



JumpChain CYOA
by (a) Poor Dick
v0.3

The year is 1993 and you are in a super-secret, several hundred story tall government research facility located in the Nevada corner of Death Valley. Within this facility, the US intelligence agency International Operations (I.O.) is experimenting on the children of certain military veterans in hopes of creating super powered beings (S.P.B.s) that it can leverage in its black ops; and use as a firewall against government backed super groups like Youngblood, Weapon X, etc.

It is also the Dark Age of comics where everything is super serious, X-tremely violent, and highly seXXXualized. While your time here will start grimdark, it almost certainly won't end that way - unless that's what you want.

You have one thousand choice points (1000 CP) to help you survive your ten year stay here.

Origins

Unless otherwise noted, each origin comes with a new physical form and set of memories to reflect your Origin. Additionally, you may pay 50 CP to set your age to anything within reason, and 50 CP to change your gender. Self Inserts do not have to gain a new physical form or memories, and may choose their age and gender for free. Arc Villains may choose their age for free.

Project Genesis (200 CP)

Age: 12+1d8

Less than 24 hours ago, several government agents appeared at your door and informed you that you had been accepted into the Gen-13 program. Now you found yourself in a cell like room wearing a military-looking olive uniform while heavily armed guards that look like something out of a sci-fi movie patrol the halls. All the staff tell you that everything is fine...

Team 7 (100 CP)

Age: 38+2d8

Approximately twenty years ago, you were a member of a secret team of military specialists (Team 7) who worked for I.O. During the course of a mission, I.O. intentionally exposed your team to the experimental Gen-Factor, which caused you and the members of Team 7 to develop powerful psychic powers. After I.O. intentionally dropped a nuke on your team to test the extent of your abilities, your team dissolved. Most went into hiding, though a few continued working for I.O. Are you here with I.O. - or on your own?

Arc Villain (0 CP)

Age: Any

Not a fan of being a good guy? Enjoy being a dick or worse? At least for a couple of ~~issues~~ months? Then this is the right origin for you! Most Gen 13 'villians' work for I.O., are incredibly intelligent, and/or enjoy controlling others - whether through Gen-active powers, hypnosis, super science, or even hyper-advanced logic. The specifics of who you are and why you are here in Nevada is up to you.

Self Insert (0 CP)

Age: Any

Don't like any of the above options? No problem. We'll have Jim Lee write-up any alteration to the Wildstorm world just for you. Nothing is to improbable or outrageous, not even being literally dropped in just as you were from your last jump with no history in this world - so go wild. So what if readers consider you the author's pet, a special snowflake, or a Mary Sue? It's not like you are trying to entertain anyone with your adventures, are you?

Companions

You may have up to 8 companions. Companions may not purchase companion options.

For 50 CP, you may import any existing companion, or you may create a new one. Additionally, if you so choose, I can talk to Jim Lee and have him write in any friend from home to be a companion as well. Each companion purchased through this option gains a number of choice points to spend equal to 1000 CP minus the total amount you spend on companions.

For 100 CP, you may recruit any canon Gen 13, DV8, or Team 7 member or supporting character of their approximate level or lower.

For 200 CP, you may recruit any character in the Serial Art multi-verse who is approximately of the same level as canon Gen 13, DV8, or Team 7 members. The Serial Art multi-verse connects with every comic universe that was active in the 90's - so characters from Image, Marvel, DC,

Dark Horse, Archie Comics, and smaller publishers are potential options. For reference, Team 7's peers are characters like Wolverine, Deadpool, and Deathstroke. Though Gen 13 and DV8 are more powerful, they are very young and inexperienced. While Fairchild may be strong and durable enough to battle She-Hulk or Supergirl, She-Hulk and Supergirl (circa 1993) are significantly more experienced and competent, and thus would be a dubious choice under this option. Generation X (circa 1993) is one of Gen 13's peers groups.

For 300 CP, you may recruit Jim Lee. Yes, you can bring along the creator of the Wildstorm universe for your stay here in his creation, and he has all the powers that you would expect an author to have in a world of his own creation. As the co-publisher of DC, and former artist and writer at Marvel and Image, he has similarly impressive powers in those comic book based realities as well. However, in all other realities, he's just a talented author, artist, and business person. Before you ask, you can't just have him win your battles for you, fundamentally alter setting canon for you, or grant you fantastic and/or lasting wealth, powers, etc. Comics have to make money, no one likes a Mary Sue, your story has to sell, and even Jim Lee has a boss.

Perks

General Perks

Good Humor (Free)

If you didn't before, you now have a knack for making timely pop-culture references, witty jokes, and genre deconstructing parodies. You also happen to know plenty of said references and jokes, obviously, and have an easier time picking up new ones.

Omnipresent Textboxes (Free)

Do you know what's awesome about comic books? Text boxes. Text boxes everywhere. From now on, whenever you like, you may have any audible sound or mental thought projected in writing into reality. The style of the text, whether or not it is in boxes, and whether or not anyone else can see them is entirely up to you.

Talkin' 'bout My Gen-eration (Free)

Do you enjoy media where an narrator describes what is going on in-scene, provides background information to set up a scene, or provides detail about the futures of characters you'll likely never encounter again? Well now you have one! You can alter any aesthetic choices about the narration you so choose, mute it when you desire, and selectively allow others to hear it as well. If you are so inclined, you may talk to the narrator as well.

Now That's What I Call Music! (Free)

To accompany your time here, you have access to a library of music appropriate for your Origin's generation. If you will it, you may have any song you choose play anywhere at anytime - no speakers required. Alternately, you may choose to have a dynamically cut and arranged score automatically generated for you. In either case, you may choose to make this music audible to everyone, just you, or just specific people you so choose.

Gen-re Roulette (\$19.95 Free)*

Billy Mays here. And boy do I have a deal for you. Ever get tired of the rules and themes of a particular reality? Fear no longer - I have the product for you! Gen-re Roulette! Just think about your preferred gen-re and blink! The rules and themes of your your current reality will be supplanted with those of another. Just like that. It's so easy.

On a boring camping trip? Not when it turns into a pulp adventure full of dinosaurs, pirates, Amazons, and ancient mystical and/or alien artifacts!

Visiting Japan? Why not fight giant Kaiju, collect pocket monsters, and attend high school as a magical girl? Possibly all at once!

Halloween not doing anything for you this year? What about if you're visited by a demon and drug to Hell? Or you find that you and your friends are abducted by aliens from another dimension and turned into classic Hollywood movie monsters?

