



Sidekicks Webtoon v 1.02

By MultiverseCrossover

Welcome Jumper to a world in which people have the potential to gain extraordinary abilities. Superheroes, Supervillains, and Sidekicks are all the trademarks of a comic book world and this one has them in spades. But there is more that is lurking underneath the surface.

The heroes of this world can be truly good people or they can be corrupt assholes that are just as bad as the villains they fight against. The villains can be reformed, the stereotypical robbers, or mass murderers with a literal mountain of corpses. Then there are the sidekicks of the superheroes who sometimes are in a semi-abusive relationship with their own masters.

Oh yeah and there's killing. Like lots of killing. Seriously almost all heroes, sidekicks, and villains have killed at least one other person, and no one finds this to be strange or out of the ordinary. Battles can turn into awesome and brutal bloodbaths but innocents do get caught in the mix.

Beneath it all, however, is the start of a dark uprising that will change the foundation of the superhero world and three mystical artifacts in the middle of it all.

You will begin on the day when the strongest Superhero and his Sidekick get on a plane which kickstarts a whole slew of things to come in the next few months and years. It's a dangerous world out there and will get worse in the coming years. You might wanna take this with you.

+1000 Choice Points

Locations

Roll 1D6 to determine your location.

1 - **Humankind Security Committee HQ**

This large island is the headquarters of the Humankind Security Committee. It is the central nexus to all superhero decision making around the globe so expect to be questioned and jailed for some time if you're not a hero or sidekick on this island as it is very protected.

2 - **13th Villain Prison**

Let me be upfront and say that you're in a very special prison not unlike those in comic worlds. This supermax-style prison was built to house, sustain, and possibly execute some of the most dangerous supervillains imaginable. There is a rather special villain named Pluton who in addition to being a despicable monster is going to be transferred soon. The only other residents of this desert prison besides the villains are the Special Force Division Under Corps.

3 - **Tundra**

This snowy area is filled with glaciers and some mountains of ice. It's a nice view to behold but there's nothing much to see here other than the super secret base armed with missiles that will be the base of operation to a project that will create artificial superpowered people in a few years.

4 - **Illegal Arena**

This is a fighting arena located in the same city that the world's strongest superhero resides in. Supublics who neither want to join the villain or heroes come to earn money as they still have needs that have to be met. I suggest you get going unless you wish to fight for some side income. Although I hear that if you win four matches in a row you get to fight the unbeatable champion who seems to bear a resemblance to the world's strongest hero. But that would be impossible.

5 - **Central City**

A large metropolis home to millions of civilians living their everyday lives. It's your typical large modern city, discounting the superheroes and supervillains, with nothing terribly special about it if you discount the super crimes that sometimes happens. In a few years it may, if you don't change anything, be the site of a battle that will decide the fate of the world.

6 - **Free Choice**

Seems like lady luck is smiling upon you today. You can pick from any of the other choices or choose somewhere else in the world if you have a place in mind.

Origins

All the origins are free and you get the standard first 100 CP perk and item free of whatever your origin happens to be. 50% is off the rest of those perks and items in that same origin.

Drop In

You get dropped directly in the middle of your location with nothing but your items on hand, the clothes on your back, and a couple hundred dollars. You got no attachments to anything here and don't have to follow any of the rules. With no memories to hinder you nor help you the destiny you have is up to what you make of it.

Sidekick

You're either under the employment of a superhero that has taken you under their wing or may even be a sidekick-washout and a part of Under-Corps for whatever reason. Either way, you're taking orders from someone. It's not the best work but you're very competent at what you do and can do the job better than the people that command you. Don't let the subordinate title fool you though as some sidekicks are even more powerful than their masters. You may choose a canon Superhero to be the sidekick of and there's no law mentioning a Superhero can't have two sidekicks if you don't want to replace the canon one.

Superhero

You are rightfully considered the cream of the crop and hold the honorable title of superhero which the majority of people here aspire to be. While this world does have heroes that are as bad as villains rest assured you're akin to the golden age of superheroes. Justice, peace, and all that mushy goodness we all loved as a kid. Whether you passed the Master-Sidekick course or achieved the status through some other means the fact is that you are a fully fledged Superhero. People look up to you and you have a duty to take care of problems big and small around the world. The free publicity is just some nice icing on the cake.

Villain

Oh, I see. While some would be disappointed the world isn't all sunshine and rainbows. Whether you've been hurt or forced to do things just to survive the fact is that you aren't a hero and you use whatever powers you have for your own gain. Still, it's not the end of the world as you haven't done anything that horrible yet. Maybe you can even reform yourself like another former villain here.

Age and Gender

Roll 2d8+18 to determine your age. Your appearance and gender are the same that it happened to be in the previous jump you had. Since I like you though I'll let you change your gender free of charge for this jump.

Perks

Drop In

It's Called Pretending (100) - When it comes to becoming someone else no one is better than you at the art of misdirection and acting. Not only could you win every actor award in existence but your mastery at disguising yourself to suit whatever the situation happens to be is unmatched. In one moment you could be the sleeping average joe that no one would even look twice at while in the next you're the henchmen of a major slave trading villain. People won't even begin to suspect you of anything until the final moments in which your fist and their heart have a close and intimate encounter that subsequently results in death.

Villain Hunter (200) - While you don't have to be a villain hunter you happen to have a reputation that spreads faster than an out of control wildfire wherever you go. You don't even have to do much of anything for it to spread and get to the point where you can't compete with the exaggerated version of you. It'll get to the point that random civilians will shout out your name while villains tremble at the mere mention of you or vice versa. This reputation can be modified however you see fit to get the reaction you want out of people. You may toggle this effect on or off, if you want to travel under the radar for some reason, though it won't remove any reputation you've already formed

Humanity (400) - No matter how powerful you get there is one single truth in the world. You're human and when you strip away everything that's all you've ever been. While others reject their humanity you've kept and hung onto yours through thick and thin. You empathize with people far better than they ever could and can easily relate and stay together with them forever.

