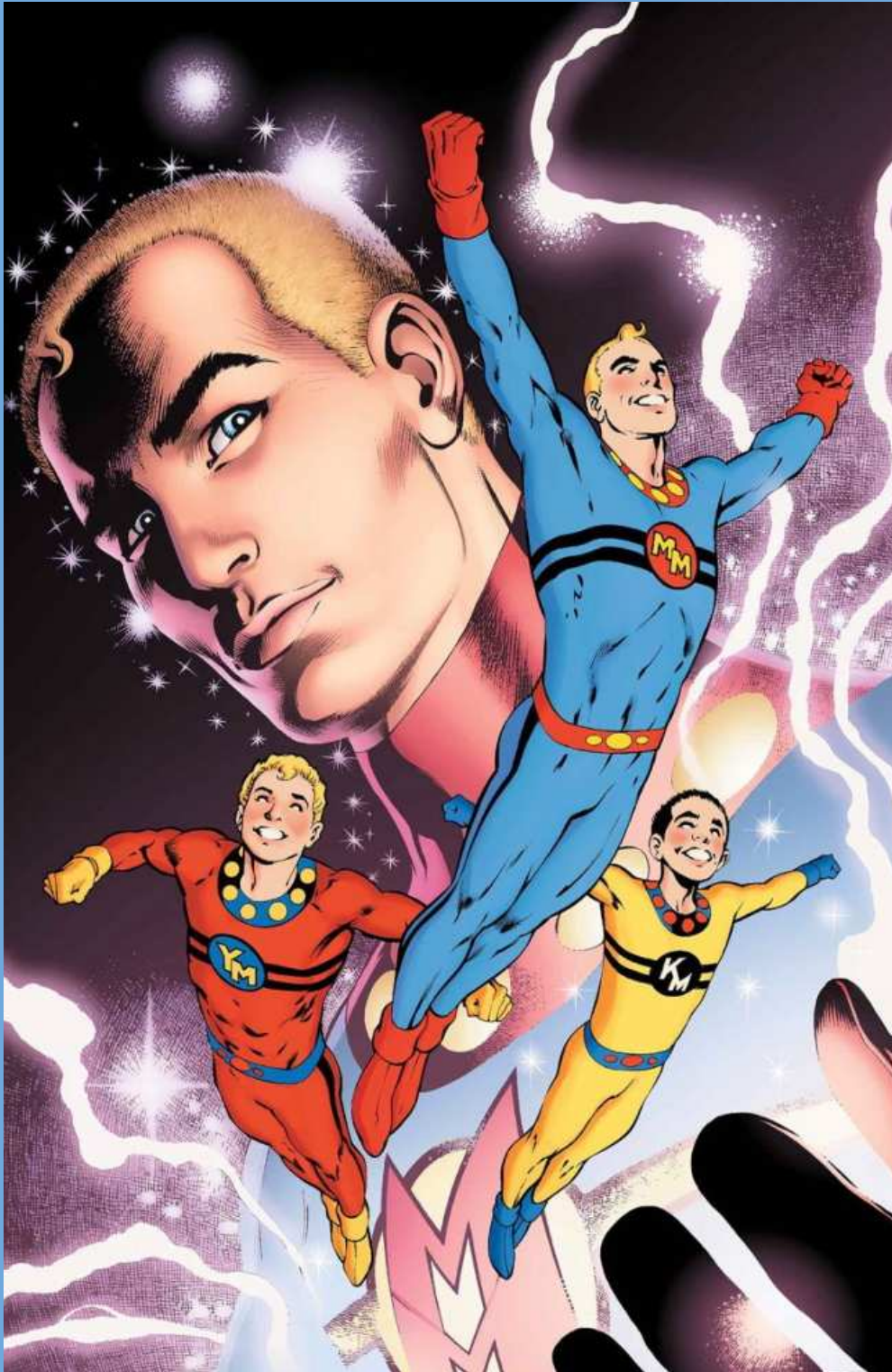


MIRACLEMAN JUMPCHAIN

"Behold I teach you the Superman: he is that lightning, he is that madness!"



Welcome to a world of superheroes, mad scientists, and aliens! A world where ordinary, mild mannered humans can utter a single word and be transformed into heroes of titanic power! What's that? DC Comics and Shazam? No no no, not at all! This is the world of Marvelma- er, I mean, Miracleman!

In 1947, a spaceship crash-landed in Wiltshire, England. It's construction was beyond imagination or comprehension, and at the helm was a mangled body. Although clearly alien, none of the investigators could make sense of it. It was as if two separate corpses had been fused together. Emil Gargunza, working for Project Zarathustra, reverse-engineered the recovered technology to create what was believed to be the world's first superhumans: Miracleman and his sidekicks, Young Miracleman and Kid Miracleman. Wary of their power, Gargunza kept them in a dream world so he could control their development. He also diverted funding to create two more superhumans in secret, Miraclewoman and Young Nastyman. However, once Young Nastyman awoke and escaped, Gargunza scrambled to cover his tracks.

The four heroes were awoken seamlessly from their dreams, unaware that their reality had changed, and were tasked with neutralizing Young Nastyman. Miraclewoman killed him and escaped, while Miracleman, Young Miracleman, and Kid Miracleman discovered a satellite housing an atomic bomb on their way home. Project Zarathustra, fearing the Miracle Family's potential, detonated the bomb. Young Miracleman was killed, and Miracleman lost his memory. Gargunza fled to Paraguay in fear of the British government discovering his secrets.

Years later, Michael Moran, the civilian identity of Miracleman, has a job, a girlfriend, and a normal life. A normal life interspersed with strange dreams of superheroism. That is, until four criminals' ill-fated attempt to steal plutonium from a nuclear reactor accidentally causes him to reawaken his powers. However, Miracleman isn't the only superhuman on Earth, as he initially believes. Kid Miracleman, Huey Moon, Miraclewoman, and Big Ben, there are already a number of superhumans living here in secrecy. But soon, events will come to a head and the world will see them for who they really are. The New Gods will take the stage and the Era of Miracles will begin.

I suspect you'd like to be one of those superhumans, yes? Or maybe an extraterrestrial visiting the planet, or just an ordinary human? Whichever you choose, here's **1000 Choice Points** to spend on whatever you want.

STARTING ERA

Atomic Age [Free]

February 4th, 1982 AD

The day Micky Moran reawakens his powers and memories after almost nineteen years of amnesia. Kid Miracleman and Huey Moon are living as normal humans, Big Ben is a secret agent for the UK government, and aliens consider humans to be beneath their notice. Until Miracleman and Kid Miracleman come to blows, this is functionally identical to a mundane 1980s Earth.

Golden Age [100 CP]

August 3rd, 1987 AD

Once the battle of London concludes, the superhumans and aliens were laid bare for the world to see. Their original plan of guiding Earth from behind the scenes in tatters, Miracleman and his allies have publicly taken power. Nuclear weapons have been destroyed, borders have become obsolete, and the crime rate is quickly approaching zero. The world has been turned into a paradise that only the most fantastical predictions could have imagined.

Silver Age [200 CP]

June 14th, 19 EM

Alternatively known as 2003 AD, this is when Dicky Dauntless, Young Miracleman, is finally resurrected. Quality of life for all of humanity is at an unprecedented high, there are enough superhumans across the world to represent entire demographics, and the sciences and arts are undergoing a new Renaissance. Technology is progressing at an astounding rate and Earth is becoming a significant intergalactic political entity in its own right.

STARTING LOCATION

Roll a 1d8 to see where you're starting, or pay 50 CP to choose.

1. London, England
2. New York City, USA
3. St. Petersburg, Russia
4. Gargunza's compound, Paraguay
5. Research station, Arctic Circle
6. Qys, Qys Imperium
7. Hod, Gulf Worlds
8. Free Choice

ORIGINS

You stay the same gender you already were, or you can pay 50 CP to change.

Drop-In

Age: You remain the same age you were before

Who are you? You're nobody. Where are you from? It doesn't matter. You arrive in your starting location with no contacts or memories from this world. However, you're also an unknown, appearing in no records and beneath the notice of the movers and shakers of the world.

Spy

Age: 24+1d8

You work in the field under an assumed name, living between lies so the public doesn't have to see the truth. As an agent of the Spookshow, a division of the Royal Air Force, you spend your days gathering intelligence and neutralizing threats to national security.

Scientist

Age: 30+3d8

After earning your degree, you quickly found high-paying, low-profile work for a shady corporation. Separating yourself from them for reasons entirely your own, you spent some time with the government before deciding to become an independent researcher.

Visitor

Age: Any

Did you crash land on Earth, your arrival hushed up by the government? Or perhaps you're living under the guise of an ordinary human. Whatever the circumstances, you're a species from another galaxy. This includes humans that somehow found themselves on an alien planet.

Superhuman

Age: 11+2d8

You were one of the orphaned children abducted for Project Zarathustra. You escaped at the same time as Miraclewoman, and have been living in hiding ever since. Project Zarathustra and the rest of the Spookshow believe you to have been killed years ago, vaporized by the atom bomb that destroyed the Miracle Family.

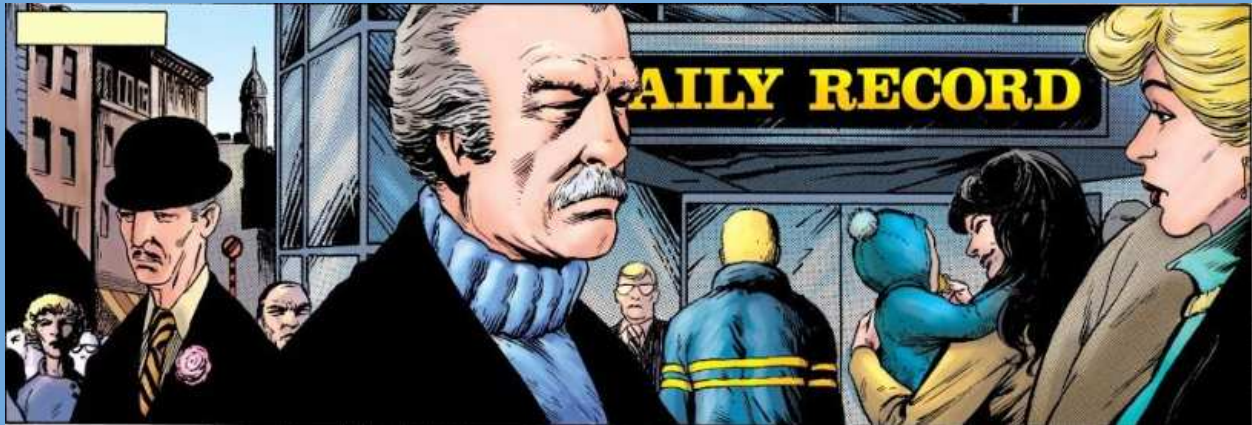
RACES

Purchases after the first count as alternate bodies to be used with the Infra-Space Trigger Device. Buying any race listed as Free costs 50 CP after the first purchase.

Human [Free]

Earth's dominant species. Not particularly special in the grand scheme of things.

In fact, the two major extraterrestrial factions consider humans to be base animals. Despite that, humans have a thriving if relatively primitive civilization.



Enhanced Animal [Free, Golden Age and Silver Age only]

Any nonhuman living creature from Earth that has a central nervous system. You've been genetically engineered to be fully sapient, and live in a habitat with your enhanced brethren near your starting location.





Skella [100 CP]

Insectoid, with bulbous bodies held above their heads, four spindly arms and beak-like snouts. They typically work as merchants, trawling through interstellar and intergalactic space. They don't have FTL technology, but it hardly matters because they're biologically immortal.

