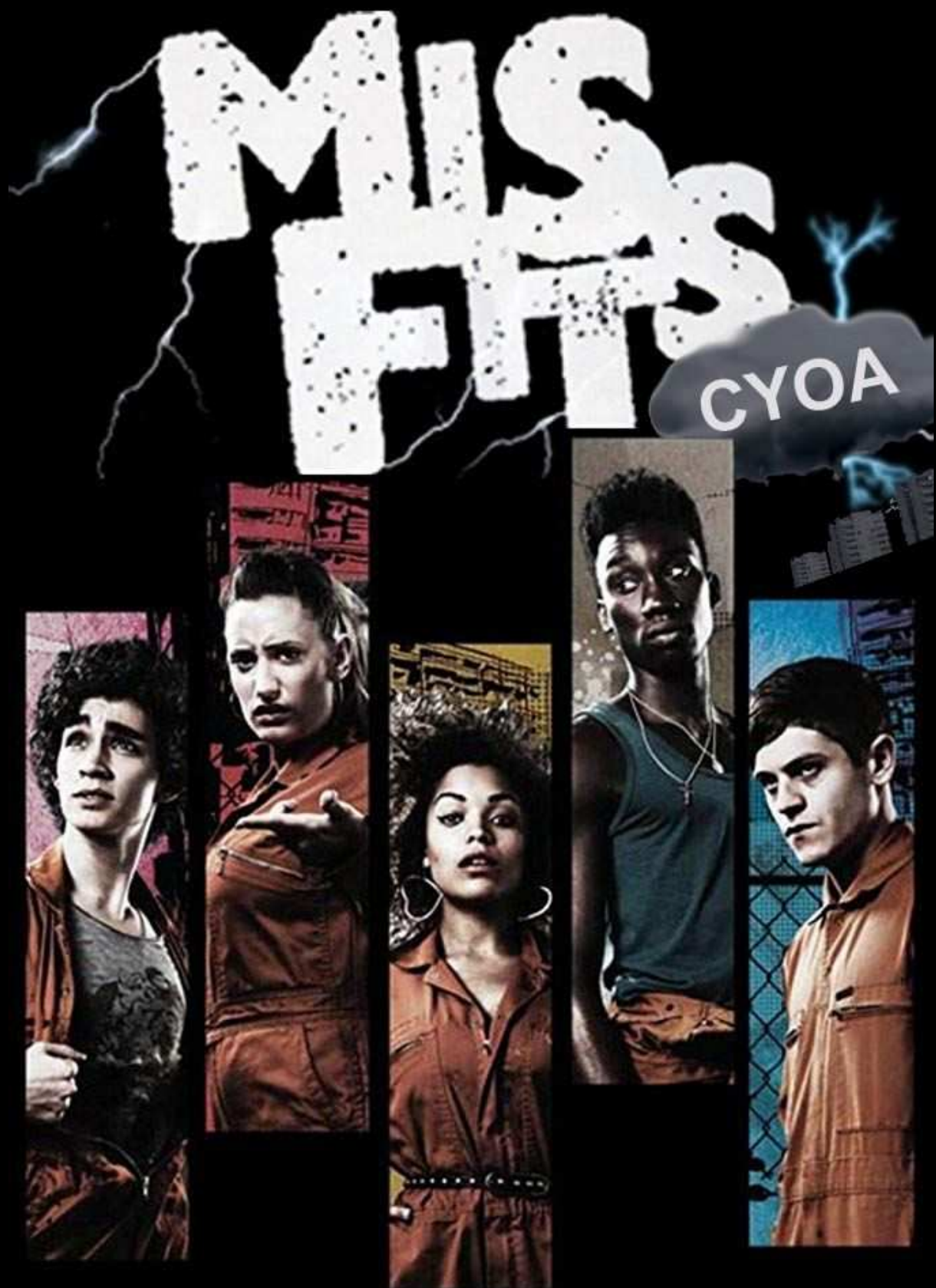




By TheSilverSerpent

Hello Jumper!

Welcome to Wertham, London, 2009, where a freak lightning storm is about to give some of the citizens superpowers. You may be familiar with that concept, but these powers are different. Each power is based off the person's mental state, and form weird quirks. (Such as turning invisible when you feel ignored, or turning back time only when you truly regret something.)

