Generic Hero Jump

A Jump by SpiritualStill

Version 1.1



The idea of a hero is among humanity's most ancient concepts. Indeed, the world's oldest surviving story is the Epic of Gilgamesh, which is at least 4000 years old. In the ancient days, heroes were warriors who accomplished great feats of strength and intellect. As time passes, this concept has evolved, with many modern heroes being emblematic of virtues, inspiring others, and doing what is right. On both ends, and especially in-between this spectrum, there are countless different flavors of hero, changing to suit the genre and situation.

You will now join the ranks of these heroes. Either fighting the bad guys to save the world, or accomplishing great feats to become a legend. You are allowed to take this Jump as many times as you desire. But for right now, take these to get started:

+1000 Hero Points

Location

1. **A Heroic World**: This is a world not dissimilar to modern-day Earth, where the forces of good do battle against evil.
2. **A Dystopian World**: In this world, authoritarian nations and megacorporations abuse the populace. Heroes exist here, but they face an uphill battle.
3. **You Decide**: Select any setting that you want to go to

Origin

There are no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex Options

Pick whatever you want. A hero can be anyone.

Perks

All perks, unless otherwise stated, cost 100 Hero Points. You receive 5 Hero Tokens, which can be redeemed to buy anything here up to 400 CP for Free, with everything beyond that yielding a 50% discount. Everything here **can be purchased multiple times** unless otherwise stated, with each new purchase providing an additive bonus.
You receive a +**300 HP** stipend.

You're My Hero [Free]
Heroes not being appreciated is a very old trope, and it can be a very real issue. This is a promise that, whenever you are genuinely trying to help someone, they will sincerely appreciate what you've done. This will not work if you are the orchestrator of said event.

He Who Saw the Deep [Free]
The stories of legends should never be lost to time. All of the heroic deeds of yourself and your companions will not be forgotten by people, even thousands of years into the future.

Heroic Soundtrack [Free]
You have a specific leitmotif that will play in situations where you are doing something cool, or need to do something cool. Hearing this leitmotif will invigorate you to do what you need to. Whether only you or everyone can hear this is up to you. Additionally, you get the full OST of every Jump you travel to, with you keeping them past the Jump, and playing in appropriate locations. This can be toggled on and off.

Fitting In [Free]
Whether you are fleeing from your homeworld's destruction, or coming from a different setting, it's always best to try and fit in. When you go into a setting, you are automatically given an understanding of the general history and most common languages spoken.

Omniglot [100 HP; Requires *Fitting In*]

Language is a lovely thing, and now you understand all of it. You are now able to comprehend, identify, and transcribe all languages that you come across, even if they're long dead, or were never spoken by humans. This also includes the ability to speak with all living creatures, although the majority of them will not be able to hold meaningful conversations.

Living the Double Life [50 HP]
Certain heroes find it hard to have both a secret identity and public identity, which is no longer a problem for you. You are able to seamlessly live with multiple identities, and fate will ensure that it never becomes a problem. If you're a student, your homework will be completed while you are patrolling. If you're a teacher, nobody will question why you were gone for several days.

Themed Hero [50 HP]
Everything you bring with you into a Jump can be altered to fit with the aesthetics of the chosen setting. In a sci-fi setting, maybe your magic is some flavor of nanomachine, or maybe psionics. Whatever it is, nobody in the setting will consider it out-of-place, and you will find it appealing. Additionally, you may also change your personal aesthetics to match what sort of hero you are. If you are some boyscout, maybe you want to wear the red white and blue. If you want to be perceived as an all-loving sort, then you'd probably get a white and gold look. If you want to look like an edgelord antihero, then you can do so without people finding it silly.

My Origin Story [50 HP]
You are able to design every aspect of your backstory for a Jump, including your history and how you obtained all of your purchased perks, items, and companions. The only thing this cannot do, of course, is give you things that you wouldn't otherwise have.

A World of Cardboard [50 HP]
This perk allows for you to weaken yourself to match the levels of power found in a given setting, letting you have fun. You can also toggle this the other way, and have the power level of a Jump increase to match you. It's also possible to activate both, nerfing yourself and buffing the setting, meeting somewhere in the middle. However you choose it, you will always find opponents and rivals that keep you invigorated.

The Seed of Potential
Since time immemorial, heroes have always been perceived as the pinnacle of humanity. Within you is a "seed" of power - or perhaps you'd rather call it a gene. Whatever the case is, this makes you the apex of whatever race you currently are. For a human, you'd be able to swim faster than Michael Phelps, outlift Hafþór Júlíus Björnsson, outspeed Usain Bolt, and more. This also gives you omnidexterity, letting you control all parts of your body as desired.

Charles Atlas Superpower [200 HP; Requires *The Seed of Potential*]

How did you get so strong? The answer is simple: you trained all day yesterday. All of your physical parameters have been boosted tremendously. You can bring down castle walls, lift up buildings, swim with cinder blocks on your arms and legs, run at the speed of sound, and sit at the bottom of the ocean for five days and five nights.

Shonen Anatomy
Your vital organs cease being especially vital, and so long as you can muster the will to keep fighting, you can continue to fight. If you win the fight, and receive some form of medical attention, you can survive and heal from even the most grievous of wounds.

Down to Earth
I couldn't imagine being a hero when you are so alienated from them. No matter how much more powerful, wealthy, or isolated you may be, you are able to comprehend the beliefs, wants, and desires of other people. So long as you show genuine interest, people will not scorn you for asking about their lifestyle, nor believe you are trying to mock them.

The Halo Effect
It's a rather well-known fact that people usually equate being beautiful with being good. It's also pretty well-known that heroes are usually beautiful, idealized individuals, so let's get this out of the way. You become your idealized self, embedded somewhere deep inside your subconscious, washing away anything you would deem as unsightly or unpleasant. Your new form will have no physical or mental defects (unless those are part of your ideal), and you will never suffer from body dysmorphia, as you find your appearance to be beautiful. You're a perfect ten, and everyone will find you at least aesthetically attractive. As a byproduct of your beauty, people tend to trust you at first glance.
This perk will scale with all of your other beauty perks. People will not question why you are inhumanly attractive, nor will you accidentally drive someone crazy from your beauty.

Rhythm & Balance
I'm not scared at all about some unexplored land. You lack a fear of the unknown, and are lionhearted no matter the circumstance. Additionally, you will never go insane due to some nonsense about things man was never meant to know, and other dangerous infohazards will not activate unless you specifically want them to..

Can You Feel the Sunshine?
Does it brighten up your day? You have an unwavering sense of joy and wonder, keeping you from ever feeling things like ennui and depression. You never forget anything you deem important, and you can find pleasure in anything. Positive feelings around you are amplified, allowing people around you to feel nice, and work past their own mental troubles.

Like the Back of My Hand
Choose any career or field of study that is available in your Jump. You now receive 100 years of highly-successful experience in that field, along with the necessary credentials to let you practice it. These credentials will work no matter your age, and nobody will question it.

Keikaku Means Plan
You are an exceptional strategist, able to take all that is known, and formulate a largely coherent vision of the future. With this, you are capable of creating foolproof plans that take into account the failings of yourself and your allies, along with the strengths of your enemies.

High-Speed Analysis
Your brain works ridiculously fast, allowing for you to intuitively understand what is going on at any location or event within an instant. Go to a murder scene, and you'll figure out exactly how the murder took place. Go to a haunted location, and you can figure out if it's actually haunted, or just full of black mold. This even lets you figure out if someone is lying to you, or if you are under some sort of illusion. If you confirm someone to be a criminal, then they cannot escape justice, even if they are rich, powerful, or have corrupt backing.

Acceptance
Sometimes, all someone really needs is a friend. You possess the power to wholly, unequivocally accept any for who they are, with you losing any possible discomfort from them. Those who you accept will also know that you accept them, and will not think it is some cruel trick. You'd be shocked at how many people would love someone to just accept and care about them.

Voice of the Soul
By speaking to someone with the honest desire to help or recruit them, your words will touch their subconscious, making them far more potent. This doesn't mean that they'll automatically do what you say, but unless they are completely mindless, or have an iron heart, they'll at least hear you out, and genuinely consider their words.

Terror Hero
While intimidation is usually seen as evil or cowardly, preying on fear is a perfectly valid tactic to defeat enemies. Against your enemies, you release an aura of intimidation that grows more effective when you are stronger than your opponents. You know exactly what to say and how to fight to thoroughly intimidate your foes without hampering your effectiveness in combat. Finally, when you actually defeat your opponents, you can stare into their souls, putting the fear of God in them so badly that all but the most mentally hardened or literally soulless will give up crime then and there.

Open Your Heart

If a heart is tied down by hate, you need to set it free. If someone is in a completely berserk state, or are just clouded by vengeance, despair, and/or rage, you are able to free them from it by simply beating them into submission while desiring to help them. When you actually beat them, any sort of rage that they felt vanishes, and you can finally have a real conversation with them. They are freed immediately after you defeat them - be it by fairly winning, forcing them to retreat, or if they have to resort to a cheap trick to win.

Therapeutic Beatdown [Requires *Open Your Heart*]
Not all villains are pure evil: a great many of them are just troubled individuals. When you are fighting someone who is hostile to you due to manipulation, mental disorders, or trauma, they have a tendency to open up to you. So long as you are winning against them, you will instinctively know what to say to prod them and understand who they are as a person. Once you defeat them, they'll undergo a change of heart.

Redemption Promotion [Requires *Therapeutic Beatdown*]
You know the joke of enemies becoming weaker after joining your party? Yeah, you have the opposite effect, because when an evil power is redeemed by you, they actually grow *stronger* than they were beforehand.

The All-Loving Hero
It's easier to hate than love, but that is what makes love that much more important. Unless they are ontologically evil, you are able to see the inherent good in everyone, and reach it. It might take some time, but you'll be able to redeem anyone out there.

Nurture, Not Nature
Nobody is born evil, or perhaps nobody should be. This Narrative Perk ensures that nobody in a setting will be born with malevolent intent, and their villainous behavior will be suitably explained. This also ensures that nobody can suddenly "become" evil as a result of a transformation or some botched resurrection.

The Hero's Journey
It's hard to be a hero if you have no way to show it. Throughout your Jump, you find yourself being involved with many problems great and small, taking you on many adventures that you would find yourself interested in. Note that this does not create problems, and merely guides you to them. This can be toggled on and off.

Heroic Questing
You instinctively know of anyone who could use your assistance within a 20-mile radius, and a bright "Quest Marker" will appear over their help. People will intrinsically trust you to be able to solve a problem, and will tell you what they need. Upon completing this quest, you will always

be given some sort of reward that would be appropriate for the quest-giver (Like a soldier giving you part of their wages, or a child giving a toy). No matter the reward, it will always be beneficial, either due to it being blatantly helpful, or you get some special bonus from a gift.

A Little Extra [600 HP; Requires *Heroic Questing*]
The rewards you get from your quests are now a…little bit *extremely* disproportionate. To begin with, the "baseline" reward you receive is now maximal, without it harming the quest-giver (Such as a soldier handing you their entire salary and cool trinket, with no penalties for themselves). Even small quests also afford you some absurd rewards. You could point to the building a girl needs to go to, and she'd reveal herself to be the princess, and offer you her hand in marriage.

You're Doing It Wrong!
Best to deal with power incontinence now, rather than let it stay as a problem. With a simple touch, you are able to have people perfectly control their powers, no longer suffering from some uncontrollable aspect of their capabilities. This blessing is permanent.

Ripping off the Bandaid
So long as you are sincerely trying to help someone, you are able to tell them unfortunate news and/or hard-hitting truths without worrying about sudden aggression. Additionally, when you harshly critique someone with the genuine desire for them to grow and change as a person, they will internalize your words.

