

One-Punch Man

v0.8

by RikolsLoveRikolsLife

Introduction

One-Punch Man is a webcomic series by One and manga adaptation by Yusuke Murata with a popular anime adaptation. It takes place on 'Earth' which in OPM is a single supercontinent surrounded by ocean and with 26 giant cities named after the English alphabet. Here you will encounter horrifying and silly monstrosities called Mysterious Beings, and costumed weirdos who call themselves Heroes and Villains and sometimes possess extraordinary abilities.

Gain **1000 CP**.

Disaster Levels

In OPM monsters and other extraordinary beings are organized by tiers called disaster levels, here powers are largely caused by obsession and the form they take or nature of their origin have little if anything to do with how powerful they are. Here are the disaster levels straight from the wiki.

- Wolf: Any potential threat that poses a danger to an unknown degree.
- Tiger: Any threat to a large number of people.
- Demon: Any threat to a city and its people.
- Dragon: Any threat to multiple cities.
- God: A threat endangering the survival of humanity in general.

Starting Location: Given the nature of this setting you can start pretty much wherever you want, Drop ins magically appear there, anyone else will have their recent history altered to reflect why they find themselves there based on their origin with specifics decided by you if you want. The only limitation is that the circumstances for your arrival cannot involve anything that would give you a significant advantage beyond what you've purchased(ie you can't have defeated something you would struggle to defeat otherwise, and can't have befriended someone who isn't a companion/follower). Some example locations will be provided below which you're free to roll on if you want to/have to.

- **1. Any Major City A-Z**
- **2. Heroes Association Headquarters**
- **3. Dr. Genus' Lab**
- **4. Dr. Kuseno's Lab**
- **5. Any Ninja Village still operating**
- **6. Bang's Dojo**

Choose your age, sex, and gender. The specifics can be whatever you want as long as it doesn't provide a measurable advantage to you, things get a little weird here.

Origin

- **Drop In - Free:** You appear out of nowhere, not really that bizarre here honestly.
- **Citizen - Free:** A normal citizen of this world, you were born and raised as a completely normal human in one of the 26 cities and at least at this time live a relatively normal life. The specifics of your job and where you live are up to you but they can't grant you any greater advantage than the average office worker has unless you buy the appropriate perks for it. Otherwise you are just somehow not involved directly in this Hero/Villain nonsense.
- **Hero - 100 CP:** You're a member of the Heroes Association and a government sponsored superhero. By default you just finished your exam and are about to receive a rank and name based on your abilities, if you choose to buy a specific hero ranking later in the jump you can choose to start as an established hero with a level of experience and name appropriate to your rank.
- **Villain - 100 CP:** You're either an established criminal or member of a criminal organization. The heroes are out to get you and the monsters and most other criminals aren't your friends, better hope you're strong. You can choose to start as the lowest ranking member of any group open to new members, or at an appropriate ranking to whatever perks you've purchased.
- **Monster - 300 CP:** A Mysterious Being with strange and likely powerful abilities. But for most of your time here all anyone is going to call you is a monster, and a threat to humanity. This origin can at your choosing function pretty much like Drop In with you appearing from nowhere, except with some kind of crazy explanation for how it happened. Otherwise you can start wherever and however you want with the normal limitations, maybe you were an office worker who got tired of his job and became obsessed with eating crab? Or a cat with a supernatural level of hatred for their owner. Even some kind of 'natural' monster just appearing for the first time, it can be just about anything. (You have to take the drawbacks **Monstrous Features**, and **Evil Aura** for no CP as well)

Perks

All Perks except those marked as exclusive may be bought repeatedly. 100 CP Perks are free for each Origin. All Perks are discounted to half price for their respective Origin.

General Perks

- **Serious Face - Free:** You can at anytime 'put on' your Serious Face, this will cause you to noticeably look very serious, as much as you possibly can while still being you.

Anyone who sees you like this will be fiat forced to take you at least moderately seriously no matter what they would normally think or what you're doing.

- **Great Art Too - Free:** You can freely choose to cause the world to conform to the visual styles of either One(the webcomic) or Murata(the manga/anime) and to any degree of your choosing. This of course carries over to future jumps and is toggleable at will.
- **Class Ranking Verification - Variable CP:** This perk is more of a reputation, whatever class ranking you purchase will impact how people see you in this Jump and their initial expectations in Jumps after this. If you're a Hero it will also guarantee you're government approved in any future Jumps that include government approved Heroes. If a Villain the same goes but for Villains approved by some sort of wide reaching criminal organization. In this Jump specifically it will also grant you discounts on certain purchases, and if a Hero, that actual ranking within the Heroes Association(and everything that comes with that). The rankings and their prices are as follows.
- **C-Class Verification - Free:** C-Class Heroes are the bottom of the barrel in the HA(Heroes Association) and are often no more powerful than relatively mundane athletes with special training. They barely get paid above minimum wage, receive little to no respect or recognition from the public, and have weekly quotas of crimes they must stop or otherwise lose their position and pay check.
- **B-Class Verification - 100 CP:** B-Class Heroes are a bit more respected, at this rank they typically still aren't extremely capable but they stand a chance against Wolf level Monsters and some lower end Tiger level Monsters if working in a group. This is often where you can expect to see some Heroes with weak but noticeable supernatural abilities showing up. They get paid a respectable but still not extraordinary wage and no longer have weekly quotas.
- **A-Class Verification - 300 CP:** A-Class Heroes are most commonly seen stopping dangerous Monsters, they boast obvious and sometimes powerful special abilities and amazing equipment that put them far above the average man. They prove the equal of some Tiger level monsters and can even sometimes challenge lower end Demon level Monsters if working in a large group. They make pretty decent money and often also have merchandising deals and lots of public attention at the higher end. These are most of the Heroes kids hang on their walls.
- **S-Class Verification - 600 CP:** S-Class Heroes are the best of the best(as far as anyone knows). They are chosen specifically for their ability to take on Demon level Monsters one on one. They receive very generous amounts of money from the HA, massive amounts of public attention and adoration, and are generally left to their own devices, allowed to hero however they see fit with the exception of some rare specialized meetings they're expected(but still not technically required) to attend.

Drop In

- **20 Words or Less - 100 CP:** When introducing yourself to someone or explaining something for the first time as long you manage to sum it up in twenty words or less they will quickly and easily absorb the information without freaking out or becoming confused. As a bonus so long as it's actually true they'll believe it 100% as well.

- **A Hobby - 200 CP:** No matter what you're doing or how you're living you can always find at least a little something to keep you going and keep satisfied enough to stave off depression and insanity. Even if it's just watering the plants or cleaning your room you'll find it and as long as you keep consistently doing it you'll never go over the edge.
- **Powerscaling - 400 CP:** This perk ensures that as long as you are verifiably more powerful in a measurable way than your opponent no hax they possess will work on you, invulnerability just needed you to punch harder, your brain is too durable for their mind control, your bodily fluids are too strong for them to manipulate, and your time is just too tough for them to loop. This perk specifically does nothing to help you against numerical challenges or effects, but no hax will ever touch you if it's not, 'on your level.'
- **100 Push Ups, 100 Sit Ups - 600 CP:** 100 squats and a 10KM run. Every. Single. Day. This perk ensures that no matter how powerful you are you'll always continue to improve with training, as if you still had your, 'Nooby Gainz.' Any amount of exercise will trigger this perk and it applies equally to all your abilities, even just the effort of going about your day to day normally will guarantee a very small but noticeable increase in abilities over time, enough to beat the you from yesterday in a fist fight the majority of the time(if just barely). Unfortunately this perk doesn't scale linearly to your exercise on its own so don't worry about working as hard as you can, just putting in the effort is enough. Ability gained from this perk's effects will not fade under normal circumstances(unless otherwise specified assume consistent exercise with this perk's effects will improve your abilities by roughly 30% per month).

Citizen

- **Danger Vision - 100 CP:** This perk allows you to, with just a glance, including over video or picture, determine whether or not something is dangerous for you to be around. This isn't precognition, it won't tell you whether or not it/they intend you any harm, but it'll tell you if they could harm you, and if it/they theoretically would harm someone like you but not specifically you.
- **Inconspicuous - 200 CP:** You really blend into a crowd. With this perk so long as you are acting and look relatively normal no one will ever pick you out of a crowd and nothing will cause you to stand out when you don't want to. This will work especially well for negative attention like say, a monster picking someone to be their next meal, or a robber deciding which hostage to make an example of. So long as you stay in the background the universe will conspire to keep you there.
- **That Look In Your Eyes - 400 CP:** This perk is a special kind of plot armor. It ensures that so long as you don't directly, intentionally, involve yourself you will not be killed by your circumstances, and as long as don't continue to engage or antagonize any threats after you've become involved they'll never bother to finish you off. Maybe the monster going around looking for victims related to something they saw in your eyes, or the guy you just attacked is so disgusted or entertained by your weakness that he took pity on you after swatting you aside and decides to just leave you lying in the dirt. Either way as

long as you don't continually put yourself in harms way you'll survive far far longer than you should by any rights.

- **'Now's My Chance!' - 600 CP:** Going unnoticed has many advantages, perhaps the biggest of which is opportunity. This perk ensures that so long as you remain unnoticed and relatively uninvolved in the affairs of the world opportunities to rise above your station will present themselves. Exactly what this entails will be roughly determined by your own desires, but is otherwise the most logical path to power available to you at the time. Maybe your boss just got killed and for some reason your resume ended up on top of the paperwork for a replacement when the people in charge of that were in a good mood, maybe you caught someone's(or something's) eye when they were looking for the ideal subject to complete their greatest creation, maybe someone left the codes to their high tech mobile fortress that contains their robot death army laying around and they just died leaving it free for the taking, or maybe you just happened to have the perfect amount of time to prepare/train for an upcoming catastrophe. It's up to you to take advantage of these opportunities, but it's always possible, and if you mess up you can always fade back into the background and wait for the next one. If you let this perk continue acting for long enough and keep a good eye out for every opportunity it provides you could relatively quickly end up snowballing all the way to the top tiers of the setting by circumstance alone.

Hero

- **King Engine - 100 CP:** Your body no longer shows any signs of fear if you don't want it to, this won't actually remove that fear but it'll raise the spirits of people on your side. You can also let some signs of fear come through in which case they will instead be interpreted as intimidation tactics, if you do this with your Serious Face on you might manage to unnerve just about anyone, if just for a moment.
- **"When nature calls, I fight at half-strength." - 200 CP:** This perk ensures that your actions, so long as you at least had good intentions, will be taken in the best light possible. This won't make people praise you for it or completely forget about it if you majorly fuck up, but anger will at least be turned to disappointment wherever possible and people will assume you'll do better in the future as long as you make a half decent excuse.
- **King Style - 400 CP:** By naming your techniques and abilities around a specific theme you can noticeably increase their effectiveness, this is obviously in terms of combat, but especially in terms of intimidation factor and brand recognition. The more people see and recognise your particular naming convention the more effective this becomes, until even the most basic and otherwise ineffective techniques defeat your enemies through sheer intimidation and inspire your allies enough to turn the tide of a losing battle. It can also make somewhat silly overcomplicated martial arts into something deadly and almost supernatural in its effectiveness with the right reputation.
- **Fan Club - 600 CP:** Hero worship is iconic in human society, the greatest heroes are talked about in irreverent tones for centuries and sometimes even millennia after their death. This perk doesn't just make gathering this sort of attention easier, it makes it all but inevitable, a natural conclusion. Fate itself will conspire to bring you attention and

adoration as long as you're operating as a hero and working(generally) in the interest of humanity(or whatever kind of dominant sapient race). This perk will become exponentially more effective the more powerful you are/the public sees you as, as well as how much good you're doing/the public thinks you're doing. At the higher levels of popularity fate would bring you lucrative merchandising deals and the kind of respect one reserves for mythic figures, while also somehow causing people to respect your privacy(and possibly be intimidated enough) to leave you be when you make a point of wanting to be left alone. If you want to make hero worship literal on a mass level, leveraging this perk is just what you want to do.

