Welcome to The Boys Jumpchain - CYOA V4.0

It is quite similar to our world, except a chemical substance called Compound V made Superhumans a thing of reality.

Superhumans, or better known as Supes, are mostly licensed by and work under Vought International, a corrupt and corporatist company that are responsible for the creation of this Compound V.

These Supes seem to be as popular as celebrities, as influential as politicians and as revered as gods. But, they tend to abuse their super powers rather than use them for good.

There are those who made it their life's mission to policing, monitoring and potentially killing Supes who abuse their powers.

You arrive in your starting location a few hours before A-Train runs through Robin Ward (Hughie's girlfriend). You'll be here for the next ten years. To help you on your journey take this:

+1000cp

ORIGINS

Geek: You really haven't been part of the superhuman society, not intimately at least. Just an outside observer who idolized the heroes. This option can be taken as a Drop-In.

Vigilante: You hate Supes. Maybe one of them raped your girlfriend, paralyzed your brother or even killed your wife - or just looked at you funny. Doesn't matter why, you hate them and will make those cunts pay for their crimes.

Corporate: You work for Vought International on the 82nd floor. This makes you the one who signs Supes's paychecks. And at the end of the day, even they know you are the one who is truly in charge.

Experiment [200cp]: You were taken prisoner and experimented on with Compound V. This compound gave you extraordinary abilities. If you want, you can make it so you do not recall the horrible experiments.

Supes [200cp]: As a baby you were injected with Compound V. You grew up to be a licensed superhero. You are considered to be a B-List hero, meaning you are well known and loved in your local area, but are low-key everywhere else, that is unless you have a Super PR. If you do have Super PR, you are considered to be a hero on par with Homelander. (PS: Despite Your Location, You Can Make Any City Your Local Area)

Age: Roll a 2d8+16 to determine your age
Gender: Keep your previous gender
Or pay 50cp to determine either of these yourself

LOCATIONS

Roll 1d8 or pay 50 CP to choose

1. **Vought International Headquarters:** You begin in the plaza just outside the headquarters of Vought International, the biggest company in New York City, maybe even the world. Don't worry, you won't be bothered by any heroes unless you are the Public Enemy Number 1.
2. **Audio Visual:** An electronics store located in Brooklyn, Hughie Campbell works here until Butcher destroys it with his car.
3. **Popclaw's Apartment:** You appear just outside Popclaw's apartment. If you have a Supes Origin, this will mean you are childhood friends and were part of the Teenage Kix, an old superhero team consisting of you, Mesmer, Popclaw and A-Train.
4. **Aroma Spa & Nail Salon:** A nail salon that is actually a front for a high security prison for an experiment, The Female. Unless you picked Experiment Origin you appear just outside. But if you picked Experiment, then you start in a cage next to Kimiko. (PS: There is nothing stopping you from escaping.)
5. **JDC:** You appear just outside the Juvenile Detention Center that Mother's Milk currently works in. It is located in Amsterdam, a City in New York State.
6. **Sandusky:** A city in Ohio, on the shores of Lake Erie. The Deep will be sent here as a punishment for the sexual assault scandel. It is a quite boring place without much crime, instead it is known for its family attractions, including water, wildlife and amusement parks. You might wanna visit Sprawling Cedar Point, they got excellent roller coasters.
7. **Naqib's Bunker:** A terrorist hideout 50 miles outside Damascus, Capital of Syria. This is the place where Naqib, the first Super Villain lives in. If you are a Supes or Corporate you might have been sent there by Vought International for some reason, as a vigilante you might be there to kill the bastard before he becomes a Supe, or you might be an experimented prisoner. Regardless, I wouldn't recommend staying for long. Most of the action will take place in the US anyway.
8. **Free Choice:** It seems you are a lucky one. You get to pick any of the locations above to begin your jump.

PERKS

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin.

General Perks

Bro [50cp]: Bro… Bro…Bro… Bro… Bro… Yeah, that was a whole ass conversation between two bros, and now, like the Deep and Noir 2.0, you can have a meaningful conversation with your friends using a single word: ‘Bro’.

Don't You Ever Besmirch Billy Joel [100cp]: Supes kill hundreds of people every year in "collateral damage" and it's swept under the rug. But don’t worry, as long as you take this perk you won’t die in “collateral damage”.