Obviously, I'm going to let you choose your powers here, but you'll be sent in just as this lightning storm hits. The world is much like your own, with people reacting quite realistically to their powers; except that they mostly try to keep their abilities a secret. Some powers are...embarrassing, to say the least.

As always, I'll give you 1000cp to spend as you'd like. Stay safe Jumper, this looks like fun!

+1000 Choice Points

Starting area (Roll 1d8 to choose or pay 100cp to decide for yourself. Rolls 5-8 count as 1-4)

1. The Community Centre

The community centre in Wertham is where the Misfits spend their community service. If you're not here for community service or probation work, there's a canteen down the hall.



2. Vegas!

Located far away from Wertham, you still get any powers you purchase. But what would you do here when all the action is in Wertham?



3. The Bar

The bar is where Alex and later Curtis will work. Decent drinks. The bartender will notice you soon, so you'd better buy a pint or get out.



4. The Warehouse

The warehouse where the mysterious "SuperHoodie" operates from. If you're not looking for a fight or to explain yourself, you might want to get out before he comes back.



Origin (Retain the same gender or pay 100cp to choose gender and age)

Drop-In: (Free) (Roll 1d8+15)

You appear in Wertham, with no memories or history to confuse you. Just as you arrive, a freak lightning storm gives you a power.

Delinquent: (100) (Roll 1d8+15)

You grew up in Wertham, with parents who may or may not care about you. You've messed up, at least in the eyes of the law, and now you have to make up for it with over a year of community service.

Fortunately you were exposed to the lightning storm along with the other Misfits.

Adult: (100) (Roll 1d8+25)

For most of your life you've lived in Wertham. You're outside of your house one night when a freak lightning storm hits you.

Probation Worker: (100) (Roll 1d8+25)

You might (probably) not like these anti-social kids, but the government pays you to make sure they don't get themselves into more trouble. That said, probation workers have a surprisingly high mortality rate.



Skills/Powers

All perks are discounted for the corresponding origin. 100cp perks are free for their origin except for Drop In, which is just discounted.

Drop In:

I'm the new guy: (100cp) You're the new kid, Jumper, but you know what that really means; it's just a fresh start. Whenever you find yourself in an unfamiliar place, you always manage to find like-minded people you can come to call friends. Does not work on hostile creatures, i.e. In Aliens the Marines would befriend you, but Xenomorphs will still target you.

Lactokinesis: (200cp) The ability to move milk with your mind...wait, what? This ability allows you to manipulate the molecules of milk and milk-based products with your mind, even if they are in someone else's body. There's got to be a use for that power somehow...

Communing: (400cp) You can not only speak with the dead, but actually return spirits to a physical state; they can touch, feel, eat, have sex, the works. However, this power only works on those who have not crossed over to the other side, which means they have unfinished business. Once that unfinished business is completed, they will return to the other side immediately. This ability cannot control which spirits you will bring back. The power brings back anyone who died in the location you use it in, and anyone who is related to people currently in that area. It only brings a few people back at a time, so you won't be overwhelmed by hundreds of people in a cemetery.

Cursing: (400cp) The ability to curse someone. You can't cause harm to someone physically, but you can affect their sensations with curses triggered by actions or events. (i.e. Cursing someone to feel like they're drowning every time they don't help someone out.) You can remove these curses at any time. Be careful, if they realise you're the source they may try to power through it and kill you.

Animation: (600cp) The ability to bring anything you paint (or graffiti) to life. With this power you can create portals to your own pocket dimension by painting a hole or a door. In this dimension, anything you paint comes to life, although it can only exist inside your graffiti universe. The universe itself is identical if empty of life to the world it's used in, with "Jumper" graffitied everywhere. Your creations can be destroyed with paint-stripping chemicals like Turpentine, but otherwise have the durability of their real-world counterparts. Your creations begin as a blank slate.

Suggestion: (800cp) The ability to force others to obey your spoken commands. This ability allows you to completely control other people, so long as they can hear you, but for the first two months you won't be able to stop unconsciously activating it. I.e. Telling someone to go f&%^ themselves will, literally, cause them to leave and satisfy their urges. After the two months are up you will be able to selectively apply it when you want. If you die, the effects wear off on anyone you used this power on. Powerful psychics can ignore this.

Power Transferral: (800cp) This power allows you to take people's powers and give them to others. You can store them in yourself, but you won't be able to use any abilities you take with this power. Only works on powers that come from biology, and only on others who are weaker than yourself.