Perlii [100 CP]

Similar to chameleons of Earth that evolved to stand upright, Perlii are always found standing beside their mate. They go into heat three times in their lives for five minutes each time, explaining the need for constant proximity.



Saukian [200 CP]

Ranging between dozens and hundreds of feet tall, the cycloptic Saukians have green skin and heads with five tube-like appendages.

Rainbow Ghost [200 CP]

The Rainbow Ghosts drift through the air like oil in water, not much more than a yellow central body and hands with a multicolored aura floating out around and behind them. They can turn themselves and objects in their aura invisible.



Viral Coil [200 CP]

A race evolved for extremely high pressure, they can survive even the most crushing depths with ease. They reproduce through larval viruses implanted in living cells of other species.

Squishnaw-tarr [200 CP]

On the other side of the extremophile spectrum, there are the Squishnaw-tarrs. Having evolved on the outskirts of the atmospheres of gas giants, Earth's atmosphere is lethal to them, causing their bodies to violently implode if exposed. They move by manipulating their planet's magnetic field.





Trorkrid [300 CP]

Slow and heavy, with treads, powerful piston arms, and an incredibly tough shell. Capable of pummeling evolved humans if they can catch one, but even a normal human could outrun them.

Estral [300 CP]

A form built for speed, using their large air sacs to propel themselves through the air. They can cross a city in a moment and a country in seconds, without suffering from g-force or wind chill. However, they lack the strength or durability shared by most of the other stronger species.



Vuun [300 CP]

A quadrupedal reptilian race, capable of easily tracking down their prey. Not as strong as a Trorkrid or fast as an Estral, but they make up for it with their heightened senses. They can eat practically anything, and regenerate non-mortal injuries and lost limbs.



Warpsmith [600 CP]

Originating from the planet Hod, the Warpsmiths are the masters of space, able to instantly transport themselves and anything around them to anywhere else in the universe. The four Black Warpsmiths rule the Confederacy of Gulf Worlds, with four castes beneath them.

Blue Warpsmiths are the artists and bureaucrats, White Warpsmiths are warriors, Grey Warpsmiths are diplomats, and Red Warpsmiths tend the hearts of stars. You can start as any caste besides Black.

Beneath their armor, Warpsmiths resemble oddly-colored humans, and can trade clothing with them with no need for refitting.

Qys [600 CP]

The shape-changing rulers of the Qys Imperium, they were the ones who first discovered infra-space/underspace and figured out how to make use of its unique properties. They hold on to their secrets tightly, and until a Qys ship crash landed on Earth no other race was capable of transforming.

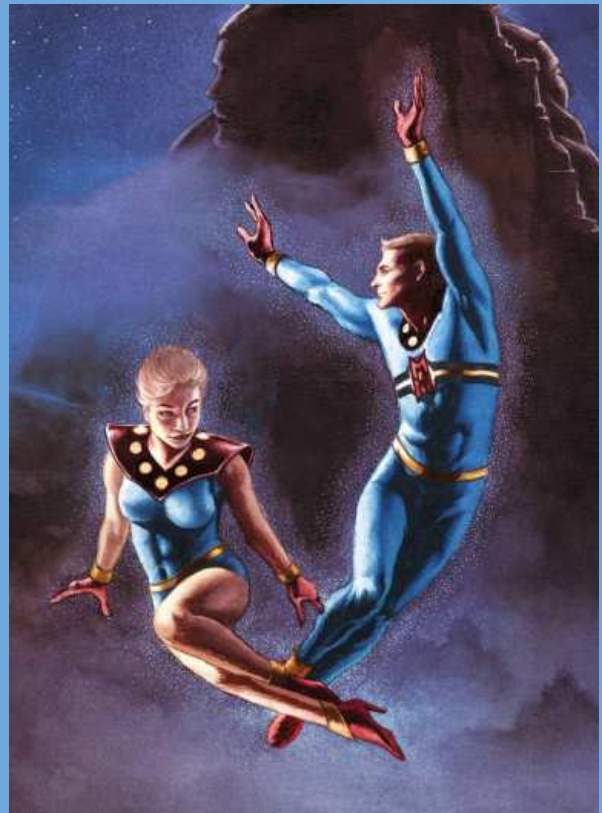
Qys as a species have a long history in soul and aura manipulation, and specialists in these fields are able to resurrect the dead. More commonly, each Qys is able to telepathically communicate with other living things as well as entering their mindscape.



Evolved Human [600 CP]

The cellular replicates of human children, artificially evolved hundreds of thousands of years to increase their physical, mental, and psionic abilities. They have natural flight and superhuman strength, durability and speed, as well as the ability to hone their potential into more varying powers as they age.

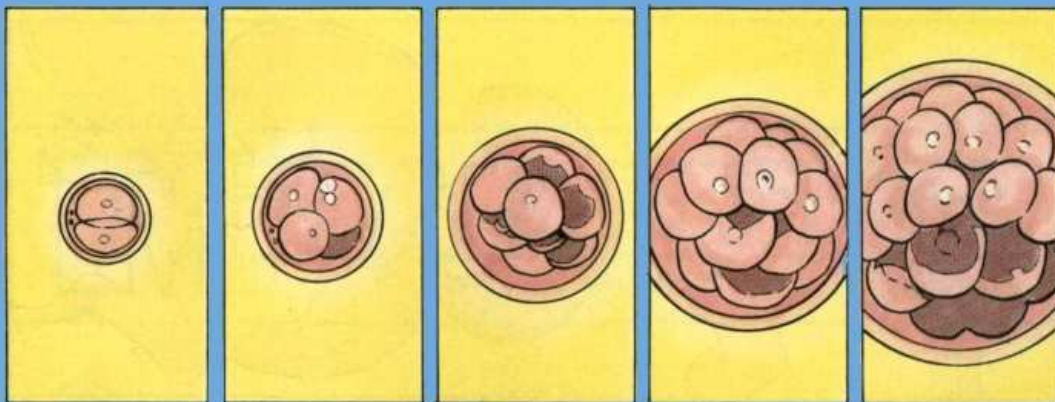
Very few races are capable of contending with an evolved human in a drawn out fight, and a group of them would represent a major force in intergalactic politics.



Custom Form [100 CP]

Not satisfied with just the aliens shown in *Miracleman*? You can design your own species, or a unique body if you don't want to be a member of an existing race.

This is purely cosmetic and is no more powerful than an average human.



PERKS

Perks are discounted to their origin. 100 CP perks are free to their origin.

General

Bronze Age Art [100]

The world appears as if drawn by 1980s comic artists like Garry Leach, Alan Davis, and John Totleben. Realistic pencilling, detailed coloring, and in-depth shading, a true visual masterpiece. You can also see audible sounds as word balloons and sound effects, and even thought bubbles if you can read minds. Applies to future jumps. Can be toggled on and off.

Stylized [100]

If you prefer a more unique take on your chain, you can see it through the many styles of Mark Buckingham. Chalk on black, caricatures, exaggerated linework that bursts with emotion, more traditional comic artwork, it automatically shifts based on the current mood and situation. Applies to future jumps. Can be toggled on and off.

Rebranding [200 CP]

It's so hard to choose a name, isn't it? Just when you think you've got a good one, someone else shows up who's had it for years! Now you can change your name and even your look without any confusion or issue from fans.



Legal Troubles [200 CP]

Through Mick Anglo, L. Miller and Sons, Ltd., Dez Skinn, Alan Moore, Pacific Comics, Eclipse Comics, Neil Gaiman, Todd McFarlane, Mick Anglo again, and finally Marvel Comics, the names Marvelman and Miracleman have changed hands more often than most over the last few decades. You have a preternatural luck when it comes to civil lawsuits, able to snatch up copyrights and other claims teetering on the legal edge, secure your own from similar attempts, and keep your not-entirely-legitimate deals from being put under close scrutiny. It could even be found that the property you sold half a century ago was never sold at all, returning all the rights back to you.

Issue #25 [400 CP]

You're immune to your personal time being affected by outside forces. You can't be frozen, slowed down, or sped up, and attempts to displace you elsewhere in the time stream or remove you entirely don't catch. You'll never be put on hiatus, Jumper.

Perfect Control [400 CP]

You have complete control over your strength and powers, never using more force than you intended. You can also shut your powers off entirely or reduce their intensity to an exact percentage, so you don't need to bother holding back in the first place. This applies to individual components of powers, so you could disable the super strength of a F.I.S.S. perk without losing the rest of it.

The Original Writer [600 CP]

You have a creative mind that could revolutionize an entire industry. Be it comic books, music, film, or any other field, your name would be legendary with only a handful of works released. Keep up your output, and you could become the name of a generation. This can be bought more than once, for different fields.

Glonzo [600 CP]

Hold on, something's different about you. Your aura's all...squizzy. Ah, I see it now. You're exceptional, the absolute pinnacle of your race. The greatest who's ever lived, and the greatest who ever will. Every trait, from your body to your mind to your spirit, is enhanced spectacularly, so that you represent the maximum potential of your heritage.

The exact results of this vary depending on your specific race. A human would be like the greatest scientists, athletes, sages, and public speakers all rolled into one. A Qys would resemble the massive Kingqueen, a mass of phosphorescent, nigh-invulnerable flesh the size of an apartment building, supremely sentient, and locked in perpetual ecstasy without sacrificing the ability to interact with your surroundings. A Warpsmith would be the fifth black Warpsmith, one of the original members of their race who created all others. A sentient biocomputer approaching the Qys Kingqueen in size and possibly the most intelligent beings in the universe, you would rule the Confederacy of Gulf Worlds with your three surviving kin. On top of the physical and mental boosts, an evolved human would boast all the disparate skills of Miracleman, Kid Miracleman, and Miraclewoman, while a Child of Heaven would be on par with Winter, greater than all of your half-siblings and allowing you to fine tune your aura to replicate any technology you understand. This applies to any form you take, your soul drawing from your genetic memory to become the definitive example of your species. However, you only have the starting capabilities and the raw potential, not any training or skills, so it's up to you to follow through to truly become number one.

Drop-In

Damnatio Memoriae [100 CP]

You don't appear in official records, and attempts to add you in often fail or run into roadblocks. You also tend to slip between the cracks when it comes to unofficial records, but a dedicated investigator could get your name down.

Key Harmonic of the Universe [100 CP]

The more outlandish your cover story is, the more believable it is. If you're running late, claiming that a wizard- oh, sorry, *astrophysicist* appeared in his robes and beard to bestow a magic word upon you that could turn you into a superhero, but you accidentally forgot it so don't ask for a demonstration, would sound as realistic as 'I got stuck in traffic'. The smarter or more intelligent someone is, the harder it will be to put one over on them.

Adaptable [200 CP]

You're great at going with the flow. Shit happens, and sometimes all you can do is pick up the pieces and try to move on. Waking up 40 years after your own death to find a completely different world with an unrecognizable culture wouldn't be simple or entirely pleasant, but it's certainly doable.

[11010000] [200 CP]

The sorrow felt upon the realization that one can no longer truly feel sorrow. Humanity is made up of all of its components, and isolating yourself from the greater whole can wreak havoc on the self. You no longer need to worry about this problem. No matter how powerful you grow, how inhuman you become, how long you spend alone, you will never lose your connection to those around you, and will always be capable of experiencing a healthy range of emotions.

Change-State Fusion [400 CP]

While using bodies stored in underspace can give one amazing powers, it's usually also how they're ultimately defeated. Finding the trigger word to transform them back to normal or taking advantage of the different weaknesses inherent to each body, where an amalgam form would have been unstoppable.