Lovable Dork [200cp]: For some reason people will find you lovable and easily trust you. For example, a person who just met you on a park bench a few days ago will trust you enough to tell you about their deepest insecurities and issues.

Chosen By God [400cp]: Vought International spouts nonsense about their heroes being Chosen by God. Unlike them, you might actually be Chosen by God. You’ve (probably) never met him, but you are fairly certain there is someone out there looking out for you. This grants you a certain degree of plot armor, although relying on this too much can backfire as it is not absolute, for example a human confronting a supe with this alone would most certainly can’t win, but against low level supes, this will ensure you can at least have a good chance of running away. And if you yourself have powers, they are not the by-product of Compound V. This perk also acts as a Capstone Booster.

Drop-In Perks

Deduction [100cp]: You have a gift for making inferences correctly. Your inductive and deductive skills improve immensely, making it so you are able to use logic to uncover secrets. This ability can be very useful when reverse engineering advanced technology.

Great Memory [200cp]: Your memory retention skills have increased greatly. Basically you now have both the eidetic and photographic memory.

Tech-Savvy [400cp]: We live in the age of technology. Lucky for you, you have extensive knowledge about most things mechanical, especially computers. You are able to hack into almost any system and you aren't so shabby with counter hacking and keeping your data trails hidden either.

Comic Book Scientist [600cp]: You are a smart cookie, a genius. You can easily recreate almost any technology available in our world, with enough time and resources, you may recreate Compound V, perfect cloning technology, create AIs, etc.

- **Chosen By God:** You are a next-level genius. Smartest person on the planet. You can easily cure cancer as a child, create Power Armors on par with High-Tier Supes (Queen Maeve, A-Train, Starlight), and even improve the illustrious Compound V Formula.

Vigilante Perks

Peak Physical Condition [100cp]: A normal human can never measure up to a Supe, now you at least have a chance. Through a hard training regimen, you managed to attain physical perfection. You can now perform at the peak of human ability. This perk comes with great abs.

Combat Training [200cp]: You received extensive combat training. You are an expert martial artist, you are also capable of using any man-made weapon very efficiently.

Spice Girls [400cp]: When you are working together with a team, at least four people, your chances of completing any given task will increase significantly. For example, if four average men work together, they will be able to kill most Low to Mid tier Supes in this universe. (Although the likes of Meave and Homelander are still out of their reach)

Unique Solution [600cp]: "Each [Supe] with a unique power, requiring a unique solution". Everyone has a weakness. Even the most powerful of Cunts have one. You now have an unnatural gift that allows you to detect these weaknesses within a few days of research. Whether this weakness is someone they care about, a special bazooka, a high-caliber bullet to the face or a C4 to the arse depends on the individual.

- **Chosen By God:** All it takes for you to figure out someone's weakness is one look. As soon as you see a Super you'll know their weakness. Being able to exploit it or not is dependent on you.

Corporate Perks

Empty Suit With A Cornell Degree [100cp]: You are a very competent businessman or woman. You can now successfully run a multi-nation, multi-million dollar business and raise it to the next level. Basically, you can take any business and run it well enough to double its market value within a year.

Lying [200cp]: You can lie without feeling any remorse. You have the ability to lie so effectively that even those with Super Hearing could not tell that you are lying, regardless of how blatant the lie may be.

Master Planner [400cp]: No corporation can run without a proper plan. You are now able to see ten steps ahead of most people, and for one reason or the other, random events will never foil your plans, instead, it will help your plans come to fruition.

Unbreakable Contract [600cp]: One of the hardest parts of any business is to make sure no one breaks their word. Now, if you get someone to willingly sign a written contract, they will not be able to break it (at least willingly). For example, if someone signs a Non-Disclosure Agreement, they will be unable to tell the truth to anyone. These contracts are so effective that if you somehow get Billy Butcher to sign a piece of paper that says he will become Homelander's servant, he will be forced to do it. The only way these contracts can be broken, is if you break your end of the deal.

- **Chosen By God:** You no longer have to deal with making someone sign a piece of paper. A verbal agreement alongside a handshake is enough.

Experiment Perks

Fear? I Forgot About That [100cp]: After surviving through terrible experimentations you currently show a great degree of control over your fear and emotions.

No Pain [200cp]: It seems experimentation altered your nerves, making it so you are resistant to all but the most excruciating levels of pain.