Villain

- **My Backstory - 100 CP:** A staple of any good villain is a good tragic backstory, a poetic tale of tragedy and usually eventual triumph that has led to their current state. This perk ensures that people will always hear out your story, not attacking you or otherwise acting as long as you continue to monologue at them in a comprehensive way and don't make any obvious moves such as attacking them. This does nothing to make them actually listen or understand you, in fact I can almost guarantee they'll rapidly tune you out, and you're somewhat counting on it to leverage this effectively. No one will even try to cut you off early unless they're so massively more powerful than you they could swat you aside easier than a normal man could a fly.
- **"After he turned 70, his plan accelerated." - 200 CP:** Every good scien...I mean Villain knows that preparation is the key to success. This perk makes it so the longer you spend preparing before pulling off a plan, the more likely it is to succeed, this includes completely unnecessary and ill conceived steps. Keep It Simple Stupid is just plain wrong when it comes to you. With enough time and overcomplicated steps you could pull off just about anything.
- **Tune in next week... - 400 CP:** The weekly battle between the Hero and the Villain is an ever present staple of the superhero genre, and it relies on Villains actually making it back week by week. This perk ensures the sanctity of this trope, serving as a special sort of 'one up' perk. Once a week while you have this perk any fatal attack no matter how lethal or absolute will instead turn into a self deprecating gag moment that will ensure your survival and guarantee either your escape or safe capture depending on who you're facing. This will start acting leading up to the climactic fatal attack so don't worry about being killed by spam attacks. So long as you don't put yourself in these deadly scenarios more than once a week you'll always live to see the next one(assuming you don't get assassinated in your sleep by someone else after you escape or something else like that).
- **"Next time we meet, you're a goner!" - 600 CP:** When someone crosses a Villain they can always count on one thing: revenge. At its most basic this perk gives you a bonus to your training and general preparation that guarantees you'll become noticeably greater than you were before by the time you next confront your opponent whenever you're defeated and/or humiliated in battle. But even more than that it creates the perfect opportunity for your revenge, with fate conspiring to cause the two of you to meet in the most advantageous way for you reasonably possible as soon as you feel you're ready.

And as a bonus, when the target of this perk is identified by you as your number one rival it will ensure that nothing gets in the way of you working towards defeating them, with pesky sideki...disciples being too busy or too respectful to try and seriously take you out and save their master the trouble, at worst they'll rough you up a bit and leave the finishing blow to their master.

Monster

- **Mysterious Face - 100 CP:** This perk makes it so every detail of your features and movement of your body outlines you as as scary as possible regardless of how silly and unintimidating you would otherwise be whenever you wish it to be so. This perk provokes an instinctive and visceral reaction, and seems to almost radiate a signal telling others how dangerous and powerful you are, like an aura of strength. And as such is more effective the more powerful you are. This also means the only people completely immune to its effects are those so massively stronger than you 'One Punch' would be overkill on their part.
- **People Sense - 200 CP:** You seem to instinctively sense where people and things most vulnerable to an assault by you are, even at a great distance and often with great timing. You can find your way to these things with little effort and almost no interference. If the heroes are out for a day and there's a large gathering of vulnerable people you can sense it immediately and easily find your way there before the heroes get back. The main thing to lookout for when using this perk is that it only tells you when people are most vulnerable and where they are, it won't warn you if there's a random super strong bald guy in their midst or anything similar, so probably have a backup plan just in case.
- **Playing Dead - 400 CP:** Every big monster needs a second phase, and the fake death is a classic monster battle 'twist.' This perk allows you to appear dead when heavily wounded, with not only convincing movements, sounds, and aesthetics, but even things like your pulse stopping and a mild SEP field convincing people you're definitely dead. But in reality you're perfectly alive, and so long as you don't give them direct evidence otherwise people will carry on believing this, even if your body disappears. This is perfect for setting up a surprise attack or making a clean getaway so you can live to fight another day. But be warned that experienced Heroes likely won't fall for this more than once or twice, and will still try to make absolutely sure you couldn't possibly survive, even if they do believe it again this time.
- **Explosive Growth - 600 CP:** With this perk active, every time you undergo fatal or near fatal injuries so long as you're not completely obliterated(such as by a one punch) or otherwise are definitively and immediately killed, you will resurrect shortly afterwards, recovering from the damage and growing in power. The power gain from this is relative to your previous power, the power of the being that killed you, and how many times you've recently benefited from it, tapering off after 3 or 4 times in quick succession. But it'll always be at least a noticeable increase so long as your opponent was at least noticeably more powerful than you. This perk will not trigger growth if you intentionally trigger it with your power or that of an ally who didn't intend you harm, though it'll still function to resurrect you the same as always. While this perk won't guarantee you'll become able to compete with the opponent that defeated you if they were massively

above you, the power gain from that defeat will be much more massive than otherwise and repeatable.

Powers

This section includes the powers purchasable in this Jump. This section uses **PP** which can be converted from **CP** at a 1:1 **CP:PP** ratio. All powers listed here will be ranked through the Disaster level system which will be listed below with prices. To determine the price of a power take the base price of the listed ability and add the price of the disaster level you want it to operate at.

The Disaster level is a comparative measurement comparing destructive capability to the scale and potency of the ability. Where not otherwise detailed assume that any power without a clear comparison or measurement quality will be effective as described against opponents of the relevant Disaster level.

As a general rule abilities that are more focused and specific will out-compete abilities that are more generalized and versatile of the same Disaster level in terms of raw numbers. Likewise multiple compatible abilities that have synergy with each other will out-compete singular abilities of the same Disaster level, but never so much to raise it to the next Disaster level unless specifically stated, instead these comparisons will determine where they fall in the extremely wide range the Disaster levels represent.

Those with **B-Class Verification** receive **100 PP** for free. Those with **A-Class Verification** receive a discount on all purchases of **Disaster Level Tiger** and **200 PP** for free. Those with **S-Class Verification** receive **400 PP** and discounts on all purchases of **Disaster Level Dragon** and below. Monsters have discounts on all purchases of **Disaster Level Dragon** and below, and **600 PP**, and in the case of **50 PP** powers can receive one copy for free without an included Disaster level.

Disaster Level Wolf - Free: Any potential threat that poses a danger to an unknown degree.

Disaster Level Tiger - 100 PP: Any threat to a large number of people.

Disaster Level Demon - 300 PP: Any threat to a city and its people.

Disaster Level Dragon - 400 PP: Any threat to multiple cities.

Disaster Level Dragon+ - 600 PP: Any threat too high to reasonably be categorized Dragon.*

Disaster Level God - N/A: A threat endangering the survival of humanity in general.

*(The classification "Above Dragon" or "Dragon+" is a fan classification created based on One's statements regarding the strongest characters in the series so far, in which he claims none have been God level(including Garou). Instead to obtain **Disaster Level God** purchase 5 or more abilities at **Disaster Level Dragon+**, complete the relevant scenarios, or train or otherwise improve yourself to that state through your own work. Assume a **Disaster Level God** ability is somewhere in power between large planetary and star level in powerscaling terms, and Dragon+ is anything planetary or below. With similar ratios for other measurements, assume lightspeed - FTL as a range for God level in measures of speed)

- **Physical Ability - 50 PP:** These powers are a representation of base physical ability with no other special qualities to them. They are divided into three categories: **Strength** which is a measure of plain raw strength and gross physical movement, it does not grant you a substantial amount of durability to go with it but your own actions utilising this strength won't bring damage to you. **Constitution** which is a combination of durability, stamina, and physical fortitude(ability to resist toxic or exotic effects). **Dexterity** which is a combination of speed, agility, reflexes, and fine motor control. These three **Physical Abilities** can also be packaged together as one power, giving you a discount of the Disaster level of each one(though they are still individual). Doing so removes power synergy from their interactions with each other, causing them to be noticeably lower in their Disaster level range as opposed to others in the same range who possess all three(unless you have enough meaningful power synergies of another type to make up for this). This power packaging cannot be used to unlock **Disaster Level God**.
- **Strength** at Wolf level is just above what a 'normal' human could be capable of, the canon example is a bear(IIRC). At Tiger level it's capable of threatening large groups of people, which means lifting and destructive capacity somewhere in the vicinity of building level or large building level/city block level at its max. At Demon level it's capable of threatening whole cities and their people, which means lifting and destructive capacity starting at least at multi-city block level, and going as high as city level. At Dragon level it's threatening multiple cities, which means lifting and destructive capacity at least above city level and any amount above that but below continental. At Dragon+ cities are no longer a meaningful measurement, and this represents lifting and destructive capacity at the continental level all the way up to planetary.
- **Constitution** at Wolf level is just above what a 'normal' human could be capable of, the canon example is a bear(IIRC). At Tiger level it's capable of resisting attacks from Tiger level opponents and abilities, which means at least building level attacks, up to large building or city block level attacks, and stamina equal to large groups of people. At Demon level it's capable of resisting attacks from Demon level opponents and abilities, which means at least multi-city block level attacks, up to city level attacks, and stamina equal to the majority population of a city. At Dragon level it's capable of resisting attacks from Dragon level opponents and abilities, which means at least above city level attacks up to anything above that but below continental, and stamina that's equal to huge amounts of people, at least a small nations worth. At Dragon+ it's capable of resisting attacks from Dragon+ level opponents and abilities, which means at least continental level attacks, and up to planetary attacks, at this point your stamina is arbitrarily high and will never run out without a specific ability draining it.
- **Dexterity** at Wolf level is just above what a 'normal' human could be capable of, a cheetah or bird would probably be a fair comparison. At Tiger level this goes into obviously supernatural territory, with speed and reflexes up to just below the speed of sound, precision greater than possible for most animals and the ability to perform normally impractical and highly difficult physical movements such as wall running with little practice. At Demon level this is speed and reflexes at least at the speed of sound, up to hypersonic levels, precision at least equal to most factory ready machines and the

ability to perform normally impossible physical movements such as running on water or balancing on very small objects while fighting with little to no practice. At Dragon level this is speed and reflexes at least into massively hypersonic ranges up to just below lightning levels, precision great enough to cut in between atoms(if you were physically capable) and the ability to perform literally impossible feats such as double jumping or stepping on falling objects. At Dragon+ this is speed at least at lightning levels all the way up relativistic to the speed of light, arbitrarily high precision that doesn't even bear measurement, and the ability to effortlessly accomplish absurd feats of physical movement such as reorienting yourself in mid air to change direction and with something to help propel you, even finely controlled flight.