Your powers are no longer locked behind different forms, requiring you to transform in order to use them. The powers, appearances, capabilities, strengths, weaknesses, and any other traits of your forms can now be freely mixed and combined.





The Beast Within [400 CP]

Your inner demons are nothing to you.

You can easily stand against them, locking them away where they can't reach you. You can also, through a monumental force of will, force them to relinquish control should they ever somehow wrest it from you. This includes beings attempting to possess you through your mind, soul, or body.

Built on Human Bones [600 CP]

Through victory and hardship, the fruits of your labors are magnified. The closer and bloodier the win, the greater the effect. The exact benefits depend on how you've suffered. Minor exertion will grant a barely noticeable change, while pushing yourself to the point of collapse will see you becoming strong enough to easily win after resting up. Driving yourself into deep debt to start a business will increase its profits by an order of magnitude, and testing the bonds of friendship to their limit will bring you closer than ever before. A battle for the fate of the planet against impossible odds, with millions killed and the enemy being defeated by mere seconds, would be enough to raise a utopia in the aftermath.

Be warned, although a pyrrhic victory is enough, it still needs to be a victory. If you lose then you will gain nothing but the bitter taste of defeat.

Spaceman [600 CP]

Humanity knows more about the surfaces of Mars and the Moon than it's own oceans. But do you know where the real final frontier is? Humanity itself. You're a psychopharmaceutical astronaut, exploring the internal mindscape in your head. In a chemically induced meditative trace, you can enter your mind as if it were a physical location. Entire continents dwell within, ripe for exploration and discovery.

Becoming a Spaceman allowed you to view your mind and the greater reality in total clarity, achieving enlightenment as a sort of 'super-sanity'. Almost nothing can be hidden from you, and you can see the future playing out as easily as most see the present. One glance at a person can give you detailed insight into their entire life, and you'd know exactly what advice to give them to change their lives as well as the answer to almost any question they could ask.

Actually conveying your answers and advice is another matter. Your speech is on another level, and even when you intentionally limit yourself you're almost incomprehensible. You fit too many ideas into a single sentence for them to easily understand, using a modified version of English that's more connotation than definition. Speaking normally is still possible, but very difficult, and you lose so much in translation that your words are ultimately meaningless, if grammatically correct.



Seeing the truth in reality isn't all you can do. As your mindscape can now be physically reached, you're free to alter your own mind as you wish, through long effort in reshaping your mental landscape. Manually removing bad habits and addictions, installing psychic defenses, meeting and interacting with any other identities and visitors in your head, viewing and editing your memories, and so on.

However, I must warn you; being dismissed

as a lunatic isn't your only concern. This wisdom and knowledge comes with significant dangers, as does any frontier. Spacemen have a high mortality rate. Many have become hopelessly lost deep within their minds, never to be heard from again, and an unlucky few made it back out...through the wrong exits, ones that didn't lead to anywhere we would recognize.

Having an exceptionally strong sense of self or willpower, or vastly higher than normal intelligence or self-awareness, would allow you to traverse your mind free of the usual risk, as well as speak more easily with those that have less awareness than you.

Spy

Sign, Countersign [100 CP]

You're an expert in speaking in code, capable of keeping straight a dizzying amount of codewords, phrases with double meanings, and secret handshakes. While you can also crack most codes given enough time, time you may not have, especially complex ciphers and masterful cover stories will throw you for a loop.

Sapphire Teeth [100 CP]

What can look intimidating to one person can make another crack up laughing. No more, now any trait you intend to intimidate will damn well get the job done! It's strangeness is converted into proportional intimidation. You need to actually act intimidating for this to work, though.



The Terror that Follows Behind [200 CP]

Heritage is important, but you need to remember that you aren't the people you're descended from. You're your own person, and you won't be defined as a reflection of those who came before. Stereotypes, gnawing fears of regression, or even lineage-based curses, none of these apply to you. You can't be brought low through your ancestral line.

Need to Know [200 CP]

You get along really well with your superiors, to the point they're willing to bend the rules to help you out. Who the mission is investigating, what the organization's true goals are, all kinds of secrets. You can also get away with a lot more, and are given a bit more freedom than usual in how you operate.

What a Stupid Way to Die [400]

Assassins can be hiding in any shadow, waiting around any corner. It's almost impossible to cover every angle, so now you won't have to. Your enemies will prefer to take you prisoner rather than killing you, even if that means a lot of extra work and hassle for them. Only the most dedicated or vengeful will go for the kill, the kind who'd sacrifice themselves just to take you with them. This only works once per person; after that, they know better.

Never Take the First Cab [400 CP]

You have an intrinsic sense for danger. If a taxi pulled up carrying an assassin, you'd know to avoid it on your gut instinct alone. Likewise, you'd know the safe one to take, even if you have to wait for the first ten trapped cabs to pass you by. This only works on immediate dangers to your safety, nothing longer than seconds in the future, and it doesn't give you any specifics about what the exact danger is.



You are a Professional [600 CP]

What is a man in a world of gods? A man is someone who refuses to bow his head. Who refuses to become their pet. No, your dignity wouldn't allow such a thing. Your human spirit burns through, giving you an air of capability and sheer *presence* that even the new gods of this world must recognize. Among those easily confused to be your betters, you are recognized as their equal, or even their superior.

Your willpower and force of personality are massively increased, allowing you to stare down a god and intimidate him into blinking first. Your allies won't disregard you for your lack of destructive power, coming to you for help and asking you for advice. Your enemies will think twice before crossing you, giving you a wide berth and preferring to hold back or even retreat rather than going all-out and invoking your wrath. This has diminishing returns, however; to someone who so greatly overshadows you as to be beyond even the gods, you're just another mortal.

An Artist in Mortality [600 CP]

Mr. Evelyn Cream came very close to killing Miracleman with a simple handgun, only failing to do so because he decided he'd rather cut a deal. You can do the same, as you're an expert in uncovering and capitalizing on the weaknesses of your enemies. Secret keywords, poisonous glowing rocks, their unpowered alternate forms, if there's a way to bring them down with mundane means then it's only a matter of time until you find it.

Scientist

PhD [100 CP]

A PhD and all the training, experience, and knowledge that comes with it. You're an expert in your field, and if you have any history here you have a good number of contacts in academia. Can be purchased more than once, and subsequent purchases are discounted to Scientists.

Sketchy Past [100 CP]

Sometimes you throw your chips in with the wrong people. That's just a fact of life, not everyone's fatal flaws are visible before your reputation is tied to theirs. You find prospective employers focusing more on the quality of your work rather than who the work was for. Bringing valuable information with you, such as groundbreaking research from an enemy country, will put you in the good graces of your new bosses even more.

Inner Beauty [200 CP]

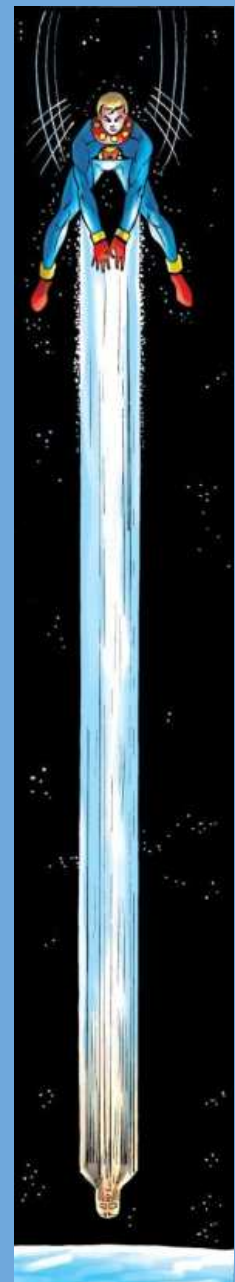
No matter how plain, disconcerting, or repulsive you look, people find themselves looking past that. Your personality, your potential, your accomplishments, these are what make a man. Now these and everything else you are shine through.

Outer Beauty [200 CP]

It wouldn't be hard to find work as a supermodel with looks this good. You're stunning, a modern-day Aphrodite or Adonis, and have a natural sense of both how to bring out the best in your appearance and how to keep yourself from slipping aesthetically.

I Threw Him at a Planet [400 CP]

Ah, Gargunza. So clever, so brilliant, and yet so stupid at the same time. Did he really think the plan 'raise a god, then murder his child and wear her corpse like a shirt' was ever going to end well for him? But you know better. Thanks to implanted restraint mechanisms, psychological conditioning, or simply treating them right, your children and sentient creations will never turn on you or betray you. At least, not willingly.



Only Wanted One Thing [400 CP]

Humans only have so long to live. They're born and they die, and it's up to them to squeeze as much as possible into that fleeting time. You know how to make the most of it, whether yours is similarly limited or not. By deciding to focus on a single goal, you can strive for it unerringly. Distractions, fears, doubts, all will fall away in your ceaseless pursuit of victory.

Genetics Specialist [600 CP]

They call DNA the building-blocks of life. An apt comparison, with how easily you can disassemble and reconfigure a genome. Adding, removing, or mixing traits of living things are child's play, and you craft new and novel forms of life in the same way most people could create a painting or song. You could invent the concept and execution of cloning without ever having heard of the process before, while also evolving the clone to the point of superhumanity.

Soul Specialist [600 CP]

All living things leave behind faint vibrational traces of their existence when they pass on, echoes of everything they were in life. You know how to locate and capture these traces, restoring them and housing them in synthetic bodies. With only a cell sample to extract the memory from, you could resurrect the dead. You start at being able to bring back those who've been dead for at most eighteen months, and as you progress in this field you can push this limit back further and further.

However, this isn't all you can do with the mind. You can link the revived to a sustaining field to keep them contained in one location, alter a person's personality, memories, and mind, and even transfer the minds of the living between bodies by using your knowledge of the mind and soul.



Visitor

Internal Calendar [100 CP]

You have an impeccable sense for scheduling, especially for predicting things of a biological nature. You rarely miss a date.

Navigator [100 CP]

Outer space is dangerous. You've got massive balls of nuclear fusion exploding everywhere, invisible and inescapable gravity sinks, hostile races from warring empires, and so much more. You find it easier to get a feeling for where you are and where you're going, as well as avoiding any dangers in your path, making actually getting there in one piece more likely.

Somewhere Beyond the Pain [200 CP]

When you need to, you can endure even the most excruciating pain resolutely through willpower alone. Having your torso blasted open and your organs seared by the heat would only cause you to stumble as you continue fighting until you physically can't. Naturally, you receive a noticeable flat increase to your willpower as well.



Illegal Alien [200 CP]

Blending in with unfamiliar cultures is a breeze. After a few weeks of immersing yourself in a culture, you'd fit right in with the locals, following their social norms and speaking their language as if you'd spent your entire life living there. You won't blow your cover thanks to mangled phrasing or awkward and untrained movements.

Firedrake Sweep [400 CP]

Due to the Firedrakes' power and ubiquity, the Qys perform regular sweeps of inhabited planets in order to root them out. You wouldn't want to be found and abducted, would you? Now any special powers you might have won't appear on any sensors designed to pick up on them. You're seen as a perfectly normal example of your species, up until you actually start using your powers in view of the scanners or investigators.

Signature Superpower [400 CP]

Despite a cold war that lasted thousands upon thousands of years, a cold war deadlocked by two unique, extremely powerful biotechnologies, neither the Qys Imperium and the Confederacy of Gulf Worlds was able to steal the secrets of the other in order to gain the advantage. Whether your powers were inborn or implanted into your body some time after, they're yours, and only yours. All of your supernatural abilities, possessions, and creations are unable to be copied or reverse-engineered unless you allow it.