Precognition [400cp]: While they were experimenting on you, you started to observe people around you, and soon you came to see their bodies in extreme detail. You were able to see their breathing, muscle movements, body tension, rhythm and sweat. This allows you to predict their future movements. Now, you have a form of precognition that's mainly useful for fighting.

Ninja [600cp]: You have an uncanny ability to master any physical skill that can be learned by a *normal* person. This means you can become an expert pilot in a week, learn any kind of musical instrument within a few days, and even master countless martial arts and weapons with little effort.

- **Chosen By God:** Time it takes for you to master physical skills decreases further. This allows you to become an expert pilot in a day, learn an instrument in a few hours, etc.

Supes Perks

Super Looks [100cp]: Have you ever noticed how almost every hero is good looking? Now so are you. Your appearance is enhanced to a solid eight, meaning you are considered to be good-looking by everyone, even by those whose type you aren't. And for those whose type you are, you are exceptionally attractive.

Super Control [200cp]: You know why most heroes' powers never go out of control? Neither do I. But don't worry, for one reason or another you won't lose control and make embarrassing mistakes like crushing someone's hand while shaking it, accidentally melting someone's face off with your heat vision, or running through a girl who was standing on the sidewalk.

Super Instincts [400cp]: Who wants to train anyway? It's a hassle to train powers. Thankfully you have incredible instincts. It's these instincts that give you instant mastery over the powers bought in this jump, and only this jump. Also, thanks to this perk, you can make your powers do crazy things, such as bouncing your heat vision off of solid surfaces, a chest blast fire from your hands, or running up walls. This also allows you to master outside jump biological powers twice as fast.

Super PR [600cp]: The hardest part of being a hero is not the villains, it's the public. But don't worry, thanks to this perk it's no longer a problem for you. Most people will see you as a heroic figure and an inspiration. This public image of you won't deteriorate unless there is irrefutable proof of your shortcomings or crimes. You can tone this down if you want to. Supes who have purchased this perk can choose to replace the Deep in the Seven.

- **Chosen By God:** Your public image recovers very quickly even when there is irrefutable proof of your shortcomings or crimes. People quickly forget about scandals and even truly heinous actions will eventually be dismissed as a 'phase' you were going through.

POWERS

Those with Experiment and Supes Origins Get An Additional 400cp To Spend On This Part or Power Packages Alone

Super Strength [100cp/200cp/300cp]: The most generic superpower, super strength. Can be purchased three times. The first purchase makes you stronger than average humans, allowing you to effortlessly overpower multiple people. Your lifting strength will start at 800lbs and cap around 1200 lbs. The second purchase makes you strong enough to easily perform one-handed chin-ups, punch holes in brick walls, lift the backs of cars, and overwhelm your opponents. You'll start at being able to lift a ton and cap out around 5 tons. After the third purchase, you'll be strong enough to punch an oncoming train to a stop, throw people into the sky, lift commercial airplanes, etc. With enough training you can become stronger than the Homelander. (PS: Take a Durability or Regeneration Power unless you want to destroy your body)

Super Durability [100cp/200cp/300cp]: The second most generic super power, super durability. Can be purchased three times. The first purchase enhances your durability to the point of withstanding being thrown through a brick wall. The second purchase allows you to shrug off low-caliber bullets and even survive high-caliber ones, albeit you can still be injured and even killed by enough fire power. After a third purchase, you'll not only be completely bulletproof but will also be unfazed by explosions. The only weapons that can injure / potentially kill you are nuclear weapons and Top-Tier Supes, such as Homelander. The final purchase alo provides you with resistance to mental powers, although this is not an immunity, just allows you to resist the effects for a couple of seconds before those can take a hold on you.

Red Blast [500cp]: "Why isn't she healing?" You are now capable of projecting a nuclear blast from your chest. Capable of controlling its intensity. At full power, the blast is potentially capable of bringing down a city, and even the likes of Homelander. Furthermore, it burns out the Compound V in the body of a Supe, making them a normal human. In future jumps, you can select a certain group of powered individuals (such as Kryptonians, Martians, Mutants, Inhumans, Dragons, etc.), this power has the same effect on them.