This is Who I Am
If you are a seasoned Jumper, or just a particularly thorough explorer, you've probably acquired something that might be useful…but it has something about it that's pretty obviously evil, rendering it worthless. From now on, any perk, power, item, or whatever other thing you possess can have its baseline edited to adhere to your own sensibilities. Maybe, instead of a fear aura, you want a hope aura. Instead of a security skill having an authoritarian bend, it could just be for the purposes of protecting others.

This Is Who I'll Always Be
You become the embodiment of what you would define as a real hero, whether that be some boy scout or free-spirited hero. Rather than completely changing who you are, you have a sort of spiritual journey that has you confront your flaws, letting you objectively see the problems with them, and letting you cast them off yourself. You will always maintain this core identity, with the only changes being the further cultivation of this identity.

No One Else Defines My Destiny

You are unbound to any fate that you have no interest in following. This allows you to defy prophecies, and deny what should be set in stone. Naturally, you can also defy the fates of any other, letting them forge their own existences.

Vengeance is Mine
When someone wrongs you or your companions, you all gain a growth in power relative to the wrong that has been done. If someone was just rude, this boost is minor. If someone burned down a village, or worse, then this boost is massive. You maintain this level of power if you fulfill your vengeance. You may also take on revenge for the sake of another, but this will not work if that person would not want vengeance, and you will instinctively know this.

I Accept Your Last Wish [300 HP; Requires *Vengeance is Mine*]
Death is a tragedy, tragedies make us grow. If someone you care about dies, you and all of your companions gain a boost in power equal to the power the deceased would have had at the moment of their death. This can apply to just about anyone, but you would have to truly care for the person who died - not just be upset that someone died at all. You obviously cannot have orchestrated their death deliberately, but if you unwittingly caused it, the effect applies.

Knight of the Wind
When you need to leave, you need to leave. You are able to quickly move on from a location, even if you have fond memories of that place. Those whom you have befriended will ultimately accept that you have to leave, and will not take it personally, instead choosing to cherish the moments you had together.

All Hail Jumper
Obliterating everything that's not your friend! You gain an additional boost in power for every ally you have that is unable to help you in the current battle. They can be incapacitated, or just genuinely unable to do anything meaningful. This boost is equivalent to a quarter of your ally's maximum strength.

I Found All 900 Pinecones
When someone issues a request to you, their situation is "frozen" until you solve it. Additionally, when out solving these quests for people, your "main adventure" is frozen until you decide to refocus on it, and it only unfreezes when you are close enough to resolve it in a timely manner. You're able to help everyone, and never be too late to save the day.

Collateral Insurance
Unless you want to get slandered into oblivion like the Avengers, you should probably take this. This ensures that, so long as you desire to avoid causing collateral damage in your fights, you never will - cities will never be destroyed from your fights, and no civilians will be harmed. Any

damage that the villain causes before you can arrive will also be magically repaired, with nobody thinking anything of it. You will also never be blamed for causing any damage.

Quick Travel
If you have been to that location before, or you otherwise know the way to reach the location, you are able to instantaneously travel to said location. You receive a set of memories that clearly show you the path you could have taken. If an important event happens during this trip, or you run into someone important, you are taken out of this Quick Travel to resolve it. Nobody will find this strange, beyond how helpful it is.

All's Well That Ends Well
When you choose to help someone, fate contrives to ensure that it ends well for both of you. On your end, you will always find what you need in order to help someone out. On the other person's side, they are guaranteed to stay alive, and ultimately wind up in a better head space. In any situation that remains ambiguous, you can be assured that said person will have lived a good life, and ultimately died happy, should the time come. Additionally, any societal changes you make are completely inviolable, and cannot be revoked or worsened under any circumstances. In the event a superior societal change is devised, the inviolability transfers to the new change.

No Such Thing As a Wicked Problem
In real life, there are some problems in the world that simply cannot be solved so easily. How do you "punch" food insecurity? For you however, this is actually incredibly easy. When you defeat anyone who helps propagate a societal or systemic issue, that issue becomes conceptually weakened. Defeat enough related people, and it straight up collapses. Beat up enough slavers, and slavery becomes conceptually impossible to do.

Carrying the Heavens
You become able to use a mix of your own strength and willpower to perform actions that are physically impossible. You could capture a sunbeam in your hands, clap away the sound in an area, lift up the skies, physically block a stream of fire, and much more. This doesn't make you stronger than you already were: it merely lets you apply your original power to do formerly impossible actions.

Anyone Can Be a Hero
Age and social standing hold no bearing on who is and is not a hero, so why should anything else. You are able to ignore any sort of restrictions for things like age, social standing, physical appearance, or culture. The only things you cannot do are things that are illegal for everyone. You can drink alcohol or drive a car as a child, but you cannot drink and drive.

Believe in Yourself

When you feel tight, look at yourself! You have unwavering confidence in yourself and the skills of your friends, who will grow to have confidence in their capabilities. Additionally, you can identify the hidden talents of people around you. When you tell them of this, and they put in genuine effort at it, they soon become masters of their craft, and can make a living from it.

Free Thinker
This does not make you immune to propaganda, but it does alert you to when someone is spreading it to you, and are generally trying to manipulate you. This also keeps you safe from detrimental mind-alteration (Such as mind control), and lets you free others from it as well.

Come Back Safely
There is no greater fear than accidentally sending someone you care about to their deaths. When you send someone out to do an action that has unclear dangers, you can be assured that they will return home safely. They might run into trouble, but they'll be alive, and usually in one piece.

Supporting Me
I never lose my confidence, I know you're supporting me. You grow stronger based on your innate connection to other people. Fans you have never met will give you miniscule power, but your childhood friend is a huge boost. Additionally, upon reaching a threshold of being real friends, you develop a power that is generally based on them.

Áth Gabhla
Mythology has several instances of an enemy force losing due to single combat. You are now able to enforce a one vs one battle with yourself against the greatest champion of your opponent. By defeating that opponent, it is treated as you defeating your enemy's entire force, and you are able to make appropriate demands of them. Your enemy will always treat this as binding.

Alignment Reader
Through a simple glance, you are able to get a clear reading of someone's moral alignment, telling if they are "good" or "bad" under your belief system. If someone outright lacks a reading, that's a warning sign that they are extremely inhuman.

Standing on the Shoulders of Giants
Let it be known that current-day society's innovations are only possible due to the hard work of those that came before. When you examine the works of others, you are able to intuitively understand how they work, and you know how to improve upon the original design.

Derail the Trolley
For situations where there are only bad solutions to a problem, you can either think of or suddenly manifest a solution that solves the issue.

Anti-Theft Protections
Remember children: stealing is a crime, and not what heroes do. Anything that you possess which can be gifted, shared, or copied by others cannot be done so against your will. Mundane attempts to steal things like your items fail due to subtle probabilistic manipulations, ensuring your targets believe they failed due to bad luck. Outright supernatural methods of trying to steal your items or copy your skills fail outright, inducing a painful migraine. Attempts to use the law to claim possession of what you own will fail catastrophically. Even attempts to kidnap those you care for will have their plot publicly exposed before they can try.

Gentleman Thief
If someone got their wealth through unlawful means, then they should have it at all. You are unusually good at stealing from corrupt or evil individuals. This can include their standard possessions, anything they unlawfully or immorally took, or something that might even be the source of their power. You receive a perfect copy of whatever you stole, with the original either being returned to its rightful owner, or be distributed to the poor or needy.

Everyone, Pay Attention!
When you are speaking, everyone who you want to will pay attention to what you are saying. If said information is extremely important, it will stay in their mind no matter how much time passes, until it is no longer important.

Yes, I Was Paying Attention
This is for all those kid heroes who find school boring. Even if you are literally asleep in front of someone, so long as their voice would reasonably be able to reach your ears if you were paying attention, you will be able to recall and fully comprehend everything that was said. People will instinctively know you can understand them, and will not bother you if you were goofing off.

The Taste of Freedom
Should you attempt to rescue someone from a bad situation, they will follow you if you genuinely intend to help them. No amount of mental conditioning or Stockholm syndrome will stop them from leaving their situation, and it ensures that they won't fight you for trying to free them.

Be Elegant
Aren't your enemies being a little too brutish? So long as you are polite to others, they will also be polite to you, even if they are enemies. They aren't exactly going to stop being bad guys, but they will not resort to sneak attacks, and they might even apologize for the inconvenience. Additionally, so long as you don't have a record of killing any captors, your opponents typically opt to just capture you - unless they are Omnicidal

Be Honorable
So long as your enemy has no reason to believe that you are dishonorable, they will refuse to sneak attack you. Additionally, if you demand an honorable duel, they will be obliged to accept it. While in duels, you'll find that your attacks do twice as much damage, and the damage of your opponent is halved..

Cool Fans
No matter how you obtain them, your fanbase will always be a healthy one, with them doing their best to support you, and never being particularly creepy. They will also try to give you important information when possible, and should you have powers based on faith, you can rely on them for it.

What An Unbelievably Cool Guy
Rather than being a magic charisma perk, this makes you a far more sociable and friendly person. This ensures that you intrinsically understand all social situations, ensures you never make a social faux pas, and you know what to say to get people to like you. Your best features are emphasized, and you give the feeling of someone who does not judge others. Should you actually be that sort of person, people will be more willing to tell you secrets and shames, in the hopes that you will help them.

The Hero Has Returned
You are the reincarnation of any dead person that you choose, letting you slowly but surely regain their memories, powers, skills, and former equipment. You are able to select multiple ancient heroes, with the only caveat being that they cannot overlap each other in terms of living. In future Jumps, you may insert your accumulated reincarnations in the timeline.

Artifact Collector
You are astonishingly good at collecting ancient, lost, and/or extremely rare artifacts. You always have a good hunch about where to look, or clues for them fall into your lap.

Golden Rule
You are extremely good at obtaining wealth. You're the type of person to accidentally invest in a company that'll grow to be worldwide, or accidentally find oil in your backyard, or find some niche and lucrative usage for something nobody else would think of due to it being stupid.

Incorruptible Purity
Purity is connected to goodness, and you are a good little boy. You are considered to be pure, be it spiritually or physically - with any system or world mechanics automatically assume you are Pure Good if it would be beneficial. Your purity is so intense that actively malevolent spirits and

entities burn in your presence (although this will stop if they actively try to turn over a new leaf), and those of evil dispositions are uncomfortable in your presence. Neutral or good people, by comparison, will instinctively feel that you are safe to be around. This keeps you and everyone close to you physically and spiritually clean, warding away dirt, grime, addictions, and possessions.

The Virtue of Prudence
You no longer need to worry about unforeseen consequences. You have an intuitive understanding of if the actions you take are foolish or wise, receiving a vision of the future that gives a comprehensive understanding of all of the benefits and demerits that said action will cause.

The Virtue of Justice
You instinctively understand when someone has more or less than what they deserve, be it in terms of wealth, rights, power, or more. You are able to free others from the shackles that bind them - be it literally freeing them from slavery, or ensuring they get a good education and job, to anything that would be a restriction. You can also punish others who have more than they deserve - ensuring they fall from their high standing to something more appropriate.

The Virtue of Fortitude
No matter how intense, terrifying, or overwhelming the situation is for you, you always gather the strength and courage to keep fighting. If an enemy relies on inflicting despair, then their powers or skillsets cease working at all in your presence.

The Virtue of Temperance
You have a perfect level of self-restraint that forbids you from engaging in negative or toxic forms of indulgence. Additionally, with a simple touch, you can nullify any desire for overindulgence in others without any negative penalties.

The Virtue of Faith
When you truly believe in an idea or concept, your earnestness will be rewarded. If you hold faith in some sort of god, then that god will communicate with you, and bestow you with some sort of blessing. If you hold faith in an idea (like goodness or truth), you are empowered based on that idea. You can hold faith in as many things as you want, so long as they aren’t contradictory.

The Virtue of Hope
You embody feelings of hope. You give people the ability to feel hope, and are in turn empowered by the hope you bring to others. By channeling this hope, you can generate constructs or simply boost your parameters.