Depending on the Artist and/or Writer (\$19.95 Free)*

But wait - there's more! Ever notice how comics about the same characters can look and feel very different if a new artist or writer takes over? Now you, too, can override the basic aesthetics of your reality. Gore may be realistic, over-the-top, non-existent, or oddly colored. Individuals may be realistically proportioned, hyper-sexualized, or practically be devoid of sexual features at all. Swear words may be omnipresent, rarely used, beeped or blocked out, replaced with euphemisms, or absent entirely.

****Legally Required Disclaimers:** Gen-re Roulette and Depending on the Artist or Writer may not be for everyone. Consult with your doctor, author, and/or mysterious benefactor before using. Side effects can include loss of sanity, fourth wall destruction, total reality meltdown syndrome, and/or series and/or franchise reboot and/or cancellation. Use at your own risk. Free offer good for this jump only. An additional one-time payment of 100 CP (each) is required in order to continue to use post jump.*

Team 7

Secret Agent Man (100 CP, Discount Team 7)

You are a member of the International Operations (I.O.) intelligence agency: I.O. does not accept resignations. You gain skills one would expect a Cold War era intelligence agent to have and can perform the sort of over-the-top feats you'd find in 90's spy movies.

Veteran of the Psychic Wars (100 CP, Discount Team 7)

Select any Special Operations Force that existed between 1968 and 1993, and is/was part of the US, or allied, military. You are, or were, a member of said force and gain all the skills

associated with being a member of that organization and can perform the sort of over-the-top feats you'd find in 80's military-action movies.

Gen-Active: Gen 12 (200 CP, Free and Mandatory Team 7)

You may only take Gen-Active: Gen 12 or Gen-Active: Gen 13.

After being exposed to a substance known as the Gen-factor, you manifested powerful psychic powers and a potent, if potentially unreliable, healing factor.

Kherubim Ancestry (400 CP, Discount Team 7)

Your mother or father were human-looking aliens from Kherubim, and you have inherited a measure of their power. While you are not immortal, you age at a rate of at least 1/100th the pace of a normal human or slower. Unfortunately, your natural fertility is similarly reduced. If you so choose; you may multiply your age in this jump by 100. You will have a history in this world going back thousands of years. This will increase your general skill levels and knowledge as you might expect.

If you are also **Gen-Active**, you gain the ability to generate psychic weapons (like whips) that are capable of destroying heavily armored military vehicles, and your mind becomes impervious to mental intrusion. Should anyone attempt to read your mind, they will fail and suffer immense pain.

I am Legend (600 CP, Discount Team 7)

You are a legend in military and intelligence communities. The mere mention of your name instills abject terror in rookies and salted veterans alike. Knowledge of your mere presence in a country is enough to raise the DEFCON equivalent to 1, and will cause that nation's most senior military and intelligence officials to attempt to contact you personally to evaluate your intentions.

If your existing skills and abilities are not already potent enough to back up the level of concern you generate, this perk raises your proficiency with your existing skills and abilities such that you can live up to the reputation provided by this perk. Also, you gain epically brutal skills with improvised weapons and improvised uses of weapons.

Post jump, you choose whether or not it is in effect the first time you enter a new reality, and you can later toggle it on and off at will. Later toggling will take time to be fully effective, as individuals will need to learn about or forget you - or lower or raise their opinion of you.

Project Genesis

"What kind of name is Grunge?" (100 CP, Discount Project Genesis)

You may purchase this multiple times.

You may have either broad understanding of 90's culture and basic proficiency with any related skills, or you may have a deep understanding of one subject area with a 'professional' level of proficiency with any related skills.

"I got a perfect sense o' direction." (200 CP, Discount Project Genesis)

You always know where you are, what direction you are headed, and the relation of those two to wherever you want to be. Your sense of direction is not limited to spatial understanding, but extends to your position in time and within the multiverse as well.

Gen-Active: Gen 13 (400 CP, Free and Mandatory Project Genesis)

You may only take Gen-Active: Gen 12 or Gen-Active: Gen 13.

You must be 20 or younger.

As a child of a Gen 12 Gen-active, you have inherited a unique genetic structure that has activated and granted you a number of abilities. You are attractive; can easily achieve your potential if you desire; have psychic potential; have a potent, if potentially unreliable, healing factor; and displayed at least one additional special ability.

"I've got this photographic memory thing." (600 CP, Discount Project Genesis)

You have the ability to perfectly remember everything you see, hear, feel, or otherwise experience. Further, you have the ability to perfectly recreate anything you remember and are physically capable of reproducing. If you've read a biology textbook once, you can recall all the information inside it. If you've seen a martial arts master perform a kata once, you can perform it as well. If you've seen someone cast a spell once (and you would have the ability to cast said spell), you can cast it. Your memory never fades and you never run out of storage space.

Arc Villain

Tao of Tao (100 CP, Free Arc Villain)

While you might not be as brilliant as Tao, you have an aspect of his genius. Using any form of communication, you can 'win' an argument or cause an individual's or group of individual's thoughts to fall into chaos, and then you can leave them befuddled/perplexed or 'fast-talk' them into performing a task for you.

This ability becomes more effective as the intelligence of both you and the target(s) increases. This ability does not work on beings without intelligence, and may backfire if used on targets of extremely low intelligence.

Trancer (200 CP, Discount Arc Villain)

Whenever anyone hears your voice and looks into your eyes, you can hypnotise them and enthrall them to your will. All but the most strong willed individuals will willingly and eagerly obey your commands.

Ghost, No Shell, Over Easy (400 CP, Discount Arc Villain)

Your capacity for mechanical design is astounding. Given the resources, you can create fully human-looking combat cyborgs (like Ivana) and robots (like Anna). You may generate true AIs with personalities that make them completely indistinguishable from normal humans.

If you take **Gen-etics** as well, you can create cybernetics and robotics with superpowers of their own, in the mold of Doctor Sun, the Golden Symbiotes, or maybe even Panic. However, as long as you are actively jumping, or should you fail your chain (by dying, losing a scenario, etc.); you may only create cybernetics and robotics that use powers that you already possess yourself.

Gen-etics (600 CP, Discount Arc Villain)

Like Doctor Tsung (Damocles) and Professor Tindalos (The Reaper), you are a genius with genetics. Using your knowledge of Gen-actives (and other gene-based mutants/metahumans), you can easily clone such individuals, keeping their powers and even memories intact; or create power dampening, regulating, and/or amplifying devices for such individuals.

Given time (and a lack of ethics), you can even figure out how to create or empower new individuals, transfer abilities from one individual to another, alter individuals powers, or find ways to use genetically powered individuals as power sources. Doing the latter will eventually give you the ability to travel through space, time, and the multiverse, at the cost of countless lives - and possibly countless worlds or even countless realities.