Blood Manipulation [500cp]: You have a psychic control over blood. You can use this ability on your own blood, by extending it through your palms in the form of tendrils. This power also allows you to form basic structures, such as whips and floating masses, to both grasp objects or people and launch offensive attacks. Furthermore, once you gain better control over your power, you may explode the heads and/or limbs of your target. Of course, those who possess great durability like Homelander and Soldier Boy are far harder to explode or even control, and those who do not have blood are impervious to this effect.

Splitting [500cp]: You can replicate yourself by split into numerous individual beings. Each of the clones are capable of taking action and thinking by themselves, however, they are fully loyal to you. However, if the original dies, they all die.

Tentacles [500cp]: Well, isn't this straight out of a blurred Japanese cartoon, but considering how many different fetishes there are in this world, I suppose it isn't strange to see it. You can now unleash powerful tentacles from your chest that is capable of ripping most Supes up into pieces, only those who have durability on par or greater than Maeve have a chance to resist if they are caught by these Eldritch abominations.

Super Speed [400cp]: "Like, [you] can outrun anybody or anything." You are able to move at inhuman speeds, appearing as a distorted blur of motion to onlookers. In the beginning, your top speed will be around 300 mph, with enough training you can reach over 1000 mph.

Star Light [300cp]: "Electricity goes in, blast comes out". You are able to absorb the electricity from around you. And then fire blasts of intensely bright light from your hands which are capable of throwing grown men several feet and blinding anyone who looks directly at them. With enough mastery you can mimic flight by propelling yourself in the air, albeit you will never reach Mach 1 with this alone. You are also able to make your eyes and hands glow on command.

Mental Coma [300cp]: With mere eye contact, you can put a person into a coma and trap them inside a dream created from their own memories. You can free them if you choose to do so, otherwise they will stay trapped until they die.

Mind Control [300cp]: With mere eye contact, you can take control of other people, forcing them to do your bidding. You can simultaneously control two people at a time. For an additional **100cp** you can extend this power to work with physical contact.

Mind Reading [300cp]: With mere eye contact, you can read people's minds, including their subconscious and memories. To find a specific memory, or subconscious thought could take a while.

Magnetism [300cp]: You possess the superhuman ability to control magnetic fields and magnetism with your hands. You are able to fully control metal and completely reshape it entirely, to use metallic objects as weapons or utility.

Regenerative Healing Factor [300cp]: "A miracle. You are a miracle" You possess the power to regenerate, allowing you to regrow missing limbs and organs, and even heal from the most fatal of injuries in a matter of seconds. Although be careful, you will not survive getting your head cut off.

Plasmakinesis [300cp]: You have the ability to create powerful plasmablasts. By utilizing charged particles, you can produce and manipulate electricity. These can be in the form of electrical discharges that are capable of sending full-grown adults flying backward with enough force to knock them through concrete walls. A sustained blast of energy can even incapacitate supes while inflicting pain.

Lamplighter [300cp]: You can control fire with your mind. You can make a simple lighter into a flamethrower that is capable of melting holes in plate steel, and even burn normal people to ash. For an additional **100cp** you can also generate fire on command.

Telekinesis [300cp]: You are capable of moving objects with your mind. You are powerful enough to psychokinetically influence materials as heavy as a small ship freighter and even subdue likes of Homelander for brief moments.

Flight [300cp]: It's a Bird… It's a Plane… It's Jumper… You are able to levitate and propel yourself at great speeds, allowing you to cover vast distances in a matter of minutes. Your top speed starts at Mach 1 but can reach as fast as Mach 5.

Heat Vision [300cp]: “Two small, high-intensity beams, roughly the width of human eyes.” The beams can be in any color of your choice. These beams are so powerful that they appear to be able to cut through almost anything. They are also capable of melting flesh and bone with ease and causing people to burst into gore.

Animal Kingdom [300cp]: An Ant, a Gorilla, a Lion, even an Elephant, you can turn into any real life animal. You keep your level of intelligence, while gaining their levels of strength, speed, durability, and any natural weapon or ability they may possess (ie. flying, breathing underwater, wall crawling, claws, or even teeth).

Teleportation [300cp]: Like a certain orphan, you can now teleport. The teleportation is instant, however your range varies and it can be taxing if you try to chain your teleportations. Initially you will only be capable of teleporting to where you see, but with enough training, you can teleport within 10 miles as long as you are aware where you want to go. Also, unlike Hughie,you can bring your clothes with you.