You don't grow cold and distant no matter how objectively superior you are. If you wish the exact opposite could happen. You could grow kinder, closer to people, more caring, and empathetic. Even the most cold-hearted of people would have their hearts warmed by your generosity and kindness. No amount of power or greed could ever make you turn on your humanity and morals as you will .

This empathetic effect theoretically can grow without limit as the stronger you get the more empathetic and kind you grow as well. However, you can control how far this process goes so you do not become insane levels of kind-hearted unless that's what you want.

You Will Die (600) - The unkillable, regenerators, and immortals are all unique in the fact that they are a pain to put down. When they face you, however, their abilities aren't so useful. While you can't break the unbreakable you can definitely kill the unkillable as any sort of death dodging just seems to fail. Whether they save and load, self-resurrect themselves an infinite amount of times, or even just return from death for whatever reason all the measures will fail as if you kill them even one time they will stay dead permanently. Anything or anyone you kill will stay dead if you kill them even once no matter how absolute their death avoiding powers are.

Your attacks hold a special effect that can diminish the regenerative capabilities of others. Everyone attacked will be healing significantly below that of a normal person regardless of the power and potency of their regeneration is or the method that is used to heal. This anti-regen effect will stay with them forever as well unless you remove it from the person. Suffice to say people will be in for a surprise when they can no longer regenerate like no tomorrow.

Not even gods and their divine immortality will be safe for when they battle you they are as mortal as any man allowing you to commit deicide. Although they lose any sort of special divine protection while fighting against you they still possess all the power that a god has. Make sure they're properly dead lest you have a pissed off god coming after you.

Sidekick

Menial Labor (100) - It's the job of a sidekick to help out whoever is commanding them which ranges from fighting villains to making their master's breakfast. You are a master in all household chores that would be expected of you. Cooking, cleaning, doing taxes, throwing a mean punch, and more are your bread and butter and there aren't many that surpass you in these talents. You don't even get bored anymore unless you want to. You can't even get agitated by doing nothing or even the same things over and over again.

Fast Learner (200) - It's expected of sidekicks to learn the teachings passed down from their master and other superheroes. They also are expected to pass those teachings to others as well. You pick up and learn most things at an insane and frankly supernatural pace. Subjects that would take days, weeks, or even months to learn you can now do in a day. Anyone you teach will receive this same benefit as they learn things that would take dedicated years of study in at most a week.

Trustworthy (400) - You sure are one trustworthy person. I don't know what it is about you but people just seem to spill out all of their best kept dark secrets to you. You could even ask for the secrets themselves and people are strangely happy to oblige. The strange thing, however, is that people keep trusting you, not only with secrets but important objects as well.

They entrust you with their cars, positions of power, superpowers, and ultimate powerful macguffins. It just seems that whenever an important object needs to be taken care of you're the first one that pops into everyone's head. No one would ever expect you of betraying them even when you start doing very suspicious things like aiming a weapon at them. You wouldn't dare abuse this massive trust now would you?

I Will Not Bow (600) - Sidekicks put up with a lot of shit in life just for the slim hope of having their effort being made worth something. They are abused, fight the battles which superheroes should fight, and are treated less than dirt in many cases. While most would break under everything the sidekicks not only survive but thrive and now so do you. Your willpower is absolute, unbreakable, and never-ending. Hellish pain beyond comprehension, ultimate disasters, and suffering will not even make you pause for a moment.

You possess limitless amounts of willpower and patience that no one could ever hope to match and due to it you have a strong moral compass that won't turn you into an stubborn person because of your willpower. You'll always remain yourself no matter what and will only develop better traits to turn yourself into the ideal person you wish to be and won't adopt any bad traits. No external or internal changes no matter how corrupting will ever influence how you grow as a person but will in fact only make you better.

Your mind is equally a fortress of solitude that can never be broken or shattered against your will as any attempts to control or possess you will fail. You'll forever be calm in the most disastrous of situations and tragedies. Even when the entire world is after you, the villains have basically guaranteed victory, and your body is at death's door your willpower never falters or breaks.

Superhero

Super Instinct (100) - Every hero worth their salt knows that crimes happen even in the smallest of places. You have a crime sense that signals whenever evil or a crime is being committed in the general vicinity you happen to be in. This comes with a sense of direction from where the crimes currently are coming from that is completely accurate so you never nab the wrong perp. The worse a crime is the bigger the sensation you will feel. A villain murdering hundreds to even thousands of innocents will probably alert you no matter the distance.

This is it (200) - Whether for gold, artifacts of ultimate power, or even greed so many moronic people are tempted by the darkest evils. But to you, these seem like petty things that only idiots get obsessed over. Abilities, natural charisma, items, etc., basically anything that inspires or causes absolute bloodlust, corruption, or other mind-altering effects will never affect you.

Along with this mental attacks that try to read, control you, or other similar things are proven to be equally useless as even the strongest of foes won't break through your mind. You are effectively immune to any and all mind controlling and altering effects unless you allow them to bother you. Your mind is truly a mighty fortress of solitude no one can get into.

Redemption (400) - One of the most important jobs of a superhero is not only to fight and defeat evil but to also guide those who have fallen back towards the path of good and justice by giving them a second chance. It's only because the people here are so corrupt that there is seemingly no hope of redeeming them. Unless a person is dark to the core you can get through to people from petty criminals to villains who are conflicted.

Whether you remind them of their dreams of being a hero, beat the absolute shit out of them to befriend them, or show them another way you can redeem anyone as long as you wish for them to be saved. Unlike most who pretend to be 'redeemed' those who you give second chances to are redeemed in all senses. They'll forgo their evil ways and work towards a better tomorrow while repenting for their wrongdoings. Not even a life-altering moment will make them revert back to their criminal ways but will make their path towards the light stronger.

The Strongest Superhero (600) - You are a protector of the innocent, upholder of pure justice, and are righteous to the core. Your presence alone literally makes the world a better place as you inspire compassion, peace, just morals, and a sense of harmony into everyone you meet. This infectious and pure goodness spreads like an out of control virus that seeks to make everyone's life better and happier around the world. Within a couple weeks you could turn the most grimdark worlds into one that is full of sugary sweet goodness and righteous justice.