The Virtue of Love
This is the love that moves the sun and the other stars. When you care for someone, they never suffer minor misfortunes, and never find their quality of life to be reduced.

The Light of Day
Praise the sun, baby! You become considerably more powerful under the light of the sun, becoming totally invulnerable when the sun is at its zenith midday, gradually becoming weaker the closer it is to the horizon. This boon goes away during the night..

The Moonlit Night
Despite that, who said you were weak? Your strength is increased based on the lunar cycle. You remain at your base strength during a new moon, but become considerably stronger at the phases of the moon appear. During the Full Moon, your power is amplified several times. Special lunar phenomena such as the Blue Moon and Harvest Moon provide an even greater boost.
If you purchased **The Light of Day**, your powers receive a considerable boost in the time period where the moon and sun are both visible. In the event of a solar eclipse, the Solar Zenith and Full Moon boosts are multiplied.

Reverse the Polarity
It's really amazing how many evil plans fall apart the moment you reverse what they were intending to do. You are able to partially or totally invert the abilities of your enemies. Instead of a blight designed to kill crops and livestock, it will instead greatly invigorate it. If your opponents do something like make a time machine that reverses all time outside of their base to return it to the age of the dinosaurs, you can just have it send their base to the past.

Wings of the Boread
Were you perhaps blessed by the Northern Wind? You possess a set of dusky, golden-scaled wings that allow you to gracefully fly at hypersonic speeds. This flight speed will scale up with your physical strength, and your running speed

There's No 'I' in Team
No one needs to go through that arc where they leave the team after some argument. When you join a team, everyone in that team is fully loyal to one another and to the cause. If someone goes behind another's back, it is because they genuinely have no other options, or it would be something that the whole group would find justifiable. If arguments occur, they will only ever occur for the purposes of bettering the state of the group.

The Song of Hope

After you resolve the “main plot” of a setting, you can drop a sweet song, like *Goofy Goober Rock*. When you do so, all destruction that came about as a result of the main plot will be fixed - including even deaths.

Nature’s Salvation
Wherever you walk, you find that nature is purified. Polluted air becomes clear, dying lands grow fertile, and sickly animals are cured. This also gives you the power to understand and speak with animals, although most will not be intelligent enough to hold a real conversation.

The Path of Man and Beast Intersect
Join with yesterday's foe to smash fate! When you and your enemies agree to let bygones be bygones - it is enforced by fate. Neither of you will ever think of betraying one another, and your armies will accept the agreement, ensuring there aren’t any people who are resistant to the idea.

A Birthday is a Break
Everyone needs a break now and then! When celebrating some special event or occasion, you will never have to deal with any evil schemes or stupid criminals during this time. Even if some conspiracy is happening already, it is coincidentally stalled until your break is over.

All-Inclusive Heroics
So long as you aren’t deliberately being discriminatory towards a group of people, they will have faith in you. Additionally, those who would be discriminated against for what they are flock to your banner.

Not-Quite Filler
During downtime between “major story beats,” you are able to do various filler arcs that not only prepare you for the future, but also give you helpful rewards and potential companions.

Deep Breaths
Or rather: no breaths! You no longer require oxygen to breath, allowing you to survive the depths of space without any sort of helmet. You are also able to move around in these environments fairly easily through your own power.

Like a Laserbeam, My Eyes On You
When you are tracking someone, and you’ve encountered them at least once, you know exactly where they are, regardless of how far away they are, or even if they are dead or in some higher dimension.

Laplace Disruption

Being unpredictable is a great skill, as I'm sure you'll agree. Unless they are your ally, your actions are completely unpredictable and incomprehensible. No form of analytical ability, mind reading, precognition, retrocognition, or even literal omniscience can get a read on you.

You Talk Too Much!
Enough talking, it's time to fight! When your opponent is monologuing or undergoing some sort of transformation, you can sucker punch them to stop them from succeeding. You gain all important information that the villain would have upon defeating them, including the information they would have blabbed about from their monologue, and anything else they know that might help you.

Old & Slow? [200 HP]
Why don't you teach these youngsters not to disrespect their elders? Your powers never wane as you grow older, and they'll actually grow even stronger with age. You could never use a skill in hundreds of years, and still know how to use it like the back of your hand. You additionally do not age past your prime (if you don't want to), and you actually seem to get more beautiful as you get older.

Who the Hell Do You Think I Am? [200 HP]
They might not know right now, but they will soon! Word of your deeds spreads very fast and very far, going to people who you would like to know who you are. Your actions and fighting spirit emboldens potential allies to fight, and to seek you out. Your enemies, by contrast, receive only bizarre and unhelpful stories that are deleterious to them in battle. Your tales automatically grow to exaggerate you when you develop enough to perform those exaggerated actions.

Setting the Stage For a Hero's Parade [200 HP]
There will always be those who slander you, but now they will help you. People who attempt to slander you will find that their attempts dramatically backfire for them, along with the people supporting them. Additionally, your enemies will consistently underestimate your capabilities.

Spanner in the Works [200 HP]
You are extremely good at ruining things, aren't you? You've got a real knack for throwing off your enemies, with even small actions you take unintentionally screwing them over. By the time you even learn about their schemes, you'll find that you've thoroughly gutted it. Naturally, this gives you the natural talent to piss off anyone you're fighting, whether it be through your swagger, words, and general attitude. You are so good at this that you can make even literal robots fly into a rage, with said rage greatly reducing their skill and defense.

Children Spoiled Sweet [200 HP]

You might desire to start a family in the future, so have this. You have all of the necessary information for how to properly raise a child. You may decide the appearance of your children, and can pass down any and all of your perks. Additionally, if you spoil your children (or just anyone younger than you), they will develop good morals. You'll always have good relationships with your children, and they'll grow up happy and fulfilled even if you can't be with them.

Paddington Hard Stare [200 HP]
You're not mad, just disappointed. By sternly staring at someone, you are able to make them feel a profound shame for doing negative actions that they can reasonably control. By doing this, they will be compelled to cease performing their negative action, even if it is some form of addiction. Due to obvious reasons, this will not work on uncontrollable things, such as homosexuality

Single Folks Seek Good Jumpers [200 HP]
Harem protagonists are usually the heroic types, aren't they? When you act as a good and/or heroic person, you draw in those who you would find to be attractive, along with those you would want to protect. When you have fun with your partners, even if playful and innocent, it inspires a sort of jealousy that makes others want to join you. Those in your harem tend to get along well with one another, and by being around you, they are able to work through any of their own personal problems.

Good People Have Good Times [200 HP]
Well, let me put it this way. In Heaven, they make love. So long as you genuinely care for someone, every outing that you then have, romantic or not, will always be a joyful one. When you have intercourse with that person, you will always instinctively know how best to please them, and so will they with you. Always remember: nice guys finish last.

Class is in Session! [200 HP]
Teachers are some real heroes, especially when they have to deal with snot-nosed brats. You are an excellent teacher, able to teach people just about anything within an hour - provided you actually know what you are talking about. In any case, this gives you the ability to teach others how to use any of your perks, powers, and skills. Those who you teach will never use what you taught them in a way that you would morally disagree with.

Playing the Good Cop [200 HP]
The good cop, bad cop routine is overplayed, so just be the good one! When interrogating someone, simply being calm and reasonable will prompt them to spill the beans. If their life would be in danger from snitching, they will warn you, or give you a subtle but identifiable tell.

Sweet Dreams [200 HP]

Keeping people safe, even in their dreams, is a mark of a good hero. You are able to induce a calming, happy sleep in anyone, even if they have insomnia or night terrors. So long as they get at least an hour of uninterrupted sleep, they will feel extremely well rested for the next week, and any insomnia troubles will be lifted.

Adopt the Dog [200 HP]
Because sometimes, the neutral person shouldn't be neutral. When you have a meaningful interaction with people who might be morally neutral, or otherwise not informed enough to make a decision, fate ensures that they choose to align with the side that is trying to do good.

Inhuman Trigger [200 HP]
Within you is the bloodline of some non-human being. Although you don't visually take on said features, you gain the best features of your heritage. What's more, you can unlock a powerful transformation related to this heritage.

Instant Threat Detection [200 HP]
You've got a spider-sense on steroids. You are instinctively alerted to any and all threats to your person, before causing you to dodge. These "threats" can be an actual attack, something like poison, emotional harm, or collateral.

Future Sight [200 HP]
If you could gaze into the future, life would be a breeze. You have the ability to see a vision of the future that alerts you to danger in the future, giving you enough time to stop that disastrous future.

Absurd Progress [200 HP]
You have an uncanny ability to bring the world forward with you. If you know how to do something, you are able to spread that knowledge across the setting, and it can be implemented without causing any harm at all. You could turn an almost tribalistic society into one from the space age in just seven years.

True Freedom [200 HP]
To be imprisoned is a fate unbefitting of a Jumper. When you are bound, enslaved, imprisoned, or otherwise trapped, you will miraculously be freed in short order. Maybe some idiot left the key nearby, or you bust yourself out through sheer rage, or maybe a localized Earthquake or act of god breaks you out. What's more, you will never be imprisoned in the first place unless it leads to you discovering something that would be beneficial to you.

Ensemble Cast [200 HP]

If you have companions, then maybe you want them to shine alongside you! While you are still the main protagonist, your companions receive narrative weight, letting them have their own arcs that improve their identity and self-worth, while also helping you out along the way.

Follow Me [200 HP; Requires *Ensemble Cast*]
Inside, outside, through the stratosphere! Your friends naturally grow stronger based on how close they are to you personally, ensuring that they stay in tandem with you in power. This additionally lets them be able to do anything that you can do, which lets them do silly things like teleport out of a prison after you escape it. As a benefit, this lets you share powers and perks with your companions and followers.

Measured Response [300 HP]
As you gradually become more and more powerful, you may start to realize that a certain "World of Cardboard" speech is all too true. This ensures that it will never become a problem. Not only can you now perfectly fine-tune the output of your powers and items; none of your abilities, no matter how destructive or uncontrollable they are, will ever harm those you care about. You could be a rampaging beast, yet you'd miraculously harm none of your friends.

Damage Reversal [300 HP]
This is a highly unorthodox method of healing. You are now able to turn anything of yours that could cause harm to something that heals. You could hit someone with a frying pan, and this would heal their brain damage instead of causing it. If your subordinate fires off a nuke, it'll instead heal a town's people and patch up their architecture. This effect is continuously active and intelligent, and will discriminate between enemies and friends, meaning you don't have to consciously decide when it activates or not.

Go Beyond the Limit the Break [300 HP]
It'll be a piece of cake! You are able to continually improve your parameters and abilities through training, with no upper limit (although reaching higher levels may require more and more effort). Beyond the obvious boost to your stats this entails, you can vastly improve the efficacy and output of any perk or power. With enough training, you can make that attack that takes forever to charge to be instant, or attacks that cast from life points to take less life and deal more damage.

I Was Just Passing By [300 HP]
Wouldn't it be great if you could be a selfish dude, and people still wound up better for it? From now on, so long as you aren't doing something with the express intent to hurt another, it will have a beneficial impact on those around you. Maybe that unbeaten champion you fought and defeated will regain his passion. That noble you killed due to some personal grievance was

actually the ringleader of some slave operation. While on a hunt for some hidden treasure, all the little stops you did might well have helped random passersby.

With the Best of Intentions [300 HP]
All of your actions intended to help others will always have that intent realized and amplified. That homeless person you gave money to is not some scammer, and they might even find a nice job and home shortly thereafter. Additionally, those who try to take advantage of your selfless actions will find themselves the victim of a chain of misfortune and karma.