Future Illustration: (1000cp) This power allows you to draw the future. More precisely, you can manipulate the outcomes of events by drawing them beforehand; you won't be able to do impossible things like give someone powers they don't have, but you can convince people to do things they could conceivably decide to do themselves. (i.e. You can't make your enemy kill themselves if they're not suicidal, but you could make someone break up with a girlfriend they love.) If the paper you illustrate this on is destroyed, the affected people will fall over in pain and change their minds, unaware of why they decided to take the actions you drew in the first place.

Delinquent:

Foul language: (100cp) Your uncouth mouth can write checks, Jumper. You might even be able to cash some of them. This perk gives you Nathan's charismatic ability to create foul, goofy jokes that while disgusting, are sure to make others laugh. More uptight people won't be impressed, though.

Telepathy: (100cp) You gain the ability to hear people's thoughts, for better or worse. You start off with only clear and precise thoughts, but not just for humans; you gain the ability to hear the thoughts of animals, such as dogs and gorillas, and even babies. These thoughts are filtered into whatever your primary language is.

Instant Sexual Arousal: (100cp) Does what it says on the can. With this ability, anyone you touch goes into a sexual frenzy, not being able to stop unless you stop touching them or they..."finish". This ability will take some trial to control properly, so watch who you high-five.

Invisibility: (200cp) You don't actually turn invisible, rather you just psychically stop people from noticing you're there, even if you shout. At first, however, the process will be painful and you may spasm on the floor. But with some training you will be able to activate this without any difficulty or spasms.

Reality Warping: (400cp) This ability allows you to warp reality, as long as it follows the structure of a magic trick. Such feats include prestidigitation (creating a flower out of thin air, changing the numbers on a pair of dice, etc.) teleportation (moving small objects into other places, like teleporting a casino chip into a woman's hotpocket) and conjuration, (pulling a rabbit out of your ass. Or anywhere else. It's your kink.)

Time Reversal: (800cp) The power to move back through time and change events that have occurred. Whenever you feel an immense moment of regret, and have an emotional link to an event that has just happened, you can rewind time, though you can't activate this unless the regret is genuine. If you reverse a small amount of time you will relive the time leading up to when you went back. If it's longer than a couple of days, once you correct the event you will jump back to whenever you used the power. This power activates unconsciously as well, so if you have to do something you'll regret you may need to relive it once or twice.

Immortality: (1000cp) The A-lister power. With this ability you will never age or stay dead. Upon dying, your body automatically repairs itself to its pre-death state; you regenerate from any and all injuries, often returning to life almost immediately, waking up perfectly healthy. When non-fatally injured, you heal at a normal human rate; however, those injuries will rapidly heal the next time you die. This means if you are paralysed or suffer a stroke but do not die, this power won't help you until you die. You no longer need to eat, drink or breathe. This power will resurrect you once per Jump without counting as a death. Post-Jump it works continuously as in the show.

Mediumship: (Requires Immortality: 200cp) For an extra 200cp, this ability will also come with Mediumship, the ability to see the dead. This activates the first time after you come back from the dead, and you will be able to see and converse with people who've died in the last 24 hours. They look exactly as they did in life, so telling them apart may be hard. These spirits do not retain any biological powers they had in life. Allows you to focus Communing.

Adult:

Functioning member of society: (100cp) You've learnt what it means to be part of something greater. When you enter a new society, so long as they are willing to tolerate you, you can seamlessly blend in with the culture, understand their mannerisms, and appear as a functioning member of society. You do have to pull your weight and get a job, however. Adulting is hard.

Technological Aptitude: (200cp) You're a f*cking rocket scientist. This ability gives you an advanced understanding and level of knowledge in mechanical engineering, electronics and physics, up to and including creating advanced rockets, rewiring circuits at a glance, and understanding and articulating the intricacies of quantum physics and alternate realities. This does not allow you to build anything more advanced than an incredibly powerful rocket, but you can understand and fix things slightly more complicated.

Gender Swapping: (200cp) As an adult...wait, what? Well, if you really want to, this power allows you to turn into the opposite gender version of yourself. Plumbing and all. I suppose that could be quite useful after all.

Age Regression: (200cp) Who wants to be an adult, right? With this power, you can de-age yourself to any age you like; however, this only lasts as long as you actively concentrate on it. Also, if you reach a certain age (82 or so for regular humans) this power will begin to fade, your control slipping until you die of old age. This only happens if you chronologically age to an age that would kill you without this power. Immortals can freely de-age themselves to any age younger than their physical body as long as they concentrate.