- **Super Senses - 50 PP:** This power represents supernaturally enhanced senses. It includes but is not limited to things such as one of the mundane '5' senses being enhanced to unnatural levels, any other known natural sense being granted and enhanced to unnatural levels, or even more exotic senses such as a generic 'life' sense, psychic senses, X-ray vision(or equivalent), magic sense, and a sense tied to some particular physical substance. The more generalized the sense, and/or the more of an advantage it provides over traditional senses, the less effective it is as compared to others of the same Disaster level. When purchasing a Disaster level for this power you must decide between potency and scale, if you choose potency the sense will improve in its ability to track objects moving at faster speeds, if you choose scale the sense will improve in its ability to track objects at greater distances and more complex environments. This power can be purchased multiple times without paying for additional Disaster level purchases by packaging them together into one sensory suite, but when doing so they will all operate under the same choice of potency or scale. An additional Disaster level purchase can be made to obtain the other option of either potency or scale, and outside of doing so this packaging cannot be used to obtain **Disaster Level God**.
- At Wolf level this sense is barely above what a relatively 'normal' human could be theoretically capable of, at best comparable to a dog's hearing or bear's sense of smell. At Tiger level this sense is capable of either accurately tracking objects moving just below the speed of sound, or accurately tracking objects in large groups and throughout whole buildings. At Demon level this sense is capable of either accurately tracking objects moving at least at the speed of sound, up to hypersonic levels, or accurately tracking objects across an entire city. At Dragon level this sense is capable of either accurately tracking objects moving at least at massively hypersonic levels, up to just below lightning, or accurately tracking objects across multiple cities, up to just under a continent. At Dragon+ level this sense is capable of either accurately tracking objects moving at least at lightning levels, up to relativistic to the speed of light, or accurately tracking objects across entire continents, up to an entire planet.
- **Gag Physics - Free:** This power does not require a Disaster level and will not be meaningfully affected by one. This power simply ensures that you will not be negatively

affected by utilising the powers purchased here or otherwise as they are described, it also guarantees that when using extraordinary abilities of any kind you will not cause meaningfully greater serious injury than you intended to others when you decided to use it (you still might want to be careful, while you won't be murdering or permanently maiming someone on accident with this power but you can still easily break bones or knock a weak enough person unconscious on accident if you're not careful. It also won't do anything to help you if you do intend to kill or seriously injure someone/something but merely want the fight to last longer.).

- **Monstrous Form - Free:** This power represents any kind of inhuman form or features a body could possess in this universe. As a general rule these forms and the materials they're made of can't meaningfully impact your power or raise it above what it's been purchased at, see the explanation under **Powers** for more detail. This power can also be packaged with others purchased in this Jump for no additional Disaster level purchase (on **Monstrous Form**) in order to give them a more physical basis to function from and much greater power synergy with other physical powers, though this might limit their normal use, such as tying **Minions** into a **Monstrous Form** to represent sapient monstrous additions to your body. You can still purchase a Disaster level for this power (**Monstrous Form**) as normal and still benefit from this effect, in which case you can also gain physical traits as described for this power below.
- At Wolf level the form can be abnormal, with unnatural colors and small aesthetic but non-functional features such as patterns of skin or hair, unusual growths such as earlike or taillike structures and bizarre but theoretically possible body shapes and teeth structures. At Tiger level the form can be inhuman, with animal and/or plant features mixed in and functional biological structures such as natural weapons, ears, tails, wings, and biological armoring. At Demon level the form can be unnatural, made up of inorganic but still somehow functioning materials, the body can take just about any physically possible shape and structure and be made of any stable material in this world or that you can provide. At Dragon level the form can be exotic, with materials not normally stable in this form, and shapes not normally physically possible such as being nearly two dimensional, or a giant blob of shapeshifting water. At Dragon+ the form can be literally impossible, made of whatever you want in whatever configuration you want so long as it doesn't meaningfully affect the power beyond what's described under the disaster level or you can provide it yourself, even a being of pure energy is possible, but still vulnerable to some manner of attacks without other powers to assist.
- **Super Genius - 200 PP:** These powers come in the form of an unnatural level of knowledge in a technical discipline and an unnatural ease at producing extraordinary feats of science and engineering within that discipline. You can choose just about anything as your discipline so long as it involves the study and/or creation of something tangible. Examples include but are not limited to, robotics, genetics, cybernetics, chemistry, zoology, rocketry, and even carpentry. The Disaster level of this power represents the Disaster level of the things you can create using it. Assume that for

whatever Disaster level is purchased you can create something at that level appropriate to your discipline with about a weeks worth of work and relatively appropriate materials. More time and resources spent will effect where that creation falls within the wide range described by the relevant Disaster level, less time will cause it to fall short of that Disaster level by a proportional amount. This can theoretically be sped up with out of Jump perks but cannot be on its own utilized to create something above the relevant Disaster level, for that you need a different science/building perk. This power can of course be purchased multiple times like all other perks in this document, if you purchase other disciplines closely related to each other they can be packaged together and only require one purchase of a Disaster level, such as, robotics and cybernetics. Though this will only meaningfully impact the variety of things created and not, on its own, their quality(you can still purchase multiple disciplines separately with their own Disaster level to synergise normally). (**Disaster Level God** cannot be obtained by this packaging, it must be separate purchases of **Disaster Level Dragon+**)

- **Supernatural Skill - 100 PP:** This power represents an unnatural level of ability in a certain skill, and an unnatural ease at performing extraordinary feats utilising that skill. This skill can be anything theoretically performable by a relatively 'normal' human. Including but not limited to, a discipline of martial arts, a style of dance, a style of cooking, the operation of specific type of tool or weapon, or even a specific form of gross physical movement like climbing, jumping, or even eating. The Disaster level represents what the sort of feats this skill allows to perform would rank, and/or how they could be leveraged to allow you to perform against an opponent of the relevant Disaster level. Compatible skills can be packaged much like **Super Genius** disciplines, but much like them this only meaningfully impacts their versatility without repeated Disaster level purchases and cannot be used on it's own to unlock **Disaster Level God**.
- At Wolf level this skill would allow you to perform feats just outside of 'normal' human ability and compete against Wolf level opponents. At Tiger level this skill would allow you to perform extraordinary feats at the scale and/or potency of a Tiger level threat and compete with an opponent of the same. At Demon level this skill would allow you to perform highly improbable feats at the scale and/or potency of a Demon level threat and compete with an opponent of the same. At Dragon level this skill would allow you to perform normally impossible feats at the scale and/or potency of a Dragon level threat. At Dragon+ level this skill would allow you to perform feats which are practically incomprehensible to any sane, rational person, and which are at the scale and/or potency of a Dragon+ level threat as well as compete with an opponent of the same.
- **Esper Powers - 200 PP:** These are a variety of psychic powers that are normally wielded in this setting by those referred to as Psychics or Espers. All abilities of this category involve the creation, manipulation, or otherwise interaction of psychic energies, and in settings where such things exist or are introduced by you they can theoretically be taught to talented people up to the limit of their natural potential. Examples include but are not strictly limited to, psychokinesis(telekinesis), pyrokinesis(or any other form of

specified natural energy manipulation including gravity), telepathy, mind control, levitation, and the creation of psychic barriers. When choosing an ability for your psychic power you can decide how much you do or don't focus on some specific aspect of that ability (such as lifting, crushing, heat, scale etc.), doing so will increase your effectiveness with that aspect as opposed to other Espers of the same Disaster level but decrease it the same amount in the others. Multiple **Esper Powers** can be packaged together and purchased with the same Disaster level but doing so only meaningfully impacts your versatility and grants a greater variety of abilities that cannot be combined or leveraged to increase their effectiveness in a meaningful way without being purchased separately with their own Disaster level purchases (and cannot unless separated be used to unlock **Disaster Level God**) In the case of levitation compare its maximum speed to what the speed of **Dexterity** would be at the relevant Disaster level, but always noticeably lower because of its more general and versatile application. Mind control will only be effective on persons or things up to its Disaster level and when equal can resisted as a battle of wills. Telepathy can also be power packaged with **Super Senses** for no additional Disaster level cost to give you the ability to use the senses of things in your range. It operates under the same restrictions as Mind control when used in this way.

- At Wolf level this ability can be used to perform feats just beyond human possibility, the kind of things most stage magicians claim to be capable of. At Tiger level this ability performs at the scale and/or potency of a Tiger level threat, affecting large groups of people and/or materials of at least a building level of mass, up to a large building or city block level of mass. At Demon level this ability performs at the scale and/or potency of a Demon level threat, affecting a city's worth of people and/or materials of at least multi-city block levels of mass, up to a city's worth of mass. At Dragon level this ability performs at the scale and/or potency of a Dragon level threat, affecting multiple cities' worth of people and/or materials of at least multiple cities' worth of mass, up to anything below the number of people and mass of a continent. At Dragon+ level this ability performs at the scale and/or potency of a Dragon+ level threat, affecting amounts of people and/or mass at least equal to a continent, up to an entire planet.
- **Super Size - 100 PP:** This power represents extraordinary size, and grants **Strength** and **Constitution** just comparatively below that described by their own descriptions for the relevant Disaster level. If you've purchased both **Strength** and **Constitution** already you can increase your size up to that of the minimum Disaster of the two with only the base cost of this power, but doing so will only cause a marginal increase in those measures compared to someone who only has those powers, and this cannot be used to obtain **Disaster Level God** when packaged with them in this way. Otherwise in order to reach the relevant **Strength** and **Constitution** of a given Disaster level using this power you MUST be at least the size described at that Disaster level.
- At Wolf level this power makes you just beyond the size possible for a relatively 'normal' human, roughly comparable to a bear. At Tiger level this power makes you at least the size of a small building, up to the size of a large building. At Demon level this power makes you at least the size of a large building, up to the size of a city block. At Dragon

level this power makes you at least the size of multiple city blocks, up to the size of a city. At Dragon+ level this power makes you at least the size of multiple cities, and any amount larger but below planetary.

- **Energy Projection - 100 PP:** This power allows you to project energy of various sorts from your body. The origin of this energy and its nature are roughly of your design but the more limited the exit point and simplistic its effects the more powerful it'll be as compared to others of the same Disaster level. Examples of energy types include but are not limited to, lasers, plasma, lightning, fire, kinetic, and even generic colored beams. Examples of origin points include but are not limited to, eyes, mouths, hands, feet, wings, and even the whole body. The primary use of this power is dealing damage at range but depending on other powers or abilities you possess it can be utilized for a variety of purposes, such as propelling yourself through the air with appropriate amounts of **Dexterity**, or augmenting flight based on wings or levitation, or even for precision work with appropriate skills or as a delivery mechanism for another power. Multiple purchases of this power can be packaged together without additional Disaster level purchases, but doing so only allows for greater variety in attacks and cannot meaningfully impact effectiveness beyond versatility, this can either mean that when utilising multiple forms of energy projection at once they each reduce in effectiveness, or they can be used as alternate modes to one central ability. Packaging powers in this way cannot be used to grant **Disaster Level God** on its own. This power can still be purchased as multiple different powers with their own Disaster level purchases as normal however.
- At Wolf level this power barely allows for capability above what a relatively 'normal' human could achieve, with blasts at best comparable to a high caliber pistol. At Tiger level this power is capable of accurately targeting across large groups of people in a wide area, with destructive capability equivalent to at least building level, up to large building level or city block level, and harming Tiger level opponents. At Demon level this power is capable of accurately targeting across a city(if you're capable of aiming at that distance), with destructive capability equivalent to at least multi-city block level, up to city level, and harming Demon level opponents. At Dragon level this power is capable of accurately targeting across multiple cities(if you're capable of aiming at that distance), with destructive capability equivalent to at least multi-city level, up to anything below continental, and harming Dragon level opponents. At Dragon+ this power is capable of accurately targeting across a continent(if you're capable of aiming at that distance), with destructive capability equivalent to at least continental level, up to planetary, and harming Dragon+ level opponents.
- **Regeneration - 200 PP:** This power represents the ability to heal from massive damage and at rapid speeds. By default this power does not require actual mass conversion to function, and will allow a minimum for recovery of normally impossible to heal, but not lethal, injuries. This power will also grant stamina and physical fortitude(but NOT

durability) equivalent to that described under **Constitution** of the appropriate Disaster level.