The Gathering [600 CP]

By initiating the process you can call all people of exceptional abilities to yourself. The handful of people who stand head and shoulders above the rest of the world. They'll be inclined to work with you, but there's no guarantee. Having something notable on offer in exchange for the help, like quality of life improvements for someone who's lived in poverty their whole life, would convince almost anyone called to join you unless your goals or methods run contrary to theirs. However, if you don't provide sooner or later, they'll remember your broken promises and turn against you.



Fast as a Warpsmith [600 CP]

The ultimate metric of speed in the universe. Not even a raging superhuman could get the drop on you. You can process information incredibly quickly, and react just as fast. Someone would need to have a Mach number in the high triple digits to outspeed you, and even then it'd be a close race. You can scale your perception anywhere between the human normal and your maximum speed.

Superhuman

Precision Strike [100 CP]

Your hand-eye coordination is greatly improved, making you an excellent sharpshooter or surgeon. You have an instinct for where you need to move your hands and find blind guessing to work out more often than not. You could stab an alien you've never seen before in the throat in such a way that they can't speak, but can survive long enough to receive medical attention.



Grew Up into a Dragon [100 CP]

Alone in a world of humans, Kid Miracleman realized he could do whatever he wanted and nobody could stop him. Over the years, that was twisted and warped from simply getting by to torturing and slaughtering countless innocents. You won't need to worry about such things happening to you. Now your morality will only change in ways you would want it to. This only applies to natural development over time, not forced shifts in your morality.

Mnesiac [200 CP]

Your mind is the dragon's hoard, that unreachable, golden treasure. You have a perfect memory and are immune to amnesia. No amount of blunt force trauma, memory-altering drugs, psychic tampering, strange comic book physics, or anything else can cause you to lose your memories. You can also easily tell the difference from your true memories and any that get implanted into your head after the fact. Your past is as set in your mind as it is in time itself.

Kimota! [200 CP]

You can ignore verbal components of your abilities, fulfilling the requirement at will and instantaneously. Good for when you can't speak. You will never trigger this unintentionally. This also applies to things around you that require a spoken trigger.

This Single Dream [400 CP]

The last thing Miracleman and Liz Moran were expecting when their daughter was born was for her to speak only minutes out of the womb, or for her to become the most advanced being in the universe before her first birthday. Your own children will see similar growth in their bodies, minds, and powers. They'll inherit all of your powers, surpassing you as infants, and by the time they're adults their abilities will vastly outstrip even that. This applies to any superpowers and natural abilities, as well as traits like strength and intelligence.

Red King Syndrome [400 CP]

Your subconscious mind recognizes the false realities around you, and it will do everything it can to free you. Your mind adapts to see through all but the most convincing dreams, illusions, and virtual worlds. Escaping is as simple as opening your eyes once you realize where you are, unless there's something specifically blocking you from waking up or leaving the dream. Not even being a figment of a dream of a dying man's fantasies could contain you forever, although you still need time to adapt and realize the reality of the situation. If the fictional universe collapses with you still inside it'll be as lethal as it ever was.



Miraculous Growth [600 CP]

Following his attempted murder in orbit, Kid Miracleman flew below the radar for two decades under the guise of his secret identity, Johnny Bates. Despite barely using his powers at all during that time, they didn't atrophy. Quite the opposite, in fact. Kid Miracleman grew so strong he was able to effortlessly beat Miracleman into unconsciousness. You see similar retention and growth in your psychic strength. It never weakens through disuse, instead growing more powerful over time. This won't give you any powers or abilities you don't already have besides strengthening your aura, but it allows psionics-based powers such as Firedrake, Telepathy, and Miraclejumper to grow without limit.

Go Fuck Yourself [600 CP]

You have incredible social skills, able to correctly assess complicated and emotional situations in a matter of seconds. You can tell when someone's lying, and usually why and what they're hiding, and could convince someone on the fence to agree with you with contemptuous ease. Someone who's already made up their mind would be a harder sell, but you could get all but the most fanatic to, at the very least, see your perspective on things.

You also have a knack for coming up with ingenious solutions that sound crazy, if not outright insulting at first. However, upon further consideration people realize that it just might be crazy enough to work. You could end an 11,000 year long cold war between intergalactic empires with just a few sentences. Just, try to avoid any unpleasant mistranslations.

ITEMS

Items can be bought more than once unless otherwise specified. Subsequent purchases are not discounted. Properties follow you to future jumps. Any existing items can be imported into purchased items.

General

Infra-Spatial Trigger Device [Free]

A small device surgically implanted into your brain. When activated by a post-hypnotic trigger word, it switches your current body with one in infra-space that has a connected trigger device. The transformations grow increasingly violent as the power of the bodies exchanged grows. While two human bodies would only result in a mild flash, a single evolved human would temporarily blind anyone looking at them directly and burn anyone they're touching. The energy released builds up slowly as user goes longer and longer without transforming, and could give bystanders third-degree burns after decades of disuse.

Drop-In

Jumper's Tale [100 CP]

A series of children's books describing your adventures. The wording and artwork is realistic, but altered slightly to fit the style. Specifically, the kind you'd read to a toddler before bed. You get a book for each jump you've been to, and a new one at the end of each future Jump (including this one).

Jumper Comics [100 CP]

All of your adventures in comic book form, either pulp 50s fun or grim 80s realism. You get a volume for each previous Jump, this one when you finish, and all future Jumps.

Snow Globe [200 CP]

This glass snow globe shows a miniature, hand-crafted version of a place you once considered home. By giving it a good shake and watching the 'snow' swirl around, it will remind you of where you came from and who you used to be.

Anti-Gravity Unit [200 CP]

A large round pin with a custom design. When worn, it removes gravity's hold on a person, their clothes, and whatever they're holding. Comes with a complementary balloon to carry you away.

Infra-Space Drone [400 CP]

A drone that can shift itself into and out of infra-space. Or underspace, depending on who you ask. It can navigate this strange dimension freely, broadcasting footage to the pilot, and can extract bodies and other objects it finds.

Infra-Space Portal [400 CP]

A gateway into the strange dimension of infra-space. This dimension can be used to store things such as alternate bodies, and can be flown through by specialized ships and drones for faster-than-light travel. The laws of physics work slightly different here, so familiar concepts like inertia, gravity, and the ravages of time don't work exactly the way you'd expect them to.

Dragonslayer [600 CP]

A cruel, desolate satellite, suspended in the air like a metallic spider on some invisible web. It was built and launched in secret by a brilliant, but missing, inventor. It contains a nuclear bomb and little else, and can be remotely detonated from Earth. The A-bomb can be launched at any point on the planet's surface, timing depending on exactly where it is in its orbit (the satellite completes several orbits a day). The bomb respawns after a month if used.

Inconspicuous Truck [600 CP]

There are a lot of trucks moving through the roads around at any one time, and they more or less all look the same. The idea of checking one for contraband or government agents would be ridiculous. Doubly so for this truck in particular. It's cargo area is entirely sealed from the inside, leaving it's contents unable to be scanned or detected by normal means. Sound, heat, light, and even radiation simply vanish upon reaching the box's walls. External scanners also fail to detect anything of note inside, either showing an empty truck or ordinary cargo, whichever would be more expected at the moment. Something advanced enough to view the contents or passengers directly would still see through, however.



Spy

.22 Handgun [100 CP]

A .22 caliber pistol and suppressor. Never jams or runs out of ammo.

Spy Car [100 CP]

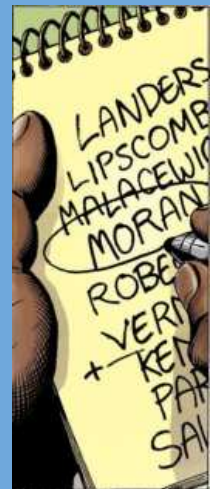
A discreet and well-maintained car you'd expect to see in the 1980s. Blends in well during the Atomic Age, but not so much in later years. It has great mileage and comes with several hidden compartments for guns, spare clothes, and other equipment a spy would need on the job.

Silencer [200 CP]

A silencer. Not a suppressor, a silencer. By screwing this into the front of any handheld projectile weapon, you can completely nullify the sound and muzzle flash of firing. It even silences supersonic bullets and the like.

The List [200 CP]

A small notepad to write down a list of names. Whoever's name you write is marked, and you receive a small boost to investigating, tracking, and killing them until you erase or cross out the name. Tearing out a page will cause a new, blank page to appear in the back.



Damper Field [400 CP]

A large projector which resembles a retro-futuristic movie camera that, when activated, drains any biology-based powers of its target. It isn't effective, in that any targets capable of adapting will still be able to do so. This doesn't register as threatening or harmful though, for adaptive powers that would require that to work.

Hitman's Hotline [400 CP]

How are you supposed to get your next assignment or latest hit when your employers can't even find you? This is a secure, corded telephone to be used to contact you. The government, the Mafia, spurned lovers, anyone who needs someone found and/or killed can get in touch with you through this phone. This can't be used to locate or incriminate you.

Coat and Hat [600 CP]

A trenchcoat, matching fedora, and sunglasses. When you wear these and act casual you blend into the crowd, regardless of any other factors that would otherwise draw attention, like being seven feet tall and sparkling. Even when you're alone, people tend to overlook you unless they're searching for you in particular. Acting suspicious, like chloroforming someone and pulling them into a car, are more easily hidden from potential onlookers as well, but if someone has a clear view of you in good light they're still going to notice. These adjust to fit your current form, and always fit comfortably. They also keep the rain off nicely.



The City [600 CP]

Where is the City? The City is home. Not for you, but for your defeated enemies. By using para-reality programming to remove all memory of the outside world, and all desire to remember it, the City is all there is for them. After being prepared, they're dragged down into the labyrinthine, inescapable social obfuscation by their new neighbors. Thoughts of the outside are rare and fleeting, if they occur at all. If they do somehow realize what's going on, they can't escape without all of the others pulling them back in like crabs in a bucket, their memories removed again and their place restored. Even if they tried burning it down building by building, they'd never make it beyond the outer wall and the Warden.



The only way to truly escape is to rehabilitate themselves. Exactly what this means is up to you to decide. Were you to keep spies here to prevent them from disturbing your new utopia, you could require them to grow sick of the lies and desire only an honest life, or perhaps you want hardened criminals to learn the true meaning of friendship.

Of course, you could simply leave this part out, trapping everyone inside forever with no chance of parole. Your decision, Jumper. You can forcibly empty the City and/or change the rehabilitation requirement once per jump. The City expands itself as population increases, thanks to the hard work of the inmates living as construction workers. It never runs out of room or encroaches on otherwise inhabited territory.

Scientist

Lab Coat [100 CP]

Your average white lab coat, at least in appearance. It slightly increases your intelligence and problem-solving skills, and is always completely clean.

Glasses [100 CP]

Just a nice pair of glasses. They do make you look a little bit smarter. Fits any prescription you need, including non-prescription, and if they break you'll find them fixed by the next day.

£1,000,000 [200 CP]

Some starting funds to get a laboratory off the ground. It won't cover most cutting-edge technology though, and the really good stuff will need to be built from scratch or obtained through extraterrestrial channels.