Impromptu Training Course [300 HP]
If you want to train someone in being a hero, then you gotta push them to the limits. You might also need to just train for a threat, but you have no time to lose. You are able to give people the equivalent of ten months of good training within a single week. This training is well-rounded, although it will play into the strengths of whoever you are mentoring

Advanced Martial Training [300 HP]
When it comes to armed and unarmed combat, you are the expert. You automatically know how to fight in any martial arts style to supernatural levels, and can fight with any weapon as though you've had it your entire life. This knowledge updates with each jump.

Advanced Mystic Proficiency [300 HP]
In worlds with power systems, you stand at the pinnacle. You have incredible aptitude in all magical systems and power systems of any setting. So long as it can be taught by someone, or learned through experience, you can master it.

One-Man Army [300 HP]
Against all the evil that can be conjured, and all the wickedness that can be produced, they need send only you. Unless an enemy could defeat you in a fair one vs one (you at your max power against them with their max power), they can't beat you *at all*. It does matter if you've been fighting hundreds of monsters beforehand, you can fight a hundred more.

Overflowing Vitality [300 HP]
Whether it be stamina, ether, blood, mana, qi, or something else, you seem to have a bottomless reserve of energy. A vampire could suck on your neck for days on end, and the only issue would be trying to move around with said vampire latched onto you. This doesn't mean that you can deliver attacks with infinite power or anything, but it does mean that you can attack indefinitely. As an unintended but nonetheless helpful bonus, you also never have to sleep again.

Mind Over Matter [300 HP]

It's no use! You have considerable psychokinetic powers, allowing you to pick up, manipulate, and toss objects. At the start, this is only strong enough to pick up something roughly the weight of a car, but so long as you put effort in training it, you can have it endlessly grow.

Nice Complex Hax Ability [300 HP]
Unfortunately, my number is bigger than yours. If you are physically or spiritually superior to someone, then their hax abilities (Time manipulation, instant death, reality warping, durability negation, transmutation, etc.) are nullified against you. Even if someone used the Infinity Gauntlet on you, it's not going to do anything if they weren't a match for you without it.

I Am…All of Me [400 HP]
Every single aspect of your power is yours, you brave-hearted hero. This lifts any negative consequences for anything that you possess (perks, powers, skills, alt-forms, items, etc.). You don't experience incompatibility issues, no ancient curse, no insanity, no penalties for that demonic bargain, no dying due to ascending via some unstable power, nor any built-in drawbacks to perks. What's more, these will all seamlessly blend together, becoming greater than the sum of its parts. You may combine two or more of anything you own, which will remove its weaknesses, and empower it beyond a mere additive boost.

This Time, You're Finished For Good [300 HP]
Sometimes, the bad guys need to die, so you make sure they actually can. Beyond having the stomach to kill when necessary, everything you kill stays dead. They can't be resurrected, and can't revive themselves through one of their minions. If you kill a conceptual entity tied to reality itself, their concept can persist just fine, but they will not, and you won't be punished for it like how you normally would.
As a byproduct, you are effectively able to bypass the narrative primacy of your opponents, which might be more colloquially referred to as plot armor. Unless they have a really good reason to survive your encounter, they die.

I'm a Healer [400 HP]
Always remember to respect your healers. You are able to heal any sort of non-lethal damage with just a touch. You can heal any wounds, status effects, mental disorders, and curses. Additionally, you can convert any sort of traumas into mere data, reducing the traumatic memory into something that a person read about, rather than experienced. So long as the person isn't literally dead, you can heal them.

Healing Honey Badger [400 HP; Requires *I'm a Healer*]
Well, forget the "dead" part. You can now resurrect anyone from the dead, whether they died recently or in the distant past. You can do this even if they don't have a body, don't have a soul, are trapped in Hell, or were erased from existence. If you can verify they died, you can revive

them with no negative consequences. This also provides you with a 1-Up that replenishes each Jump - and if you can somehow set it up, this resurrection can work on yourself, negating a potential chain failure.

Karmic Jackpot [400 HP]
By choosing to adhere to your morality no matter what, you find that your actions are rewarded to an unrealistic degree. If you choose to run a business as ethically as possible, for example, you would have loyal employees, repeat customers, and you could become an ethical billionaire. If you run a shadow government dedicated to containing the anomalous, you'd find anomalies willingly being contained so long as you try to treat them humanely. Additionally, this allows you to reconcile two conflicting paths so long as you genuinely want to, and if they offer two separate rewards, you will receive both.

Hero King [400 HP]
If you're gonna be a king, you might as well be good at it. You are extremely well-versed in all manner of leadership, being able to successfully lead a kingdom, empire, business, or organization. Things that are "busy work" are automatically completed in a way you would approve of, freeing you up for more important things. Any action you take for the sake of helping your people will always work the way that you intended, with any intersecting perks magnifying it. When fighting for the sake of your people, your parameters are magnified based on how severe the penalty will be for losing. You additionally inspire others, be it in combat or in their duties, to surpass their previous limitations.

Where You Need To Be [400 HP]
You are a very lucky person. Fate ensures that you will always have the optimal advantage for whatever challenges you face. This is done via helping you meet the right people, uncover some relevant knowledge, or happen to have what you need to get the job done. Additionally, you always seem to win games and gambles, sans for the few minor matches in order to keep others from getting suspicious. This won't guarantee your survival or anything, but it will ensure that you have the best chance of doing so.

Comic Book Genius [400 HP]
For obvious reasons, being smart in one field doesn't mean you are smart in other fields, unless this is comic book land. If you can grasp how something would work, you are able to create it in no time flat. If you know how a phone would work, you can make that phone. This applies to things that would be impractical or otherwise impossible, like a mechanical suit of armor, or cold fusion reactor. You can even replicate things that would only be possible with either magic or science (in settings where those are distinct) using its opposite side. When you create something, or otherwise facilitate the creation of something, it is guaranteed to never backfire in any way

against you. Finally, when you learn something in a setting, you are able to replicate it in all future settings as well.

Thirteenth-Level Intellect [400 HP; Requires *Comic Book Genius*]
You are intelligent to an absurdly high degree. You are able to comprehend and learn just about anything that is possible to understand within a setting. You'll also immediately know if something is impossible based on a setting's metaphysics. Your processing and computational abilities are for all practical purposes unlimited and instantaneous (although physical speed of action is still limited by your body), including your perception, multitasking, and reaction time.. You could develop a method of time travel, or FTL vehicles, or the cure to all cancers, or set off a chain reaction that lets you create an entire multiverse. Given enough settings, you can learn pretty much anything.

Gestalt Growth [400 HP]
In anime, it's not uncommon to see that one form of training boosts far more than what it should. So long as you are improving yourself in some way, you elevate everything about yourself. Reading a new book helps your brain and your muscles. Lifting weights helps you with making money. A long jog improves your speed, stamina, and magic. Unless you sit around and do nothing, you will be in a continuous state of growth

Kryptonite…My Favorite [400 HP]
Weaknesses? Yeah right! You are able to "invert" any weakness that you might have into something that empowers you. That Kryptonite boosts your strength, and that poison actually heals you. If something is equally lethal to most people, such as physical damage and a gun, this naturally doesn't apply. Should you have multiple alt-forms with different weaknesses, you can transfer said 'weaknesses" to each alt-form. If you're a vampire, for example, garlic and the sun now empower your human form. If multiple forms have the same weakness, the amount that you are empowered is similarly increased.

Fusion of Hearts [400 HP]
Literally. You are able to fuse with people you care about, with the fusion being considerably greater than the sum of its parts, and growing even stronger based on how close you are to the person. You can combine with as many people as you care about, with the fusion growing stronger and stronger. The fusion has its own health bar - if it is defeated, everyone is returned back to the state they were before the fusion. This also allows for you to fuse any mechs or vehicles together.

The God-Child [600 HP]
In ancient mythologies, this was the sort of thing that made the greatest heroes. You can choose to either be a *really* strong demigod child, or the outright avatar of some deity, inheriting weaker

yet still potent versions of their abilities. So long as the deity is present in some Jump (even indirectly), you can choose to become their child or descendant. You may choose a new god each Jump if you desire, while keeping your previous abilities. This cannot be used on allegedly omnipotent deities to gain their omnipotence. At best, you'd just get their secondary capabilities.

The Fastest Thing Alive [600 HP]
Blue streak speeds by. You have the quickness of a speedster, allowing for you to travel at hypersonic speeds, with no upper limit so long as you make the effort to train. To ensure this is even remotely useful, you develop the reaction time required to dodge, maneuver, talk, think, and do cool tricks. Additionally, you have supersonic vibrations, letting you do something as benign as give great massages, to something as lethal as phasing someone into a wall of concrete. Finally, you, anything/anyone you are holding, and everything in your general vicinity are also protected from the natural consequences of something so absurdly fast.

Power, Enriched By the Heart [1000 HP]
Unify the chaos, and gain great power! You now have an extremely powerful "Super Form" that grants you flight, invulnerability, and considerable magnification of your powers. At the start, this magnification isn't that extreme, but it gradually, perpetually increases in potency as you strengthen yourself, along with how long you are capable of using it. If you have other transformations, you can combine all of their effects into this Super Form.

Items

All Items, unless otherwise stated, cost 100 HP. Any items that are lost or destroyed will shortly return to your Warehouse in perfect condition. You may import the effects of an item into similar ones. (Such as weapons to weapons, and properties to properties). Buildings, lands, vehicles, and other properties will, unless specified by you or their description, manifest close to where you begin your Jump, and will have an infinite amount of whatever is needed to work. Your items can never harm you or your own. Any modifications you make to your Item are remembered and fiat-backed, and anything in this section can be combined.
You receive a **+300 HP** stipend.

Jumper Comics [Free]
This isn't just comics, but also a franchise that makes comics, novels, games, movies, shows, and more about your various Jumps. They will all be created exceptionally well, and will be extremely popular. If you want, these works can retroactively replace the original work, although you will still remember the original, and can "release" what-ifs about if you weren't involved.

Jelly Babies [50]

Would you like one? You seem to have an infinite supply of any random candy or snack that you can think of, being able to pull them out of seemingly thin air.

A Feast For a King [50 CP]
Congratulations on solving world hunger, and all that. You have the ability to instantly summon a limitless amount of any type of food or drink that you desire. This food will always taste good, be healthy, never spoil, and will never trigger any allergic reactions. This food can spontaneously manifest with plates, in lunchboxes, or on a big table.

Billionaire Playboy Philanthropist
You have a net worth of $500,000,000,000, making you the wealthiest person in the world. This money is perfectly clean, post-tax, and nobody questions where you got it from.

Charities
You are the proud owner of seven major charity organizations operating around the world, which focus on children's education, homeless shelters, infrastructure creation, disaster relief, and anything else you think would be important. These charities will always work cleanly, and there will be no rumors of shady dealings.

Infinite Energy Generator
You have access to a heart-sized battery reactor that can generate an infinite amount of energy, which can be safely transferred anywhere, and be converted to any other required energy source. You are able to study and replicate this tool.

Symbiotic Suit
The first and last suit you'll ever need. You appear to have bonded to some strange symbiotic entity, who is quite fond of you. It is able to transform into any outfit you want, is totally indestructible, tries to protect you whenever possible, and keeps any filth off of you. While it can't do much at the start, you are able to "feed" it any item that you want, and it will seamlessly integrate what it can do into itself, casting away any weaknesses of the former item.

The Jumpmobile
You have access to some sort of high-powered armored vehicle that is indestructible, armed to the teeth, and can swerve, dodge, and do tricks like nobody's business. It possesses an AI system that perfectly self-drives, and can quickly track any target down, and capture them nonlethally.

White Knight's Armor
You possess a pure white set of armor that is both weightless and able to defend against any sort of damage, be it physical or magic. When fighting against anything considered to be evil, its resistance is doubled.

Helm of Awe
Once upon a time, this helm was one treasure among the many that belonged to the horde of the greedy dragon, Fafnir, before the hero Sigurd slew him. When worn, the helm invokes terror in all but the most iron-willed of your enemies

Megingjörð
Among the three great possessions of Thor, Norse God of Thunder. It was this magic belt that doubled his strength, allowing him to lift the extremely heavy Mjolnir. This blessing is now shared with you, broadly doubling the strength of all of your attacks, while also letting you carry anything in your possession.