- At Wolf level this power grants regenerative ability barely above what a relatively 'normal' human could possess, only allowing for the recovering of normally unrecoverable (but not lethal) wounds and somewhat faster out of combat recovery. At Tiger level this power grants regenerative ability capable of healing fast enough to replace at least multiple peoples worth of mass at a combat applicable rate and recovering from wounds that would otherwise prove fatal over an extended period of time. At Demon level this power grants regenerative ability capable of healing fast enough to recover at least a large buildings worth of mass at a combat applicable rate and recovering from wounds that would otherwise prove fatal in a relatively short period of time. At Dragon level this power grants regenerative ability capable of healing fast enough to recover at least a cities worth of mass at a combat applicable rate and recovering from wounds that would otherwise prove immediately fatal. At Dragon+ level this power grants regenerative ability capable of healing fast enough to recover at least a continents level of mass at a combat applicable rate and recovering from anything short of complete annihilation.
- **Henshin - 200 PP:** This power represents the ability to take on new and varied forms. On its own it doesn't give any additional capabilities, instead separate powers can be purchased and only accessible in the alternate form built with this power, most especially **Monstrous Form** (which can also be used to simulate specific forms of more flexible shapeshifting by defining a form at the extreme of that shapeshifting using **Henshin: Monstrous Form** and varying between the two, unless otherwise specified you may transition any amount between **Henshin** forms. Though doing so will also vary the effectiveness of powers specific to one form unless otherwise specified). Any powers you normally possess that you choose not to have access to in this alternate form will refund their value in **PP** which can only be used to define the powers of that form. You can also choose to time limit this form, with it acting like anaerobic exercise capable of exhausting you within 10 minutes regardless of how arbitrarily high your stamina is, if you do this then the purchases made to define this form's Disaster levels are all discounted. **PP** can of course be provided normally without refunding to define a form's abilities. This power can also be purchased multiple times to define multiple forms but all **PP** received from refunds or discounts will be kept separate to each form. This power cannot be used to obtain **Disaster Level God** unless all Dragon+ abilities are within the same form, and in that case it is only active in that specific form.
- **Minions - 300 PP:** This power represents the ability to spawn or otherwise generate creatures (or robots etc.) that possess powers of their own. The powers they possess will be those purchased by you for the express purpose of granting them to your **Minions**, a Disaster level need not be purchased for these powers. Instead the maximum Disaster level of the powers these **Minions** possess will be one below the Disaster level this power (**Minions**) is purchased at. The more **Minions** you have at one time the less

powerful they are individually as compared to others in their Disaster level, and vice versa. By default the maximum number of **Minions** you can have goes up to 1000, you can multiply this number by 10 by either lowering their Disaster level by one, and/or paying the base price of this power again. By default these **Minions** operate largely on instinct, acting to protect you from harm. In order to control them more thoroughly you need another power to work in tandem with this, such as **Telepathy**, **Mind Control**, or a **Super Skill** for communication possessed by either yourself or your **Minions**. By default these **Minions** will also replace their numbers very slowly unless you can provide enough mass to do so in some way, either directly or through another power such as your own **Regeneration** of an appropriate Disaster level. When this power is packaged with **Monstrous Form** as outlined in its description you will be able to control the **Minions** fully without any additional powers, and the **Minions** can freely benefit from any powers you possess with a physical basis (such as **Monstrous Form**, **Physical Ability**, or **Super Size**) up to their Disaster level (one below what this is purchased at) with the obvious exception of this power unless purchased again. Though doing this will greatly limit their versatility by tying them to your presence and will only give as much additional raw power as a good power synergy with these powers normally would, the main advantage is to your own versatility and in multiple simultaneous avenues of attack.

- **Altered Fate - 100 PP:** This power represents the ability to manipulate events and circumstances in undefinable ways through indescribable methods. By default this power attempts to provide you some kind of vaguely defined advantage against threats up to its relevant Disaster level. The specifics of how it affects things and handles these threats depends on the nature of the power, and the Disaster level of the threat. A general rule is that a threat of an equal Disaster level to this power will only be somewhat mitigated, and rather than properly competing with it you will just receive a small chance of dealing with it, and above that Disaster level are relatively unaffected. Examples of powers of this type include but are not limited to, super luck, 'the power of love,' 'fighting spirit,' and reality denial.
- **Material Generation - 200 PP:** This power represents the ability to generate some kind of material in a potentially destructive manner. This material can take the form of just about any tangible substance, but the more destructive or otherwise beneficial nature of this substance, the less destructive its mode of generation will become, and its nature can never put it above its purchased Disaster level unless it's provided with some other method. The shape this material takes is up to you when generating it but the more complex or otherwise finely tuned of a form it takes, the more time it will take to generate proportionately as compared to recklessly launching it out. Example materials include but are not limited to water, acid, magma, sand, rock, slime, or ice.
- At Wolf level this generation occurs at a rate only barely beyond the capabilities of a relatively 'normal' human, best compared to an industrial water cutter. At Tiger level this generation occurs at a rate capable of at least covering and/or destroying an entire building, up to a large building or city block. At Demon level this generation occurs at a

rate capable of at least covering and/or destroying multiple city blocks, up to an entire city. At Dragon level this generation occurs at a rate capable of at least covering and/or destroying multiple cities, up to anything less than an entire continent. At Dragon+ this generation occurs at such a fast rate it's capable of at least covering and/or destroying an entire continent, up to an entire planet.

- **Final Attack - 200 PP:** This power represents the ability to exhaust all your energy in one singular attack for much greater output than normally possible. The nature of this attack is roughly of your design and can either be in line with any destructive power defined in this section (with the normal stipulations attached to that power) or attached to the effects of a specific power you possess, which will synergistically increase the attack's destructive capability relative to the normal output of that power. The destructive capability of this attack is equal to at least the absolute maximum for its Disaster level, up to the very minimum for the Disaster level above it. The use of this attack will always exhaust all of your energy regardless of how arbitrarily high it would normally be, and render you to a state of complete exhaustion regardless of how arbitrarily high your stamina would normally be for a period of rest equal to at least 8 standard hours. This power can be purchased as a package multiple times without paying additional Disaster level purchases in order to be able to create multiple different forms of attack, but doing so cannot be used to unlock **Disaster Level God**.
- **Fortune Telling - 100 PP:** This power represents the ability to predict events of a certain nature using esoteric methods. The methods for how this power activates and manifests are roughly of your design, examples include but are not limited to tarot cards, crystal balls, prophetic dreams, and clear but indescribable gut instincts. The form of events this power predicts can either be fortunate, unfortunate, or of any level of fortune, but the more limited they are the more detail can be gathered, and the greater severity of event it can predict as compared to less limited forms of this power at the same Disaster level. This power can also be focused to specialize in a more particular form of event such as physical threat, romance, or business. Doing so will increase the detail gathered and severity of event predicted within this focused area as compared to less focused forms of this power at the same Disaster level.
- By default this power acts at a large and fairly vague scale, predicting events from a point of reference of a scale up to that allowed by its Disaster level. This power is NOT a general or combat precognition, but rather predicts the fate of a particular thing or things as related to upcoming dramatic events. The events predicted by this power are given in a level of detail typically no more than a general outline with a date no more specific than half an hour at the most, and a description of the event and/or its causes no more specific than its shape, size, color, location, and general nature. The Disaster level of this power determines not only the scale of the subject it can be targeted to (predicting events affecting this subject) but also the severity of event it can predict as compared to its Disaster level. Events of a lower Disaster level will have more specific information provided on them up to the limits described above, and events of a Disaster level up to

one higher may only be predicted as far as to know vaguely that something fortunate or unfortunate will happen(with vague but general severity), and possibly a period of several months it may happen within. This power cannot predict events more than one Disaster level higher than it is purchased at. This power can be purchased multiple times as part of a package without paying for additional Disaster level purchases. This will only allow you to define multiple focuses and forms for this power to take in order to increase its versatility, and will not meaningfully impact its potency. This power packaging cannot be used to unlock **Disaster Level God**.

Power Drawbacks

This section is for drawbacks which can be applied to either specific powers or generally to your Jumper's entire powerset as specified in their description. These drawbacks last for the duration of the Jump overrule anything else in this Jump or out of it as normal for drawbacks. All drawbacks in this section provide **PP** unless otherwise specified.

Drawbacks applied to individual powers are retained after the Jump unless otherwise specified, these drawbacks change the basic functioning of the power itself. Otherwise drawbacks are lifted after the end of the Jump as normal. These drawbacks may only be selected once generally, or applied to a single power once unless otherwise specified.

The **PP** granted from a drawback applied to a single power removes that cost from the total price of that one power, to a minimum of **0 PP**, unless otherwise specified.

- **Circumstance Limitation - 100 PP(Off of the total price of one power, to a minimum of 0 PP):** A power this drawback is applied to only operates at its described level under specific, limited circumstances. Outside of these circumstances it is at most half as effective as it is within them. These circumstances are roughly of your design but must be things either relatively rare and completely out of your control, such as a certain weather event(rain, snow, no clouds) or time of day(that covers no more than a quarter of the day), or must require significant preparation or a particular location, such as being submerged in a specific material(water, sand, rock) or being in an area above or below a certain temperature(must be at least above 100 degrees F, or below 30 degrees F). This drawback can grant an additional **50 PP** off of the price of this power(to a minimum of **0 PP**) in exchange for lowering its effectiveness an entire Disaster level instead outside of these circumstances. And for a final additional **50 PP** off of the price of this power(to a minimum of **0 PP**) the power can be rendered completely inoperable outside of these circumstances.
- **Material Limitation - 100 PP:** A power this drawback is applied to requires a specific material substance to function, the material must be of a liquid or solid form unless it is as rare as helium or moreso. In order to operate this power an appropriate amount of this material must be utilized equal to the minimum scale described for its Disaster level. The nature of how the material is used is roughly of your design so long as it is in some processed by your body(ie being in your presence doesn't count), this can mean that in the case of a material generation power of the same material as this drawback the material used by that power must be largely supplied by outside forces, or in other cases the material may be consumed to store 'energy' which can then be spent to operate the power. For an additional **100 PP** off of the power's price(to a minimum of **0 PP**) the power may instead require material equal to the maximum scale described by its Disaster level.
- **Weakness Limitation - 50 PP:** A power with this drawback will not operate at normal efficiency when in the presence(within roughly a couple of feet) of a specific material substance no more rare(on Earth) than uranium. When in the presence of this substance the power this drawback is applied to operates as if one Disaster level lower than

normal. For an additional **50 PP** off of this power's price(to a minimum of **0 PP**) the power is instead rendered completely inoperable when in the presence of this substance. For an additional **100 PP** off of this power's price(to a minimum of **0 PP**) the substance must be no more rare(on Earth) than silver.