The most useful quality of this is your Super Boost. The simple mechanic is that so long as you're fighting against any injustice, crime, or evil you will become stronger, faster, and better in every conceivable aspect to combat and match the evil. Your attacks are supernaturally effective on those who are evil and whose hearts are filled with darkness making them hit much harder on not only their body, mind, and soul but also their very existence as well.

The more cold, unjust, and downright sadistic a person or situation is the greater the boost you receive to match and eventually exceed the evildoer who is doing the destruction. The greater the power of the evil is, the greater the super boost you will gain to combat the darkness. In short, the more an enemy escalates in power, evil, or corruption, the greater you will rapidly escalate to match and surpass them. The moment you are done fighting any evil you will return to your normal levels of power. A simple crime and hostage situation will result in a minor boost as would a falling airplane full of innocents about to crash. A mass murderous villain overthrowing the government and killing innocents will provide a tremendous boost in power.

Villain

Intimidation Aura (100) - One of the most useful traits of a villain is their ability to intimidate enemies that stand before them. You have an aura around you which can inspire fear, depression, lust, or bloodlust into those that stand before you. Just think of an emotion you want to release and people will begin to subtly feel this way towards you or something else. This aura works great against weak-minded people but those with a strong willpower can resist this passive aura to an extent.

The Negotiator (200) - One thing any villain is good at is the act of getting followers to join you. You instinctively know just the right way to get people to join you and make sure they stay with you forever. You know when words are needed to calm down disturbances and when an arm needs to be twisted to assert your authority to properly show them that you are the boss. Anyone you happen to recruit under your service will never betray you nor leave. Once you've gained people under your service they are with you for life.

The Revolution (400) - You are the spark that starts a revolution and not the good kind either. You have a keen sense on identifying weaknesses in governments and know how to best disrupt them to cause total anarchy. Causing an entire nation to go into total anarchy and destruction in the span of a couple days would be considered a Tuesday for you. You can manipulate the darkness in people's hearts and damn are you frighteningly good at it. A few words, some gentle whispers, and tiny white lies will have almost anyone except true heroes turning to the dark side. You're so good at manipulation that a short speech would cause almost an entire population of superhero workers to revolt against everything and go on a murder spree along with joining your cause.

Insane Ingenuity (600) - You're a probable mad scientist with a genius matched by very few in this world. Your intelligence has been boosted to know all the scientific fields of this world at a level most couldn't match with decades of study and with that new photographic memory, you won't be forgetting anything anytime soon. Your true potential, however, lies in your unbridled mastery of human cloning, artificial intelligence, and bio-engineering.

You can create AI to suit whatever purpose you need which can range from menial task to fighting using chips that collect battle data. If you wish for it to happen the AI will be able to become fully sentient and have its own feelings and desires to continuously learn at an immense rate. However, even if it becomes sentient the AI will forever be loyal to you and will work in your best interest. As a side effect, you know how to upload a person's consciousness into machines to either move their mind into robotic bodies or to become a part of the AI's brain. The AI will have access to the person's memories, personality, and combat data to further its fighting prowess and general intelligence.

You've also figured out the process of creating artificial superpowered people and even know how to give them powers provided the powers were genetic. You must have the DNA of whoever it is you're cloning but the sky's the limit as you can mix and match genetic traits to continuously improve the cyborgs. With enough DNA you might even be able to create the perfect and ultimate lifeform. Of course once you have the perfect lifeform there's nothing that says you can't put your own mind in your new cyborg clone body.

A downside is that since these are bio-mechanical clones their powers won't match that of the original and will be slightly weaker. You make up for this in sheer quantity and versatility however as you can create hundreds or even thousands of these clones given time, resources, and the facilities to grow them. Plus given enough experimentation and time you'll always find a way for your clones to surpass the original.

Superpowers

Alright time to explain how superpowers work. Whenever a supublic uses their superpowers such as beam bursters, special skills, or superpowers it slowly drains their internal reserves. This internal reservoir of energy that fuels their abilities is called “superpower” which is the generic term. Keep that distinction in mind when viewing the various items and powers. Once those powers have been depleted, they are unable to use their abilities again until their powers recover. Your power, speed, and general physical capabilities do remain unaffected even if your stamina is depleted however so you’re not completely out the fight.

The recovery speed of power rapidly increases via strong emotions such as extreme rage or a calm mind. Extreme anger can also amplify one’s power but it has a nasty side effect of draining the energy immensely. One crucial piece of advice is to be angry but cool your head as you’ll get the best of both worlds. All of these basic abilities and skills can be improved through training and experience along with the reserves that a superpowered person has. The stronger a supublic is, the deeper their reserves are, and the quicker they recover their expended power.

Most Common Superpower (Free For Everyone) - It goes without saying really but given this is a superhero world there’s a lot of people that look like they have, shall we say, “heroic proportions”. As a supublic yourself you’re not exactly an average joe, either in personal power or appearance. Whether it be a chiseled physique, a perfect smile, wide hips, a gravity defying chest, or abs you could use as a cheesegrater whatever your features are no one can claim you don’t have the looks to fit the profession.

Supublic (Free For Everyone) - Congratulations on getting superpowers. Those who have these special abilities are known as a supublic in this world. All supublics have general superhuman stats and are supposed to have only one skill. This will become less and less frequent in the coming years.

Supublic ‘Skills’ are abilities like size-changing, gravity control, hydrokinesis, electrokinesis, the ability to see into subconscious memories of people that are unconscious, the ability to make people sleep, the ability to “see” the aura of superpower users and track them, pausing time in a limited area, casting illusions, flight, mind control, shields, healing people, telepathy, transformations into combat forms, and similar ‘skills’. Using these skills tends to drain a supublic of their reserve of power much faster than just using their physical abilities. You have one such skill automatically, which you may choose within reason. Reality warping is not “within reason”, this is standard superhero stuff, not cosmic abilities.