The Mantle of Arthur
Among the great possessions belonging to King Arthur. This mantle, when worn, turns the wearer and whatever they are holding and wearing invisible, while still allowing the wearer to see as they previously did.

Seven-League Boots
These were something of a staple of medieval folklore, being the magic, size-shaping boots that were stolen from a giant. When worn, these boots allow someone to move upwards of seven leagues (21 Miles or 33 Kilometers) in a single step.

Skithblathnir
A prized possession of the Norse God Freyr, and the greatest ship of ships. While its appearance and size depends on you, its inner dimensions allow for it to carry as many people as you want, including all of your equipment. It is able to sail perfectly in all seas, and can even be used to fly. When you aren't using it, the ship can be magically folded down to fit into your pocket, with nothing still in it being harmed.

Ring of Dispel
A ring belonging to Sir Lancelot, given to him by the Lady of the Lake. By wearing this ring, you are able to neutralize any sort of negative illusions, mind control, status effects, enchantments and curses within a twenty foot radius of yourself. This won't neutralize anything that would be beneficial to you, but you can neutralize anything beneficial to your enemies.

Clew of Ariadne
The magical ball of thread that princess Ariadne gave to the hero Theseus, who would have been lost in the labyrinth of the Minotaur without it. This clew will allow you to escape any maze or unnatural space.

Ascalon
The lance of Saint George, which he used to slay the dragon that terrorized the city of Silene. This lance is conceptually strong against dragons, wyverns, wyrms, and any other monstrous reptilian creature.

Cruelty-Free Food Generator
You have a replication device that, when outfitted with a suitable energy source, can create any type of food that you desire. This includes meat, vegetables, fruits, junk food, spices, and very rare materials. This food will never have impurities, won't trigger allergies, and will never spoil.

Sonic Speed Racer
You have a cool hoverboard that lets you move faster than normal, lets you ride on wind, and even lets you ride on literal rainbows.

Weighted Clothes
Nudity may not make you stronger on this planet, but this certainly will! Your clothes are actually weighted, you see, which reduces your effectiveness…sorta. This is actually a retroactive effect, meaning that your baseline is actually this reduced state. By removing these clothes, your powers are strength, speed, durability, and everything else is tripled. When training in these clothes, you'll find that you get stronger at a more accelerated rate as well/

Dynamoconductive Gun
This must be your neutral special. You have access to an extremely potent gun. By default, it has an infinite number of "neutral" magical rounds that can damage even intangible beings like ghosts. Its greatest ability, however, is that it can channel literally any energy source you come across, even your own magical reserves, and fire them off as specialized rounds. This gun scales to your current level of power, ensuring it never stops being useful.

Grappling Hook
This iconic tool of heroes is now yours! You have a magical grappling hook that has infinite range on its line. This line automatically connects to whatever it comes into contact with, and brings you and anyone you are holding quickly and safely to where it is attached. This line cannot be cut by anyone except yourself.

Call Me, Beep Me
You probably aren't a basic average girl, but you probably are here to save the world. You have a special cellphone that lets people contact you when they need help. If they are in immediate danger, you can teleport to their location to help them.
People don't actually need a phone to call you, and merely need to think of you to help them. If cellphones don't exist in a setting, then this will either become the closest equivalent, or just

flat-out psychic connection. This will obscure your identity if the person calling you doesn't know it, and won't work at all if someone is trying to trick you.

Mobile Suit Jumper Wing [200 HP]
As all children dream of having, you have access to a giant robot, whose design can be whatever you prefer. This mecha is equipped with exotic weaponry such as plasma swords and high-caliber railguns. Its armor plating is enough to withstand city-wiping explosions, and is unable to harm anyone within its cockpit, be it due to shockwaves or high Gs from its extreme flight speeds. Additionally, it can connect to you, and utilize all of your powers, but considerably magnified.

Ruyi Jingu Bang [200 HP]
The staff of the legendary Sun Wukong, which was originally used to measure the depths of the World Flood. It can grow from being a massive pillar to about the size of a needle. Do be careful however: the staff itself is about 17750 pounds.

Phoenix Feather [200 HP]
The very last feather of a phoenix that is about to be reborn, given as a blessing. Upon your death, this feather burns up, and you will be revived from death. This is restored to you after each Jump, or every 10 years (whichever is faster)

The Chainius Jumperus [200 HP]
You have access to a tome belonging to your family, which contains numerous skills and abilities devised or learned by your ancestors. With this book, you are able to learn all of these skills, although certain ones may take some time to master.

Support Flag [200 CP]
Did you have a dream of being a flagbearer? What you have here is a pole with the flag of whatever cause you most believe in. When you hoist this flag up high, all of your allies rally themselves, receiving temporary boosts to their parameters, and restores them to full health. By contrast, your enemies will receive reduced morale, and a temporary reduction of their parameters.

Fragarach [300 HP]
The sword of the god Lugh, created by Manannán mac Lir shaping a tidal wave into form. The wielder is given control over the winds, and can deliver irresistible, always fatal attacks that can bypass armor, shields, and even walled fortifications. Furthermore, when the sword is held to the throat, the enemy is forced to always tell the truth, and they cannot lie even by omission.

Weapon of the Chosen [300 HP]

You have a powerful weapon that only a chosen one may wield, similar in nature to Excalibur or Gram. This peerless armament works perfectly in your hands, and can cleave through any lesser weapon and armor. By wielding this weapon, the strength of your powers and perks are multiplied by ten.
If you have access to **Mobile Suit Jumper Wing**, the sword's increase will stack.

JumpCorp [400 HP]
You now join the ranks of heroes like Tony Stark and Brice. You are the proud owner and majority stockholder of a multinational megacorporation worth tens of trillions at the bare minimum, with multiple subsidiaries in just about every field, taking up the majority of spaces of the "Top 50 Businesses in the World". Your company is akin to an ethical Pentex, being the innovator in all fields, and making countless breakthroughs and bleeding-edge technologies. By fiat, it always operates ethically, and treats its workers kindly, giving them frequent raises, days off, breaks, and complete insurance. At this point, you can expect to have considerable backing in both the mundane and supernatural world, should the latter exist in a setting.

The Spear of Longinus [400 CP]
Where in the world did you get this? This is the Holy Lance, the very same one that pierced the side of Jesus Christ. It's a rather famous tool, and it also showed up in the legends of King Arthur through the story of the Fisher King. This spear has three endless streams of blood (which never seem to dirty anything, or even survive contact with the ground), which can heal the wounded. It can also kill pretty much anything, bypass all defenses, and can even destroy a kingdom. What's more, the spear carries victory, and will boost the luck of your group, and stacks with any other luck perk you have..

Jewels of Power [400 CP]
What are these things? Emeralds? Rubies? Sapphires? You now have a set of jewels that have some phenomenal power attached to them. They can do something like control the flow of time, or make solid illusions over the whole universe. Whatever it may be, they contain an infinite amount of energy, which can be released by the desires of the controller. You may also decide how many jewels there are, ranging from only one to seven of them.
If you purchase this multiple times, you can choose to have another set of jewels with different powers, or you can have your original set get an additional power.

Mjolnir [400 CP]
This does not actually have to be Mjolnir. You have access to a powerful divine artifact that chooses only those who are worthy. It greatly magnifies your fighting capabilities, lets you control any single element, bestows flight, and even grants people power equal to your own. There is also an assurance that there are no workarounds for people you deem unworthy, so a

master of magnetism can't avert your attack, and a hulking brute can't throw you if you are holding the weapon.

Cosmic Command Center

Otherwise known as **C.C.C.**, this section outlines warehouse addons, and the ability to turn your Warehouse into your command center, akin to the Fortress of Solitude or the Batcave. All addons will follow you into a Jump at your discretion, and will sufficiently modify itself to fit the setting. Any changes or modifications caused by you will be fiat-backed and retained throughout Jumps. Every location will have infinite resources, be self-sufficient, and fully staffed at all times to function correctly. You may decide if Followers are NPCs that were spontaneously generated by the facility (whether they are sapient or not), or were people/entities that lived before meeting you, and decided to join you. Followers that are part of each addon remain the same, and retain any modifications. You are guaranteed complete ownership, and they will manage themselves perfectly fine, although your Perks will help. Everything in this section can be combined together.
You receive a **+300 HP** stipend.

Dreaming Housekeeper [Free]
It seems that your Warehouse isn't exactly normal - well, it wasn't normal in the first place, but you know what I mean. Whether it is a genius loci, or some strange spiritual being latching onto the Warehouse, you find that this place is actually alive. It's controlled by an intelligence that is playful yet fond of you, perfectly arranging everything in a way that best suits your tastes. It protects those you care for, and will repel anyone and anything hostile to you.

This intelligence will latch onto any property that you have, binding all of them together like a Nexus, and providing an omnipresent form of protection and movement between them. The intelligence will be able to fuse, reconfigure, or rearrange any property you have in any shape you desire. If your property is some specific type of room, you can have a version of that room manifest in as many properties as you want. You may decide if any special abilities these properties may have are spread throughout the entire C.C.C., or they are solely regulated to their original location.

If you don't want the intelligence to be sapient, then this will just be a very sophisticated AI or non-sentient loci that is bound to you

The Manor Overlooking the Sea [100 HP]
You've got a three-story manor and plot of land in an isolated sort of spot. By default, it will be on a stable cliffside actually overlooking some ocean, but you can choose to have it be in any

secluded location that you want. It has all the proper amenities a high-class house would be expected to have, and can be staffed by servants if you desire it to. When you are at this location, all stress and mental suffering fades away.

Training Facility [100 HP]
You have access to a high-tech facility that is designed for the purpose of helping you improve your body, mind, powers, and perk effectiveness. It will generate a new room and simulation matrix designed to help you focus on any specific aspect of yourself.

Trophy Room [100 HP]
This place is the room dedicated to your greatness. An infinite subspace of your Warehouse, the Trophy Room has statues, plaques, art pieces, and mementos dedicated to your coolest moments during your Jumps. By touching a spot, you can also simulate those events again, either how it was during that moment, or with all of your current abilities and tools.

Rail Zeppelin [100 HP]
When travelling the world, wouldn't it be neat to do it in style? This is a magic railway system that can travel to any place on the planet, along with any connected dimensions that aren't warded or otherwise totally inaccessible.

Extradimensional Space [100 HP]
This will keep your Warehouse safe from all sorts of intrusions. This makes it so that everything connected to your C.C.C. is in an extradimensional location disconnected from baseline reality. Any physical location in baseline reality works as intended, but the exterior is completely irrelevant to the important interior, which exists separately, and is only connected as a gateway.

You may decide if the exterior locations actually exist in baseline reality as a location accessible to anyone, or if it has a pretermemetic aura that keeps away hostile individuals and only allows in friendly individuals. Should the location be publicly accessible, hostile individuals will only be able to access the external shell, which inexplicably has no special effects, is totally empty, and its ability to interact with the true space is lost. You can also collapse the shell, and move it to a different location.

Vehicle Hangar [100 HP]
Within your C.C.C. is a hangar whereby you can store any vehicle that you have purchased (whether with a jumpdoc or with cash), created, were gifted, or have otherwise come into possession of. Anything within this hangar heals itself, and driving a vehicle in here will result in a portal manifesting that lets you move to anywhere your C.C.C. has a physical connection to.

Asklepios Medical Facility [200 HP]

The greatest hospital in the entire world. All patients in here are guaranteed to either have their current afflictions cured, or have their condition stabilized. It is staffed by medical doctors and nurses gifted in all forms of health, medicine, and even some flavors of magic. This facility also works around the clock to develop cures to any sort of disease, with it taking a maximum of ten years for even some of fiction's most devastating afflictions to be cured.