Poop Control [300cp]: This power may sound, and look weird, but it is quite powerful. You are now capable of controlling existing poop, and even turn it into sentient creatures. Although you do not consciously dictate the personality, the poops are loyal to you, and care about you.

Fish Guy [200cp]: You are not just a fish guy, You are THE Fish Guy. You are able to breathe underwater, swim at incredible speeds, and psychically communicate with and sense all forms of sea creatures. You can even have full conversations with them. This power can come with fins or not, depending on your wish.

Burn In Truth [200cp]: You are able to spontaneously emit a large amount of energy from your body, creating a powerful explosion that does not harm you. The explosions can be powerful enough to blow up large buildings with ease. For an additional **200cp** the power of your explosions are increased to be comparable to a tactical nuke.

Mesmer [200cp]: You are able to read people’s current surface thoughts through physical contact, like what number they're thinking of or what they want to do.

Translucent [200cp]: Don’t let the name fool you. You can turn fully invisible. But be careful, your clothes cannot turn invisible, so you might wanna take flashing as a hobby.

Shapeshifting [200cp]: You can change your physical appearance to that of any other human. Your voice changes as well, but your clothes do not.

Elasticity [200cp]: You can stretch any part of your body to great lengths. And yes boys, even that part *wink*wink*.

Shrinking [200cp]: You can shrink yourself down to the size of an ant. While shrinking, you’ll retain the strength and durability of your full-sized body. For an additional **200cp** you can also grow to the height of a three story suburban house.

Intangibility [200cp]: With a mere thought, you can turn yourself intangible, allowing yourself to pass through physical matter. Any inanimate object you are touching also passes through.

The Narrator [200cp]: You can, when you want to, narrate whatever is going around you as if you are narrating a TV Show. This allows you to break the fourth wall to a certain degree, and gain minor clairvoyance about what may happen next.

Bullseye [100cp]: You now possess uncanny aim, only matched by the likes of Gunpowder and Eagle the Archer. While a normal gunsman or an archer may use their weapon to hit the target in the bullseye, you can hit it by making your bullet or arrow bounce off of a water pipe, through a parked car's passenger and driver windows, off a second support beam, which then hit the target.

Longevity [100cp]: Your natural life span has been increased so that you can live for decades without showing any signs of aging.

X-Ray Vision [100cp]: Your vision allows you to see through any solid object or surface, with the exception of objects and surfaces that are lined with zinc. This also gives you the ability to see vast distances when you want to, at least several miles.

Super Hearing [100cp]: You can detect sounds from miles away. You can also use this to filter through sounds enough to detect a single person's heartbeat. You can tell when they are excited or anxious, even detect their blood pressure.

Enhanced Reflexes [100cp]: Your reflexes are enhanced and are superior to those of the finest human athlete. You can use this ability to quickly overwhelm foes, dodge incoming attacks, and even react to Supes with super speed.

Aqua-Form [50cp]: You can turn your body into water and back to human form very quickly, this could allow you to avoid getting hit from most physical attacks, but you cannot use your body to drown someone unless they are in a tub, or you can fly and go into their lungs.

Super Sausage [50cp]: You can extend your… privates a great distance from your body, at least dozens of meters.

The Claw [50cp]: You are able to extend a claw from each of your wrists to act as weapons. You can retract them when not using them.

POWER PACKAGES

You may buy only one of these Packages. However, if you do purchase one, you are not allowed to buy any other powers.

Homelander Package [1000cp]: Super Strength 3 + Super Durability 3 + Flight + Heat Vision + X-Ray Vision + Super Hearing + Enhanced Reflexes

Soldier Boy Package [800cp]: Super Strength 3 + Super Durability 3 + Red Blast + Enhanced Reflexes + Longevity

Stormfront Package [800cp]: Super Strength 3 + Super Durability 2 + Flight + Plasmakinesis + Enhanced Reflexes + Longevity

Golden Boy Package [800cp]: Super Strength 3 + Super Durability 2 + Flight + Lamplighter (Upgraded) + Enhanced Reflexes

Cate Package: [700cp]: Mental Coma + Mind Control (Upgraded) + Mind Reading

Bloody Marie Package [700cp]: Super Strength 1 + Super Durability 3 + Blood Manipulation