Do note that some Skills may not work on people that are much more powerful than you. Don’t expect to tag a top-tier Hero with a mind-control Skill if you’re just a “regular” supublic scrub. On the other hand, the same also applies to you, meaning you could probably ignore supublics that are a great deal weaker than you.

The average durability of a supublic allows them to survive getting smacked through buildings along with strength to punch a person through a skyscraper or two. They can run faster than most vehicles and have the reaction speed to dodge point blank gunfire. They have a healing factor that allows them to survive getting their throats slashed and other minor wounds.

All supublics have a beam burster which is a long distance attack with a focused beam from the eyes or hands. On the average end which is where you are these things can typically punch through the hull of entire ships and buildings. They also have a high jump skill that allows them to jump high into the air over entire skyscrapers with ease. As a necessity they also have a fall slow skill that allows them to pseudo-glide as they fall.

Super Supublic (400) (Free For Prana Users) - This is the power that is typically being thrown around by the big boys in the second season. Your abilities have been upgraded to the levels of the absolute top tier of supublics. You'll be able to get into slug fights with the strongest of supervillains and superheroes with ease.

Your strength is heightened to the point that lifting and tossing skyscrapers into the air comes as easy as breathing. You can similarly punch a fucker through entire cities and mountains towards the other side while destroying everything in its path. The beam buster similarly has been powered up enough that you can destroy entire cities and large islands in single blast although most people with this firepower don't do it in populated areas.

Your durability has been toughened to the point that you can easily survive getting decked through a city or blasted with enough power the city or island beneath you is reduced to nothing. You'll even be able to take a nice and hot bath in actual lava without so much as getting a burn or rise in temperature. Your speed surpasses the speed of sound several times over making you vastly hypersonic and able to create sonic booms that take out entire city blocks .

To put it into perspective if you were to possess flight you could fly from ground zero all the way to the upper reaches of the atmosphere in just a few seconds. Your speed while on the ground is the same level as well. Additionally you can easily chill in the upper orbit of the world without needing to worry about the lack of air, radiation, and things of that nature. Apparently once you get powerful enough you can just laze around up there for a break.

While you don't receive a healing boost you are one tough person to put down. Getting a foot through your chest or even multiple impalements won't completely stop you. You, of course, will still die if you don't patch yourself up but your pain tolerance is extremely ludicrous and you have some minutes to find a healer.

The Triad Prana

Sit down Jumper as I'm about to tell you a little secret. Have you ever wondered how supublics got their powers? Unlike other worlds these powers didn't spawn from thin air nor did they get them from experimentation. A long time ago during an attack by animals a wounded caveman discovered a glowing orb of light which would forever change the world. This unearthly object was known as the Prana and it is the origin of all superpowers in this world.

The Triad Prana as it is called is made up of three separate prana that share a little of each other's functions but each has their own unique capabilities. Only a select few at the top of the world know the true origins of these powerful objects and who has them.

A user of the Prana can sense the superpowers that exist within a person and can gauge a person's strength people because of it. Consequently, they can also tell if a person doesn't have superpowers. In addition, they can also detect another prana user if they are in the general vicinity which is around a few miles. In future jumps, you'll be able to tell if a person has something sealed special inside of them, has superpowers, or is powered by something unusual.

Although the prana's power is absolute it isn't without downsides. Without all three prana in one person the effects that come with the prana are temporary as they can disappear or weaken at any moment. Only with all three will a person be able to do permanent changes.

You receive a copy of the Prana that you buy that is equally as powerful as the original. The Prana copy you receive cannot be taken from you without your consent. This basically means the prana will be with you forever unless you decide to pass it onto someone else. Your version of the Prana can't be sensed by holders of the original in-jump Prana's, though it will work in conjunction with them just fine if you were to somehow get hold of the originals or you gave your Prana to someone else.

One final thing - Prana users tend to be all but immune to the 'Skills' of other Supublic's unless those skills are themselves backed by a Prana. This doesn't give any increased resistance to just being punched in the face or having someone shoot a Beam Burster at you though.

The First Prana (600 If Bought Individually) (1200 Bundle Price For All Three Prana) - The First Prana's main ability is the creation of superpowers. You only need to have a general idea of what you want like healing, pyromancy, or flight and the prana will create it. If you can't think straight for whatever reason or are feeling lazy the prana will automatically give you the best superpower for whatever situation you happen to be in. If you're about to be stabbed through the chest it'll most likely give you teleportation or phasing just as an example. You will never be caught off guard with The First Prana as it will make sure you have the superpower to survive any situation within reason.

These temporary powers can be gifted to others or yourself as a temporary power-up. The powers can be gifted permanently although the catch is that you have to transfer your own superpowers or perks to another person for them to gain it forever. A workaround for the time limit issue is that you can implant your created powers into capes. You could even implant multiple powers into a cape if you have something that is strong enough to handle all that power.

This one is currently owned by the strongest superhero Darkslug. He is actually the original holder of the first prana and is the only person that has ever held all of The Triad Prana.

With all three prana, any and all superpowers you create will be permanent along with the ability to give permanent powers to others continuously as you can restore whatever superpower you happened to give to someone else. In addition to that you can also gift any amount of perks or skills you have to others without having to sacrifice your own.

The Second Prana (600/1200) - The second prana has the ability to amplify, recharge superpowers, control, or mimic the superpowers and super-skills that others possess. The Second Prana can control a superpower by negating it from working in the first place allowing the user to not get caught by surprise. The owner can 'borrow' the power of others which is a term for just copying the superpower and any skills that another person has. It is even possible to copy the skills of people stronger than you but it must be within reason. If they dwarf you severely in power then that person's powers won't be copied.

The Second Prana is currently owned by Theo, the son of the previous owner, Guardian, Theo's father, who transferred it to him before his demise.

With all three prana, you can permanently amplify all of your allies abilities making them soar to new heights. You'll be able to recharge your own superpowers instantly using the completed Triad Prana. Any superpowers you copy will also permanently be a part of you instead of just a temporary ability.