However, you will not be able to grant or replicate powers that you do not already possess yourself or enhance powers beyond levels you that you have already achieve for as long as you are actively jumping, or in the event you should fail your chain (by dying, losing a scenario, etc.).

Self-Insert

Plot Magnet (100 CP, Free and Manditory Self Insert)

You know how sometimes it feels like the world revolves around you? In your case, it kinda does. Just about everything important that occurs will tie to you in some way and you will inevitably be involved in pretty much every major world event in which you can possibly be involved. After this jump, this ability may be toggled on and off.

Unusually Likable (200 CP, Discount Self Insert)

No matter where you go or what you do, no one will ever hate you. In fact, people will find you have a certain type of charm that endears you to them, and accept/forgive your faults and mistakes. This ability may be toggled on and off after this jump.

This does not protect you from harm. Those who might hurt you out of misguided love, or those who have competing interests and can separate business and personal matters are still capable of inflicting injury and even killing you. They'll just be harming someone they like.

Improbable Luck (400 CP, Discount Self Insert)

You have luck that only an author's pet character could ever hope to have. You always manage to catch the bus on time, unless it's more fortuitous that you miss it. When strike teams decide to raid your home, you happen head down to the corner store for milk a few minutes before they hit your house. This ability may be toggled on and off after this jump.

Retcon (600 CP, Discount Self Insert)

Sometimes, things go bad. Real bad. And when that happens, the answer is that it didn't happen.

Once every six months, you can retcon something that occurred or was established. It was a VR simulation. Or an alternate timeline. Or a different dimension. Or a dream. Or something else really convoluted. Use this ability sparingly, or you might just discover that all your time jumping was just an idle daydream.

You retain full memories of how events were pre-Retcon, as well as any new memories that would have changed as a result of the Retcon. This perk also provides protection against any activities outside your control that would Retcon you out of existence.

Fourth Wall Breaker (800 CP, Discount Self Insert)

In realities based on fictional media, you can break the fourth wall. In a comic reality? You can climb through the white space between panels. In a movie reality? You can walk over and talk to the camera crew. Get creative. You can even chat with the writer(s) and/or directors - though they may be more or less enthused by interactions depending on sales.

Gen-Active Powers

Congratulations on being Gen-Active! You are now a limited reality warper whose powers are fuelled by subconsciously draining energy out alternate dimensions of the multiverse.

As a Gen-Active, you belong to one of two main groups: Gen 12 or Gen 13. Gen 12 are the twelfth iteration of an experimental series and consists of the members of Team 7 and a few other trial groups. Gen 13 consists of the Gen-Active children of Gen 12.

Gen 12 manifested their powers shortly after exposure to the Gen-factor. Gen 13 tend to manifest their powers some time after puberty in response to some extremely stressful (and often life-threatening) event.

Gen 12

All the members of Gen 12 have the following powers:

Telepathy: You have the ability to read minds and manipulate thoughts and emotions. It is a trivial task to make large groups of highly trained soldiers or spies fire on their friends, or themselves; or to erase yourself from their memories. Other psychics present much harder targets.

Telekinesis: You have the ability to move things with your mind. You can trivially cause a brain aneurysm, or explode a skull. Crushing a lightly armored military vehicle is among the higher end of your brute-force feats. You can also create 'force fields' capable of repelling minor explosions and limited small arms fire. In terms of finesse, you can easily disassemble and reassemble moderately complex objects (such as small arms).

Healing Factor: Your ability to recover from injury is largely solipsistic. It is entirely possible to recover from a broken neck or direct hit to the gut from a tank's main cannon in seconds, recover from a broken limb over the course of several months, or never recover from the loss of an eye or limb. How quickly you recover is largely dependent on how much you believe you deserve your injury and the narrative needs of your story arc. Further, unless you really, truly want to die; all suicide attempts will fail. As an added bonus, you effectively stop aging, unless the weight of passing years affects you mentally/emotionally and/or you otherwise feel you should age.

Psychic Bond: All Gen 12 share a fairly strong psychic bond. They can instinctively mentally communicate with one another, sense one another's' presence and general state of being, and pool their powers together. When Team 7 worked together, they could survive a direct nuclear blast and then take down an entire armored tank division.

Additionally, some Gen 12 had stronger abilities than others. To represent this disparity, you may purchase *Enhanced Psychic Powers*, *Enhanced Healing Factor*, *Body Puppetry*, *Psychic Limbs*, and/or *Enhanced Intellect* from the Gen 13 power list. If you are of Kherubim Ancestry, you may also purchase *Basic Enhanced Physiology*.

Gen 13

All members of Gen 13 have the following powers:

High Potential: You have the capability of hitting the peak of human performance in all physical and mental areas if you put in even a moderate amount of effort. Most members of Gen 13 do not put in the effort.

Attractive: You are, by either your or society's standards, very attractive.

Psychic Potential: You have the potential to develop Telekinetic and Telepathic abilities on par with Gen 12 if you work really hard at them and continually maintain them via practice.

Healing Factor: As per Gen 12.

Almost all members of Gen 13 have a single, unique power that they alone possess (see Gen 13 Powers below), and this power tends to be reflective of their personality, ideals, or desires. Unlike Gen 12, Gen 13 do not (as a whole) share a psychic bond. Some genetically related members of Gen 13 share a minor psychic bond, but it is weak and unreliable.

While a few members of Gen 13 have no unique abilities, almost all have one. None have more than one. In that vein, you may roll for one power from the below list. The power you roll is yours for free. If you don't like your roll (or want to buy multiple powers), you can forfeit your rolled power and purchase any number of the powers below for the listed point costs. If you choose to purchase a single Gen-Active power (and no Golden Symbiote powers), you may purchase it at half the listed price.

As reality warpers, sometimes 'necessary' secondary powers are active, and other times they are not. This is largely based on your perception and desires and the need of your narrative. If you are super strong, you may pick up a car whole - or your super strong hands may just tear right through the car like it was made of tissue paper. Additionally, most powers will reflexively/subconsciously activate in situations where your life is in clear, immediate danger, and you are aware of it - including suicide attempts.

While most powers have no known upper limit to their capabilities within their scope, that doesn't make for very entertaining viewing. As long as you are jumping, your potential will be capped at a limit I find reasonable. Any such restrictions will be lifted upon successful completions of your chain. If you should die or fail a challenge offered in a jump, these abilities will remain capped even after you are returned home.

1-3. Team Gen 13 Powers

1. **Enhanced Physiology**

1-4. *Basic Enhanced Physiology* (400 CP)

Your overall physical body is improved to superhuman levels. You can easily lift 10 tons, survive powerful explosions, and move at half the speed of sound. While the quality of your logic and creativity is unaltered, you do have some cognitive enhancement due to the improvements to your perception, processing, and reaction times. Also, your beauty surpasses normal human limitations.