Mindstorm Package [600cp]: Mental Coma + Mind Control + Mind Reading

Queen Maeve Package [600cp]: Super Strength 3 + Super Durability 3 + Enhanced Reflexes

Starlight Package [600cp]: Super Strength 2 + Super Durability 2 + Star Light + Flight

Noir Package [500cp]: Super Strength 2 + Super Durability 2 + Enhanced Reflexes + Flight

Polarity Package [500cp]: Super Strength 2 + Super Durability 2 + Magnetism

A-Train Package [400cp]: Super Strength 1 + Super Durability 1+ Super Speed + Enhanced Reflexes

Translucent Package [400cp]: Super Strength 1 + Super Durability 3 + Translucent (PS: You will be weak towards electricity and internal damage)

Sam Package [400cp]: Super Strength 3 + Super Durability 2 + Enhanced Reflexes

The Female [400cp]: Super Strength 2 + Super Durability 1 + Regenerative Healing Factor + Enhanced Reflexes

The Deep Package [200cp]: Super Strength 2 + Super Durability 1 + Fish Guy

Gunpowder Package [100cp]: Super Strength 1 + Super Durability 1 + Bullseye

Popclaw Package [100cp]: Super Strength 1 + Super Durability 1 + Claws

Mesmer Package [100cp]: Mesmer

ITEMS

Item trees are discounted to the origin, General Items are non-discounted, 100 cp items are free to the origin.

General Items

VCU [50cp]: You have copy of a DVD of every single VCU movie that was released by Vought. In future jumps, you can choose to have movies made about your adventures, although be warned, the movies does not really reflect the truth.

Fresca [100cp]: You get an unlimited supply of Frescas, but be warned, they, just like any other Fresca, taste like shit.

Safe House [200cp]: You get a house in a secret location. The house is modest, but contains all utilities you'll need as well as WiFi. The house will not have any paper trail that can be traced back to you and you can't be tracked within 100 meters of the safe house.

Church of The Collective [400cp]: You are now the head of the Church of Scientology- I mean Church of The Collective. It is a religion/business that exploits its members and drains their bank accounts while preaching about self-actualization. Oh- and since this is a religious organization you now possess tax-exempt status.

Drop-In Items

Fake Papers [100cp]: Living in a world where everything requires an id can be difficult. With this, you will have fake papers despite just appearing out of nowhere.

Science Lab [200cp]: You have a fully functioning science lab, hidden in a warehouse of your choice. You'll be the owner of this warehouse. The lab is full of state-of-the-art equipment and filled with resources most other scientists could only dream about.

Cloning Tube [400cp]: You own a cloning tube. A Comic Book Scientist can create a perfect clone of any genetic donor. Though be careful, the clone might not be subservient.

Compound V - 2.0 [600cp]: A single vial of improved version of Compound V. This new strand of Compound V has all the same effects, and an improved chance of survival for adults, making it roughly the same as a newborn's chance of survival. A Comic Book Scientist can, quite easily, recreate it. If used, once per jump you receive a new vial.

Vigilante Items

Beretta 92FS Inox [100cp]: A sidearm that has all the features of an M9 (the official sidearm of the US military), in a rugged and attractive satin stainless steel finish. This sidearm never runs out of bullets.

Diamond-Coated Rounds [200cp]: You get a dozen bullets made out of a similar material to Translucent skin. It can pierce through most Supes skin and even kill them if you shoot them in the face. If you run out of bullets, every morning you'll get a re-supply.

V24 [400cp]: You get a dozen vials of V24 every week. A modified version of Compound V. The serum gives a person 24 hours of superpowers per dose. The power received is random, but is usually on par with the powers of an average member of The Seven. Unlike the version used by Billy and Hughie, this version has no side effects.

Mallory's Files [600cp]: Grace Mallory spent years tracking and studying Supes. She created a file on each and every one of them. These files contain information about almost every Supes' powers, weaknesses, likes, dislikes, heroic acts, crimes and even their secret identities. You now have access to all of her files. After this jump, you'll get informative files about important figures in whichever world you find yourself in.

Corporate Items

Empty Suit [100cp]: You now have a business suit that perfectly fits you. This suit is special, it makes it so the wearer is slightly more likely to close business deals.

Private Jet [200cp]: Isn't this something. You own a private jet. This jet has been made so that no one can track it once it takes off, not even the Homelander.