The Panopticon [200 HP]
If you're going to capture the bad guys, you might as well get an actually decent place to lock them up. You gain access to an infinite pocket dimension whereby any captured entity or unusual object can be safely contained. Each cell is tailored made for anything placed within, generating all the necessary material and phenomena required to lock it away without it ever being able to escape. If it is a sentient being that is imprisoned, they will have a semi-luxurious room to stay in, and if they are being contained for the safety of themselves and others, they will be given everything necessary to properly control their capabilities.

The Panopticon is overseen by supernatural beings visually reminiscent of wardens. They are empowered to safely detain anyone trying to escape or break in, and are immune to things like cognitohazards or eldritch madness.

Super Academy [200 HP]
You have access to one of the greatest schools in the world. Be you the principal, a teacher, or a student, this school goes from elementary to college, and will teach every sort of subject from the mundane to the supernatural. Those who enroll into this school are the best and brightest in the world, and will either wind up working for you, or making a real difference in the world. Credentials from this school will be universally recognized.

Perceptual Teleportation [200 HP]
Consider this discount Quick Travel for everyone. You and anyone you give permission to are allowed to teleport to any location within the C.C.C., and to any location outside the C.C.C. that is considered friendly. Additionally, anyone connected to the C.C.C. can teleport back to it at will, regardless of their current situation. If someone is trapped or otherwise imprisoned in a way that prevents them from escaping, they are teleported to safety automatically.

Individuals who violate some sort of rule you established for the teleportation lose privileges to it automatically, and are teleported to a safe detainment zone. People you've sanctioned can give other people permission to use Perceptual Teleportation so long as you would feel comfortable doing so if you were present. You hold the rights to take away or reinstate this privilege

For the purposes of clarity, a “friendly place” refers to any location where the person being teleported to would be safe. It does not need to be friendly: it just has to not be actively dangerous.

Garden of Eden [300 HP]
Not the actual garden, of course. This is a pocket dimension that is able to facilitate the growth of literally any sort of flora, fauna, or eldritch abomination you get your hands on. The soil here is extremely fertile, and everything can grow and mature here dozens of times faster, twice as large, and far more nutritious/effective than it previously was. Additionally, nothing here can ever rot, spoil, or age past its prime. You may modify any parameter here, including whether or not this growth rate affects sapient lifeforms.

Worldwide Web [300 HP]
Throughout each setting you travel to, you have a considerable number of smaller facilities under your possession, which fulfill any number of roles you need. They are connected to your C.C.C. by way of protected liminal corridors, and thus receive all the benefits as well. These facilities are strategically placed to enable you to reach any location within a two hour drive.

Recruitment Drive [300 HP]
It seems that your C.C.C. has “selectively bad” security. People with talents that would be beneficial for you, have no job (or don’t like the current job), and have an agreeable moral code tend to find their way to your base. It would take little effort to convince them to join you, and when they do, the chain itself will provide them with excellent paychecks.

The World’s Knowledge [300 HP]
Within your C.C.C. is a computer that has access to the sum total of all knowledge that is publicly available to a population. This includes any mundane population, and any supernatural communities. Any gaps in this knowledge can be patched up if someone is willing to share said knowledge with you. The information within this computer will be correct and as neutral as reasonably possible, preventing any attempts at discrediting it. This also comes with a constantly updating database concerning any and all individuals that are even vaguely significant in the world, and lets you know if they would be hostile or amenable to you.

Total Item Integration Functionality [600 HP; Requires *Dreaming Housekeeper*]
Now this is a pretty overpowered ability. It seems that the intelligence controlling your Warehouse can now use your items, and thus your Warehouse can as well. By sacrificing one of your Items, you will be able to fully integrate its effects, and how it is integrated depends on you. You could integrate a gun, and suddenly your C.C.C. can generate copies of that gun to wipe out intruders. You can integrate some sort of food or armor, and everyone within the C.C.C.

continuously receives said benefits. You can even also decide if the effect of an Item doesn't extend beyond a few specific areas.

You may assimilate properties with this, and it will have the same sort of integration possibilities as items, but considering you can do that with just **Dreaming Housekeeper**, it is merely a formality..

Modes

Supplement Mode
You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode
Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Super Friends

In the section, you will be able to select your Super Friends. Although having a default sex and personality, you can choose to modify them however you want. You can decide if you already have them at the start of your Jump, or you can meet them in an organic fashion. Super Friend options can be purchased multiple times, either to create a new hero under the archetype, or to further empower the previous version. All Super Friends receive 1000 HP to spend.
You receive a **+300 HP** stipend

Import [Free]
You can import all your companions.

Recruit [Free]
Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Family of Heroes [Free]
You've got an immediate family that can be full of heroes. Maybe you've got a flying brick for a mother, a philanthropist father, a genius brother, and a cleric sister. If you have **A God-Child**, your divine parent will be able to tag along with you, although they're nerfed if physical gods aren't already running around in the setting.

Your Secretary [50 HP]
What would you do without them? This person is a secretary of sorts to you, as they will manage all of your businesses and professional affairs, while you go out and have fun. They are absurdly good at this, and could manage a multiverse-spanning empire if needed. They're not the sort of person to save the world, but will kick ass if they need to.

Masked Detective [50 HP]
One of, if not the first sort of superhero. Although seemingly just a wealthy philanthropist (possibly coupled with a playboy status), this person is actually a crimefighter, donning some costume to hide their identity. You encountered them while they were investigating a crime, and the two of you worked together as a team to solve it. While not having any straightforward superpowers, this person is a super genius, can fight in just about every style necessary, and has the money and resources to create powerful and durable suits

Exorcist Couple [50 HP]
What a strange group of weirdos you've met here. This couple are a group of demonologists dedicated to exorcising ghosts. The husband is knowledgeable in all forms of demons (which updates each Jump), with the wife being a clairvoyant.

The Best Friend [100 HP]
This is your best friend, Jumper. Call them your brother from another mother, or perhaps a sister from another mister. The two of you get along perfectly well, with any differences you have serving to remedy each other's weaknesses, and accentuate your strengths. You two always have each other's backs, and while fighting together, you will find that both of your abilities are boosted.

Believe in Myself [100 HP]
Everyone needs a partner in crime, or a partner in justice in this case. Although this person might start off fairly young and inexperienced, they look up to you, and will do what they can to help. They will always at least be 60% as strong as you are, and an absolute tech genius as well, being able to understand and even reverse engineer the most complicated technologies

The Flying Brick [100 HP]
The stock superhero. This person might hail from a different planet, or maybe they were genetically engineered. Whatever the case is, they grew up with a good family and good morals, using their powers to help others. After meeting you, they realized that working with another person could let them save more people. This person has superhuman strength, speed, durability, hearing, flight, laser vision, x-ray vision, frost breath, and the ability to breathe in space.

Vela-Nova [100 HP]

It seems you've gotten the attention from this otherworldly princess. Perhaps she came to your world, or you came to hers, but the end result is that you worked together to stop a serious threat. Although initially quite stoic, she has a heart of gold, and cares for others deeply. This lady has incredible strength, speed, combat skills, and an inner fire that literally allows her to absorb, control and manipulate flames. Through certain "unique" applications of her power, she can additionally fly, breathe in space, telepathically communicate, channel solar power, and compel others to speak the truth. You may decide if she is from some mythological land, another planet, or another dimension.

The Speedster [100 HP]
The so-called fastest thing alive. Maybe this person got it from some freak chemical accident, or perhaps they were just always this fast. As befitting their archetype, this person loves to act cool, show off, crack jokes, and generally be chill. You met them after they quite literally zoomed past you, and dealt with a criminal in seconds. It didn't take long for the two of you to become friends, although if you have superspeed, expect a friendly rivalry. This person has enhanced reflexes, an accelerated metabolism, enhanced vision, a turbocharged brain, and of course superspeed.

Dream of an Absolution [100 HP]
This is a hero who is out of time. Perhaps he was sent to the past from the future, or maybe he was sealed in ice or something that allowed him to be perfectly preserved from the past. Whatever the case may be, this young person has a mile-long hero streak, a strong sense of morality, psychic powers, and a magical sword.

Magic Space Cop [100 HP]
Intergalactic crime requires an intergalactic crime fighter. This fellow was given some McGuffin by way of a dying member of their space police, granting them phenomenal power, flight, the ability to breathe in space, and projecting energy blasts and constructs. You encountered them following a certain incident, and helped them out. Although their job is to protect this corner of the Universe (which naturally updates each Jump), they'll always be there for you when you need it.

The Master Pilot [100 HP]
Perhaps one of the greatest mech pilots in the entire world, with a sordid history. This fellow grew up in a country embroiled in war, born from a tryst involving two black ops agents. Needless to say, his childhood wasn't very great, but he did miraculously grow to be a good person. He doesn't like war in the slightest, which is why he fights to end conflicts as quickly as possible. Your friend here found a kindred spirit in you, and wishes to help bring peace to worlds along your chain.

Literal Fighting Spirit [100 HP]
Although only somewhat above-average physically, this fellow here has lots of heart. Maybe they're from a bloodline with a heroic legacy, or maybe they are just a really stubborn bastard. Whatever the case is, they have a sort of fighting spirit that grants them incredible power. Beyond punching really hard, it's guaranteed to have some sort of bizarre ability, which their absurdly high battle IQ will let them use to their full potential.

My Sweet Passion [200 HP]
You've got a lover, Jumper. Or at least she considers you her lover. You met her after what she considered to be a fated meeting. Whether that is true or not, the two of you have been inseparable ever since, to the point where you scale to one another. She's inhumanly strong, which is complemented by her giant hammer. She also has a litany of magical abilities thanks to her tarot cards.

The Rival [200 HP]
Every good hero has their equal and opposite, although yours is a lot more friendly. This person is your rival, whose history and personality serve as a foil to your own. Despite that, the two of you are pretty fond of one another, and while you might bicker, it's only to help each other overcome your flaws. The two of you are relatively equal in power, with training and competition between the two of you causing explosive growth.

Creature Companion [200 HP]
What you have right here is a pet, or perhaps just a buddy. By default, they will have human-level intelligence, be able to communicate with you (Whether through speech or simply being able to understand them is up to you, will live at least as long as you will, and will be able to fight alongside you. Your creature companion always scales to you.

The Idols of Justice [200 HP]
Save the world with the power of music! This trio of idols utilizes power armor empowered by music and their fighting spirit to fight off all evils, whether that be demons or strange abominations. They become stronger the more fans that they have.

The Great Magician [200/400 HP]
Although masquerading as a stage magician, they are the real deal. This person has some sort of magical background, and has taken up fighting magical threats as an occultic detective. By default, they have extensive talent in just about every field of magic that can be taught, and even a few esoteric sorts. You helped them out with a certain threat, and now the two of you are close buddies. If you purchase the **400 CP** option, they are some extraordinary magic figure, similar to Doctor Fate or the Sorcerer Supreme.

The Mighty God [400 HP]
Well then, isn't this a new face, or perhaps an old one? It seems that some physical god has taken up residence on the mortal plane, and has taken up being a hero. This can be pretty much any god that has shown a willingness to fight in their associated legends, and they can bring along any weapons that they had in legend as well.

Drawbacks

Unless otherwise stated, each Drawback is worth **+200 HP**

Leave When the Story Finishes [+0 HP]
You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle [+0 HP]
If the setting is applicable, choose what continuity this takes place in. It can be the mainline setting, a spin-off, fanfiction, or the canon you came up with in your head.

Be the Main Character [+100 HP]
You become the central protagonist of the Jump, with the plot now revolving around you. It is now impossible for you to avoid the plot.

Longer Stay [+100 HP]
You'll spend 5 more years here. Pick as many times as you want.

Blistering Pacing
Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Archnemesis
You now have a nemesis that serves as a villainous foil to you. The standard option gives you a villain who will not be your equal, but will always be able to give you trouble. The upgraded version gives you an enemy as your equal, although they will not be able to counter your out-of-context powers or your companions' assistance.