5-8. *Advanced Enhanced Physiology* (800 CP)

You can easily lift 100+ tons, survive nuclear explosions, and catch bullets with your bare hands. Your perception, mental processing, reaction times, and beauty are similarly enhanced. While you can survive encounters with Kryptonian and Hulk level

beings, you still need to breath, and you are nowhere near fast enough to speed-blitzing speedsters.

2. **Property Mimicry** (400 CP)

You can selectively mimic any properties of anything you are touching, and merge with it if you so choose. This includes mimicking other being's powers. Further, you can pass the properties you mimic onto anyone else you are touching. All borrowed/shared properties are lost when you cease touching the person or thing.

3. **Gravity Control** (400 CP)

In-Chain

You can manipulate gravity at will, and can easily levitate or pin to the ground 10 tons worth of material. However, its most practical use will probably be to levitate the remote control to you.

Post-Chain

Your capability to warp space-time is practically limitless. If you apply yourself, you can create (and disperse) singularities powerful enough to collapse dimensions.

4. **Plasma Generation** (400 CP)

You can generate endless amounts of burning hot plasma at will, and you can have some control over where it goes, allowing for flight. You are also immune to the effects of extremely high temperatures and most forms of radiation.

5. **Weather Control** (400 CP)

You can control the weather. This includes the ability to invoke massive lightning strikes and summon up tornadoes. Plus you can use it to fly.

6. **Time Stop** (800 CP)

You can stop time. While time is stopped, you may move around freely and interact with objects as you will.

7. **Super Speed**

1-4. *Basic Super Speed* (400 CP)

You can move at the speed of sound, and have the perception, cognitive processing ability, and reaction times to match.

5-8. *Advanced Super Speed* (800 CP)

You start at the level described above in *Basic Super Speed*, but have virtually unlimited potential if you develop it. While you are actively jumping, your speed limit is c .

8. **Duplication** (800 CP)

In-Chain

At will, you can create or destroy a number of psychically linked identical copies of yourself. These copies have any powers and abilities you may have. It is up to you whether your clones are all separately self-aware copies of you that are networked together; or if your consciousness is distributed through them. In any event, as long as any one of your bodies survives, you continue to survive. The total number of clones you (and any companions) can create and sustain is equal to eight minus the number of companions you have. If the resulting number is 0 or negative, no clones can be created. Clones are not companions and may not be imported into future jumps like companions.

Post-Chain

You can create an infinite number of copies of yourself.

4-6. Team DV8 Powers

1. **Enhanced Psychic Powers** (200 CP)

Your Gen-Active based psychic power and potential is roughly doubled.

2. **Pain/Pleasure Manipulation** (200 CP)

You can alter the signaling of neurotransmitters to report any degree of painful or pleasurable sensations. You may use this ability on multiple people at a time, and may do so at range, given you can perceive all the targets (typically visual range).

3. **Heat Absorption and Redirection** (200 CP)

You have the ability to absorb heat from your environment (including living beings such as people). In humid locations, this ability may appear to be an ice-manipulation powers. Once absorbed, you can redirect the thermal energy into targeted (beam/cone) or generalized (omni-directional) heat blasts.

4. **Density Manipulation** (400 CP)

In-Chain

You have control over your density. You can flip between being intangible and hard as diamond in no time at all, and can even keep varying parts of your body at varying densities. You are still vulnerable to exotic effects, such as psychic powers and magic.

Post-Chain

When you so desire, you can be completely intangible and/or utterly impenetrable. Not even exotic effects can harm you, unless you want them to.

5. **Energy-Strength Conversion** (200 CP)

You may convert either kinetic or emotional energy into physical strength. You may purchase this power twice if you desire - once per energy source. Additionally, using this power temporarily increases your physical size - though this size increase does have a limit. Your frame can grow to twice your normal height, and your visible muscle mass will increase up to the amount that can fit on your frame.

6. **Body Puppetry** (200 CP)

You can control anyone's bodily movements, as if they were a puppet. You are limited to one target at a time, unless you have some method of subdividing your consciousness. Range is limited by your ability to perceive your target(s), and is typically visual.

7. **Limited Shapeshifting** (200 CP)

At will, you can shapeshift into three, fixed anthropomorphic animalistic shapes: one land based (like a werewolf), one air based (like a man-bat), and one water based (like a vaguely reptilian amphibian). While in each form, you gain moderate improvements in your physical abilities, along with any natural abilities that would make sense (claws, wings, gills, etc.).

8. **Probability Selection** (800 CP)

In-Chain

You can live through any number possible futures and select the one you like the most

to be your actual timeline. You are limited to living no more than two minutes into any given future timeline from your point of uncertainty. Until you make a choice, you age as you live through alternate timelines. All aging accrued from this ability will be reversed within an hour of selecting a fixed timeline. However, it is possible to die from old age while using this ability, and it will activate reflexively to attempt to save your life (unless you really want to die).

Post-Chain

There is no limit on how far into each future you can live, though you still suffer from aging.

7-8. Other Gen-Active Powers

1. **Psychic Limbs** (200 CP)

If you are now missing limbs (or digits), or find yourself missing them in the future, you may replace them with ones made of psychic energy. These limbs do not have to look like the limbs that they are replacing nor be of similar size or mechanical function: they can be larger or smaller with more or less digits with any number of joints. The limbs are strong enough to lift and tear apart heavily armored military vehicles, and you have fine enough control over them that you could perform surgery on a cellular level.

2. **Physical Effect Displacement** (400 CP)

You may displace any physical effect occurring to your body to one or more nearby individuals. You suffer no aspect of the physical effect. Drinking alcohol? You can transfer the intoxication (or later hangover) to someone else. Put a gun to your head and pull the trigger and the bullet smashes into someone else's skull.

3. **Strength Absorption** (200 CP)

You may temporarily 'borrow' the physical strength of individuals around you. Any individuals you 'borrow' physical strength from collapse to the ground, unable to move or otherwise act until their strength is returned. They do retain enough strength to perform automatic bodily functions, like breath and pump blood through their circulatory system.

4. **Trauma-fueled Omni-Power** (800 CP)

In-Chain

You may mimic any other Gen 13 power listed here. You may mimic one power at a time. Unfortunately, you have to fuel these powers by reliving traumatic memories.

The worse/more painful the trauma, the more potent a power you can mimic.

Traumatic memories what are revisited often, or that you have successfully 'dealt with', lose their potency. Mimicking a 200 CP power would require re-living a memory at least on par with an instance of physical, mental, or sexual abuse - such as being unwilling subjected to invasive scientific experimentation. Mimicking 400 CP and 800 CP powers require reliving proportionally traumatic memories.