Cornell Ring [400cp]: You live in a world where superhumans are a thing. So it is possible for one with telepathy to take control of you and your company. But don't worry, as long as you wear this ring, you are immune to mind control of any kind. If lost, destroyed, or stolen, you get a new ring the next morning. For an additional **400cp** (undiscounted) you can instead make this effect internal, turned on and off at your will.

Vought International [600cp]: You are a major shareholder of Vought International, an American multi-billion dollar conglomerative. The company is famous for the founding of The Seven and managing the global population of licensed Supes. In future jumps, you'll become a major shareholder of a large conglomerate of that setting.

Experiment Items

Sandwich [100cp]: Unlimited supply of sandwiches that will keep you fed. The taste is quite bad, similar to prison food.

Noir Suit [200cp]: A combat suit similar to what Black Noir wears, composed of Kevlar and a small percentage of titanium; it's bullet-proof and resistant to various types of attack (explosions, impacts, falls, among others). It's also flame-retardant and insulated. The suit also comes with a pair of daggers that can cut through most Supes.

Incomplete Compound V [400cp]: This item is quite unique. You only get one sample of it per jump, although you can make more if you can reverse engineer it. The Incomplete Compound V is a failed version of the Compound V. This version when ingested by someone with Compound V in their body will result in their death, it has no effect on anybody else. Out of Jump, this can kill one specific group of powered individuals (such as Kryptonians, Martians, Mutants, Inhumans, Dragons, etc.)

Shining Light Liberation Army [600cp]: You are somehow put in charge of Shining Light Liberation Army, a terrorist group. Most members are fiercely loyal to you. And those who aren't will still follow you out of fear, they are unlikely to betray you. For future jumps, if you wish to, you'll have the loyalty of a non-powered terrorist group.

Supes Items

Supes Suit [100cp]: Every Supe needs a costume. Now you have one too. You have a standard, professionally-made super suit, it's bulletproof and resistant to many other types of damages. Its appearance can be anything you want.

Sponsorship [200cp]: Money is no longer a problem for you. You somehow managed to get a sponsorship with a company of your choosing. For the duration of this jump, this sponsorship pays 100,000 Dollars annually, (1,000,000 for Supes Origin). In your future jumps you'll receive the equivalent of 100,000 Dollars annually.

Meme Queen [400cp]: You have an army of internet trolls working around the clock to make your enemies feel inadequate.

Compound V [600cp]: You get a dozen vials of Compound V every week. Compound V is a chemical substance that can give someone extraordinary abilities, that is if they survive the process. Supes can use this compound to enhance their existing powers, or regain them if they are lost. Though be careful, prolonged usage may have negative effects. Comes with notes on how to produce more.

COMPANIONS

Companion Create/Import [100cp]: Create or import one companion from your previous jumps. They gain an origin of their own and 600cp to spend on perks, powers and items.

Six Companion Create/Import [300cp]: Create or import up to six companions from your previous jumps and create your own 'The Seven'. They each gain an origin of their own and 600cp to spend on perks, powers, and items.

Jamie [100cp]: A few weeks after you arrive you'll encounter a hamster that managed to run away from a Russian Military base. This hamster seems to have taken a liking to you, and possesses Super Strength 2, Super Durability 2, Enhanced Reflexes, and Flight. Although do be careful, it possesses the intelligence of a common house pet.

Canon Companion [100cp]: A few weeks after you arrive you'll meet a non-powered canon character, the two of you seem to hit it off. If you can convince them, they can come to your next jumps.

Supes Companion [200cp]: A few weeks after you arrive you'll meet a powered canon character, the two of you seem to hit it off. If you can convince them, they can come to your next jumps.

DRAWBACKS

You can pick as many drawbacks as you want. But be warned, drawbacks override any perks, powers, and skills you may have.

Comic Journey [+0cp]: Instead of going to the TV adaptation of The Boys, you'll find yourself in the more gruesome Comic Book Version. However, if you take this drawback, the powers you bought here will be enhanced to comic book levels.

Extended Stay [+100cp]: Your stay in this jump has been extended by 10 years. This drawback can be taken as many times as you please, however only the first purchase grants you any cp.

Mute [+100cp]: For some reason, you lost the ability to speak. There is no skill, power, or technology in this world or other that will allow you to speak until 10 years are up.