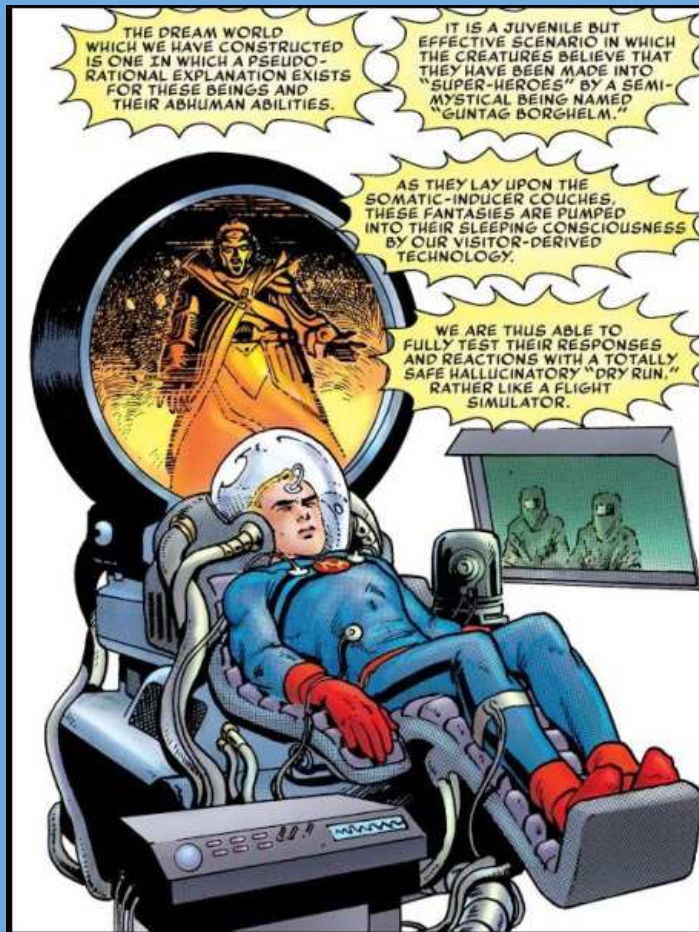
Video Screens [200 CP]

Twelve circular video screens that can play live and pre-recorded footage when hooked up to computers. They're usable as two way communication devices, wirelessly broadcasting both audio and video. Because the signal is broadcast through underspace, it's nigh-untraceable and has no latency or range issues. They can also be hooked up to a para-reality engine and similar technologies to view someone's memories and experiences.



Gadget [400+ CP]

You're the proud owner of a highly advanced piece of hardware, built by someone or other with a knack for this sort of thing. It's fallen into your hands by dumb luck and circumstance, or maybe you built it yourself. However you managed to get this, it's yours. You can decide exactly what this does, up to and including seemingly impossible feats such as instantaneous universal hologram telecommunications or uplifting animals to sapience. Buying this more than once allows you to stack multiple effects on one Gadget.



Para-Reality Engine [400 CP]

Designed based on recovered alien technology, this chair can keep someone trapped within a virtual reality created and maintained through it's control console.

It can also be used to alter memories, both suppressing them and inserting new, artificial ones, even being able to rewrite what someone believes it true by extensively changing their past.

Secret Laboratory [600 CP]

A secret bunker hidden in a Third World country filled with millions of dollars worth of advanced technology. Everything here was designed and built on Earth, but most of it is decades if not centuries ahead of the rest of the world. It's extremely hard to find if you don't know where it is, and next to impenetrable if you do. A supervillain could run a campaign against a global-ranging superhero from here and remain perfectly safe within.

Cellular Replication Facility [600 CP]

By using a cell sample with intact DNA, this will slowly grow a perfect replica of the person the sample was taken from in the reinforced-glass tank. By default the replica has no mind or soul, being an empty vessel to house an existing mind, but you can change the settings to grow a true replica instead.

Visitor

Armored Spacesuit [100 CP]

A stylized suit of armor that protects from not only enemy attacks but from almost any environmental hazard. You could survive for a time in space or a toxic atmosphere, but things like extreme heat and pressure will still kill you. It's bulletproof, but the real hard-hitting aliens will punch right through. It goes without saying that it won't be much help in a dangerous environment after a battle until it's repaired.

Fake ID [100 CP]

Identification documents that match what the locals of your starting location would be expected to be carrying, listing you as one of them. Anyone inspecting these would clear you as a legal citizen, at least until they check their records.

Fleshfern [200 CP]

A potted plant from the planet Aldebaran that blooms as the body parts of people nearby. Earflowers that tilt towards nearby sound, fingertrees grasping at empty air, tonguebeds that glisten in the light, etc. Cuttings can be replanted to grow new plants, with each new fleshfern growing as a hybrid of a local flora species and external organs of nearby creatures. These organs are biologically viable and can be transplanted into those they're imitating with no rejection.

Psychic Suppressor Field [200 CP]

By activating this device next to someone's head, they'll harmlessly forget the last few minutes of their life. Beings able to resist or counteract psychic tampering can withstand this with no memory loss, although they'll probably have a splitting headache from the strain of it.

Outpost Station [400 CP]

A space station hidden behind Earth's moon with enough floorspace to dwarf all but the most expansive of terrestrial buildings. Hundreds of people could live here comfortably, and it contains all the amenities and utilities they'd require. The central room, a massive spherical chamber, contains a live hologram of the entire planet, large enough that a human adult is the size of a skyscraper. The hologram is hard light and has artificial gravity currently set to that of Earth's. The station automatically adjusts the hologram to that of other planets if moved to their orbit.

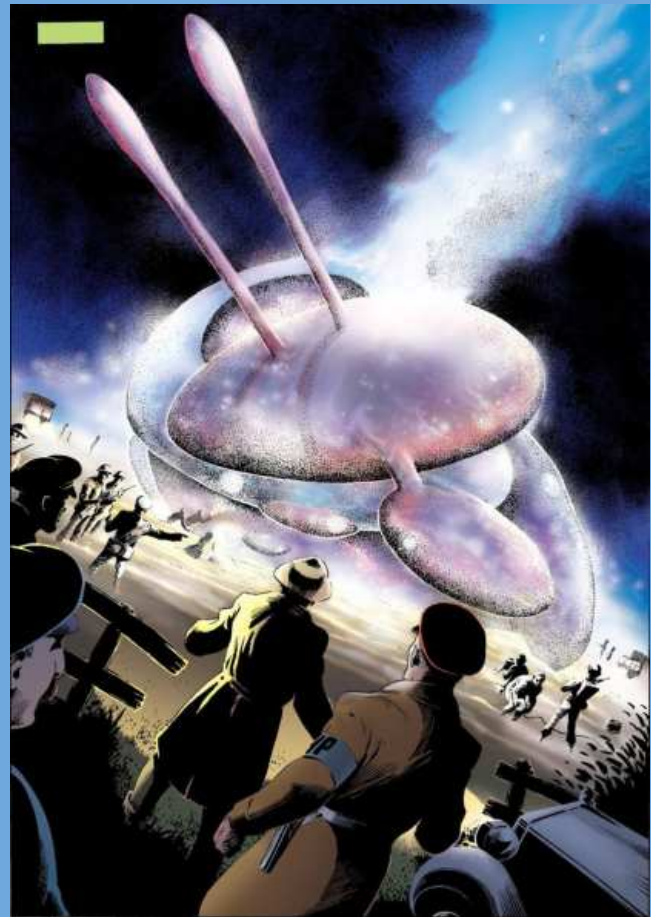
Dropship [400 CP]

A small ship designed for short interstellar trips. It can fit three people, a pilot, copilot, and an extra passenger, along with room for some cargo. It flies through infra-space to achieve faster-than-light speeds.

Spaceship [600 CP]

What do those humans know, when they speak of their mobile homes? They're limited to two dimensions, and even their aircraft can seldom leave the atmosphere! This is a *real* mobile home, capable of travelling anywhere in the universe and housing a dozen people for an extended period of time between resupply and refueling stops. It's sourcelessly lit in a color never seen before by humans and supplied with artificial gravity. You can live in this for an extended period of time, indefinitely if you stop to refuel and resupply from time to time. It can fly to distant galaxies in only a matter of days, passing through infra-space to shorten its journeys.

The technology this is made from is highly advanced, and would take a human research team centuries to fully understand, if they ever could.



Devilslayer [600 CP]

Legend says that, in order to defeat the Adversary, Miracleman and Aza Chorn went back in time to find the hero's past self, to gather kinetic energy from a duel between Miracleman. Legend says that Miracleman played chess with the Adversary for the fate of the Earth at the summit of a mountain of corpses, and when he lost all but his last piece Aza Chorn tore his own heart out for his friend to use. Legend says that Miracleman and Aza Chorn slew the old gods, collecting their power to strike down the Adversary.

The point is that legends are rarely true, and telling fact from fiction can be a wild goose chase when they're so intertwined. Luckily for you, you have the chance to turn fiction into fact. Pick one of the weapons allegedly used to combat Kid Miracleman to take with you. You can only buy one. Companions can't buy Devilslayers.

- **Chrono-Phaser and Null Space Energy Sink**
 - A smooth, square platform with a highly advanced set of control monitors. It can teleport anything on the platform into the past and back, although its energy requirements make it prohibitively draining for all but the most dire circumstances. Time is rigid and unchanging in this world, preventing you from altering the events of the past, but flexible enough to, say, fight your past self to gather kinetic energy.
 - A wrist-mounted power collector that warps all nearby energy into or out of Null Space. It exits as an explosion emanating from your hand.
- **Chessboard of Ages**
 - Rather than fighting it out like animals, you can settle your quarrels in a more civilized fashion. Any competition can instead be forced into a game of chess, where the victor is the undisputed winner of whatever was at stake, be it a gold medal or the fate of the human race. When only one piece remains on one side, an ally of that player can sacrifice their life to place a vital organ on the board, acting as a lost piece of the player's choosing. This can only be done once per player per game. Skill and ability in the canceled competition directly translates to chess skill for this game and is added to existing skill. The chessboard is taken from the wood of an ancient tree grown where a river split in two, and the pieces carved from human bone.
- **Bloody Rain-Catcher**
 - A powerful magical artifact, this ornate bronze barrel is stained with dried blood. Whenever a god or similarly-divine being is slain in its presence, their spilled blood is drawn into this drum like falling rain. The one who drinks from it will gain all the power of that god. It can store up to 50 gallons of blood at a time, from as many different gods as you can kill.

Superhuman

Supersuit [100 CP]

A skintight bodysuit that was sprayed onto you as some strange material, which quickly solidified into a cloth-like substance. Despite its nature as clothing, it's actually a living organism, although not sapient or sentient. Its color scheme is primarily one color, with up to three others for highlights. Your Supersuit changes according to the wearer's thoughts, gradually altering its designs, coloring, and even coverage according to its wearer's subconscious desires, as well as regenerating any damage over the course of a week at most. The entire economy of Earth couldn't afford to buy one of these. Take good care of it.

Brand T-Shirts [100 CP]

Some t-shirts with your logo, face, name, or other simple descriptive material printed on the front. You get a couple different designs. You could market and sell them, or just wear them around for fun.

Bone Fragment [200 CP]

A small piece of a deceased nemesis of yours. I don't know why you would want this. A trophy, maybe? If you have the technology, you could use this to resurrect them. Be careful they don't escape.

Business [200 CP]

A small but quickly growing company in a field of your choosing. It's large enough to warrant a building of its own and a secretary to assist you as CEO, and has the potential to really take off if managed well. Regardless of what happens to it, you start off each jump with a new business.

Silence [400 CP]

A fortress carved out of the seabed deep beneath the ocean's surface, at the bottom of an ocean trench. The pressure here is immense, but if you can survive it this place would make an excellent spot to be alone. Or, perhaps, to do some interpretive dancing.

Family Home [400 CP]

Even a superhero needs somewhere to retreat to when they need some peace and quiet, don't they? This is an ordinary, very cozy, house, located somewhere near your starting location. The neighbors will overlook unusual happenings around the premises, treating them as perfectly ordinary. It's a good place to raise a family, especially one with superpowers.