The Third Prana (600/1200) - The Third Prana can decrease, steal, and transfer the superpowers of one person into another. Powers and skills taken by The Third Prana can then be transferred to another person or used by yourself if you're inclined. However, these stolen powers have been noted to weaken or disappear if the gifted power is stressed to the absolute breaking point and beyond. This prana unlike the second which favors control is better for outright nullification and weakening of a person's powers. It's been noted to even nullify exotic items such as a candle that nullifies superpowers.

The Third Prana is useful for taking everything important to a person. I do mean everything by the way. You don't have to stop at just their superpowers. You can go further beyond and take what makes a person unique. You can take their very bodies and make it your own by transferring your own mind into their body gaining their powers in the process as well. These powers will be permanently with you even if you leave the body. There may be a lingering consciousness that fights back sometimes upon seeing or hearing important events from their life after you usurped control but all that pales in comparison to the benefits.

This prana is owned by Metheos aka the former superhero Dunkelheit who took control over Theo's father's body, Guardian.

With all three prana, any powers and objects you weaken or outright nullify will stay that way unless you revoke the limitation. Any superpowers you transfer will also never weaken or go away but will be forever a part of the person you gave it to. You will never experience any person you take over speaking out or trying to fight for their body back. Once you're in control it is staying that way. Similarly you are also immune to any method of possession, body snatching/control, etc unless you allow it.

The Triad Prana's absolute power comes with one final bonus in addition to all of aforementioned benefits. Having all of the Triad Prana will make it so that your abilities, powers, skills, body, and anything else you want can never be sealed, removed, weakened, copied, suppressed, stolen, replicated, or mimicked in any way, shape, or form. Your powers, body, and everything else you have will be forever yours unless you allow them to be used by others.

Items

Drop In

VP Stipend (100) - You're one very important person and of course, everyone wants a bit of legal spending cash. You receive a monthly allowance of 6 million dollars from now on. It is untraceable and won't break the economy by bending it over the table. No one will ever question how you're getting so much money or where it is coming from.

Golden Candle (200) - This golden candle is the 6th item of the Nine Stuff. When this candle is placed on the ground, everyone aside from the user in a specific range has their superpowers greatly suppressed or completely negated. Although it seems that physical transformations that comes from superpowers are not affected. Unlike the original, this candle never burns out. There is one hidden weakness to this though. If one of the people you use it on has a power reflection skill it is possible to reflect the power nullification at the person using the candle.

Holy Fluid (400) - This purple liquid that looks like grape soda is not only the 5th item of the Nine Stuff but also known as holy water. You receive a case filled with twelve vials with this holy liquid inside them. Its ability besides tasting absolutely delicious has been known to have effects on superpowers but in actuality gives a tremendous and permanent power boost to the drinker. Should all the vials be used they shall be refilled exactly one year after consumption. These are guaranteed to not cause unintended side effects.

Death Trace (600) - This golden necklace is the 2nd object of the nine stuff and has a unique ability besides its stylish and pimpin look is the power. Whenever you kill a supublic or superpowered person you absorb the super-skills and superpowers that they had with the powers being the same level as them. You'll find yourself even more skilled at using those powers than the original holder was though so no training period is required. Should the necklace be removed for whatever reason you will still have all the superpowers you have taken while using the item. A word of warning, this taking of skills and superpowers is not subtle, as it causes a golden light to flow from the person you killed and into you.

Sidekick

Costume (100) - This costume of yours comes straight from the best designer in the world. The costume is stylish and can be the typical hero spandex or something else. It complements and highlights your desired traits for people to see. It's self-cleaning, self-repairing, internally heated, and can fetch a pretty penny if you ever wish to sell it.

Forcebite (200) - The forcebite is the 9th item of the Nine Stuff. This large green glowing gemstone is a special item that is able to absorb superpowers used against it and then allows a person to use as much power that had been absorbed. The powers will go away as soon as you use them up. The forcebite can absorb and store a seemingly infinite amount of superpowers.

The gemstone can be split into many different pieces and all the superpowers that have been accumulated inside the gemstone can be shared amongst any other users. This does not give you copies of the super-skills used against you, it just gives you raw power you can use to fuel your own abilities. While it can hold an unlimited amount of superpower (the energy used to fuel a supublics abilities) it has no ability to generate superpower on its own, so if you use up all the stored energy in the middle of a fight you're SoL.

Hidden Base (400) - You've got your own hidden base away from the prying eyes known only to you. It is stocked with the latest and up to date technology in this universe and has several rooms that can change to suit your personal taste. You can have a wine cellar and vineyard with the freshest and best grapes in the world, a gym/dojo, kitchen with fully stocked food and pantry, or even a library. So long as it is not outrageously out of the ordinary the base can change the rooms to fill all your needs. It can also fly via anti-grav system in case you need to get the heck outta dodge or just want to relocate. It'll fix itself in a month if destroyed or shot down, appearing in a semi-remote location of your choice

Eternal Crystal (600) - This blue teardrop crystal is the 1st item of the Nine Stuff and has the rarest ability in the world. If the owner of the crystal happens to die by the hand of a singular person or multiple people they will be resurrected not only with their own superpower but the superpowers of the beings that killed them. Works once per jump or every ten years, whichever is soonest. As a reminder, "superpower" means general strength/ability for supublics. You don't actually get the 'skills' of the people that killed you.

Superhero

Hoverbike/Cape (100) - This silver motorcycle-like hoverbike is a thing of the future and the main transportation that superheroes use. It is able to seat two people and one more thanks to the chain that hangs off the bottom. It's for kicking people in the face. It can reach supersonic speeds which makes its ideal for quick dashes to get into fights and general traveling. It'll fix itself in 24 hours if destroyed or damaged, and doesn't need refueling.

As a Superhero, you get a cape that not only signifies your status as the best but has the added benefit of containing an extra superpower that you can use. You can pick any superpower found in this universe to be on the cape. Superpowers here range from teleportation, telepathy, elemental powers, gravity control, etc. Despite being called a cape it can look like something else, such as a mantle or a trench coat, so long as it is at least superficially similar to a cape.