Post-Chain

Given you have enough trauma to fuel it, you can create any power you so choose. However, you may not intentionally create a self-fueling power or perpetual power system, or change the fuel source to anything other than trauma.

5. **Enhanced Intellect** (400 CP)

The quality of your thought processes is astounding and you are an endless font of creativity. You are always at least one generation/iteration (if not more) ahead of the bleeding edge in any area(s) you pursue - be they genetics, temporal physics, fashion, toy making, etc.

6. **Teleportation** (400 CP)

You can instantaneously move to another location in space. You don't need to be able to see the location you are moving to, but it is probably a good idea if you don't want to end up half-inside something.

7. **Enhanced Healing Factor** (200 CP)

You are damn hard to kill. As long as one strand of your Gen-Active DNA persists, you can, and will, eventually, regenerate to your normal form, complete with all your memories; whether you like it or not. This ability provides no insulation from the pain you might feel from being blended into paste or dunked in cement - or the memories of your suffering. You can still die, but every last strand of your Gen-Active DNA has to be destroyed.

8. **Free Pick**

Gear

Product Placement (0 CP)

Do you want free stuff? Of course you do! That's why you're doing what you're doing. From now on you can get any manner of brand name consumer goods, so long as you agree to use them prominently and publicly, and make positive attestations as to the quality of said goods. If you fail to show off and use the goods in public, bad mouth any of the goods or sponsors, or otherwise show any of the goods or sponsors in a less-than-positive light; *all* the sponsors will stop providing you with goods.

How do you get your goods? We'll provide you with a phone number to call. Just tell the operator what you want, and it will be in your warehouse the next time you enter it.

Wardrobe (0+ CP)

You get a set of clothing that is appropriate for your age group in 1993, and one 90's Image comic appropriate costume or military style uniform for free. The set of clothing and costume or uniform matches your aesthetic tastes as much as is possible. Hopefully that aesthetic includes absurdly clingy and form-fitting to an almost ludicrous degree. Because that's what you're getting. Doubly so if you're good looking.

For +50 CP, a 2000 foot walk-in closet is attached to your warehouse. It is filled with clothing, including costumes and uniforms, of any style or styles you so choose. Lost, worn, damaged, or destroyed clothing is repaired or replaced daily.

For +50 CP, you get a dozen flashbands. In a literal flash, flashbands can molecularly disassemble whatever you are wearing and replace it with whatever outfit is stored in the flashband. They come with the plans on how to make more.

For +50 CP, you can get a full line of extremely stylish and comfortable Nastywear undergarments. Wear at your own risk. You also gain the plans on how to make more. See notes for details.

Zombots (50 CP)

Cheap, voice or remote controlled corpses with minor cybernetic/robotic components. Sure, they aren't much good for much more than physical labor and street-level violence, but they are easily replaceable, if you have the stomach for it. You start with eight and have the necessary plans/knowledge of how to make more. Zombots are not alive or (normally) sentient, and can be stored in your warehouse.

VAD PP30 (50 CP)

You may purchase this multiple times.

A custom made semi-automatic particle-pulse handgun with an UV/IR laser targeting system and advanced optical scope. Adjustable damage settings range from stun to armor piercing. Comes with a case of ammunition in your warehouse that is resupplied daily. Should the VAD PP30 itself be lost or destroyed, a new copy will appear in your warehouse on the following day.

TVR Suit (50 CP)

You may purchase this multiple times.

The Black Razors are an elite team of normal humans organized by I.O. to handle the most serious of national security emergencies - especially those involving S.P.B.s. The Black Razors are equipped with some of the best armor available - and now so are you. The TVR suits are made of extremely light-weight metal that provides complete protection against chemical propelled ballistic and laser based small arms fire. Further, the suit in no way impedes mobility or compromises attempts at stealth. Should the TVR suit be lost or destroyed, a new copy will appear in your warehouse on the following day.

Queelocke (200 CP, Discount Project Genesis)

You gain a queelocke as a pet. Queelocke are cute, neon-colored animals about the size of a house cat. Visually, they appear to be a hybrid of a rodent and a monkey with two tails and large ears, and are about the size of a house cat. While they are very intelligent - possibly even human level or beyond, they have no desire to communicate through writing or sign language, and only vocalize using "Queep?" or "Vroot!"

Perhaps most impressively, queelockes can travel through space-time - including alternate dimensions. Your queelocke will only use this ability as a desperate last-ditch flight response

in a “fight-or-flight” situation, or to find it’s way back to you if you are separated. If you like, you may import an existing, non-companion pet as your queelocke pet, granting your pet an alt or hybrid form. Your queelocke pet does not count as a companion unless you import it as a companion.

Personal Armory (200 CP, Discount Team 7)

Cannot be purchased by Companions.

A 2000 square foot annex is added to your warehouse that is filled with conventional arms, armor, and munitions of your choosing, so long as they existed in your home reality in 1993. Any used supplies or damaged/destroyed pieces of equipment will be resupplied daily.

Virgil Chu’s Reality (200 CP, Discount Arc Villain)

Cannot be purchased by Companions.

Attached to your warehouse is a small office that leads to large, spherical arena. Through unknown means, the arena can generate a true-to-life virtual reality inside it. The reality may be of any environment you choose which can follow any rules you choose - so long as you take the time to program it. Alternately, the office does seem to have a CD-ROM drive, and there is a disk entitled Monkey’s Paw sitting next to it...

Clark’s Bar & Grill (200 CP, Discount Self Insert)

Cannot be purchased by Companions.

Attached to your warehouse is a door to Clark’s Bar & Grill, an exclusive multi-versal New York club owned and run by an man of the same name. While the patrons of the bar constantly change, you can potentially find “special” individuals from any comic reality inside - from Batman and Spiderman to Darkseid and Spawn. You may even come across the Thing’s weekly poker game.

Everyone is generally at least seemingly tolerant of others - even if Batman and the Joker are both in attendance. The bar is a place for S.P.B.s and secret agents to unwind. That said, you can feel free to get into fights if you want. Clark is powerful enough to handle *all* the patrons in the bar - and make you pay for any/all damages. Clark’s has six simple rules for most patrons:

1. No Gorillas
2. No Bizarros
3. No Evil Duplicates
4. No Wing Tip Haircuts
5. No Amalgaming
6. No Exceptions

As long as you are jumping, Clark has another rule everyone: you and your stuff have to leave through the door you came in. After this jump, you will find Clark’s Bar & Grill in New York City (or the local equivalent) of every reality connected to the Serial Art multiverse. While Clark’s patrons may be willing to meet up with you regularly (say for a weekly poker game, trivia

night, or karaoke), none of them will go through the door to your warehouse until you have finished your chain.