Age Exchange: (400cp) This ability allows you to swap ages with any person, allowing them to become your physical age and vice versa. If you're 80 and they're 20, you become young again while they age to 80 years old. Your chronological age (particularly for jumpers) does not affect this.

Healing: (600cp) The ability to heal others of any illnesses and physical injury by rubbing the afflicted body parts. Can't bring people back from the dead.

Molecular Immobilisation: (800cp) The ability to mentally and physically paralyze individuals in a location. This only works on any biological creatures you can physically notice and see; people you don't notice are still mobile.

Imagination Manifestation: (1000cp) Sometimes it's best not to grow up. This power allows elements from the depths of your subconscious mind to manifest themselves into reality as physical beings. These elements generally include fears, like the boogeyman, and imaginary friends. These constructs have limits, however, and can't be anymore powerful than an average human, except for one ability. Any fear you summon will turn anyone with that fear into a quivering mess. Any imaginary friend you summon will have the unique power to be able to kill other summoned or conjured creatures, and will have the skills, preferences and attitude towards you that you believe them to have. Enjoy your waifu.

Probation Worker:

People out there think you're scum: (100cp) You can quickly determine who is loved by society and who is hated with a single glance. This operates as the majority of society, but be careful; sometimes society looks down on innocent (if annoying) people.

You have the opportunity: (100cp) Are these kids bright? Maybe not, but they've got a lot of time to learn. You can convince even the most dejected person to reconsider the thing they loathe. This won't convince a Kryptonian to hug Kryptonite or your enemy to jump into fire, but it may turn a wayward youth back towards functioning in society.

Berserker Rage: (100cp) With this power you can enter a berserker rage for a full day, losing all rational thought and gaining enhanced strength and immunity to pain. However, while in this state you won't be aware of who you're hurting or how much, and you won't be able to control when you snap out of it until after a day is up. With training, you may be able to set control the amount of time you spend in this state. Enhanced strength can lift 400kgs.

Authority Figure: (200cp) They may not like you, but they will respect you. At least to your face. This perk gives you a commanding, fearsome presence, and anyone put under your supervision (children, soldiers, minions) will be forced to listen to what you say. They don't have to like it.

Video Game Hallucination: (200cp) This ability allows you to see the world as one big video game. Unlike the original user of this power, your goals are displayed as objectives on a user interface, complete with health bar, mana bar, and a map showing where you need to go next to further your goal.

Government Worker: (200cp) There's always a job in the government. This perk will allow you to always find work in any government, provided they're not hostile towards you. You also get competency in any bureaucratic skills you may need for the job, sans superpowers. In future jumps this will always start at the lowest rung of any government hierarchy, and does not give you powers if they are needed for that hierarchy.

Violent Obsession: (200cp) The power to cause people, upon touch, to become obsessed with something/someone you want, to the point of using violence or murder to obtain it/them. This only works if you are truly obsessed with said object or person yourself, and they may kill you to keep them. This power wears off only if you are killed.

Resurrection: (400cp) This ability allows you to revive the dead; they can think, feel, and everything. The only downside is that this power also gives them an insatiable hunger for human flesh. This can be held at bay if they eat human flesh regularly but if they go without they will eventually become a mindless zombie. Animals affected by this turn into zombies immediately.

Immunity: (1000cp) The other Probation workers would have loved to get their hands on this. This power prevents you from being affected by other people's psychic abilities. Psychics can't read your mind, Lactokinetics can't manipulate the milk inside your body, etc. Unfortunately, this does nothing against third parties; objects hurled against you with super strength will still hurt you, and you can't kill someone with immortality using this perk.

Gear/Supply

SuperJumper outfit: (100cp) A sturdy costume comprised of bike pads, a paintball mask and a jumper that comes with it's own hoodie. Gives the wearer decent parkour and bike-riding skills. Easy to move around in without looking like a total tool.

Cash: (100cp, multiple purchases) \$40,000. Cold, hard cash. Doesn't hurt that this is the retail price a certain Power Dealer sells very impressive abilities for.

Four Horsemen gear: The outfit of one of the Four Horsemen summoned in the show. Comes with a hoodie that hides your face in shadow, tracksuit pants, a katana and a bike. You can choose one ability to imbue this outfit with;

Famine: (200cp) While wearing this outfit, you will be constantly satiated and never need to eat or drink, while others begin to feel hungry, no matter how much they consume.