Not a Big Fan of the Government

This is exactly what it sounds like. You have what can only be defined as a mixed relationship with some specific government of a nation you will frequently interact with. You may take this for every country, though be aware you'll have to go to them at least once..

Aww Yeah! This is Happenin'!
You speak oddly, as though your words went through a bad translation. This isn't usually an issue, but it will occasionally cause confusion in others, and may be unintentionally hilarious.

Hero in Distress
You will be guaranteed to be captured at some random point at least twice in the Jump, and will remain there for 24 hours. You can add an extra time for +50 CP, and this can be chosen as many times as you want.

Bad Press
No matter what you do, you always seem to run into of the media portraying you poorly, either due to active maliciousness or you making a bad impression

Crisis Incident
Every year, one major incident will occur, that will require you to pull out all the stops to beat. Each purchase will grant you another +200 CP, and adds another crisis. This can be taken a maximum of 365 times, although I would strongly advise against that..

Nah, I'd Win
You are supremely overconfident in your abilities, and will ignore any potential warnings that suggest you aren't strong enough to handle something. You will get serious if the situation becomes dangerous.

Can't I Get Any Respect?
No matter how much you contributed to saving the day, you never seem to get any credit.

You Sure Took Your Sweet Time
You always seem to be late to the festivities, with the bad guys having rampaged for a decent amount of time before you arrive at the scene.

Chaste Hero
No matter what perks you have, you will be compelled to not have sexual relationships. You can do romance, but it's not going to be especially intimate.

Item Lockout
You can't bring items from outside the jump into this jump.

Power Lockout
You can't use abilities from outside this jump here.

Warehouse Lockout
You can't access your warehouse.

Power Lockout 2
You don't get access to any purchases here until after the jump ends.

Companion Lockout
Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy
You're the bad guy and have to deal with that.

Dossiers
If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival [+300 HP]
You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

The Boss Dislikes You
You've drawn the attention of a major antagonist and now must handle that.

The Road to a Hero

You may choose any and all of the scenarios, and can decide if they happen in the same world as the main jump, or take place in a separate world. Additionally, if a setting doesn't have what would typically be necessary for this kind of scenario, feel free to reflavor anything as needed. Scenarios are divided between **Local, National, Global, & Existential** Scopes, which will reward you **+200 HP**, **+400 HP**, **+600 HP**, and **+800 HP** respectively. This HP can be used immediately in this Jump, or backed for the future.

Jungian Encounter
Scope: Local

Summary: For one reason or another, you have been having frequent nightmares deeply connected to your unconscious mind. You must travel within your inner world, and face your Shadow. Because it is you, it cannot be physically defeated - you must accept it for what it is.
Reward - My True Self (Companion): Beyond having your self-doubt purged, it seems that you've got a friendly voice in your head. Designed to be however you want, this friendly yet excitable voice is part of your inner monologue, and tells you exactly what you need, not what you want. It protects your mind from mental intrusions, and you can summon them as a powerful spiritual companion that has all the same powers as you.

Criminal Rehabilitation
Scope: Local
Summary: You are in charge of the rehabilitation of some sort of criminal. Everyone considers them to be a lost cause, but you do not think that way, and intend to help them.
Reward - Hastened Criminal Reform (Perk): Your reward for this prolonged rehabilitation is immediate rehabilitation. So long as you intend to reform someone, and you can reform them at all, they will immediately turn over a new leaf

Young Love
Scope: Local
Summary: You appear to have gotten caught up in a whirlwind romance between a young couple, almost like Romeo & Juliet. And like Romeo & Juliet, they are part of two families that hate one another. You must find a way to ensure that this couple remains together, without their family interfering in matters.
Reward - Brooch of Love (Item): A gift given to you by the two lovers, made with a fused insignia of their two families. By having this brooch, this ensures that any relationships you have will never be challenged by the rest of society. So long as you and your partner consent to the relationship, society will perceive it as perfectly normal, regardless of cultural taboo.

Spice Up Your Life!
Scope: Local
Summary: You appear to have been trapped in a hollow of the Universe, and have been challenged by a godlike being dedicated to play. If you want to make it out alive, you'll have to defeat them at all of the ridiculous games they have.
Reward - The King of Games (Perk): The entity reluctantly admits defeat, and confers to you this power. No matter what game it is, you develop an in-depth knowledge of how it works. This includes any rules, optimal methods, and exploits. If the game is rigged against you, or your opponent is cheating, you can call them out immediately, which either forces an immediate loss on their end, or you can force them to play fair. This doesn't guarantee that you win every time, but it does ensure that someone very skilled is going to be needed.

The End of the Road
Scope: Local
Summary: It seems as though a group of people managed to survive a tragedy that took the lives of almost everyone else. Unfortunately, they seem to be targeted by an entity that appears to be dead, who is quite mad that they cheated it. You must ensure that all of them remain alive by the end of a month, or otherwise purge them of death's anger. Luckily, the entity hunting them down is not actually dead, so if you can kill it, then you automatically win the scenario.
Reward - Death's Head (Perk): It seems like dealing with this fake death has given you a reward from the real death. This perk enables you to kill anything - bypassing any form of immortality, resurrection or hax that would keep them alive. This won't help with things like incredible regeneration, but so long as you can kill the enemy, then it dies.

Stardust Speedway
Scope: Local
Summary: It seems like some weirdo scientists tried to replicate you in the form of a machine. This metal version of you has all your power in a metallic shell, and whether you have it speak or just "beep", it has all your mannerisms as well. You must defeat this metal version of you in battle - although if you have **The Fastest Thing Alive**, you can just choose to defeat it in a race. If you want a friendly spar, you can fight them without the intent to kill, and Metal Jumper will similarly not try to kill you, nor will they deliberately try to cause collateral damage. However you choose to defeat them, you will have the chance to recruit it as a companion, although there are no guarantees.
Reward - What I'm Made Of (Perk): You defeated that Metal Jumper, proving there's nobody like you. This perk makes it so that you cannot be replicated, cloned, copied, and simulated by anyone or anything throughout your chain. The only 'yous' that exist anywhere are ones that you specifically want to exist, or are otherwise mandated due to some Drawback.

It's a Fixer-Upper
Scope: Local
Summary: You find yourself in the slums of a neighborhood with crime, poverty, and corruption just about everywhere. It is your job to clean up this neighborhood, uplifting it into a fair and safe place.
Reward - Your Neighborhood (Warehouse Addon): This neighborhood is now attached to your Warehouse, and you can travel to it at any point that you want. When you travel to another Jump, it will update to add anything new or fancy from that setting.

End of a Corporate God
Scope: National

Summary: Although centering around a single city, your job is to bring down a megacorporation that controls an entire country, and has its greedy little mitts set on expanding throughout the world. Either bring the whole megacorporation down, or reform it.
Reward - The Neon Godslayer (Perk): In spite of the odds being against you, you managed to bring down a truly colossal threat. Conspiracies, corporations, and other sinister organizations just seem to fail when you come to the scene. They make critical mistakes, and even the most innocuous actions by you somehow always seem to screw them over. Additionally, when you bring to light any of their injustices, society is unusually keen to tear them down immediately, rather than let them operate out of convenience.

The Raiding Giant Monster
Scope: National
Summary: It seems as though a giant monster has begun to attack Japan (or some equivalent in your setting), and threatens the entire country. It's up to you and your friends to find some way to bring the beast down - because you can be sure the country itself isn't going to be that helpful.
Reward - The Bigger They Are (Perk): The harder that damn creature fell. Weirdly enough, it seems that giant creatures are actually *weaker* than you - the larger something is compared to a human being, the more damage you seem to do. You are at your baseline levels with smaller foes, but you become much more powerful against large targets. This also influences any weapons you might have, regardless of if it should be modified by your power, so even a bullet can do serious damage in your hands.

Kill the Lord
Scope: National
Summary: Congratulations on becoming a terrorist. More literally, you appear to have been caught up in a group of freedom fighters (or terrorists, technically), who seek to bring down a malevolent and extremely decadent empire - namely by killing the most influential figures in the empire.
Reward - Freedom Fighters (Companions): You helped them bring about a peaceful nation, so it seems fair that they'll join you. This group of fighters have a wide variety of skills to help you out, receive +1000 HP to spend in this doc, and already come with **No Such Things as Wicked Problems**.

The Sleeping Princess in Devil's Tower
Scope: National
Summary: You appear to have been taken to some sort of fantasy world, where you must save the princess from the "evil" overlord ~~Bowser~~ ~~Bowsette~~ whatever you want to call them. Although obviously beating them would be required, it's totally possible for you to redeem them.

Reward - Bounce on It (Perk): Jokes aside, you now have the fairly comical ability to defeat an opponent in only a few attacks. This is bouncing by default, but you can flavor it however you want it to be.
Reward If Overlord is Redeemed - Formerly Evil Kingdom (Warehouse Addon): Tagging along with you is the former evil overlord. They and their kingdom will follow you along your chain, and help you out if need be. If you want, you can also go go-karting with them.

The Based War
Scope: Global
Summary: You are a secret agent of some government - or at least a freelancer. Whatever the case may be, you must stop a group of shady bastards from having their way - which would result in a global war.
Reward - The Legend In the Flesh (Perk): You brought down a secret society, and so many rumors circulate about you - so how about living up to them, eh? When rumors spread about you (and they *will* spread as you accomplish more), you'll spontaneously develop the potential to match those rumors. This results in a sort of escalation that ensures that you'll always be growing, and your enemies will always have more to fear.
If you purchased **Who the Hell Do You Think I Am?**, this Perk fuses with it, and has the effects of both magnified.

Stars, Gods, Cosmos
Scope: Global
Summary: You appear to have been caught up in a cult's sinister plot to awaken their mad god from its slumber, whose arrival is an automatic end condition. You must neutralize the cult before they can succeed, along with the abominations they have to help facilitate their goals
Reward - The Stars Are Never Right (Perk): Might as well give the middle finger to your enemies. This causes any and all hostile entities who arise or return are contingent on prophetic factors to never happen. The stars are never in their proper order, and their seals can never degrade. Cultists can obviously try and summon their god, but everyone else is remarkably competent in stopping them.

The Ant Raid
Scope: Global
Summary: On some corner of the globe, colossal ant-like creatures in a rapid state of evolution suddenly appear. If they are not stopped, they will spread like a plague across the globe. Your mission is to slay their Ant Queen…and probably the Ant King that will doubtlessly show up, who scales roughly to you.
Reward - The King (Perk): You defeated the King of the Ants, so does that make you the King of Heroes? Beyond gaining a massive boost to your potential, you gain the ability to develop the

powers of people that you defeat. You can consume them to get the power right away, but that's not very heroic, now is it?

Santa Substitute
Scope: Global
Summary: It's Christmas Eve, and as it turns out, Santa Claus is currently out of commission. He'll be fine, but without him, children will not get the presents that they deserve. You have been empowered by Santa to deliver Christmas to all the good little boys, girls, and everything in-between.
Reward - Santa's Workshop (Warehouse Addon): With you having saved Christmas, you can now bring it with you! Attached to your Warehouse is a winter wonderland, coming with a free winter-themed city, elves, any other Christmas-themed figures, and Santa's Workshop. In all future Jumps, Santa and/or you will give presents to everyone nice in a setting, and coal to every naughty person. And yes, this means *everyone* - Darkseid and Thanos will receive a lump of coal. You and Santa are completely invulnerable during this time, although you obviously cannot fight during this time either. Nobody in the setting will find this to be especially out of the ordinary unless you want them to.