Endless Supply of Safehouses (200 CP)

In this reality, and every future reality you visit, you will always be able to find a nearby safe house stocked with everything you need to lay low for a while and recuperate. The house you find could be anything from a luxurious beach house or lavish penthouse apartment to a rundown row house or cramped efficiency. What exactly is available in each location will vary, but it is safe to assume that every location will at least contain at least minimal supplies of food, water, currency, medical supplies, armaments, and entertainment.

Unfortunately, the safe houses don't stay safe forever. If you linger at any safe house for an extended period of time, you can expect it to be compromised and/or destroyed in a spectacular fashion.

Caballito Island (600 CP)

Cannot be purchased by Companions.

Caballito Island is a beautiful, private, tropical island that is the home to a well stocked and fully staffed I.O. military intelligence research station, and several tribes of Gen-Active anthropomorphic animals (known as Kindred). And it is all yours - staff, inhabitants, and all!

Additionally, you may choose to add any of the the following to your island: dinosaurs, saber-toothed tigers (and other Ice Age mammals), unicorns, giant apes, Kaiju, pocket monsters, Amazons, and/or pirates.

After this jump, you may take this island with you as an attachment to your warehouse, or have it appear in a location of your choice in realities you visit. You may bring any of the island's staff or native inhabitants along with you when you move the island, but they gain no additional abilities when you do so.

The Halo Corporation (1000 CP)

Cannot be purchased by Companions.

You are now the proud owner of the Halo Corporation. Founded in 1990 by Jacob Marlowe (or possibly yourself if you are a member of Team 7 or and older Arc Villain), it is a technology company headquartered in the Halo Building in New York and is valued in the billions. Given you don't intentionally run it into the ground, it will be valued at over \$3 trillion dollars by the time your jump ends. It can produce all sorts of high tech marvels, such as infinite batteries and Spartan personal superheroes/bodyguards.

After this jump, the Halo Corporation will follow you from jump to jump, incorporating whatever local technology exists into their products. However, the Halo Corporation will only bring along the physical resources and corporate staff that it can fit inside the Halo Building - and are inside the Halo Building - at the end of each jump. If New York or Los Angeles are

options, you must locate the Halo Building in one of the two cities. Otherwise, you may freely choose the location to place the Halo Building.

A Carrier (1000 CP)

Cannot be purchased by Companions.

Moving downwake through the Devachanic Realm at a speed of twenty-five dreams per second. Fifty miles long. Thirty-Five miles high. Two miles wide. Powered by a caged baby universe. A Carrier.

Like the Authority and various Bendixes, you have a Carrier: a huge, super-intelligent interdimensional merchant vessel. A Carrier is capable of navigating many interdimensional spaces (such as the Bleed) and opening portals to different places across space, multiple dimensions, and even (to a limited extent) time.

When entering a new reality, the Carrier exists outside of space and time until you move it elsewhere - if you choose to move it elsewhere.

Golden Symbiote (400 CP)

You have a human-sized cylinder filled with a gold-colored, cutting-edge bio-metalloid compound saturated and controlled by nanotech wetware. It may be used once. The first individual to touch the fluid will be bonded with the substance. By default, it will cover the individual's entire exterior like a second golden skin and turn his or her eyes solid red. With practice, you can change the surface appearance (shape, texture, and color) to pretty much anything you desire.

A symbiote wearer gains enhanced strength (into the 1-2 ton range); enhanced durability (significant enough to survive sustained small arms fire and mountain-leveling explosions); the ability to communicate (and share sensory data) over distance with other symbiote wearers; and a fairly impressive healing factor (capable of regenerating lost limbs - if the wearer desires it). Further, symbiote wearers may have increased perception and reaction speeds. The entire symbiote 'skin' acts as multi-purpose, omni-direction sensor(y organ); a near instantaneous communication medium; and a high-end information processing system.

Additionally, the symbiote will attempt to fulfill the wishes and desires of the wearer. As such, a lot of symbiote wearers exhibit additional abilities. You may purchase any number of the powers below for the listed point costs. If you choose to purchase a single Golden Symbiote power (and no Gen-Active powers), you may purchase it at half the listed price.

1. **Energy Force field (400 CP):** At will, the wearer can toggle an energy force field on and off. The force field surrounds the wearer's entire body and disintegrates all organic matter that passes through it. If the wearer so chooses, the force field can be toggled to disintegrate all inorganic matter it comes into contact with as well. The field does not provide any protection from energy.

2. **Enhanced Enhanced Strength** (200 CP): The wearer's physical form is now larger, (five times) stronger, and (three times) heavier than it was before.
3. **Liquid Metal Physiology** (400 CP): The wearer's physical form can fluidly shift between liquid and solid, and reshape into any form imaginable.
4. **Time/Space/Dimensional Travel** (800 CP): The wearer can briefly open small rifts to other places in space and time, and to other dimensions. This power provides no protection from teleporting into objects, almost certain time paradoxes, dangers present in alternate dimensions, evil versions of the wearer, or similar problems; and there is no guarantee that wearer will ever be able to return to a time/dimension the wearer left. This power provides no sense of direction or location finding ability.

In the highly unlikely even the symbiote ever be lost or destroyed, you will find a new cylinder containing a symbiote in your warehouse the next day.

Drawbacks

You may take as many drawbacks as you like, but you can only gain a maximum of +1000 CP from them.

Last Limited Edition Captain Pyro Chromium Cover (+0 CP)

This is it. The last Limited Edition Captain Pyro Chromium Cover. All it will cost you is your eternal soul. You know you want it. What's the worst that could happen?

Slipstream (+0 CP)

In the normal time stream; Caitlin Fairchild, Grunge, Freefall, Burnout, and Rainmaker escape Project Genesis and for the team Gen 13. Those Gen-Actives who remain and survive (Threshold, Bliss, Frostbite, Sublime, Powerhaus, Copycat, Evo, and Freestyle) become DV8. However, alternative timelines have existed where different combinations of Gen-Actives have escaped - and you are in one of them. You may choose who will ultimately escape to form Gen 13, but at least eight Gen-Actives will have to be left behind to form DV8.

Embarrassing Code Name (+100 CP)

Regardless of whether you picked it out, or someone else called you it and it stuck; you have a code name that others look down on or you are embarrassed by - such as Grunge or Twenty Man Tommy.

Diamonds are Forever - Eyes Aren't (+100 CP)

Despite having access to fully functional cybernetic replacement options, or possibly even having a potent healing factor; you've lost an eye, and, for whatever reason, you have absolutely no interest in ever replacing it. At least you get to wear a cool eye-patch, right? Cool eye-patch not included.