- **Item Limitation - 100 PP:** A power with this drawback cannot be utilized without the presence(on your person) of a specific singular item chosen when this drawback is taken. Whether this means the power is granted by the item or is in some other way inherently or supernaturally attached to the item is roughly of your own design.
- **Core Limitation - 200 PP:** This drawback is applied generally rather than to a specific power, this drawback will be removed once the Jump has ended. This drawback causes 5 'cores' to develop within your body, if all of these cores are destroyed you will die regardless of any abilities that would normally prevent this or allow you to recover from this. When any of these cores are destroyed they cannot be recovered, these cores are also unaffected by any powers that would increase their durability or otherwise make them resistant to direct destruction. These cores will never be destroyed merely by the forces or powers propagating through your intact body but when exposed could even be destroyed by a relatively normal human wielding a simple weapon or tool. For an additional **100 PP** per core you can choose to remove a core now at the start, to a minimum of one core.
- **Emotional Limitation - 100 PP:** A power with this drawback causes an influx of emotion tied to the use of the power it's applied to. By default this emotion must overcome your normal will and be noticeably detrimental to your normal operation in some way, influencing your decision making in a way negative to you. Otherwise the particulars of this emotion and the power it's tied to are of your own rough design. Examples include but are not limited to rage that leads you to act rashly and cause unwanted damage or destruction, happiness that leaves you about to being taken advantage of as compared to normal, or sadness that impacts your ability to bring yourself to act in a meaningful way. For an additional **100 PP** off of this power's price(to a minimum of **0 PP**) this emotion is instead overwhelming, causing you to take action you might not otherwise even consider such as attacking allies in a rage, and it will be difficult to bring yourself willingly out of in a reasonable time frame.

Items

All Items may be bought repeatedly. One 100 CP Item is free for each Origin. All Items are discounted to half price for their respective Origin. All items can have a similar item freely imported into them.

General Items:

- **OPM - Free:** This is a collection of all official One-Punch Man content and merchandise, every volume of the manga, blue rays of the anime, printed versions of the webcomics, CDs of all the music and audio books, and as much extra physical merchandise such as

apparel items and figures as you're willing to have delivered to your warehouse(or equivalent). You also get all the same in digital form on an omni-compatible super flash drive.

- **Uniform - Free:** This is an apparel item of your choice of appearance, up to and including an entire full body suit plus extra such as capes and skirts. This item scales with your own abilities, always at least as durable as you are and benefiting from your own regeneration should you have it. The only damage it'll incur when encountering forces not sufficient to notably injure you will be entirely aesthetic. Otherwise it'll be fully healed upon leaving your sight when not on your person, including from total destruction.
- **Powered Item - 100 CP(Discounted with A-Class Verification or higher):** There are little to no guidelines for what this item is, it could be a weapon, armor, even a vehicle or household appliance. No matter what form it takes this item is a platform of your own design which can be customized using the **Power Supplement** later in this Jump. If you purchase at least a Tiger level **Monstrous Form** for this item then it may become a cybernetic or magical prosthetic integrated into your own body or that of someone else, you could even have it act as a full body replacement or an empty vessel for an AI or ghostly spirit. By paying an additional, repeating, **100 CP** you can also combine this item with any other compatible item you own, combining their capabilities and upon multiple purchases adding more and more compatible items to it. When purchasing a **Powered Item** you receive **300 PP** for the **Powers** section which can only be spent on this item.
- **Subordinates - 200 CP(Free with S-Class Verification):** This item is a collection of low powered mooks such as Wolf and Tiger level Monsters, C to A-Class heroes, fairly common criminals, or even something like corporate agents or trained assassins. The specifics are up to you and your origin but either way this is a fairly decent amount of 'manpower' completely loyal to you. The exact numbers will vary slightly over time but can be roughly directed by you depending on how strong you want the average member to be, if they can all be fodder then you can have a couple hundred or more easily, if they need to be Demon level monsters then you'd be lucky to even have ten. Their numbers will recover over time to replace any lost members and they are completely immune to any subversive tactics. They will retain improvements you make across Jumps but only if they were done in a general all encompassing way, they won't all suddenly have mech suits because you gave it to one of them.
- **Headquarters - 400 CP(Discounted with A-Class Verification or higher):** This item is a large and very secure base that can be freely combined with any and ALL other properties you own, increasing its size with no limit and combining their capabilities. By default it takes the form of something like a giant metal fortress or vast underground cavern system, but the specifics are up to you and your origin. If you also have **Subordinates** then this item can be upgraded freely into an **Organization**, which gives you a large organization of your own design that will follow you Jump to Jump and can have additional members added to it or created for it beyond the soft cap described in **Subordinates**.
- **VGS - 200 CP:** The Virtual Genocide Simulation is a headset that use data on Monsters(and anyone else) that you can provide in order to simulate a fully realistic

battle with that individual and/or any others you've provided data for in the past. It can study someone with a few quiet minutes wearing it in order to catalog their data or have it input manually by you or someone qualified to do so. Though the data may be flawed if the individual studied is too overwhelmingly powerful or the person inputting it had an incorrect account of their abilities.

- **Okame-Chan - 100 CP:** Also known as the Okame mask, this is a Japanese style yokai mask covered in fake eyes. It can be used to scan an individual and determine their physical strength with just a brief moment spent pointed in their direction. Unlike the one made by Child Emperor this version will never fail to scan someone because they're too weak or too strong, though it does still measure people by bears. The mask is capable of providing perfect battle data for the **VGS** listed above.

Drop In:

- **Training Outfit - 100 CP:** This is a comfortable and well fitted set of training attire. It ensures that you will not cause undue strain to your body even when exercising at a rate that would harm a normal person. The outfit is always durable enough to withstand your training and quickly repairs/cleans itself when out of your sight and not on your person. When wearing this item you will never become overheated, strain/pull a muscle, or otherwise cause notable damage to yourself beyond the limits of healthy training through the actions of 'normal' training (not a fight you decide to think of as training, or otherwise physical activity where you're trying to abuse this effect to be extra reckless and win).
- **Self Improvement for Dummies - 200 CP:** This is an endless collection of documents including pictures and diagrams that will detail the steps to learning just about any skill imaginable. It comes in your choice of a combination of books and digital storage. The skills taught by these books are limited to those you're physically capable of performing (or capable of training to perform) and those you could theoretically gain knowledge of within a setting. What makes this special as opposed to finding this knowledge yourself is having it all as soon as you enter the relevant Jump, and the fact that they perfectly personalize themselves to the user in order to streamline their learning.
- **Starter Pack - 400 CP:** This item is actually an infinitely respawning order form that you can use to order whatever equipment is necessary to physically train or develop a skill, by default it will deliver all relevant materials to your doorstep (or equivalent) within an hour of ordering, quicker the less is ordered. This cannot be used to order anything other than that which is necessary to develop a particular skill (or hobby) and the items delivered will never break or accumulate damage when used 'properly.' If you also have the item "**Self Improvement for Dummies**," it will automatically list everything you need to order in the relevant book, and even fill the form in automatically if in digital format. This item will never charge you for these things when used as intended.
- **Cheap Apartment - 600 CP:** This is a small cheap apartment, the air conditioning doesn't work and for some reason the fridge and cupboards cannot be opened in the mornings, but there is always a fresh banana sitting out for you. None of these things can be fixed or changed in anyway, this item can still be imported as normal and

integrated into other structures but cannot itself be meaningfully changed. Sounds like a bad deal overall, but for similarly inexplicable reasons if you live here and don't receive outside assistance in overcoming these issues any training done while living here will be the most effective you can possibly achieve. No matter what training methods or facilities you gain access to training while living 'normally' here will fiat backed ALWAYS be at least as effective. Although the name says cheap, it is actually always free to live here(with free heating, water, etc.) as if the person in charge of charging you for it just forgot to or decided it wasn't worth their time.

Citizen:

- **Casual Attire - 100 CP:** This is a mundane looking outfit of your choice who's appearance can be changed upon entering a new setting, when wearing this outfit and not doing anything directly to stand out a minor SEP field will cause people's eyes to slip off of you and their short term memory to not make note of you. This can only be used to avoid notice in public spaces or perform very subtle actions, anything obviously directed at another specific person will cancel its effects on them.
- **"9 to 5" - 200 CP:** This is technically a job, but acts more like a paycheck with an alibi attached to it. With this 'item' in your possession you can apply for any job no more glorious than the average office workers' and you'll be hired no questions asked, even if all you sent was a name and address to send checks to. No one will find this strange, and in fact, though you can whenever you wish no one will notice if you don't actually show up for work. People will be convinced they just missed you, or you turned in work from home, or even that they DID see you but just didn't stop to say hi. This can be freely applied to any job you already have, but if it's more glorious than what the average office worker is doing/being paid then it's up to you to actually get the job.
- **Personal Office - 400 CP:** This is a respectably sized and furnished office that legally belongs to you with no monetary upkeep needed. While working in this office no one(and nothing) will disturb you, no one will ever question the work you do in it and no one will ever enter or follow you to or from it without your permission. It comes with as many hidden spaces as needed to perfectly hide whatever work you do inside should it become necessary, and things can be quickly hidden within these spaces with the push of a button. Feel free to carry out any secret and/or unscrupulous work here you desire without fear of any reprisal so long as it doesn't reach the outside.
- **Office Building - 600 CP:** This is a respectably sized and furnished office building that legally belongs to you with no monetary upkeep needed. This building benefits from a similar effect as the "**Personal Office**," item, any work done within comes under no scrutiny from outside sources and the building contains as many hidden sections(including underground) as necessary to carry out whatever work you desire in secret. The entrances to these sections are perfectly hidden and locked to anyone you haven't given permission to enter them. If you also own the "**Personal Office**," item the two can be combined, in which case not even the people you have working here will question the work done in it, and they will never reveal the secrets within this building intentionally or otherwise. You can also combine this with any housing property you own

to attach it as a penthouse suite on top of or within it. If you also own the item “9 to 5” you can easily put out hiring requests and they’ll be rapidly filled by people matching your specifications from the normal surrounding population, these people will not question what the job entails and will be eager to begin working.

Hero:

- **Hero Gear - 100 CP:** This item is a set of personal equipment meant to assist you in your work as a Hero, though they need not be common they are by default relatively mundane. They can be easily integrated into any other set of equipment you own, gaining any unique/supernatural qualities present in it. Examples include personalized weapons like a well made sword, custom pistol, rocket propelled kicking boots, or body mounted tesla coils, as well as well made but otherwise mundane armor plating. These items prove surprisingly easy to use no matter how unwieldy they seem, and will repair(and replenish) themselves when out of your sight in between uses.
- **Actual Fan Club - 200 CP(Free for Heroes with A-Class Verification or higher):** This item is a fan club newly formed anytime you enter a Jump, they will produce fan content related to you and your exploits that correspond to your tastes. Stories, comics, even videos and games based on you and surprisingly high in quality. Occasionally fans will come up with crazy fan theories that happen to correspond with things about you they can’t possibly know of, no one will actually pay attention to these theories even if they’re proven right, but it means you’ll have some content that otherwise wouldn’t be possible without revealing your secrets. You’re free to interact with your fan club if you really want to, but I wouldn’t suggest it, they’ll be of the demographic you prefer but they’re REALLY into you.
- **Private Contractor - 400 CP:** This is another order form, but this time rather than for goods it’s for services. Anything you’d want to hire someone for that would directly assist your Hero work is free, such as cleaning and/or maintaining your equipment or properties, cleaning up after your battles, or organizing your schedule like a personal assistant. This item can also be used to cheaply request services outside of your Hero work at a modest price, albeit with no questions asked, though the service has to exist in the world you’re in.
- **Personal Dojo - 600 CP:** This item does not have to be a dojo(though it can be) but it is a publicly known property you own and do Hero work out of, if you want to be left alone here most people will respect your privacy but if you allow it people of an amount and demographics of your choosing will flock here to learn about being a Hero. Most people who come here to learn and train under you would need serious effort to even make it into C class, but there is always a proportion of students(relative to the total amount you allow in) that are talented/dedicated enough to make it to the top of A class, or possibly the bottom of S class with enough training. The number of students of this caliber you’ll have at one time always works out to about 3, give or take one.