Can of Worms [600 CP]

When you open a can of worms, you need a bigger can to put them all back in. And sometimes, there just isn't a can large enough. At least, not without this there isn't. Once a year, you can open the lid, and all evidence of the scene you're attempting to hide will fall into the tin. All future observers and investigators will see only the airtight cover story, rather than what actually happened, with direct witnesses being written off as suffering from mass hallucinations. This can't hold anything larger than a city's worth of your big mistake, so you won't be hiding the fact you got a continent-sized hole blown out of the planet.

After the year has passed, you can open this again to hide another screw-up, finding it mysteriously empty. Attempting to open it before the year is up will cause all the evidence to come to light for everyone to see.

House Of Gods [600 CP]

A man-made pyramidal mountain, dwarfing anything else on Earth. It's peak scratches the edge of space, it's base twice as long on every side. It's construction is, in a word, divine. All of Earth's greatest artworks have been replicated within, with many more original pieces designed specifically for this monumental citadel. Its countless floors contain as many wonders. Staircases made of floating glass steps, mirrors that show what could have been, even entire ecosystems are contained inside.

LESSER POWERS

Biological Immortality [100 CP, free Skella]

Your body doesn't age beyond its prime. You could spend the long millennia sailing between the stars, and you would arrive as if you'd just left. Physically speaking, of course. Some alien species might have psychologies capable of handling such isolated, monotonous journeys, but humans certainly don't. You also don't need to eat, drink, or breathe.

Pair Bonding [100 CP, free Perlii]

When you find your mate, it's for life. You and your significant other grow alongside each other as two halves of a whole, never becoming bored or dissatisfied with the relationship. Differences and arguments will inevitably be resolved and smoothed over, and you will only grow closer instead of drifting apart. The two of you could spend your entire lives side by side without a single issue arising from the constant proximity.

Gigantism [200 CP, free Saukian]

Your size is immense, standing anywhere between a dozen feet tall to hundreds of feet in the air. Most races can't compare to your strength and durability, which is scaled linearly to your size, and your long strides can cross vast distances in only a short amount of time. You suffer no ill effects from the square-cube law.

Ghostly Illusions [200 CP, free Rainbow Ghost]

By manipulating the light passing through your aura, you can control what people see when they look at you. Turning yourself invisible, hiding something or someone in plain sight, and creating illusory scenes in an empty space, the possibilities are endless. You can't control sound however.

Pressure Resistance [200 CP, free Viral Coil]

Evolved to live in the most crushing, unforgiving depths of your home planet's oceans, your body is incredibly squishy and malleable. Unlike the common stretching powers seen in comic books, you can't increase your size; instead, your body can warp and compress to harmlessly endure all but the most lethal pressures, gravities, and blunt force trauma. Force that would liquefy a human is only slightly uncomfortable, and doesn't restrict your movement as long as you're fine with squirming along the ground or through the waves.

Electromagnetic Manipulation [200 CP, free Squishnaw-tarr]

You can control the magnetic field of the planet, propelling your lightweight body through the air and stirring up mild winds around you. You can also move magnetic objects around as a sort of telekinesis, strong enough to lift and throw a grown human. With enough practice you could learn to form and release electromagnetic pulses to disrupt nearby electronics.

Walking Tank [300 CP, free Trorkrid]

You're the unstoppable force and the immovable object combined into one single powerhouse. Your fists can shatter mountains, and your nigh-impenetrable hide can take blows that could do the same without a scratch. Powered by a bioreactor and exhaling fumes when leveraging your strength, your body is as an engine of raw destruction.

Flight [300 CP, free Estral]

Capable of crossing a city in a moment and a whole country in seconds, your aerokinesis allows you to fly at blinding speeds with full control over your direction and momentum. You can accelerate and decelerate near-instantly, and are immune to the effects of g-force and wind chill. Due to this power's reliance on air, it doesn't work in space and is less effective underwater.

Feral Hunter [300 CP, free Vuun]

You're a born hunter, capable of tracking down and killing just about anything that crosses your path. You can see in almost pitch black darkness, hear a heartbeat from another room, and smell the faintest traces of a scent as well as the chemicals that make up the emotions of living creatures. Yes, this means you can smell fear. Once you find your prey, you're able to easily tear through wood and brick walls or shred solid bone to put them down. You're capable of subsisting on anything organic, and can regenerate non-lethal injuries over the course of a few hours with no scarring.

GREATER POWERS

Flying Brick [400 CP, discount Spy]

In an attempt to recoup some of the enormous losses of Project Zarathustra, the Spookshow created two more superhumans. Powerful, but less so than the previous subjects. Big Ben was one, and you were the other. Unlike Big Ben, you were deemed loyal enough that para-reality programming would be unnecessary, and were allowed to retain your sanity.

You can fly at 60 miles per hour, heave rocks as large as your body and uproot trees with great effort, and survive being punched hundreds of feet away (albeit with severe injuries). Most bullets bounce right off your skin, but large caliber rounds can still hurt you. Seeing as your strength and durability derive from sheer muscle mass and bone density, you have the appearance of a hulking brute. On the other hand, your rippling muscles would put any bodybuilder to shame.



Firedrake [400 CP, discount Drop-In]

How did humans first learn to control fire? The answer is, as with many things, simple evolution. When a developing culture needs fire to continue progressing, the firedrake gene appears and instigates the birth of pyrokinetic individuals. Once mastery over flame is achieved, the gene naturally becomes recessive again, fading into the white noise of junk DNA. However, from time to time the trait will resurface, allowing new Firedrakes to be born. Most fare badly, with little control or understanding of their abilities. Mistaken for arsonists, or even burning themselves alive on accident, not many survive to adulthood. You were one of those lucky few, one of two currently on Earth alongside Huey Moon.



As a Firedrake, you have two primary abilities. You can ignite anything within several city blocks' distance, from paper to people to the very air itself, and possess a complete immunity to heat. You could stand in molten lava and laugh off even the hottest laser beams.

Telepathy [600 CP, free Qys]

A species that constantly changes their bodies would need to have some way of recognizing each other without constantly explaining who they are. The Qys' answer was to listen to each other's thoughts, speaking instantly and directly to each other's minds.

You can hear the thoughts of those around you as if they were speaking aloud, as well as broadcasting your own thoughts to beings without psychic potential. You also have the ability to separate your mind into surface level thoughts and the deeper, more private feelings. This is so you don't accidentally reveal your entire life story to a random stranger you're trying to send a simple psychic message to. This functions similarly to the normal distinction between thinking something and speaking it, so anyone skimming your surface thoughts would only hear what you want them to hear. It's good for conversing telepathically, but it doesn't stop them from forcing their way deeper if the other person's a psychic too.

You do have the ability to defend yourself from psychic attacks, luckily. You can lock out psychics weaker than yourself, although your mental stamina can be worn down through constant attacks if you don't retaliate. You can also mentally enter nearby minds and trick those without such defenses by casting mental illusions and suggestions.



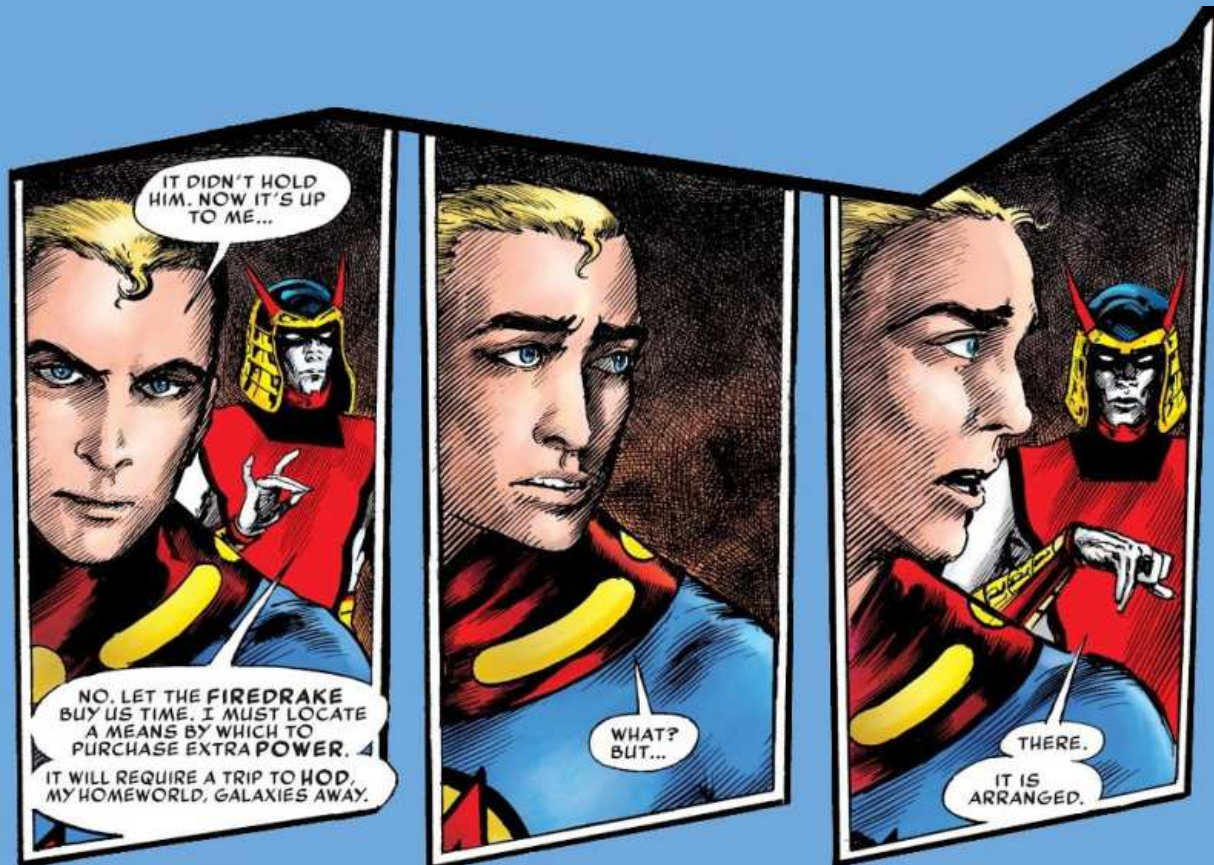
Under normal circumstances, your ability to broadcast and receive thoughts is limited to auditory range, but with effort you can communicate across much greater ranges. The longer the distance, the more difficult this is, so holding a conversation between distant galaxies would require intense and extended concentration with no distractions.

Derma-Circuitry [600 CP, free Warpsmith]

When you were born in the distant Gulf Worlds, derma-circuitry was implanted beneath your skin. The bioengineering used to produce it was first used to create the black Warpsmiths, who then created the lower castes.

With a mere gesture to activate the biotechnology, you can teleport any person or object to any point in the universe, with a few restrictions. You have to have a clear view of what you're moving in at least one of your senses, including memory and live footage, and you can't move anything with more mass than your weight limit. The default caps at roughly that of a small island, but Black Warpsmiths can move entire continents at a time. Anything under your weight limit, roughly that of a small island, can be teleported effortlessly, but trying to go beyond your limit simply doesn't work. Your derma-circuitry cancels the warp to avoid destroying itself under the strain.

A lesser-used ability of the Warpsmith derma-circuitry is the opening of portals. While less time efficient than teleportation, you do have the ability to set the portals to only admit certain things through. For example, by opening portals to the bottom of a deep-sea trench and only allowing light to pass through, you could watch anything happening there without being blasted by high-pressure water. You'd need a light source, though.



Supergenius [600 CP, discount Scientist]

They say that any technology advanced enough is indistinguishable from magic. You prove this adage through your very existence. In your hands, the impossible is made possible, and the supposed limits of science are redefined. It's almost as if the laws of physics are softer for you, but you're just that smart.