Wine Cooler (200) - You receive a mini-fridge full of wine bottles. When you take one or more out it instantly refills with whatever wine bottle, alcoholic beverage, or drink that you want. The classic and default wine bottle for the fridge is Chateau Cheval Blanc 1947. The wine has the benefit of decreasing your superpowers allowing you better control over them or if you're feeling sadistic making sure someone doesn't die in one hit. This can also be useful for a supublic that has trouble controlling their strength, letting them fight at a lesser level of power without compromising their durability.

Triplace (400) - This amulet composed of three identical parts happens to be the 7th object of the Nine Stuff. If the user splits the amulet into separate parts then there will be three of the user, each one real and with the exact same body and superpowers that the original possesses. There is no doubt as to who is the original however and a telepathic and empathic link is established between the three of you for communication purposes. You can reform into a single person whenever you want. If a copy is killed you can't use that copy until the next jump or ten years, whichever comes first.

Anima Stone (600) - This small green glowing ovular stone is the 3rd item of the nine stuff set in a ring. The anima stone has the unique ability to exchange life force for power. By gathering life force from other beings such as normal people or even other supublics the owner can continuously increase the strength of their own superpowers without end. When gathering life force this typically means killing a person but if you have another way to gather life force you can use that method instead. Just try not to go on a murder spree for ultimate power but if you do at least make sure there aren't any innocents around.

Villain

Test Tube (100) - You receive a case full of large test tubes that never seem to run out. While they look small the tubes are able to hold a limitless amount of blood. The test tubes you receive contain the blood of several key people in this world from the main characters including the worlds strongest superhero, villains, side characters, and anyone else that was of major influence in the world. In future jumps you'll receive test tubes of blood from the people of that universe as well with the same conditions.

Delta Chrome (200) - This unique metal is the 8th item of the nine stuff. One of the main reasons people never use weapons is that they aren't strong enough to hurt supublics. This metal, however, can channel the owner's superpowers into it. If it is weaponized into something like a sword or ax it'll be capable of harming superpowered people. There was a villain that also made this special metal into a helmet. It was not only highly defensive against physical and mental attacks but it also amplified their own mental powers. You receive a stockpile of Delta Chrome every year with more than enough material to experiment with to do whatever with.

The Red Cape (400) - This dark red cape of badassery is the 4th object of the nine stuff. This cape is not only very durable but also has the ability to decrease negative effects that affect you like nullification of powers. It even enhances your own skills as well. In addition, this cape can have an endless number of powers and skills implanted into it. Whoever wears the cape has full access to whatever skills and powers that are contained within it. You will unfailingly be able to reclaim this cape pretty much immediately if for any reason it is taken from you against your will. If it's somehow destroyed it'll appear the next day in your warehouse with the skills still on it.

Artificial Lab (600) - This large attachment to your warehouse can only be described as the typical mad scientist's wet dream that they beat off to at night. This has all sorts of tech from this world that allows for a scientist to do mad science in. It has various items to examine samples, holographic projectors to display mechanical creations or patients, and healing pods. Just think of the typical mad scientist lab and this attachment will probably have it.

The main star of this lab is the Cell Breaker. This machine is composed of two tubes hooked together that suspends a person in a soothing green liquid. The main purpose of this machine is the complete breakdown of the cells and biological structure of one person and integrating the positive benefits of it into another. This process takes about ten seconds and it doesn't just have to be purely biological people. Biomechanical machines or anything can be absorbed so long as there is a miniscule amount of DNA in the object. If it wasn't obvious enough this kills the person that is having their cells broken down so work fast in case you borrowed anyone unconscious.

Companions

Companion Import (50-400) - You can import up to 8 of your companions at 50 CP per person for this adventure. They get a free background and 600 CP to spend on whatever. If you want you can instead create a new companion in this world for 50 CP.

Canon Character (100-200) - Soon after your journey you cross paths with a canon character in this world. At the end of your jump if you convince them you can take them with you on the jumping journey.

It will cost 200 CP however if you wish to take anyone with a Prana ie Darkslug, First Season Theo, Final Episode Dire or Nightmare, and of course Metheos. Good luck explaining how the hell you got a mass murderer of the innocents to join you.

Drawbacks

So you wanna be the best eh? Well I'll allow you to gain more CP but it'll cost you. There's no limit to the amount of drawbacks you can take so go nuts.

Time Skip (+0) - If you want you can start at the beginning of the second season of Sidekicks. The second season takes place about four years after the first season. Villains are tougher here than the years before however, and the final battle to settle everything is coming soon. For reference, a guy like Pluton, considered a 1st class villain in the first season, would probably be considered a 4th or 5th tier villain in the second season. I.e: demoted from elite to scrub.

Childlike (+100) - You've got the appearance of a prepubescent child. No amount of shapeshifting or changing of your appearance will fix the fact that you look like a 10-year-old. Expect a lot of people to start treating you like a child even if they know your real age.

Cocky Bastard (+100) - You are one seriously cocky bastard not unlike some of the superheroes of this world. Not only do you have a bit of an arrogant air around you but you also just seem to bleed sarcasm that irritates a lot of people. Expect friendships to be a bit strained as you can't help running your mouth with that haughty attitude of yours. Hopefully you don't irritate someone enough to destroy your mouth.

Replacement (+100) - You've lost someone dearly important to you and it is sad to say that it has affected you deeply. You've actually gone off the deep end of the spectrum and are in fact basically taking their place. You'll wear this person's clothing, eat what they eat, and typically pick up whatever habits that they had. No matter how hard you try though you know you're temporarily occupying someone's position who's never coming back and you blame yourself for their death. You'll have some nice moods here and there but you will be just a little depressed and down in the dumps for a long while in this world.

Pervert (+100) - You're a filthy lecherous person. Whatever your preference is you ogle men or ladies alike directly while in front of them. Sneaking into their bedrooms to look through their underwear and clothes or even trying to press your head on their chest is a common practice of yours. You never take it too far however but no matter the situation you're one filthy pervert. Expect to be hit a lot if you can't keep it in your pants.