Villain:

- **Symbol of Fear - 100 CP:** This item is a functional part of your personal equipment, and like “Hero Gear,” it can easily be combined with other equipment sets to share their qualities. Unlike “Hero Gear,” this is an exclusively singular item, and must be relatives

simple in function if not necessarily design. The purpose of this item is to serve as a symbol of you and what you stand for, when brandishing it with intent it will instantly carry with it a 'message' of your reputation and be recognizable by the person seeing it if possible. You can quickly and easily establish who you are and what you're about by carrying and using this item. Examples would be a high quality but relatively mundane sword, a custom pistol, and a simple armor or apparel piece such as an iconic mask.

- **Bag of Tricks - 200 CP (Free for Villains with A-Class Verification or higher):** This item comes in the form of some kind of wearable inventory such as belt pouches, specialized pockets, or just a literal bag you carry with you. It can be effortlessly integrated into any equipment set you own where it'll share its unique properties just like the **"Symbol of Fear."** This item has a normal amount of mundane inventory space by default, but whenever you're engaged in battle will always contain an infinite and varied number of relatively mundane gadgets and disposable weapons such as smoke bombs, throwing knives, tasers, and trip wire. These will roughly be in accordance to your 'theme,' which you can mentally decide at any time. It will usually be an item helpful for your situation but don't expect to rely on it.
- **"Work" Phone - 400 CP:** This item is a high quality communication device that is completely immune to hacking, tracing, and 'listening in.' By default it takes the form of a relatively mundane looking cell phone and functions like one, but you can choose for it to have just about any form that doesn't noticeably impact its functionality, even supernaturally effective but completely non-combat capable messenger animals or robots. This method of communication will never be intercepted and can be used to easily and smoothly set up 'business' deals and contracts. The phone won't be contacted by anyone or at anytime you don't want it to but whenever you're open to it will be contacted by people looking for the services you offer.
- **Secret Lab - 600 CP:** This item is a highly, but relatively mundanely secure workshop that does not legally exist. It needs no upkeep and provides its own water, heating, power etc. This facility is great for building and developing technology and other sciences and will provide enough materials and automated functions to allow you or anyone else operating it to produce one grand work at the quality they're capable of per week, or many more at a much lower quality. The real special aspect of this property however is in its ability to automatically replicate items (and any relatively mundane technology or creatures) that it examines. This also includes any special items purchased in this Jump document you provide it so long as they're back by **CP** and you have the relevant materials and knowledge to recreate them (or have someone else who does operate it).

Monster:

- **Crab Underwear - 100 CP:** This is an apparel item that can take the form of just about any mundane clothing, what's special about this item is that it changes to fit your body and its capabilities, no matter how bizarre or extreme they are. Giant crab man? Your underwear still fits just fine. It is immune to the extreme and/or bizarre forces generated by your body and will recover completely from any damage (including complete destruction) as soon as it is out of sight and not on your person.

- **Power Sealing Armor - 200 CP:** This is a set of worn equipment, by default an almost full body armored suit, of your own design. This set of 'armor' is used to seal in your immeasurable, irresistible power. It integrates with your body and has durability equal to your own(current durability, not maximum) it can be mentally controlled to dial down any and all of your powers, perks, and capabilities by any fraction of a percentage you want and raise them back up by the same all at will. If broken, likely because your durability has been dialed down, your full power will be released near instantly and during this moment any attempts at intimidating an opponent will land much more strongly than normal. The armor will reform itself in perfect condition as soon as it's out of sight and away from your person.
- **Hidden Lair - 400 CP:** This item is a hideaway that is unknown to anyone in the setting at the time of its import. It is a respectably sized, enough to be a comfortable space for someone of your stature, whatever that may be. By default it's an underground cave system but it can be nearly any livable 'natural' formation. It will have easy access to food and water regardless of its location and always maintains a temperature you find comfortable. The biggest advantage though is that when hiding out in here people seem to almost forget about your existence after a little while. They won't literally forget(unless it's been several years at least) but for some reason while you're staying here you slip from their minds and concerns even if they should really be worried about the giant demon fan that destroyed multiple city blocks with its unholy winds. People never seem to find this lair, and rarely even go looking for it. You can have this lair attached to any other property you own or appear out of sight in a relatively unpopulated area.
- **Monster Cells - 600 CP:** This item is actually a collection of large fleshy fruit like organic spheroids. They come with a tree like structure that's flesh somewhat resembles what you'd expect to find on an insectoid dragon, this 'tree' will grow new Cells at a rate of about one per week, and starts a jump with twelve. When a human being consumes one of these Cells raw they transform into a Mysterious Being, a monster. The specifics of this monster's form are roughly determined by their psyche and current physique, and the same can be said of what power it may wield initially, more **Monster Cells** will cause a more intense and potent transformation but too many on too weak a body will cause their death instead. The stronger the human it's used on is, the stronger the monster becomes typically. Normally these Cells would also cause someone consuming them to turn evil, but in this case it just gives them a desire to fight and a slight but noticeable instinctual loyalty to you.

Companions

All companion options may have **CP** donated to them at a 1:1 ratio, this **CP** is handed out across the board to all companions bought/imported in this Jump(unless for some reason you want to exclude someone).

- **Disciple - 50 CP:** Import or create one Companion. They get **400 CP** to spend in the Jump doc and an origin of your choice with freebies and discounts.

- **Cadre - 300 CP:** Import or create up to eight Companions. They get **400 CP** to spend in the Jump doc and an origin of your choice with freebies and discounts.
- **Regular Joe - 200 CP:** This is a relatively uninvolved individual. This can be used to recruit any non Hero, Villain, or Monster in the series, or import one into the same. This can also be used to create a new companion in which case they receive the Citizen origin, its related discounts and freebies, the first two Citizen perks and items, and **600 CP** for free. But anything else is up to you to provide your own **CP**.
- **S-Class Rank ? - 200 CP:** This is an S class Hero, this can be used to recruit any S class(or below I guess) Hero in canon as your companion, or import one into the same. This can also be used to create a new S class Hero as a custom companion in which case they receive the Hero origin, its related discounts and freebies, the first two Hero perks and items, and **S-Class Verification** for free. But anything else is up to you to provide your own **CP**. (This does not include Saitama or Blast, for either of them pay an additional **200 CP**)
- **Namey Name - 200 CP:** This is a well known dangerous criminal, a Villain. This can be used to recruit any Villain in the series with equivalent power to the S class heroes or below as your companion, or import one into the same. This can also be used to create a new S class Villain as a custom companion in which case they receive the Villain origin, its related discounts and freebies, the first two Villain perks and items, and **S-Class Verification** for free. But anything else is up to you to provide your own **CP**.
- **Pet Dragon - 200 CP:** This is a dangerous Monster. This can be used to recruit any Monster in the series of Dragon level or below as your companion, or import one into the same. This can also be used to create a new Dragon level Monster as a custom companion in which case they receive the Monster origin, its related discounts and freebies, the first two Monster perks and items, and **400 PP** for free. But anything else is up to you to provide your own **CP**. (This does not include Boros or Garou, for either of them pay an additional **200 CP**)

Scenarios

This section includes a number of situations you can enter to change the circumstances of the Jump and provide additional challenge in exchange for the chance at a reward if you can complete it. Certain scenarios will be locked to or from certain origins, and/or have other limitations for their use based on your other choices in this Jump document.

- **One-Punch Man - (Must start the Jump at least as early as canon, mutually exclusive to all other Scenarios):** You will become the One-Punch Man, you may choose whether or not to replace Saitama directly when choosing this **Scenario**, his presence or lack thereof will NOT meaningfully impact the difficulty of this **Scenario**. At the start of this **Scenario** you will temporarily receive an altered version of **100 Push Ups**, **100 Sit Ups** free for the duration of this **Scenario**, with the primary change being

that the rate of growth will be such that with great effort you can just barely achieve God level in 3 years of continuous intense exercise (by default assumed to be 500% per month or 6% per day). This **Scenario** will at bare minimum last a duration from 3 and a half years before the beginning of canon all the way until the end of Lady Shibabawa's Prophecy, by default a total time of about 4 years.. For the duration of this **Scenario** you must ensure the survival of the majority of humanity, and the majority of the Heroes Association's members. At the start of the **Scenario** you will be reduced to your **Body Mod** until the **Scenario** is over. Your first challenge is to train yourself to God level in 3 years while regularly fighting Monsters that will push you to your limit in order to protect people whenever you can. You cannot ignore a Monster attack that you directly encounter during this **Scenario**, and you will encounter them regularly for the duration of the **Scenario** as if you had the drawback **It's A Mysterious Being** scaling to wherever your highest Disaster level at the time would be. At the end of the 3 years you will move on to the second part of the **Scenario** if you've managed to reach God level, from then on no Monsters drawn to you will be above Disaster level Dragon+. In the second part of this **Scenario** you will continue to protect humanity but need not continue training if you don't want to, and it will be easy, far far too easy. For the duration of the second half of this **Scenario** you are guaranteed that any fight you enter will end with a complete landslide victory for you. And you are also guaranteed to get tired of it very quickly, the novelty of winning so easily WILL wear off within a few weeks at absolute most, and from then on you will be incapable of feeling any satisfaction from anything that could be classified as a 'fight' for the duration of this **Scenario**, and will struggle to escape an almost depression like level of dissatisfaction with life unless you find other meaningful way to fulfill yourself on a regular basis. Threats that require you to go out of your way to resolve them will crop up on a fairly regular basis, it will always be at least annoying enough to require an effort of will to force yourself to keep bothering if the depression has set in. You can fight Saitama if you haven't chosen to replace him, but until this **Scenario** has ended it is guaranteed to somehow always end up disappointing both of you. At the end of the total 4 year time period you will face a God level threat that will somehow manage to push you more than ever before, any training you continued to do will help but it's guaranteed to be some kind of struggle, and Saitama's presence (or lack thereof) won't change that.

- **Reward:** If you manage to defeat the God level threat and keep the majority of humanity and the Heroes Association alive until the end of the **Scenario** you will complete it successfully. Upon doing so you will keep the **Disaster Level God** powers gained over the course of this **Scenario** from now on, and will gain the unique perk; **Serious Series:** When making a gross physical action with serious intent the force supporting that action is always enough to overcome its opposition. Whether it's some kind of strike (like a punch), a lifting action, or even standing resolutely against an opponent's attack, in a battle of numerical superiority an action performed with this perk will always win.
- **Threat to Humanity - (Restricted to Monster origin, MUST have Saitama still present for the duration of this Scenario):** This **Scenario** does not grant you any

additional abilities at its start, in order to complete it you must rely on origin perks, powers purchased in this Jump, or abilities you possessed prior to this Jump. Your goal in this **Scenario** is to become recognized by the Heroes Association as the greatest threat to humanity at the current time and in their history. As part of this goal you must defeat all active(non-Blast) members of the S-Class heroes. And you must do all of this without getting One-Punched. Whether you accomplish this by not actually killing any humans for the duration of this **Scenario** and somehow convincing Saitama to spare you(it won't work if you've intentionally ended the life of any humans during this **Scenario**) or if you truly believe you can actually win in a fight against him, is up to you.