Pervert (+100 CP)

You focus on sex and sexual things to a degree that disturbs those around you. You feel perfectly ok oggling passing strangers, peeking into changing rooms, and looking at porn in public; but no one else feels ok with it. Your companions may tolerate your behavior and cover for you. However, everyone else will be creeped out by your behavior (if it is observed), and will respond appropriately.

Wardrobe Malfunction (+100 CP)

Whoops! I hope you don't mind having your body exposed in public. From now on, your clothing is going to be easily destroyed, removed, or otherwise compromised at nearly every opportunity, leaving you naked or close to it.

Adventure Time (+200 CP)

Your time here will be far more eventful than normal. It seems like you have a major dramatic event or action-packed adventure occur at least once a week.

Tiny Toon Adventures (+200 CP)

Babyluv isn't the only adult stuck in a child's body. For your time here, you will be stuck in the body of an eight year old child that refused to grow any older. Good luck having anyone take you at all seriously. Maybe you can build some sort of highly advanced cybernetic shell of adult proportions...

Informed Ability (+200 CP)

Pick something you at which you should excel. Everyone, including you, knows you should excel in that area. However, in practice, you display no ability in that area whatsoever.

Weak Powers (+200 CP)

Requires Gen-Active

All of your Gen-Active (and similar) powers are weaker than you'd expect, and will require some sort of aid to work a full capacity. For example, if you should be able to channel electricity into lightning bolts, you may only be able to give someone a static shock. You start this jump with a wearable device that enhances your powers to the 'normal' levels. Take care of it.

Poorly Controlled Powers (+200 CP)

Requires Gen-Active

You have trouble controlling any of your Gen-Active (and similar) powers without some sort of aid. For example, if you should be able to selectively absorb and redirect energy; you may automatically absorb all energy you encounter and release it all uncontrollably when reach a certain energy threshold. You start this jump with a wearable device that helps you regulate your powers. Take care of it.

Traumatized (+300 CP)

You are severely traumatised by an event in your past. In order to cope, you have turned to substance abuse or have developed compulsive and harmful (or otherwise detrimental) behavioural patterns.

Excommunicated (+400 CP)

Somehow you managed to piss off the Pope, and he's turned the entire resources of the Catholic Church against you. Beware of nuns with guns, holy hit squads, and the Order of the Cross - the Church's secret superhero group.

Looming Coda (+400 CP)

Maybe you broke a contract. Or maybe you're male and somehow learned some aspect of their martial training. Whatever you did, it doesn't matter. The Coda sisterhood is dispatching warrior-assassins to kill you. On the up side, they tend to only send one at a time and they favor melee weapons. On the down side, the Coda are among the best warrior-assassins in the galaxy. Should you manage to kill any human Coda sent against you, subsequent assassins will be of Kherubim decent. Kherubim Coda can easily lift 10 tons, are largely immune to small arms fire, can recover from extremely quickly from even mortal injuries, and are extremely long lived - having at least thousands of years of combat experience. Humans and Kherubim are visually indistinguishable.

Faux Action Hero (+600 CP)

Despite all your powers and abilities, you seem to find yourself captured, tied up, mind controlled, subject to memory alteration, or similarly sidelined, manipulated, or controlled by others. On the bright side, your enemies rarely (if ever) have any desire to injure or kill you - they are far more interested in controlling and/or using you.

D'rahn Invasion (+1000 CP)

Arguably the most powerful species in the Wildstorm universe, the D'rahn are an ancient, highly technologically advanced humanoid species with grey skin and red eyes - and you have to stop their invasion, single handedly. At the start of your jump, you are displaced approximately 30 years into the future - in the final days of the D'rahn invasion. Humanity is desperate. Only New York remains under human control.

In less than 24 hours, John Lynch intends to release a chemical compound that will kill all organic life on the face of the planet. In canon, Gen 13 would use a time machine I.O. happened to have on hand to go back in time and theoretically stop the chain of events that lead to the invasion. Unfortunately, I.O.'s time machine is broken or missing.

Fire from Heaven (+1000 CP)

Approximately one year after the start of your jump, the events from the Wildstorm story arc Fire from Heaven will commence. In canon, Damocles should be defeated in an epic battle on the Moon involving all the major characters in the Wildstorm universe. However, something

has gone wrong in this timeline and Damocles will triumph if you don't intervene. If Damocles succeeds in hurling the Moon into the Earth, he'll safely leave this reality - and it will be utterly obliterated upon his exit. Damocles is a powerful reality warper who wields the entire energy potential of countless universes and can almost casually burnout entire dimensions. Good luck.

Deathmate (+1000 CP)

A number of people see the Image-Valiant crossover (Deathmate) as the straw that broke the comics' industry's back in the late 90's and caused the great comic collapse. In a similar vein, you're responsible for bringing some out of context problem into this world that will cause its destruction if you don't stop it. Pick a major cosmic comic threat not generally native to the Wildstorm universe, like Darkseid, Thanos, the Dark Phoenix, etc. You have to stop said threat before it destroys, ruins, subjugates, etc. Earth. The out of context threat you choose should at least be on par with the **D'rahn Invasion** or **Fire from Heaven**. You may, however, feel free to overshoot those marks, if you feel so inclined.

Scenario: This is How the Story Ends

I appreciate your desire to adhere to canon, but are you sure you want to do this?

Over the course of your time here, you and your companions will become best friends with the Gen 13 team, including Anna, the advanced combat cyborg housekeeper who is visually and socially indistinguishable from humans. In fact, you'll be so close to the Gen 13 team that you (all) will feel like family. Further, I guarantee you that you (all) will survive your first eight years here and stay together, no matter what happens. Those eight years will be some of the best, if not the best, years of your life.

However, at the beginning of year eight of your jump, the events of Think Like a Gun, This is How the Story Ends, and Dead Friends and Imminent Catastrophe will occur. Evil assassin copies of Anna will storm your home; abduct Anna; and nearly kill you, your companions, and the Gen 13 team. It doesn't matter how invulnerable you should be, the evil Annas can and will manage to physically harm you when encountered.

Regardless of whether or not you attempt to track down Anna, within the next six months; you, your companions, and your the Gen 13 team will eventually find yourselves back in Death Valley, Nevada in the ruined remains of Project Genesis. There you will come face-to-face with Anna's conscious, crying head grafted to an evil clones body. Harming or disabling her will cause you (all) great emotional pain, and you (personally) will not have it in you to destroy her even if she mortally wounds you, your companions, or the members of the Gen 13 team.