Pestilence: (200cp) While wearing this outfit, your body is purged of any illness. However, those around you will become sick quickly.

War: (200cp) You maintain a constant state of calm readiness, and an iron will. Others will become more irrational and aggressive the longer you wear this.

Death: (400cp) You heal at 2.5 times the rate of a normal person while wearing this, however friend and foe alike will heal 5 times as slow. Consider that this effectively ages people around you five times faster. A day would be five days, but a year would age them by 5.

The Warehouse: (300cp) No, not that one. This warehouse is a flashy lair just as cool as Superhoodie's, and is even more useful. This warehouse has clocks that will count down to a event that you will want to prevent, although it won't give you the knowledge of where or what that event is. Once the event is stopped or happens, it will change to a new event you will want to prevent. This warehouse post-Jump can attach to your, erm, Warehouse.

Drugs: (200cp) A bottle of 10 pills, that when taken will give you a nice high and temporarily reverse any out of Jump powers you have. Fireballs turn to ice blasts, invisibility makes everyone notice you instead, that sort of thing. Be careful though, the reverse of immortality is hyper-mortality, so unless you can turn certain powers off this will come with a massive downside. The bottle refills every month.

Companions:

Who couldn't use a little help?

Jumper's Jumper Posse: (200) You can choose up to 8 companions to import here. Each companion has a free origin and a total of 300cp to spend, but you can transfer them your cp up to a total companion limit of 800cp.

Canon companion: (200cp per companion) You've made friends in this world. Good ones. Why not bring them? Whether it's charismatic Nathan, Rude Rudy or introspective Simon, you can choose any character from Misfits as a companion, provided you can convince them to come along and they survive till the end of the jump.

Permanent Tortoise Mimicry: (200cp) This is Mark. Say hi Mark. Well he can't, because his ability is to permanently be a tortoise. Unless you feed him ecstasy, in which case he will temporarily turn back into a human. Mark retains his intelligence in tortoise form and is very knowledgeable about trivia, being a big Tom Hanks fan. Choosing this will also give you a telepathic connection to him. For some reason, other people seem to intuitively understand what he's trying to say.

Superhoodie: (300cp) Superhoodie was originally destined to die, but that may not be the case. If you choose, a time-displaced Superhoodie will reveal his identity to you and help you as a companion. He can see the imminent future of a course of events (about five minutes into the future) and has the Immunity power. He can also go back in time exactly once, so you'd better use this carefully.

Drawbacks

Drawbacks override perks, and last until the end of this jump. You can take a total of 3 drawbacks.

Friedrich's World: (0) Oh dear, it appears you've landed in an alternate timeline. In this world Hitler somehow got hold of a smartphone from a Jewish man who went back in time to kill him. Hitler is dead now, but the Nazis won WW2, and in 2009 they now seek to collect powers from Wertham and give them to high ranking Nazi officers. Good luck!

Brian's World: (100cp) Brian, a young man with the power to manipulate milk-based products, holds a burning hatred for you. He will attempt to use his power to kill you, and for some reason you won't be able to stop eating milk-based products. He also bought Immortality, so he can't be killed until the end of the jump.

Trans-ability: (200cp) Your genitalia has been stolen and swapped with the opposite by a trans-man who you slighted. None of your abilities can locate them, so you'll have to do it the old fashioned way. For an extra 100cp, their ex has cursed your original genitalia to fall off in a few days, so you'll have to find them, and then their ex in time to save the family jewels.

Funky powers: (100cp) Your powers are awesome. They'd be even better if they didn't revolve around your mental issues. The powers you pick are activated for the rest of the jump by your neuroses; if you can turn invisible, it's only when you feel ignored. You teleport only whenever you feel embarrassed, etc. For an extra 200cp, this will affect your out of Jump powers as well.

Anti-hoodie: (300cp) Superhoodie has come back in time, Jumper, solely for the purpose of killing you. He knows all of your abilities, and has collected powers to counter each of yours. It will take all your cunning and wit to outdo him before he does you in. If you take MisJumper and Anti-hoodie, Superhoodie will retain his counter-powers.

MisJumper: (400cp) You would be ridiculously powerful here. The abilities you have are OP. That is, they would be if you didn't take this drawback. For the next ten years all of your out of Jump powers, items, perks and access to the warehouse are cut off. Not only that, but whenever an enemy attacks the Misfits, you'll find they tend to attack you beforehand, when you're alone.