- **Reward:** If you've successfully became the recognized greatest threat to humanity and defeated all active S-Class heroes then you will have completed this **Scenario**. Upon doing so you will be allowed to upgrade any Dragon+ level powers purchased in this Jump document to **Disaster Level God**, and receive the unique perk; **Threat to Humanity in General:** This perk allows you to bring your reputation as the greatest threat to humanity with you to future Jumps(this is toggleable) as well as the Mysterious aura enveloping this world which causes the transformation into Mysterious Beings and otherwise grants bizarre powers. In future Jumps you have brought this effect to any and all Monsters created by it will at least grudgingly acknowledge your position as their superior as long as your reputation is toggled on.
- **Monster King - (Restricted to Monster origin):** This **Scenario** does not grant you any additional abilities at its start. In order to complete it you must rely on origin perks, powers purchased in this Jump, or abilities you possessed prior to this Jump. To successfully complete this **Scenario** you must become recognized by all Monsters of Disaster level Dragon or higher as the 'King' of all Monsters, and verifiably more powerful than them. For the duration of the **Scenario** you'll be treated as if you had the drawback **It's A Mysterious Being** scaling to wherever your highest Disaster level at the time would be, starting from the moment you announce your intentions to become 'King.' In the process of doing so you must defeat the current Monster King, Orochi, a relatively low end Dragon+ level Monster and any of his subordinates that still side with him, which includes a high Dragon level Esper, nine Dragon level Monsters and a small army(roughly 500) of Demon level and below Monsters.
- **Reward:** If you've successfully survived, defeated Monster King Orochi, and stand uncontested by any and all Monsters of Dragon level and higher, then you will have completed this **Scenario**. Upon doing so you can freely recruit any and all Monsters you've managed to secure the loyalty of as Companions, or as an addition to a **Subordinates** item if you've purchased one in this Jump document. You'll also be granted the unique perk, **Monster King:** You now carry the title Monster King with you to any future Jumps and the reputation that comes with it(this is toggleable), anyone/thing in the Jump of a similar in-setting position may challenge this but you'll always by default be considered at least a competitor for the position, with everything that reputation includes. You'll also gain the ability to freely spawn **Monster Cells** as described in the item within this Jump document freely from your own body.

- **Upper Management - (Forbidden to Monster origin, must take a drawback of either Fodder or the 800 CP version of Just Some Baldy):** At its start this **Scenario** puts you at the head of a large and powerful human organization. By default this is the Heroes Association, but can be any primarily human run and operated organization of your choice that exists in this Jump. To successfully complete this **Scenario** you must ensure the survival of the majority of humanity for your time in this Jump, and maintain(or improve) the well functioning of the organization you're in charge of. For the duration of this **Scenario** you will be unable to directly confront threats using your own power, instead you must rely on your ability to manage those under you. For the duration of this **Scenario** the Earth also won't be benefiting from non-powered plot armor of any sort, butterflies are in full effect and you can't rely on any random events from canon to remain true without your direct oversight. Saitama can't be relied on to handle every threat, even all of the major ones, if your organization is in a position to influence him and you try to abuse that he'll quickly grow tired of listening to you and ignore your perceived authority, this is his hobby after all.
- **Reward:** If you've managed to keep the majority of humanity alive and maintained the well functioning of your organization(or improved it) for your entire time in this Jump then you will have successfully completed this **Scenario**. Upon doing so you can choose to take the organization you were in charge of(and any improvements you made to it) with you in the form of an **Organization** item as described in the **Headquarters** item description. You can also take your reputation as manager of this **Organization** with you to future Jumps where it can act as a position of authority and potential job resume(this is toggleable).
- **The Ultimate Lifeform - (Requires Super Genius power, or some other method of making and improving artificial agents and/or equipment):** Despite the name of this **Scenario** the creation made to fulfill its requirements need not be biological in nature. This **Scenario** may be started at anytime during the canon storyline within the confines that the Jump can normally be done. Over the course of this **Scenario** you will need to create a series of agents(Monsters, Robots, artificial Heroes) and/or equipment(the same but for your personal use or that of another existing person) that can eventually equal and surpass the greatest Monsters of this setting. For the duration of this **Scenario** you will be able to create things beyond the appropriate Disaster level of your power much easier than you otherwise could, for each time this is done it will take at least a month and requires you to have tested a previous creation against, and then studied, an opponent of one Disaster level above your current maximum. The creations made at this improved Disaster level will be at the absolute bottom power of that Disaster level unless the process is repeated at least one more time, and data gathered from testing them against another opponent won't count towards this progress unless they manage to at least notably injure their opponent, or last for a duration of at least 10 minutes in a direct combat situation against that same opponent. Your goal for this **Scenario** is to eventually create something at **Disaster Level God**, and prove it the

superior of all known Monsters in the series(scaling works for this as long as you can prove it against a Monster verifiably stronger than another) To do this you will likely need to create something of at least high Dragon+ level and test it against the opponent described in Lady Shibabawa's prophecy.

- **Reward:** If you've managed to create something at the God level and prove it superior to all known Monsters, then you'll have successfully completed this **Scenario**. Upon doing so any and all **Super Genius** powers you possess can be upgraded to **Disaster Level God** for free, and you gain the unique perk, **True Genius**: This perk allows you to take a reputation of being among the best of the best(if not their likely superior) in terms of creating and/or inventing along with you to future Jumps(this toggleable), it also allows you to retain the ability to create and/or improve things beyond your Disaster level as it was described here, and additionally anything created and/or improved through study and testing in this way can mimic elements of the things studied, this isn't outright reverse engineering on its own but it ensures you can at least begin to design things along the lines of their capabilities.

Drawbacks

There is no drawback limit.

- **Continuity - 0 CP:** You can freely decide which aspects of the varied OPM continuities are or aren't canon for your Jump. Including the manga, webcomic, anime, audio books, filler, and even video games.
- **Self Insert - 0 CP:** You can freely insert yourself into any character in the setting your origin allows. This does not grant you any of their capabilities unless you've purchased them yourself.
- **Early Start - 0 CP:** You can choose for your starting point in the setting to be any time before Lord Boros arrives in the normal canon.
- **Shibabawa's Prophecy - 0 CP:** You can choose to leave early at anytime after the final events of Lady Shibabawa's Prophecy, you can of course stay the full 10 years if you like but by current knowledge this is the timeline of the continuity. For those who don't know the prophecy it states that within 6 months(not sure on exact time) of your latest possible insertion point into the Jump a great catastrophe threatening humanity will occur. This is currently assumed to be a God level threat.
- **Broke - 100 CP:** This drawback ensures that for the duration of this Jump you will never be more rich than or live under better conditions than the average office worker. Better get used to chasing sales and using duct tape and super glue instead of replacing anything broken. For an additional **100 CP** this will instead be adjusted to the poverty line, you might literally kill someone to make it to a sale now.
- **It's A Mysterious Being - Variable CP(Grants no CP to those taking One-Punch Man Scenario):** This drawback causes you to attract the attention of a variety of Monsters on a fairly regular basis, they make their way to you eventually regardless of what abilities you have to hide yourself, finding you by chance if nothing else. The cost

of this ability is dependent on the highest Disaster level of Monsters it sends after you, the Monsters can fall anywhere within the range of that Disaster level and Monsters of that Disaster level will confront you at least once a week, with Monsters below that Disaster level confronting you as much as daily. They will prove resistant to anything you may do to dissuade them, scaling with their Disaster level. Wolf level Monsters will provide **50 CP**, Tiger level Monsters will provide **100 CP**, Demon level Monsters will provide **200 CP**, Dragon level Monsters will provide **300 CP**, Dragon+ level Monsters will provide **400 CP**, and God level Monsters will provide **600 CP**.

- **The Worst Kind of Luck - 100 CP:** This drawback manipulates events to put you in positions and convince people of things that are inconvenient to you. This includes but isn't limited to awkward social situations, and general misunderstandings that would cause more problems for you to correct by the time you can get around to it. The effects of this perk will never put your life in danger but they will inconvenience you and get in the way of you having a quiet life. No matter what perks you have to mitigate this they can't completely protect you from these circumstances or the consequences of them, with events conspiring to reinforce them and more and more misunderstandings building off of your attempts to correct them.
- **Monstrous Features - 100 CP:** This drawback requires that you have noticeably unnatural features for the duration of the Jump which cannot be reduced or mitigated in any meaningful fashion. Even if you have perks that ensure you're always seen as normal you'll be seen as a normal Monster or mutant rather than as a normal human.
- **Evil Aura - 200 CP:** This drawback causes any action you take to be viewed in a suspicious and likely negative light, people are always looking over their shoulder at you and expecting the worst. This can't be meaningfully mitigated with any charisma, luck, or otherwise fate or person altering perks you have short of straight mind control. Though good old fashion logic and reasoning coupled with an actually good track record might go a long way.
- **Signs of Strength - 200 CP:** For the duration of this Jump you will be completely bald and in every other way look as mundane and uninteresting as possible without verging on noticeably unattractive. Even if you become famous people will have trouble placing your face and likely treat you rudely. You are also stuck with an unemotional monotone voice. And until this jump ends your appearance cannot change in a way that would alter these facts, and anything you would do to cover your bald head would quickly and comically fail.
- **Just a C-Class - 200 CP:** This drawback ensures that for the duration of this Jump you will not gain any special recognition or fame at a mass level. Anything you do that would cause you to stand out or be praised at a mass level will instead either be attributed to someone else, reasoned to be easier than it seemed, or claimed to be some kind of trick. This drawback won't affect someone who gets to know you personally and also witnesses these feats themselves, but they either will never attempt to support you in front of others or their attempts to do so will be just as easily dismissed as your own.
- **Jack O' Lantern Panic - 200 CP:** You struggle to remember names and faces, and without fail will always misremember and misuse the names of anyone you meet in

hilarious and insulting ways until you've known them and met them fairly consistently for at least a month. This will not make you friends, and is almost guaranteed to ruin most attempts at diplomacy for the duration of this Jump as any charisma, luck, fate altering, or other perks that might mitigate this or keep them from getting mad about it will fail in the face of this particular form of 'abuse'. Better hope they stick around long enough for you to win them over once you can actually remember their names.

