no matter how secret or well hidden. Keep in mind that while it will lead you to them it will only work once per jump, and

you may not necessarily succeed in defeating them. Additionally, while you may defeat one BBEG, there is still the possibility of another emerging.

Universal Cure (600 CP)(Discount Civilian): You gain a vial that contains a liquid that when ingested cures one of their injuries, maladies, and diseases. This works on any sort of illness and injury bar actual death. The Vial refills once every year.

Cello (100 CP)(Discount Company): Perhaps one of the most perfect cello's ever created, it contains a grace and timbre unparalleled in this world and very nearly any other. Able to elicit soulful and heartfelt emotional reactions in those who listen to it.

E.P.I.C goggles (200 CP)(Discount Company): A high-tech pair of wearable technology based on the abilities of a powered person. These goggles are able to scan and detect whether or not someone is a normal person or an evolved humans at a range of 100 feet.

The Mark (300 CP)(Discount Company): An injectable subcutaneous tracking device capable of monitoring a person's vital signs and tracking their movements across the globe in conjunction with a simple computer program. Injected under the skin via a pneumatic syringe, it leaves a small but otherwise superfluous mark on the target's skin. You receive a dozen of these devices and the knowledge and skill to make more. **Ability Negation drugs (600**

CP)(Discount Company): Comes in your choice of pill, injectable or surgically installed pump, these drugs are designed for the singular purpose of debilitating or removing the abilities of powered people. Lower doses decrease a person's powers making them less powerful but also making them more controllable and less erratic. Higher level doses will completely suppress powers preventing them from being used at all until the drug passes through a person's system (usually over a twelve hour period). You receive enough pills to take a low dose for a year as well as the recipe for creating more.

Jumper Cycle (100 CP)(Discount Scientist): A largely unremarkable Harley Davidson V-rod Muscle motorcycle. Save of course for its constantly shining new exterior, maintenance free engine and near inexhaustible supply of fuel. This motorcycle is dubbed by some to be a “chick magnet” but this is simply a by product of its masterful engineering.

Escalating Evolution (200 CP)(Discount Scientist): A signed copy of the manuscript written by Mohinder Suresh. This document provides Mohinder Suresh's initial research findings on the existence of powered people and their abilities. It assumes the reader has already read Activating Evolution and builds on the knowledge and information provided therein. With this

book one can conceivably learn how to spot mutations in humans and animals and eliminate them or spur their growth.

Activating Evolution (300 CP)(Discount Scientist): A signed copy of the last publication by the late doctor Chandra Suresh. It details some of his last findings on the existence, prevalence and capacity of evolved humans. While the research will likely progress from his latest findings and theories, this book provides a solid (if overly broad) knowledge to build upon in regards to powered people. With possession of this book one can learn how to create artificial mutations in a community which they can then guide to produce whatever the reader needs. For example one can use the knowledge in this book to theoretically guide a group of birds into mutating an adaptation that gives them stronger beaks, or letting a human being overcome their eyesight problems in the dark.

Gemini Formula (600 CP)(Discount Scientist): A unique formula that is ultimately incomplete and useless without a donor. However, when a powered person's DNA is appropriately combined with the formula it creates a serum that will grant those it is injected into a copy of the person's genetic ability. Now hold your horses as this comes with some caveats. The success rate in being injected by this is similar to that of an unmodified organ transplant. To date, the only means of successful power reproduction is in those who are direct family members of the donor (siblings, parents or children). The formula may only ever be used once on a given person and may only grant a single genetic power.

Companions: Companions may not purchase items

Partner (100 CP) (One Free The Company): You have a partner, someone who has your back (with the assumption that you have theirs). They may either be a random person from this world (likely someone whose age, appearance, demeanor and personality conforms to your expectations) or a previous companion imported into this role. They receive a free origin and 600 CP to spend as they please.

Fellow Heroes (300 CP): It looks like you've got a whole group of friends by your side. You may import up to eight of your companions into this world. Each receives a free origin of their choice and 600 CP to spend as they please.

Canon Comrade (200 CP): You have made friends with someone in this world. Perhaps Peter Petrelli recognized you as a fellow do-gooder and wished to spread his message of empathy and good-will across the multiverse with you. Or maybe you found kinship with the deranged serial killer Sylar, gravitating towards your unsavory tendencies. Whomever it is, so long as they are able to survive the ten years of their stay, they will be able to travel with you as a companion from now on.

Drawbacks: Take as many as you want.

Fear-fuelled (100 CP)(requires power): It seems your power has a rather unique but ultimately fatal drawback. You are unable to use any power purchased in this jump unless there is a nearby person who is experiencing a great deal of fear directed at you. Your power is similarly drained by people who experience courage or are foolhardy enough to not fear you. It seems that in order to use your powers you must make yourself into a monster in the eyes of all.

Deformed (100 CP): Dear God you're ugly. Your face has been deformed to the point where many people simply cannot stand the sight of you, and will refuse interactions based on that alone. Have fun making friends, or doing anything social really.

Just can't resist (100 CP): You just can't seem to control your impulses, you may find yourself chasing a butterfly because it seemed fun, or punching that baby in the face because you wonder how it would feel, or just generally doing things based off of what comes to your mind first. Hope you didn't want to focus on any long term investments.

Being a Dick (200 CP)(requires *Just can't resist*): Unlike before instead of just being unable to control impulses in general, you seem to now always give in to your negative ones and will actively seek out conflict just so you can make everyone's lives around you absolutely miserable and completely horrible. Instead of doing random things like chasing butterflies you'll try your hardest to crush the spirits of everyone around you based on a whim.