A genius among geniuses, even evolved humans fall short of your intelligence. You could easily attain great wealth as a famed inventor and consistently invent technologies centuries ahead of their time. A single piece of advanced alien technology would allow you to figure out entire scientific disciplines used to create it and design your own from the ground up, where it would take a whole team of researchers a lifetime to even understand what it does.

A monkey with comparatively increased intelligence could find a Sony Walkman, reverse engineer it to its most basic principles, and use those to build a working recording studio. For you? There's nothing in this universe you couldn't understand given a good lab and some time.



Miraclejumper [600 CP, free Evolved Human, requires Infra-Space Trigger Device]

“How do you live forever? You become superhuman. How do you become a superhuman? You study other superhumans. Where do you get these other superhumans from? You create them.”

Emil Gargunza wanted to live forever. In pursuit of this goal, he created the Miracle Family. Abducting orphaned children and creating a cellular replicate of each, the replicates were evolved to the point of near-perfection. Stronger, faster, smarter. *Better*. Gargunza failed in his quest for immortality, and was killed by his own creation. But the world was changed forever. Six superhumans were created by Gargunza. Miracleman, Young Miracleman, Kid Miracleman, Miraclewoman, Young Nastyman, and now you as well.

You stand over seven feet tall, and are possessed of inhuman beauty and grace, clearly divine to anyone who sees you. Your physical abilities and senses are similarly increased. You can tear mountains in half and crush coal into diamond with your bare hands, take punches from similarly powerful beings, survive any

injuries as long as most of your body is intact, fly around the planet in seconds, think and move fast enough to catch bullets out of the air, walk through an explosion the size of a city block as if it were a light breeze, and even survive the explosion of a nuclear bomb. You can see clearly for hundreds of miles and through any obstructions, and see normally invisible energy from the entire EM spectrum to more exotic energies like the auras of living things. You can hear a whisper on the other side of a city or through the screaming winds of a hurricane. All of your senses have grown to similar heights, from your sense of touch to your sense of balance.

Perhaps the greatest change is to your mind. More sentient than mere humans, you're capable of experiencing both heights and complexity of emotions and passions they couldn't even begin to imagine, as well as entirely new emotions never before felt, let alone named. Your mind is akin to a crystalline computer, processing and retaining information with a clarity of thought and comprehension surpassed only by the smartest of mortals. You could enter any scientific field and quickly revolutionize the industry.



In time, you could develop new powers only loosely related to what you start off with, including sensing emotions, telekinesis, and the manipulation of energy around you. Your powers will continue to grow stronger and evolve over the years, eventually plateauing after two hundred years. A few decades worth of growth is enough to effortlessly crush someone with only the starting levels of strength.

Your fantastic abilities are derived ultimately from psychic power, resulting in a semi-visible aura around your body. Most of the time it's barely there, just glitters known as the Tinkerbell Effect, but when exercising your powers or in the heights of emotion your aura can range from a flaming fist to a blinding glow to an explosion of otherworldly light. More practice over controlling your abilities will allow you to tamp down on your aura when you don't want it to be seen.

All this power isn't inherent to your being, however. Your original body remains unchanged, and you must speak a trigger word to transform into your powered self. While in your human form you're as limited and vulnerable as anyone else.

Child of Heaven [1200 CP]

You are something beyond humanity, beyond the gods. You are something entirely different. Something superior.

The child of one of Gargunza's superhumans, you were awake and aware long before you left the womb. The evolved humans Miracleman and Miraclewoman were like children to you, and even geniuses like Gargunza couldn't hold a candle to your intelligence. As you continued to grow and mature, you left them all far behind, concerning yourself more with higher matters alongside your thousands of half-brothers and sisters. This rapid maturity without external influence has given you an objective perspective on life, letting you leave behind trivialities like modesty and bias.

The entirety of existence is wide open to you. You can perceive everything around you in great detail, interpreting your surroundings from the most innocuous information. You could look into a fiber-optic camera, and see the person watching the video feed. Your mind is leagues above even the smartest geniuses, allowing you to understand complex concepts and patterns as if they were the most obvious things in the world.



Your physical and mental abilities are unparalleled outside of your half-siblings. While you would never need to fight unless you desired to, your fists could devastate planets, and you could casually create a miniature star or bend light to render yourself invisible with your telekinesis. You can feel and control the emotions and mental states of everyone around you, and implant suggestions directly into their minds that they'll believe was their idea (and a very good one at that). You also have absolute control over your body and biology, such that your physical age is a purely cosmetic choice rather than a reflection of your chronological age.

Just like your parent, your superhuman abilities will grow and evolve over time, eventually plateauing after three centuries.

COMPANIONS, FOLLOWERS, AND PETS

The Jumper Family [50-400 CP]

Import or create up to eight companions to accompany you on your adventures here. Each get 600 CP to spend on origins, perks, items, and powers.

Pantheon [100 CP]

You can take a canon character with you as a companion, if you can convince them to come along.

Church of Jumper [100 CP]

A fairly small religious sect devoted to your worship. They try to live their lives according to your example, and look for metaphors and deeper meanings in every little detail they can find out about you. Meeting you in person is treated as a divine encounter. You can choose a name, like 'Church of the Holy Jump' or 'Knights of the Chain', and define their exact methods of worship.

Enhanced Animal [200 CP]

Any Earth creature that, through genetic engineering, has gained sentience. Although not as smart as a human, it's close, and can speak broken English well enough to hold conversations. If bought with Evolved Animal for one pet, it has the powers and sapience of both. Existing pets can be imported through this.

Sidekick [200 CP]

This child or young adult has weaker versions of your perks and powers from this jump. They'll enthusiastically follow you around and assist you in your adventures, trying to live up to you as their role model.



Evolved Animal [200 CP]

A loyal and playful animal that changes into its superpowered form when its trigger word is spoken. This can be any creature from Earth, and you can customize its alternate form. It can be mutated and intimidating, sleek and machinelike, a higher evolved version of itself, or even identical to its base form. It can also have a different temperament in its evolved form, due to different instinct between bodies. For example, its base state could be quiet and timid while its superpowered form might be a ruthless and vicious killer.

You receive 400 CP to buy perks and powers for it. An existing pet can be imported into this role.

Superpowered Partner [400 CP]

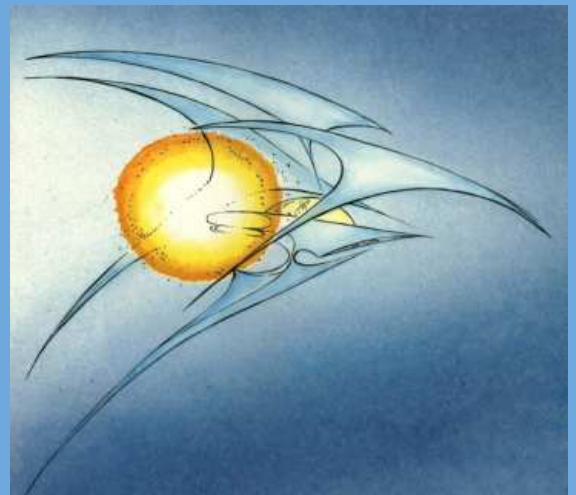
A genderbent version of you, who has a similar personality and costume to yourself. They have copies of all of your perks and powers, but with a different emphasis on how they've developed. For example, they might be physically weaker than you, but have stronger empathic and sensory abilities.

Star Boat [400 CP]

A ship used by the Skella Merchants as they trawl through the galaxies. It flies at lightspeed, sailing along the waves of starlight to cross between solar systems.

While this model doesn't come with a big smiley face on the front, it does have a sentient AI to act as copilot. It can see and hear anything that happens in and around the ship, and can communicate through speakers in the cockpit.

The ship has antigrav systems to keep it afloat in-atmosphere and artificial gravity for comfort in space. When not riding light waves, its speed caps at outspeeding modern fighter jets.



Guntag Borghelm [600 CP]

The all-powerful astrophysicist from the Miracle Family's pulp fantasies who first granted Micky Moran his superpowers. Enfleshed in reality, he doesn't hold the same power he did in the dream world, but that doesn't mean he isn't a force to be reckoned with. He has extensive control over the laws of physics thanks to his mastery of science, which grant him godlike power even compared to the New Gods of this world. While he prefers to stay out of the affairs of mortals for the most part, he does like to bestow great power upon those he deems worthy so that they can protect the innocent and avert disasters. He has the perks/powers Sapphire Teeth, PhDs for every existing field and many he created himself, Genetics Specialist, Soul Specialist, and Supergenius.



SCENARIOS

Scenarios are optional, although you can only take one. If you fail the requirements it counts as failing the jump.

Newborn

You begin the jump at the moment of your birth, and live out your life in this world until your natural death. If you're still alive on your 101st birthday, that will successfully end the jump as well.



Reward: Upon completion of this scenario, Jump-chan will tell you the biggest secret in the universe. However, you have to promise not to tell anyone.

Protector of the Earth

Kid Miracleman has slain the New Gods. He was simply too powerful, overwhelming them before Aza Chorn could discover his weakness. Half of London lies dead alongside the fallen heroes, and without its protectors the world lies unguarded. If not stopped somehow, Kid Miracleman will wipe out the human race within the year, then move on to any alien races he can find. You must save humanity from extinction, killing or imprisoning Kid Miracleman before it's too late.



Reward: Recognizing your heroic deeds, the Queen of England (or her successor, should you fail to save her) will formally knight you before the jump's end, and in all future worlds you will be addressed with the honorific 'Sir' or 'Dame'. You will also have a legend similar to King Arthur's, in which you heroically defended the world from a great monster, a man with demonic powers in some retellings and a terrible dragon in others. Should you desire it, everyone will recognize you as the legendary hero from the myths.

Survival of the Fittest

As in the original timeline, the New Gods killed Kid Miracleman and took control over Earth. However, this time they didn't turn it into a utopia. Rather, they allowed the power to corrupt them, becoming cruel and heartless dictators over a suffering, dystopian slave-world. The human race is dying, being ground into nothing by the gods' brutality, and is slowly being replaced by Miracleman's superhuman hybrid children. This is where you come in.



It falls upon you to cast down the dark gods, breaking their hold and freeing the human race. Your starting date is 2000 AD. You'll have to contend with Miracleman, Miraclewoman, Huey Moon, Phon Mooda, Kana Blur, Mors, the British Bulldog, and Miracledog, as well as Young Miracleman in 2003 if the New Gods are still active by then.

Winter and her half-siblings won't interfere in the fight, nor will the alien races sponsoring the New Gods.

Reward: You become an embodiment of freedom, radiating an aura that breaks down the chains holding people down, physically, socially, and mentally. Being in your presence will see people living more freely and striving for their hearts' desires, resisting and escaping from their chains. This alone would take centuries to overthrow a corrupt dictatorship, but it magnifies your efforts to actively fight fear and oppression tenfold. You yourself can never be intimidated or enslaved in any way.

DRAWBACKS

You can take drawbacks in return for extra CP. No extra CP limit. Tiered drawbacks require their first tier to get the second, and grant the total CP of both.

Drawbacks and scenarios that change your starting date or location are incompatible with each other. Post-Hypnotic Override Keyword, Cooldown, No Control, and Semantic Satiation are incompatible with each other.

Young Whoever [50 CP]

More people just keep showing up! Young Miracleman, Young Nastyman, Young Gargunza, Kid Miracleman, Miraclewoman, Miracledog! Is there no originality left? During your time here, important people will keep spawning off copycats, clones, siblings, sidekicks, and all manner of imitators. This includes you and your companions, assuming you're someone who would count as important.