Stalker (+100) - It's expected that in a world full of superheroes a lot of people will have fans. Your insanely infatuated fan takes it to a new level. The fan won't hurt you unless you want them to but will stalk you repeatedly no matter what. Your clothes will look as if someone has sniffed them, you feel as if someone is watching you constantly, and pictures of you will be posted on the internet. Its mostly pictures of you eating, sleeping, and in the bathroom nude with censors over the important bits. No one gets to see the goods except your fan. Also no you can't f*** or take advantage of the fan.

Vice (+100) - Everyone knows that having powers is tough work which is why people look past the vices of others. You are frankly addicted to your vice. Whether it's the bottom of the bottle, a pack of cigars, or even sugar you can't go more than a couple days without having your vice. You'll go into severe withdrawal symptoms if you don't have a taste of your sweet ye.

Scarred (+100) - While everyone here looks to be a normal human you look just plain odd. Whether you've been scarred on your body ruining its beauty or you have an entirely different skin color the point is that you're not necessary good in the looks department. You'll probably meet people who can look past your general disfigurement and uncanny looks but don't expect to have any non-platonic relationships anytime soon.

Pink Spandex (+200) - You've got the most embarrassing outfit in the entire world. It may be pink or any other color you hate, is tighter than spandex that shows off your 'goods' to the entire world, and clings to you tighter than a tentacle grabbing a school girl. It even has ads on it from various companies and the bastards aren't even paying you! People will mock you, look at you like a perverted degenerate, and the worst part is anytime you go outside you have to wear it.

No amount of covering up the costume or destroying it seems to affect it as people will inevitably see it. It will show up on your body in the middle of the night no matter how many times you get rid of it. Ripping and tearing are useless as it'll regenerate faster than you can destroy it. Unless you wish to be an indoor hermit you better get used to a lot of stares and laughter.

Love Moron (+200) - You think of yourself as the smoothest casanova to ever live. At least that's what you tell yourself everyday after having your heart broken for the umpteenth time. To be frank you absolutely suck at anything romantic related due to awkwardness and basically everything about you.

Any attempt at flirting, seducing, or even trying for something a tiny bit more than friendship ends in failure, a hit to the face, people laughing at you mercilessly, and a broken heart. It wouldn't be so bad if you just stopped falling in love with anyone that so much as gives you a bright smile and thinking you've got a chance. You will definitely never find love or even someone being attracted to you for the time you spend here. Single life for life.

Action Packed (+200) - Your life is pretty much an action movie and you're the main star in it. You can't seem to go a single day without someone trying to fight you although they are kinda weak compared to you. Crimes just seem to randomly pop up around you even when their shouldn't be any whatsoever and of course you're the hostage or victim. No matter how many people you beat, maim, or escape from you'll still be sought after to be fought. Hope you don't miss sleep as explosions will just randomly come into existence in front of you if you slack off. They won't hurt you per say but it can be grating.

Iblis's Ire (+200) - You've attracted the attention of a certain supervillain named Iblis. She is Metheos' right-hand woman and loathes you on a level matched only by her hatred of Dream Girl. When she's not plotting on ways to kill her arch nemesis her goals will be centered around on killing you by sending various villains after you or other methods. While she is a tough opponent with her power of telepathy and mind control the blind hatred she feels towards you makes her slip up from time to time as she is easy to trick and trap while enraged.

If you manage to kill her before she becomes Iblis, someone with the exact same powerset and personality will take her place. This isn't a never-ending enemy drawback, you're just guaranteed to fight someone like her even if you avert the events that would have lead to Iblis becoming a villain.

Uncontrollable (+200) - You have a very hard time controlling your powers mainly when you're fighting against another person. A simple punch meant to disable a person will most likely end in ruptured organs and broken bones. If you're not careful you will end up accidentally killing someone as it requires great concentration not to punch some person through several buildings. I suggest drinking wine and to never fight a normal person as even if you try to minimize the damage they will spend some years in the hospital and come out a vegetable.

Villain Killer (+200) - Well a villain is dead and word of their death has spread around quicker than a wildfire. Apparently, the killer of this menace is you and now every villain and their mother is on the lookout for you. Better sleep with one eye open as most villains here will want to end the problem right now before it takes another life.

Limbless (+200/400) - You've got no legs. Wheelchair jokes aside no technology or healing power can seem to restore your body so that you can walk once more. The best you can do is hover above the ground if you have that ability or develop a power armor suit to mimic walking. At the very least you have two arms. For the full 400 CP, you can also remove your arms as well. I do hope you have other means of attacking people as slamming into them isn't the best strategy there is in this world.

Blinded (+200/400) - Whether someone gouged out your eyeball or maybe some accident happened the fact is that you've lost the sight of one of your eyes. Not only can you never wear a badass eye patch to cover up your scar but no amount of regeneration or technology can seem to make you see out that eye. For the full 400 CP, your other eye shall be made useless as well. Hope you got some other senses going on there.

Listen To Me (+400) - Someone somewhere out there has you under their control. Every word they say you have to do unless it goes completely against your moral code and even then you'll have to fight immensely to resist listening to their commands. While they're not downright evil per-se they are only interested in their own motives and will do anything to further whatever goals they have. Better figure out something before you do anything truly drastic.

Cannibal (+400) - Well.... I don't really know how to say this but when you fight someone you don't just beat them. While you don't have a craving whenever you defeat a person you inevitably end up taking their flesh. You basically eat people is what I'm trying to say. It doesn't matter who the person is as if someone fights you then you are eating them every time. Now misunderstandings or simple brawls will end in only some flesh eaten if you wish to spare them. Villains or people you view as an enemy will be sliced, seasoned, and cooked for your eating pleasure. Hope you like human flesh.

Unstable Powers (+400) - While other people can safely use their powers without fear of them going haywire, your powers act as if they are a temporary power-up. While you can safely use your powers for about an hour or two everyday anything past that will result in your abilities weakening and outright disappearing at important moments if the time limit has been passed. The only silver lining is that your general physical capabilities remain largely unaffected.