Apocalypse Now (200 CP): Sadly, the apocalypse is coming. It really only depends on how quickly it gets here, and now, you are the only one who can stop it! While normally events would occur that would resolve most of the world threatening issues (a nuclear explosion doesn't occur in New York city, a terrible bio-plague is stopped before it can begin and a revolution of powered-people never comes to pass). Now however, events have changed just ever so slightly to ensure that those events most definitely will happen...assuming you do not stop them. Without your intervention, the world may very well slip into the darkest timeline. With it, there is a chance however remote that it may be averted. You will be forever bound to the events of the plot within this world and should things deviate too greatly or you are derelict in your duties, the world will suffer for it.

Notorious B.I.G. (300 CP): Do you recall that serial killer? The one whose crimes keep popping up on the news as he makes his way across the country committing mass homicide in strange and improbable ways? Well it appears you have stumbled into the way of the investigation and now local police, FBI and Interpol all have you on their watchlist, utterly convinced that you are the one causing these heinous crimes. Even if you are captured and the murders continue, they will be convinced that you have an accomplice following your directions on the outside, or a copycat that you mentored. You must evade capture, find the real criminal and prove your innocence in the eyes of the law before your ten years are over or it will be treated as though you had failed your chain.

Split Personality (300 CP): Unfortunately you seem to have developed a bit of a hostile split personality. This personality seeks to preserve itself (and by extension your body) at all costs. Whenever you are in an incredibly stressful or dangerous situation, the personality will emerge and seek to resolve the conflict in the easiest (and likely most violent) means available to them, taking control of the body for the following hour and “joyriding” until you are able to reassert control. The invasive personality possesses all of your powers and knows how to use them to devastating effect. They are hedonistic, largely amoral and have little concern for any long-term plans you might have. They instead focus on self preservation or satisfaction of base urges and are willing to get you in trouble and “deal with the boring parts” if it means they get to have more fun. It is possible to fight the personality off using a combination of targeted drugs, therapy and willpower, but doing so will leave you with a hollow feeling as your emotions become muted and life satisfaction fades away. If you have powers, doing this will reduce their effectiveness by half.

Brain power (400 CP): It seems that Sylar has gained information about your capabilities (wonder who could have told him that) and now wants access to your multiple abilities and your status as a Jumper, since the insane hunger he has started to drive him more and more to reaching that goal, expect him to go on a literal rampage killing any and all Evo’s he comes across for their powers. He can open your head after he restrains you, and no matter how durable or how good your regenerative abilities are and if he succeeds in this goal you will die and your chain will end. You will also have to live with the guilt of letting an insane psychopath out into the multiverse. Should you manage to kill him, he will return within a year, fresh as a daisy and immediately on the hunt for a power that might protect him from dying in the same way, he will not always succeed.

The Company (400 CP): The Company has figured out your status as a Jumper and has decided that they cannot let you become more of a threat to humanity. They have stopped hunting down Evo’s and have started a mass recruitment of them just so that they can kill you.

They will get information on your location every week and nothing you do will stop them from finding you. The only way to stop them is to kill every member of the ever-expanding organization.

Displaced In Time (600 CP)(Mandatory with Space-Time Manipulation): As a result of your abilities (or the shenanigans of another time-traveler) you have become temporally unmoored. You no longer exist at any fixed point in time or space and will begin flitting around for brief instances throughout human history. You must constantly maintain concentration on yourself and your present timeline to stay centered and interact with the world in any meaningful way. Even the slightest distraction or lapse in concentration will send you rapidly falling through time and space, forcing you out of your present state of being and preventing you from returning to that same moment. With a decade of trial and error under your belt, you will once again achieve temporal stability, and if you are a time-traveler yourself, a modicum of control over your abilities. While there are still years of proper training ahead of you, you now possess the means to travel to any time and place on the planet. Though there are still dozens if not hundreds of rules on time travel and temporal meddling which you must discover on your own. You'll find yourself randomly going through areas in space and time during the jump. Maybe you will be in Rome, trying to escape the gladiatorial fights in the Colosseum, only to appear in a cattle-stampede in the American midwest. Don't make any plans.

Hunger(-600)(Mandatory with Intuitive Aptitude): You are hungry, specifically for the brains of other Evo's, and more specifically so that you can better understand how your powers work and to gain greater understanding of what is affecting you. Whether or not this will actually benefit you is up in the air, and at best you'll be able to hold off for a couple of weeks before needing to hunt another Evolved Human. If you spend too much time without doing so, your personality may be subject to bizarre changes that are the complete opposite of your original personality.

Power give away (800 CP):Not only are you missing your powers, but other people seem to manifesting them, you are given a general location of where all your powers are and you have to regain them using only the powers given in this Jump, and by killing the people who have your powers and ripping their heads open so you can gain them back. All of them have also decided to stop any chance of losing all these new shinies, and will be gunning directly for you, did I fail to mention that these powers went to the worst possible people?

In the end

Your trial in this universe is over. All drawbacks have been revoked.
What now?

Home needs a hero

Your jumping days are over. Write Jumpchan a thank-you card, then vanish off back to the land from whence you came.

Heroes reborn

Super powers are fun. Feel free to stick around in this universe, and see the ending that never came.

Complete the chain

You move on to other worlds to show them what a hero might look like taking what you've learned from this one.

Notes

- Abilities do not necessarily get stronger over time, however their users may discover unexpected applications of their abilities (such as an cryokinetic who was frozen solid and melted discovered that she could manipulate all water, even what she was made up of etc.) Their users do however become more skilled, proficient and efficient and using them with time.
- If it's not from this universe then copying powers with Intuitive Aptitude will only be possible one at a time, and may take minutes to change between, and depending on how much it changes the physical body, may even be completely impossible, however with time you could easily get better at switching between powers. That being said if it is based on the brain these drawbacks don't apply.