Billy Butcher Hates You [+100cp]: Billy Butcher has a gut feeling you are related to his wife's *murder*. Excluding Homelander, you're the person he hates the most. Expect him to hunt down you and those you care about. You won't remember taking this drawback and Butcher will continue his crusade until he learns the truth or one of you dies.

Just A Little Bit of Pole Smoking [+100cp]: "Wo-Wo-Wo-Hey-Wait-Wait-Wait-Wait, It's just a question of how bad you want" +100cp. If you take this drawback, on your first day here you'll be relieving The Deep orally. You get an additional +100cp if the Jumper isn't attracted to males.

Flight 37 [+100cp]: Instead of starting before the death of Robin, you start long after Butcher met with Hughie, Starlight gave into blackmail, and Flight 37 crashed due to the actions of terrorists. Homelander, and Maeve just gave a press release as you appear in your starting location. For an additional +100cp, you were at least partially responsible for the crash. If taken with Soldier Boy drawback, you start in the middle of Pearl Harbor.

Pray The Gay Away [+200cp]: You have a secret no one should know about. You might have a porn tape, dated a dolphin in college, support the Nazi's or are secretly gay while preaching to people to "pray the gay away", doesn't matter what. If someone finds out about it and has proof, they can easily blackmail you.

Missing A Mother's Love [+200cp]: "When I raise subjects without their mothers, they become violent. Aggressive. Downright hateful". Well Jumper, you were raised without a mother, this turned you into an aggressive asshole.

Deteriorating Health [+200cp]: You have been infected with a terminal illness due to multiple brain lesions. The doctors gave you 18 months to live. There is no known medical treatment that can help you in this world, hopefully, you can find a cure.

What's The Boys? [+200cp]: You do not remember the plot of The Boys. You will still gain memories of your in-jump character, but nothing beyond what you would expect from them.

Locked Away [+200cp]: You will forget about your previous jumps, and any item/perk/power you bought outside this jump, as well as your warehouse will be unavailable to you until 10 years are up. Your companions/followers are similarly depowered. If this is your first jump, feel free to take this, it is a pretty fucked up place.

For the Gifted [+300cp]: Have you been abandoned to the Red River Assisted Living center as a child? Because you certainly have "shit powers". Any power you possess is now out of control, and pretty much useless, furthermore you likely have major physical deformities. If you do not have any powers, then all this power does is give you the same 'Gift' as Mo-Slo, making you move really slow.

God U [+300cp]: Your age is now set to 18. You are now a freshman at Godolkin University. You have to attend this university for the next four years, and graduate at the top 5, and before you ask no, you can't skip grades. If you fail to do so, or are expelled for any reason, you will fail your chain. Cannot be taken by Soldier Boy drawback.

Soldier Boy [+300cp]: Instead of starting when Robin dies, you start your jump when the Soldier Boy makes his first public appearance. You will be forced to join the war, and you can receive an additional +100cp if you join the Nazi's side, and help them to the best of your ability to win the war. But Jumper be warned, this jump will not end until after 10 years of your original time of arrival (PS: The main cast could be alive, dead, or not born depending on your actions).

Public Enemy Number 1 [+300cp - Not Available For Supes Origin]: You are the most wanted man in the United States. Every police officer, federal agent, and Supe will be after you. You might clear your name, but unless you save the sitting US president from a psychotic Homelander, it is highly unlikely.

True Hero [+300cp - Only Available For Supes Origin]: Unlike most Supes in this world, you are a true hero. This means you try to save everyone, end corrupt heroes, never kill anyone, and ALWAYS obey the government's authority. This drawback is likely to put you in significant danger, especially in a world as corrupt as this.

Jumper Noir [+600cp]: Vought International created a clone of yours. The clone has all your skills, powers and abilities (including out-of-jump), and he/she despises you. He/she will try to take everything you care about away from you. Kill everyone you care about. Destroy your image. And only then will he/she finally kill you. Also beware, you will not remember taking this drawback.

ENDINGS

Well, you survived your 10 years here. All drawbacks are revoked. And there's just one choice left now.

Return: It's been fun, but after this you had enough... It's time to go home.

Stay: Go home? This is your home now, and so you'll stick around here.

Move On: You've had your fun here, but now it's time to move on. There are other worlds to see, explore, and perhaps even save. Good luck.