Hero's Duty (+400) - You really like helping people. In fact, you absolutely *love* helping innocent people with whatever task they happen to give you no matter how menial it is. Your mind most certainly hasn't been twisted to feel a pleasurable high whenever you help someone and are acknowledged as being a good person. This totally won't make you addicted to the point where you must help at least one person a day or be hit by severe and painful withdrawal symptoms.

You definitely aren't compelled to create problems if people aren't making you do things for them and rewarding you with praise. No.... you are just absolutely *devoted* to helping people no matter how much you must suffer or demean yourself although people say you seem a bit too excited to be ordered around and mocked. You probably won't do things that go against your moral code but if someone were to ask you to get them wine or eat the dirt off their shoes you would be obliged to help them and most likely will be on the ground begging for more at the end.

Against The World (+600) - No one knows how to fuck up a scenario better than you can. I honestly don't know how but you've managed to piss off practically the entire world. Every single vigilante, villain, and any other supublics that don't follow the traditional labelings are after you. The Humankind Security Committee has a bounty on your head with a kill only label and with them comes every single superhero, sidekick, special forces, and whatever else they happen to have. You will be pursued ruthlessly after by practically everyone as even the normal folk will be giving away your location for that sweet sweet bounty. You're definitely not getting any sleep for the next ten years as you'll be hunted 24/7 for the time spent here.

Artificial You (+600) - Alright I don't know how exactly this happened but your DNA was used for some screwed up program to create artificial superpowers. Whoever made the machines succeeded with flying colors and instead of patenting that shit to become rich forever they instead went the path of the mad scientist and now have a literal army of bio-mechanical clones of you with all your abilities from this world. They are at the beginning vastly weaker than the original you.

The only objective these sapient machines have besides furthering the mad scientist goals is to get stronger and that means facing off against you. Be warned that the more you fight them the stronger they get as they'll slowly access not only the full capabilities that you got from this world but all the other abilities you procured from other jumps as well until...

Well, let's just say I'm pretty sure no one wants to face a bio-robot army of clones that are strong as the original. You have to strike hard and fast to take them all out along with the creator as even a single one can create more of the clones given time.

Triad Jumper (+600) - I don't want to know how this happened Jumper but you better fix this messed up situation. All your previous perks, skills, and abilities have been split into three orbs of power and given to a random superhero, supervillain, and normal person. All you're left with is the bodymod and stuff that you bought in this jump. Eventually, people will find out the existence of your split power and everyone and their grandmaster will start to fight for control over them. If you ever want to see your powers again you're gonna have to fight for them.

The only thing that can be considered good about this situation is at the very least the connection to your warehouse hasn't been tampered with. On the other hand, the guys with your powers, who I might add instantly mastered all of them and are improving at a frightening rate, can also access said warehouse. You might wanna hurry and get anything you need in there before they start to come in and grab things as well.

Ending Choices

Go Home - Perhaps this brutal world of supublics has gotten the best of you, and you no longer want to continue? If so, you may return to your world of origin, safe and sound.

Stay Here - Or perhaps you found that you thrive in this world of superpowered heroes and villains, and can't imagine leaving? If so you may take this option, and you will stay here until your dying day.

Move On - Or perhaps you just want to move on to the next stop on your journey? If that's the case then good luck to you and remember, real heroes, wear capes.

Notes

- The Nine Stuff are items that were created by the Prana in order to balance the chaos was forming between the three of them. This is important mainly because Prana users have immunity to things like the Golden Candle and Amina Stone.
- Just to give a quick scale the 1st-4th Nine Stuff affect superpowers directly. The first three Nine stuff are considered to be in the general ballpark of the Prana but aren't equal to them.
- Eternal Crystal allows one to gain the powers of the person that killed them but let's not go crazy. While one can gain the power of those stronger than them it won't work if there immeasurably more powerful than you. Don't go trying to get killed by Galactus to get his power. Now if you happen to close the gap between you and the immeasurable powerful being to at least making them bleed a tiny bit then it is fair game.
- The Cell breaker works by taking the positive biological aspects of the person and integrating the cells of them into another. As an example if you put say Superman in the chamber you would have his kryptonian biology and cells perfectly integrated into your own without the kryptonite weakness.
- After this Jump you can choose whether or not to kill the mind of anyone you take control over with the 3rd Prana.
- Speaking of the prana any skills, abilities, systems, or whatever else copied or stolen by the 2nd and 3rd Prana can be recreated by the 1st prana an unlimited number of times allowing you to give out those same abilities to others. The same goes for perks or skills in that you can gift a limitless amount to others so long as you have them. You are the ultimate power and perk gifter.
- Now onto the one important question. What counts as a superpower after this jump? Up to you and how you fankwank really. The description of superpower can be as vague or explicit however you want it to be. I'll set a baseline based on what the series has implied but if you want to say that superpowers mean literally everything then go ahead. I'm merely adding a simple starting off point for you to take or leave.

Superpowers that are had due to a person's biology or genetics are ok in the eyes of the Prana and Items. Powers that were given or bequeathed because of some strange, exotic, otherworldly power, or even a macguffin that was not in a person beforehand are equally fine. Think the Flash and Speedforce as an example of this. Lastly any sort of internal energy that can be produced by people are also considered to be a superpower. An example of this would be a type of generic life force energy like Chi, Ki, Mana etc.

- Since I talked about life force I know this is going to be asked as well. If you have a magic system that you can use like say Nasuverse for example you will be able to do the same things that you could do with superpowers here if you have the Triad Prana.

So yes you could create magical abilities that fit in universe standards, copy or amplify general magical capabilities, and steal or transfer Noble Phantasm's in addition to magic. This is just an example for the Fate series mind you. Any other magic system like Negima, Fairy Tail, Overlord, and basically any setting with explicit magic will allow you to do the same thing. You must have the same or extremely similar magic system to work with of course but you get the idea.