Hrumu Trance State [50 CP]

A severe enough shock when changing forms can leave the unprepared in a coma-like state known as a Hrumu trance. Your body is catatonic, your mind trapped within your mindscape. To most people, this appears as an empty black void. After a few months, your mind will heal and you'll be back to normal.

Graphic [100 CP]

Although this doesn't change what actually happens during the jump, it does put the worst of it on full display. You're going to see things you really don't want to, things like extreme violence and live birth for most people.

Übermensch [100 CP]

You're the goddamn greatest and you know it. You're going to make sure everyone else knows it too. Your ego is enormous, and you'll be insufferable as a result. It'll be hard to make new friends, and those you do have are probably going to get sick of listening to you.

Fundamentalist [100 CP]

You're stuck in the past, and just can't accept the changing times. You have outdated views that will make it slightly more difficult to interact with modern society. Nothing too impactful, you aren't Amish or anything, but you'll run into differences with other people and will have more than your fair share of awkward situations.

Post-Hypnotic Override Keyword [200 CP]

When you were created, you were installed with a trigger word in order to protect your creator should you ever go rogue. Upon being spoken within earshot of you, all of your perks, powers, and alternate bodies from this jump are nullified for one hour, limiting you to what a normal human would be capable of. The word is something that would rarely if ever come up in normal conversation, but your enemies will be very keen on finding the word should they discover its existence.

Full Override [+200 CP]

Now your trigger word shuts down every single superhuman ability you possess, regardless of where or when it came from.



The Firebug [200 CP]

You look patently ridiculous. As in, 'a very short man in a child's ladybug costume trying to be threatening' level of ridiculous. No matter what you do, you'll be absolutely humiliated whenever you go out in public.

Bounty [200 CP]

There's a price on your head, Jumper, and until it's claimed you're going to have assassins coming after you. They won't have superpowers if you're starting in the Atomic Age, but the better ones can be dangerously persistent and resourceful. Be careful of any weaknesses, or unpowered loved ones they might try to use as bait.

Change-State Division [200 CP, requires at least one alternate body]

When you can transform not only your body, but your mind as well, it's easy to fall into the illusion that you're actually multiple people sharing one consciousness. However, for you it isn't an illusion. Every alternate body you bought now has its own identity. Each has a name, a personality, and their own opinions on what you should be spending your time doing. Much of your time will be spent fighting with them and dealing with the aftermath of their actions.

Nastyjumper [400 CP]

What's a superhero without an archnemesis? A being with similar powers and abilities was created at the same time as you to act as your foil. He or she is currently is at large, their location and secret identity known only to them, and what's more, they have all your perks and powers from this jump. They don't exactly want to kill you, although their morality and goals clash with yours. They wouldn't think twice about killing you if you get in their way, or permanently neutralizing you if you do something they find morally reprehensible, depending on if they lean more towards good or evil.



Cooldown [400 CP]

Your powers burn themselves out far more quickly than they would normally, if they ever would at all. Each time you use your powers, that ability is useless for twice as long as it was used for. Flight, super strength, transformations, everything. Energy stores like mana pools will be depleted three times faster than normal.

No Control [400 CP]

The floodgates are open now, and there's no closing them. Your powers are always on at maximum power. Super strength will cause you to tear a door off its hinges instead of opening it, laser beams never stop firing, teleportation powers will randomly activate anywhere within range, flight won't let you touch the ground, etc. You won't grow tired or run out of energy any faster than you would with moderate usage of your powers.

Semantic Satiation [400 CP, cannot be taken with No Control]

Imagine forgetting the trigger word all of your powers and special abilities are locked behind? How embarrassing. Whether or not that's what happened, you start the jump as a perfectly ordinary human (or alien), with no superhuman capabilities whatsoever.

Supernatural Satiation [+200 CP]

Not only can you not use your perks or superpowers, you can't access your Warehouse or your companions. Until the jump ends, you're no different from the rest of humanity.

Dreamworld [400 CP]

To keep your unprecedented power contained, your creators trapped you in a fantasy world while they studied you. While your mind slowly adjusts to your mental prison to try and wake you up, your captors will actively control the dream in order to convince you no, everything's fine, don't think about it too hard, go back to sleep.

Nightmareworld [+200 CP]

Oh dear. You aren't a Spookshow superhuman, protected by Sir Dennis Archer's oversight. No, you're one of Gargunza's secret projects. In an attempt to learn how to manipulate your emotions, he will subject you to all manner of humiliation and torture. Of course, this won't be your entire existence, the majority of your time will be the regular harmless fun. However, Gargunza will interfere from time to time, and it will always be extremely unpleasant. He's also better at keeping you contained, able to counteract your attempts to escape more effectively than the Spookshow.

Underworld [400 CP]

You start in 1990 AD, after Mors constructs his afterlife below Olympus. You're dead, and can't leave the confines of the Underworld without your soul disincorporating. You could try and reverse engineer the energy field generators to build a mobile version and escape, but Mors will be waiting to drain the field with his staff. Best to just sit tight. Hey, on the upside, there's a lot of interesting people here. John Belushi, Salvador Dali and his pet giraffe, over a dozen Andy Warhols, you'll fit right in.

Thousand Yard Stare [400 CP]

You saw the worst of the worst in London, and it scarred you. Inhuman atrocities and unprecedented suffering irrevocably shattered your peace of mind. You suffer from horrifying flashbacks and nightmares, survivor's guilt, anxiety, and depression. Your starting date is changed to immediately after the attack on London, before the New Gods begin their plan to convert Earth into a utopia.

Thousand Yard Dash [600 CP]

You start in London at the beginning of Kid Miracleman's rampage. Unless stopped, he will brutally murder roughly half of the city's population before the New Gods arrive. You included if you're in the wrong place at the wrong time and can't defend yourself. He's vastly stronger, tougher, and faster than Miracleman and Miraclewoman, and has powers they don't, so I hope you're feeling lucky.

No Time For Crime [600 CP]

Don't feel like dealing with the gritty and realistic 1980s? You'd rather spend ten years in Mick Anglo's campy, danger-free world of Marvelman? Then this is for you! Your starting date is moved to 1954! Enjoy having adventures with the Marvel Family, combating the evil Gargunza and the rest of Marvelman's colorful rogues gallery!

Ahem. Alright, now for the real drawback. While you remember taking the 'Marvelman' toggle for 0 CP, you're in fact being kept in an altered reality state thanks to para-reality programming. You believe the world around you is that of a Silver Age comic book, while your operators in the Spookshow use you for secret operations unfit for normal soldiers. It's possible for you to realize the truth, but it would take significant efforts from those aware of your condition and willing to help you. The government won't give up their prized asset so easily either, reinforcing you with more programming whenever you begin to doubt yourself (as long as they have the chance) and sending in the military should you be captured.



Living Nightmare [600]

Your creator took a liking to you, allowing you greater freedom within your dream world. This had unintended consequences as he continued to ramp up the depravity of the dreams before you managed to escape. Like Terrence Rebbeck, you're now incapable of recognizing that your actions have consequences, or that reality is even real. You act more like a wild animal than a person, satisfying your base instincts and giving little thought for anything else. Flying around the world at random, downing entire kegs of beer, killing anyone nearby on a whim...this isn't your nightmare. Now, you *are* the nightmare.



Kid Miraclejumper [800 CP]

An old sidekick of yours who you believed long dead has come back with a vengeance. He or she has stronger versions of all of your powers and abilities, a severe inferiority complex, and absolutely zero empathy. They want to kill you to prove once and for all that they're better than you, and they like to spend their free time torturing innocent people to death for kicks.

They start off knowing your identity and location, as well as what you're capable of bringing to bear against them. A one-on-one fight would be suicide, so you'll need to be crafty to deal with them.

Body Snatched [800 CP]

Gargunza's ultimate goal was to become superhuman, in order to live forever. And now he's done it. He's stolen your body, taking with it all of your abilities. If the jump ends before you can return to your original body, he will continue on the chain in your place and you will die of old age in his.

However, not all is lost. Believing himself unstoppable, he allowed you to live, and left the mind transfer technology intact. You also still have your powerless alt-forms, as well as your companions and items. But these bring their own complications: your companions don't know Gargunza has taken your body. And, while Gargunza doesn't have any experience using your powers, he *is* a fast learner. You might want to hurry.

Dark Age [1000 CP]

This is your Götterdämmerung, your Ragnarök. Your end. The Dark Age is coming, and with it comes only suffering and despair. The efforts of the New Gods to construct a paradise will crumble away, leaving them fighting a losing battle on two fronts as humanity descends into chaos and alien empires attack from the skies. Old enemies from your past will return stronger than ever, more than strong enough to take their revenge on you and yours. Perhaps most concerning of all, Gargunza has done the impossible and stolen away Winter's body. He has all of her power, and none of her morals or restraint. The war for Earth is swiftly approaching, and unless you can pull off a miracle it will be a war with no victor.

ENDING

Move On

It's time to head to the next world, Jumper. Time freezes in this one while you're gone.

Stay Here

Oh, you've decided you like it here? Alright then. Your chain ends, all your previous jumps unfreeze, and you remain here in your new home.

Go Home

Feeling homesick, I see. Your chain ends, you return to our homeworld, and all of your previous jumps are unfrozen.

NOTES

- Infra-space is the human word for what the Qys call underspace. Overspace is their name for normal space.
- Auras leave lingering traces, and can be detected hours after the person has moved on. Days or longer for particularly strong auras.
- The mindscape is an unnamed concept that shows up in Miracleman from time to time. It's usually unreachable, and when Johnny Bates is trapped in a Hrumu trance his mindscape is an endless, featureless void. I assume this is the default for most people. Spacemen can comprehend their entire mindscapes, and someone with Genius, Miraclejumper, or Child of Heaven could visualize their mindscape to a more limited extent (thanks to their more advanced mental faculties) if they ever find themselves there.

- [11010000] counteracts mundane depression on top of the more inhuman ailments.
- Perfect Control doesn't let you decrease or remove downsides of a perk or power without proportionately scaling down the benefits. Exact specifics are case-by-case, so be reasonable with it.
- Built on Human Bones treats competitions won with the Chessboard of Ages as their original challenge, not as a chess game.
- Spaceman + Soul Specialist lets you build devices to safely enter the minds of other people, including taking them along with you inside without risking their sanity.
- Spaceman + Telepathy lets you enter their unrestricted mindscape directly, with or without them.
- Spaceman is safe with Red King Syndrome, Genius, Miraclejumper, or Child of Heaven. The latter three will also let you to speak in ways other people can understand more easily.
- Key Harmonic of the Universe + The Original Writer lets you spew the most believable bullshit in the world at Mach 3, almost never needing a pre-prepared cover story.
- Child of Heaven + Glonzo lets you buy and use alternate bodies without needing an Infra-Spatial Trigger Device, as you can access underspace with your aura. This also removes the need for a trigger word to transform.
- The backstories described in the Powers and Drawbacks sections are only fluff. You can use or disregard them as you wish, or mix them if you buy multiple powers.
- Firedrake + Miraculous Growth will eventually allow you to turn stars supernova.
- Miraclejumper + That Single Dream causes your children to be born with power equivalent to Child of Heaven. Child of Heaven + That Single Dream causes your children would be to you what Child of Heaven is to Miraclejumper.
- The durability of evolved humans is a result of an invisible forcefield around their bodies. It behaves like normal toughness in all cases except when the forcefield is bypassed entirely, such as with telefragging.
- No, the biggest secret of the universe is not "*I'm happy*".
- Fanwank responsibly.
- Jump made by 