Around the same time you encounter Anna, you will find a bomb with a timer counting down from six minutes. When those six minutes are up, you (all) will be engulfed in the explosion

and you (all) will die. None of you can avoid this fate. If any of you try to disarm or destroy the bomb, it will turn out to be a decoy or beyond your ability to deal with. If any of you try to run, fate will bend over backwards to keep you (all) there and/or keep the bomb with you (all). If any of you teleport away, the bomb will come with you - or you'll be teleporting to where the real bomb was all along. If necessary, multiple bombs will show up.

As the time ticks down, time will slow. The last minute will subjectively stretch out for a day or longer. Everything that is important to you will flash before your eyes along with all the possibilities of what could have been, and you will feel the full, bitter, painful loss of all of it.

And then you, your companions, and the Gen 13 team will die in a massive 6+ megaton explosion; feeling every atom stripped away from you and broken down into energy until you finally lose consciousness.

The End.

Future

Go Home

Tired of adventures? I can understand that. I'll make sure you get home safe and sound, as promised.

Stay Here

Did you grow attached to this world? I can understand it's charm. I wish you the best.

Move On

Ready for your next jump? Good! I'm curious to see what you'll try to tackle next, and how you'll use your new powers.

Gen-Ascension

*Requires **This is How the Story Ends**, **Gen-Active**, and at least four competent, powerful, living friends in this reality who would risk their lives for a ludicrously slim chance of preserving your memory.*

In the end, that explosion didn't just kill you (all) - it turned you (all) into unstable, elemental forces. Or at least all of you that were Gen-Active. Due to friends who loved you (all) deeply enough to risk their lives for you (all), your energies and consciousnesses were able to be stabilized, and you (all) are now an abstract, sentient embodiments of the Gen-Active powers you (all) gained here.

While you did die and cannot continue jumping with me, the stabilization process has allowed you (all) to survive in a fashion that some would describe as godhood. Additionally, you now have the ability to travel the multiverse at will. However, the power requirements for interdimensional travel are high, and your Gen-Ascension does not provide you with any omniversal sense of direction or road map.

Notes

Please keep in mind that Gen-re Roulette and Depending on the Artist or Writer are intended to be cool, fun thematic/skinning abilities and make broad, universal changes in how reality works. You don't get specific control over how those changes play out. If you shift reality into Pulp Adventure, you may encounter dinosaurs on a tropical island, or mystical mummies in Egypt or South America or in a museum, or you might just encounter the mob or corrupt public officials.

Also, while the descriptions say "in a blink of your eyes", most changes will have some lag time, or not work out quite how you expected. Changing reality's genre from Cosmic Horror to After School Special isn't going to suddenly get rid of the Eldritch being you accidentally summoned from beyond - but you may very well educate the audience (Jump-chan if no one else) on the dangers of reading out loud from ancient books written in a language you don't understand as the Eldritch being devours you entirely, and possibly rips reality asunder.

Multiversal travel is limited to your reality's 'local' multiverse as long as you are actively jumping, or if you should fail your chain (via death, failed scenario, etc.). Also, the multiversal travel provided here is very energy intensive. Damocles needed to destroy the Earth and the Moon to create enough energy to move across dimensions.

Gen-Active powers are fuelled by pulling energy out of alternate dimensions. Every time they are used, some other universe/world/plane/reality somewhere is getting screwed out of energy as you siphon it to fuel your abilities. You don't get to choose which reality from which you are pulling energy, nor from what in any reality you are pulling your energy. It could be a plane of infinite energy or a powerful singularity, or it could be healthy, innocent school children in an alternate timeline. How likely one is over the other all depends on the structure of the local multi-verse.

In realities that don't have alternate dimensions, Gen-active powers won't function at all. In realities with alternate dimensions and individuals who can monitor inter-dimensional activity, you can expect said individuals to identify you by your power drain whenever you use your abilities.

If you don't get the Nastypants reference, it comes from Gen 13, vol 2 #45 - Murder on the Runway. Nastypants is a line of undergarments that, when worn, allows the wearer to be mind

controlled. Exact details on how it works are never given. However, as the creator is the child of Doctor Tsung, it's probably a technologically based effect.

If you don't get the Monkey's Paw reference, it comes from Gen 13: Bootleg #17 - Virgil Chu's Reality. Monkey's Paw is a VR game that has no safety features and automatically adapts to the capabilities of the players. The design goal of the game was to be unbeatable and result in the absolute defeat (death) of the players. The game will change in whatever way necessary to accomplish its goal. It has no set rules, setting, character, etc.

In Wildstorms comics, Clark is never explicitly stated to be Clark Kent, aka Superman; but it is heavily implied that he is an iteration of Superman. Regardless, Clark has the full power of Superman at the height of his Silver Age incarnation. Obey the rules. Attempt to pod him (or his patrons) at your own risk.

If you are wondering how long you can stay in a safe house, Gen 13 and DV8 tended to have their safe houses compromised every six months to two years.

If you don't get the Last Limited Edition Captain Pyro Chromium Cover reference, it comes from Gen #13, vol 2 #13A-C. The drawback is a joke based on something someone (Grunge) actually did in canon, in case that wasn't clear. Don't take it unless you want your jumper to actually want to lose her soul. That part wasn't a joke.

The D'rahn are a largely defunct species of Kryptonian-level beings. They are one of, if not the, most advanced species in the universe and certain individuals of their species have the ability to alter other individuals of any species selectively forward or backward along any of their paths of evolution. Their prime weakness is their utter lack of any defense against or ability with magic.

Gen-Ascension strips away your body as you currently understand it and leaves you as a conscious embodiment of a concept associated with your Gen-Active ability. If you had the ability to control gravity, you may find yourself to be a spacial distortion - like a black hole. If you had the ability to control plasma, you may find yourself as some sort of inferno - like a star. More esoteric powers may lead to more exotic forms.

Regarding other Gen 13 jumps

I believe there is an unwritten rule that people should not make another jump for a setting that already has a jump. I don't really care if anyone makes another Gen 13 jump, so long as that later author also doesn't care if anyone else makes another Gen 13 jump. I don't see how having more options in this case is a bad thing, and, if you can make a better jump than I, I certainly want to see it. Further, I suspect that, at some point, I'll move on and I won't be actively maintaining this jump. At such a time, it would certainly be better for someone (else) to pick up the reigns and maintain this jump, or create a new one to replace it. Having said that, if your issue is a minor one with my jump, I'd be appreciative if you tried to reach out to

me first before cloning my jump and making the change yourself. Of course, if you can't reach me, or I'm being an exceptionally Poor Dick about whatever the issue is; you should do what you feel you have to do to make a good jump.

Change Log

0.2 - Updated just about every damn thing.

0.3 - Added Fourth Wall Breaker perk.
Added The Halo Corporation item.
Added A Carrier item.
Updated Retcon perk.
Updated Caballito Island item.