Jumper Posse: (200, requires Misjumper) Not only have your Out of Jump powers/items/perks been blocked for the next ten years, but you've made a new enemy; the Jumper Posse. Not only will they form earlier than before, the Misfits will decide to team up with them in an attempt to kill you. The Misfits have all their season 1 and 2 powers, and they can be surprisingly crafty.

Scenarios:

Save the Wertham

Everyones powers, save yours, your companions and the Misfits, have been souped up and had their weaknesses removed. That guy who could manipulate milk? Now he can manipulate tons of any liquid. Someone had the ability to go into a berserker rage? Now they're the equivalent of the Hulk. It'll be your job to keep everyone on your side alive during the 10 years here, and keep anyone from blowing up the city (or world).

For achieving this you get the ability to boost one power or perk you have by 1.5x it's natural potency. Does not allow an immortal to get a second Jump resurrection each Jump, just heal faster.

A Superhero has to be willing to die

In this scenario, the Misfits are aware of Superhoodie's ultimate fate, and will actively try to prevent it. Unfortunately, Time has chosen you to ensure things are set straight. Even Superhoodie now wishes to change his fate, and you'll have to make sure the timeline follows the loop.

For taking on this morbid task you gain the ability to sense disturbances in the timeline, and if the timeline is changed you will be aware of any changes and have knowledge of both timelines and how to fix it.

Jumper Special

Uh-oh. It seems that, somehow, Seth got a hold of all your Out of Jump Powers. What's worse, he's sold them all to the residents of Wertham, who each have a mental dependency on your powers to solve their various issues. You're going to have to convince them, any way you can, to give their newfound powers back to Seth, and him to you. Of course, you could try forcing them to...but you have become quite powerful, Jumper.

In exchange for resolving this, your powers will be completely immune to being removed, suppressed or stolen outside of a Drawback. Not only that, your powers and their power sources can't be copied, or forcibly removed from you.

Ending choice

After the 10 years are up, all drawbacks end, your powers if blocked are restored, and you are presented with a final choice in this universe of Misfits.

Go home– This world is darkly comedic, and you miss home. All the perks, items and companions you've accrued over your jumps come home with you.

Stay– This place is actually kind of fun. Young, attractive people, weird superpowers, and of course you have all the A-listers. Why not stay?

Vegas, baby!– This place has been a blast, you've saved some people, maybe killed a few, but there are so many more worlds out there to explore. Entire universes and more powers than you can shake a stick at. And your Spark, too. Definitely THE A-list power to top them all.

Notes:

–The Probation worker powers contain a few other abilities since the origin was pretty unbalanced. Some powers have been modified for balance.

–The Power Transferral only works on a person you are generally more powerful than. No absorbing Kryptonian abilities if you're only Captain America-level, etc.

- Suggestion can be blocked if they can't hear you, or if their psychic defenses are formidable enough. You could probably make Wolverine do whatever you want, but Xavier could safely ignore you.

- Anything you make with Animation is a "blank slate" in the sense that while you can develop their personality if it's based on a real-world counterpart, it will lack any memories or attachments. I.e. Your waifu will be an amnesiac, a dog will not be instantly loyal to you, etc.

- The limits of the Immortality power aren't quite clear; if you suffer any damage that doesn't kill you, it heals at a human rate, but once you die you are completely healed of everything. For the purposes of Jumpchain you get one resurrection without ending the jump, anything after that counts as a Jumpchain ending death unless you have additional immortal perks.

-Age Exchange and Age Regression are similar powers, except that one has consequences for you (if you chronologically age to near-death) and the other has consequences for your victims (if you exchange ages with a young person, stealing their years away.) This explains the price difference.

- The option of picking Death for Four Horseman Gear is double the price because of the advantage it would give post-jump.

- For the MisJumper drawback, the enemies of the misfits will target you when you're alone and vulnerable. Asking the other Misfits to stay outside while you sleep likely won't work for long, as they'll be called away or trapped while you face the bad guy. The misfits usually face enemies about once a week, at no particular time.

-The Jumper Posse has Camouflage, Flight, Electrokinetic, and Emotional Duplication. The Misfits in this drawback have Invisibility/Foresight, Time Reversal/Gender Swapping, Telepathy/Technological Aptitude, Instant Sexual Arousal/Clairvoyance, Immortality/Reality Warping.