- **Bad timing - 300 CP:** Your Jumper has terrible timing, both in regular life and especially in terms of combat strategy. You will always be at least late enough that you just barely have a chance of resolving things in a way you won't consider completely unacceptable. People you know might get used to it after enough time but unless they practically worship the ground you walk on they will still hold it against you at least a little bit, and both they and newer less forgiving people can't be influenced by any perks or abilities to think otherwise outside of straight up mind control. No matter what abilities you might possess that would normally prevent this sort of thing fate itself will conspire to ensure you're running late, even if it has to somehow force you to forget about it or make you incapable of finding the proper direction to move in until it's too late.
- **Obsession - 300 CP:** Your Jumper is now obsessed with something, by default this obsession is tied to whatever you are most proud of or the ideal you are most attached to. You will proudly and blatantly display this obsession and have complete cognitive dissonance related to it. Your whole world view will be built around this obsession and you would fight and even die to defend it from anything that would challenge it. This is almost guaranteed to cause problems in this Jump unless you stay in a complete echo chamber the entire time.
- **"Immeasurable, Irresistible power..." - 300 CP(Cannot be taken with Just Some Baldy drawback):** This drawback limits your ability to hold back your power for the duration of this Jump, you cannot act with less than your full normally(without accessing specialized forms) applicable force, and until you leave this Jump **Gag Physics** will not be in effect. If you don't want to destroy everything and everyone around you who would be vulnerable to attack by you, then I suggest you obtain the **Power Sealing Armor** from the items section which will still be effective with caveats that will follow this, other methods of reducing or deactivating power will not be effective until this Jump has ended. When using the **Power Sealing Armor** to mitigate this drawback it cannot change your power levels actively, only once whenever donning it, and it cannot be willfully removed, it must be broken off of your body by an outside force as described in its entry.
- **Overconfidence - 400 CP:** This drawback comes in two parts, on one part it makes your Jumper grossly overconfident, and much like **Obsession** nothing is going to dissuade them from this view of the world for very long. The second part hits a bit harder, for the duration of the Jump you cannot have any capabilities that would rate higher than disaster level Dragon, any you purchased here or elsewhere will be either downgraded or locked away until the Jump is over. Even knowing this, no matter how logical or intelligent your Jumper is they will somehow manage to convince themselves they can utilize these abilities in a way that will let them take on threats far more powerful than

they are. And they will not be able too. Any perks that prevent your death(that do not involve durability or something else directly useful in combat) will still prove fully effective.

- **Fodder - 600 CP:** This drawback ensures you will never win a fight of any importance during your time in this jump. Unless the fight is both unimportant and the enemy is at least two tiers below you on the Disaster level scale events will always somehow conspire to ensure your defeat, and it will often be either humiliating and comedic, or horrifying and painful. This drawback won't directly threaten your life unless you fight more often than once a week, but either way any perks or abilities you possess that can prevent your death will still prove fully effective. You will still 'lose' despite what form those might take.
- **Just Some Baldy - 600 CP(Grants no CP to those taking One-Punch Man Scenario):** For the duration of your time in this Jump you will not have access to any **Powers, Perks, Companions, or Items** purchased in this Jump document. For an extra **200 CP** this will include everything before this Jump as well, and you will be left with only your **Body Mod**. Alternatively you may forgo out of Jump purchases first, for **600 CP**, with the extra **200 CP** following if in-Jump purchases are then locked as well.
- **Lost Sale - 600 CP(Grants no CP to those taking One-Punch Man Scenario):** This drawback causes Saitama to disappear from the setting for the duration of this Jump, how this happens is roughly up to you but regardless he won't be there to protect the world or assist it(or you) in anyway. All threats he would normally handle will run rampant, proving unstoppable otherwise until they inevitably become your problem.

Final Choices

After ten years in the setting you are required to choose one of these options:

- **Return home**
- **Stay here**
- **Move on**

Notes:

- Multiple discounts stack, two discounts takes it from ½ to ¼ and it follows from there. Discounts on a **50 CP** or **50 PP** purchase will give one free, then normal cost following that. If a discount gives you fractions of **50 CP** or **50 PP** such as **125** or **325**, round down unless it would go below **50 CP** or **50 PP** or is otherwise specified.
- **Disaster Level God**, currently, when receiving it by having 5 or more Dragon+ level powers, causes all Dragon+ level powers to be upgraded to God level.

- Individual powers purchased in the **Powers** section are always by default in the lower part of the range given for their Disaster level, differences in specificity and the total number of synergistic abilities will alter where a certain aspect falls in that range. Use logic as much as possible when determining this, but assume as a general rule that you'd need at least 3-4 relatively focused synergistic abilities to get close to the top of that range.
- I'll be adding a section at the end of the document with examples of how canon powersets can be recreated using the **Powers** section.
- The **Powers** section of this document can be used as a supplement to other Jumps with settings that feature supernatural elements as a primary component, and that contain persons(or things) at least as powerful as a Dragon level threat. When doing so no discounts or **PP** stipends are granted regardless of circumstances and all **PP** must be obtained through **CP:PP** conversion with **CP** obtained in the relevant Jump document.
- If **Emotional Limitation** is tied to a passive power(one that does not require active use such as **Constitution**) the **Power Sealing Armor** can still be used to quell its effects, or any other power reducing/deactivating ability you possess.
- **Super Genius** can be used to create **Powered Items** as described in its entry within the confines of the appropriate Disaster level. Though items cannot be imported into these unless you possess the materials and knowledge to do so(or import them in a future Jump), and unless you do so they will not have **CP** backing fiat as usual for items.

Changelog:

V0.8

- V0.8 - Added to **Character Examples** description. Added **Emotional Limitation** to **Power Drawbacks** section. Added "Immeasurable, Irresistible power..." drawback. Added **The Ultimate Lifeform Scenario**. Added note on **Super Genius** power.
- V0.7 - Added **Character Examples** section, added all S-Class to it. Added **Monster King Scenario**, added **Upper Management Scenario**. Added to **Monstrous Form** description(created power packaging/combination option), added to **Henshin** description, added to **Minions** description(created power packaging/combination option), added to **Esper Powers** description(created power packaging option).
- V0.6 - **Physical Ability** now has limited power packaging. Changed S-Class discount to better fit average canon power levels. Changed Monster **PP** stipend to **600 PP** to compensate. Changed **Disaster Level God** reward for **Threat to Humanity Scenario** to better standardize it. Fixed center align for Introduction(not sure how that happened). Revised **Final Attack** to have less drastic downsides. Added **Fortune Telling** power.
- V0.5 - **Secret Lab** changed, **Tune in next week...** fixed, **PP** conversion and Monster discounts changed. More grammar issues corrected. Revised notes. **One-Punch Man Scenario** revised to be more difficult. Added **Power Drawbacks** section. Added **Final Attack** power.
- V0.4 - **Scenarios** added, suggestions used, **Powered Item**, **Just Some Baldy**, and **Regular Joe** changed. New **Powers** added.
- V0.3 - Initial **Powers** section is 'done.' **100 Push Ups**, **100 Sit Ups** changed.

- V0.2 - Technically Jumpable but needs refining and two whole sections are still being added.
- V0.1 - Still refining features for initial release.

Character Examples

This section will be used to provide examples of how canon powersets could be recreated using the **Powers** section of this Jump document. It could also be used to provide examples of people that may be encountered(or companioned) for those unfamiliar with the setting. The examples I provide will likely be up to date based on the most reliable information I can find from the Webcomic and Manga so potential SPOILERS ahead, currently basing them off post-Monster Association arc scaling. May include mistakes depending on how accurate of information I can find. Some characters cannot be properly represented without also including certain perks or other circumstances, I may or may not mention this where relevant. And this is all by feats and scaling, some Disaster levels might seem strange, just remember where we are.

- Tatsumaki, Hero(S-Class Rank 2)
- **Disaster Level Dragon Super Senses(Psychic Sense, Potency and Scale), Disaster Level Dragon Esper Powers(Levitation), Disaster Level Dragon+ Esper Powers(Psychic Barriers)(Psychokinesis(Twisting/disintegration focus))(Telekinesis)**
- Bang, Hero(S-Class Rank 3)
- **Disaster Level Dragon Physical Ability(All 3), Disaster Level Dragon Super Skill(Water Stream Rock Smashing Fist)**
- Atomic Samurai, Hero(S-Class Rank 4)
- **Disaster Level Dragon Physical Ability(All 3, Power Packaged), Disaster Level Dragon Super Skill(Swordsmanship(Atomic Slash focus))**
- Child Emperor, Hero(S-Class Rank 5)
- **Disaster Level Dragon Super Genius(Robotics), Disaster Level Demon Physical Ability(All 3, Power Packaged)**
- Metal Knight, Hero(S-Class Rank 6)
- **Disaster Level Dragon+ Super Genius(Mechanical Engineering(generalized))**
- King, Hero(S-Class Rank 7)
- **All Hero origin perks. Drawback 'The Worst Kind of Luck', Disaster Level Dragon Super Skill(Gaming), Disaster Level Dragon+(or higher) Altered Fate(Super Luck)**
- Zombieman, Hero(S-Class Rank 8)

- **Disaster Level Wolf Physical Ability(Constitution), Disaster Level Demon Physical Ability(Strength and Dexterity, Power Packaged), Disaster Level Demon Super Skill(Slaying(generalized)), Disaster Level Dragon+ Regeneration**
- Drive Knight, Hero(S-Class Rank 9)
- **Disaster Level Demon Monstrous Form(Robot Body), Disaster Level Demon Physical Ability(Strength and Dexterity), Disaster Level Dragon Physical Ability(Constitution), Disaster Level Dragon Super Senses(Scanning, Potency), Henshin(Various, All Dragon or better)**
- Pig God, Hero(S-Class Rank 10)
- **Disaster Level Wolf Super Size, Disaster Level Tiger Regeneration, Disaster Level Demon Physical Ability(Strength and Dexterity), Disaster Level Dragon Physical Ability(Constitution), Disaster Level Dragon Monstrous Form(Fat, Elastic Body), Disaster Level Dragon Super Skill(Eating)**
- Superalloy Darkshine, Hero(S-Class Rank 11)
- **Disaster Level Dragon Monstrous Form(Shimmering Body), Disaster Level Dragon Physical Ability(Dexterity), Disaster Level Dragon+ Physical Ability(Strength and Constitution, Power Packaged)**
- Watchdog Man, Hero(S-Class Rank 12)
- **Disaster Level Wolf Monstrous Form(Dog Traits), Disaster Level Demon Super Senses(Smelling and Hearing, Scale), Disaster Level Dragon Physical Abilities(All 3, Power Packaged), Disaster Level Dragon Super Skill(Beast Style)**
- Flashy Flash, Hero(S-Class Rank 13)
- **Disaster Level Dragon Physical Ability(Strength and Constitution), Disaster Level Dragon+ Physical Ability(Dexterity), Disaster Level Dragon+ Super Skill(Ninjutsu(Flashy Slash focus))**
- Genos, Hero(S-Class Rank 14)
- **Powered Item(Cyborg Body): Disaster Level Demon Super Senses(Scanning, Potency and Scale) Disaster Level Dragon(Expandable Cyborg Body), Disaster Level Dragon Physical Ability(All 3, Power Packaged), Disaster Level Dragon Energy Projection(Plasma), Disaster Level Dragon Final Attack(Plasma)**
- Metal Bat, Hero(S-Class Rank 15)
- **Disaster Level Demon Physical Ability(All 3), Disaster Level Dragon Altered Fate(Fighting Spirit), Powered Item(Metal Bat): Disaster Level Dragon+ Physical Ability(Constitution)**
- Tanktop Master, Hero(S-Class Rank 16)

- **Disaster Level Demon Super Skill(Tanktop Style), Disaster Level Demon Physical Ability(Dexterity), Disaster Level Dragon Physical Ability(Strength and Constitution, Power Packaged)**
- Puri-Puri Prisoner, Hero(S-Class Rank 17)
- **King Style perk, Disaster Level Demon Physical Ability(All 3, Power Packaged), Disaster Level Demon Super Skill(Puri-Puri Prisoner Angel ☆ Style), Disaster Level Dragon Altered Fate(Power of Love)**
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