The War Machines
Scope: Global
Summary: It seems a group has created an Artificial Superintelligence, and for reasons, has been mistreated by humanity. The ASI takes over the facility it was housed in, imprisons its creators, and intends on taking over the world so nobody can threaten to harm it. It is up to you to not destroy the ASI, but to instead befriend it.
Reward - The Great Intelligence (Companion): You have won over the ASI, and they wish to follow you along your chain. This machine has hypercomputational capabilities, and additionally operates as a technological singularity. Among their many talents, they can bypass any security system, and create automatons that can be unintelligent to outright sapient. If need be, they can also create their own synthetic body to interact with the world.

Don't Say the "Z" Word
Scope: Global
Summary: There has been a largely contained viral outbreak which has converted people into ~~zombies~~ *walkers*. There isn't much time left before it spreads however, so you must act quickly. It isn't just enough to deal with the walkers - you have to develop a cure that will neutralize it in the event it ever becomes a problem again.
Reward - Perfect Panacea (Item): Congrats on finding that cure! Since zombie viruses are usually about a billion different diseases all at once, take this as a reward. You receive a briefcase full of panacea vials, which can cure any and all diseases, disorders, infections, and anything else. It refills after twenty-four hours.

Fighting Evil By Moonlight
Scope: Global
Summary: I guess you are a Magical…Girl? Boy? Guardian? Whatever the case is, you are going to help out a group of Magical Guardians face off against some dark force intent on taking over the world. The nature of this threat can be whatever you want, so long as it is a credible threat to the planet.
Reward - In the Name of the Chain! (Perk): Pick any concept you can think of. You now have the ability to assume a transformation connected to it. This will by default be a Magical Guardian, but it can take any shape. You receive a dazzling transformation (that cannot be interrupted, powers connected to your concept, and all of your other abilities magnified. The greater your connection to your concept, the stronger your form.

From the Sea of Stars
Scope: Global
Summary: The world is under threat from a group of powerful aliens - whether these aliens are the *Independence Day* types, the Viltrumite types, or more esoteric types depends on which one is closer to your level of power.
Reward - Technology Blackbox (Item): Regardless of the type of aliens that you defeat, you will receive a blackbox concerning all relevant technology the aliens have either used, or they have encountered.

Jumpervania: Chain of Sorrow
Scope: Global
Summary: It's that time again: a magic castle of evil manifests within reality, and with it are hordes of monsters in service to the Dark Lord. Of course, the Dark Lord is dead, and has been for years at this point. The castle is full of monsters, alongside several contenders for the throne of Dark Lord. Your mission is nothing more than the destruction of all the contenders. During this time, you are being assisted by some young fellow who happens to be dragged into the castle.
Upon destroying the contenders, you come to the startling realization that your new friend is actually the reincarnation of the Dark Lord, and they were not aware of this until your victory. They have no interest in fully reviving that evil, and ask you to kill them. You will have two options: kill your friend before they turn, or beat their transformed state enough to save them.
Reward - The Power of Souls (Perk): During your time in the chaos, it seems like you've developed the power to absorb the souls of powerful enemies. This allows for you to gain boosts in your parameters, and powerful abilities.
Reward for Mercy - Dark Lord Reincarnate (Companion): You chose not to slay your friend, and instead, and quite literally, slapped some sense into them. Beyond having the incredible

power of a Dark Lord with none of the corruption, they also take control of the magic castle, and its army within.

My Soul, Your Beat
Scope: Existential
Summary: Well this is odd. You aren't dead, but you *are* trapped in some strange purgatory space. Whether it be you being stuck in a school, or stuck in some hotel with a demon, you are now required to "redeem" 1000 souls, to ensure that they reach whatever their version of Heaven is. You may decide if you have help or not.
Reward - Purgatorio (Warehouse Addon): As thanks for your help in redeeming these souls, it seems that you now have your own little slice of the afterlife. This purgatory space gathers the souls of those who have died to help them move on from their lives, before escorting them to Paradise. Note that this works even in settings where souls, the afterlife, or a peaceful afterlife don't exist, as they'll just be spontaneously created.

The Cosmic Keystone
Scope: Existential
Summary: You have been called on by a godlike entity that oversees the Universe, who has entrusted you to find six segments of some cosmically powerful device. Of course, you are being sent to retrieve the pieces before another, far more evil godlike entity obtains it. It's a race across space and time to retrieve the six segments.
Reward - The Cosmic Key (Item): The almighty cosmic artifact was retrieved, and given to the godlike entity, who proceeded to immediately disperse it along the Chain, ensuring it cannot fall into the wrong hands. Once per Jump, you may call upon its power to enact one almighty wish.

Jumper Generations
Scope: Existential
Summary: It seems you've been taken to some sort of White Space. Some creature has undid your greatest victories into your defeats. You must travel through the history of your chain, and once more prove victorious. It should be understood that the threats now are considerably stronger than they were originally. At the end of it, you must defeat the creature that interfered in your personal timeline.
Reward - Replay (Perk): By defeating the time monster, you appear to have inherited a small piece of their power. Once per Jump, or every ten years (whichever is shorter), you will be able to go through your Jump once more, while retaining all of your memories and powers from the first go around. If you already completed the Jump, then you can go through it without the Drawbacks.

The Anti-Crisis [Requires all previous scenarios completed]
Scope: Finale [+1000 CP]

Summary: This is the final challenge you will face, and the ultimate show of your power. Your world has come under threat of a collective consciousness who sees fit to exterminate your race for their unnatural potential - for *your* unnatural potential. They dwell in a higher-dimensional space, so you'll need to pull out all the stops to reach them. Assuming you manage to bypass their many traps and tricks, actually defeating them is going to be extremely difficult: they scare *far* beyond you at the start of this Scenario. To win, you are going to need allies, be they your Super Friends or people that you've met along your journey.

Reward - Row! Row! Fight the Power!: Do the impossible, see the invisible! Against all odds, you defeated the collective consciousness, proving that nothing is impossible. You are able to channel your limitless fighting spirit to do just about anything. Even if it is something that is patently impossible, such as punching an enemy oscillating through space and time, creating something from nothing, or freeing someone from spiritual contamination guaranteed to kill them - so long as you believe hard enough, you can eventually do it.

Additionally, if any of your abilities or technology requires external power or some sort of mana, then you can replace it with your fighting spiral.

One Machine Equal to the Gods [Requires *Mobile Suit Jumper Wing*]: You probably saw this coming, yeah? It seems that your mech has been greatly modified due to the climb to reach the enemy. Beyond having its former powers magnified, it will continuously evolve and grow in accordance to your fighting spirit, spontaneously developing what you need in order to win.

Ending Choice

What will you do now?

Stay here?

Go home?

Move on to the next jump?

Notes

Special thanks to Burkess for creating the base supermarket template for this Jump. I'd also like to thank Bluesnowman, whose Smut Jump (NSFW) was the inspiration for the reformatting. Adding to this, this Jump was partially inspired by Burkess' Generic Protagonist 2 Jump. The difference is that this Jump is dedicated solely to being a hero, which is very different.

Several Perks have vague boosts of power. This is deliberate, as I want Jumpers to decide just how powerful they actually are. Either fanwank responsibly, or fullsend it, because I found both ways to be fun.

There are several *Sonic the Hedgehog* references throughout the Jump, namely with Perks having the names of songs in the Sonic franchise. This doesn't mean much beyond the fact that I'm a big Sonic fan, and I think he's a great example of a hero. See you in the next Jump for (possibly) more Sonic references.

. I decided to update it after rewatching *Tengen Toppa Gurren Lagann* (My glorious kings Simon & Kittan), which is why "Anti-Crisis" is literally just Part 2 of the anime. Despite that, I have even more *Sonic the Hedgehog* references.

Nurture, Not Nature: A notable weakness of this perk is the fact that it does not influence genuinely mindless entities. As a result, the traditional zombie, which is a shambling corpse that has no mind or soul, and runs exclusively on instincts, is unaffected by this.

Carrying the Heavens: The "impossible" things that you can do are defined by what "possible" things you can do. For example, if you are resistant to fire, you'll be able to block a stream of it perfectly fine, but you'll be burnt to a crisp if you can't. If you can lift up the equivalent weight, you could lift up the skies.

Incorruptible Purity/Selective Inversion: Full disclaimer: the former got buffed, and the latter got added purely because I wanted a Jumper to go through *Demon's Souls*, and I absolutely cannot stand World/Character Tendency as a mechanic.

This is Who I Am & Jungian Encounter: The two are not incompatible with one another. "This is Who I Am" lets you confront the flaws that hold you back from being a hero. "Jungian Encounter" is meant to have you confront all your flaws in general.

Vela-Nova: Although mostly just a riff on Blaze the Cat, there are connections to Starfire and Wonder Woman.

Image Source:
https://www.deviantart.com/trickyrebornstudios/art/Goku-And-Sonic-And-Superman-Wallpaper-1056820405

Version Edits

Version 1.0

- Released February 3, 2025

Version 1.1

- Mild Perk, Item, Warehouse Addon, and Companion rearrangement.
- Converted **Warehouse Addon** section to **Cosmic Command Center**, and **Companion** section to **Super Friends**.
- Added **The Road to a Hero** section.
- Modified **Old and Slow?**, **I Am All of Me**, and **Karmic Jackpot**
- Changed & Buffed **Just a Chill Guy** to **What An Unbelievably Cool Guy**; **Walking the Path** to **Can You Feel the Sunshine?**, **Don't You Know Who I Am?** To **Who the Hell Do You Think I Am?**, **Bumper: The Next Generation** to **Children Spoiled Sweet**, **Jumper, Ace Detective** to **High-Speed Analysis**, **History Repeats** to **The Hero Has Returned**, and **The Love Interest** to **My Sweet Passion**
- Changed **Crisis Insurance** to **The Song of Hope**, and **Lady Luck's Blessing** to **Where You Need to Be**
- Buffed **Living the Double Life**, **Halo Effect**, **Open Your Heart**, **Gentleman Thief**, **Old & Slow?**, and **Incorruptible Purity**.
- Added **Fitting In**, **Omniglot**, **Themed Hero**, **My Origin Story**, A **World of Cardboard**, **Therapeutic Beatdown**, **Redemption Promotion**, **A Little Extra**, **I Accept Your Last Wish**, **No Such Thing as a Wicked Problem**, **Be Honorable**, **The Virtues**, **The Path of Man and Beast Intersect**, **A Birthday is a Break**, **All-Inclusive Heroics**, **Not Quite Filler**, **Deep Breaths**, "**Like a Laserbeam, My Eyes on You"**, **Paddington Hard Stare**, **Single Folks Seek Good Jumper**, **Good People Have Good Times**, **Playing the Good Cop, Sweet Dreams**, **Adopt the Dog**, **Inhuman Trigger**, **Instant Threat Detection**, **Future Sight**, **Absurd Progress**, **True Freedom**, **Follow Me**, **Advanced Martial Training**, **Advanced Mystic Proficiency**, **One Man Army**, **Overflowing Vitality**, **Mind Over Matter**, **Nice Complex Hax Ability**, **Gestalt Growth**, **Kryptonite…My Favorite**, **Fusion of Hearts**, **The Fastest Thing Alive**, and **Power, Enriched by the Heart** Perks
- Split **Thirteenth Level Intellect** between **600 HP Version** & **Comic Book Genius**, **Measured Response** between **300 HP Version** & **Damage Reversal**, and **Mending All Wounds** between **I'm A Healer** & **Healing Honey Badger**.
- Combined **I'm Here to Help** & **Hero's Reward** into **Heroic Questing**
- Changed/Buffed **Neutral Special** to **Dynamoconductive Gun**
- Modified **JumpCorp**
- Added **Sonic Speed Racer**, **Weighted Clothes**, **Grappling Hook**, **Call Me, Beep Me**, **Support Flag**, **Jewels of Power**, and **Mjolnir** Items
- Split **Cosmic Citadel** between **Extradimensional Space**, and **Worldwide Web**
- Added **Dreaming Housekeeper**, **Vehicle Hangar**, **Perceptual Teleportation**, **Recruitment Drive**, **The World's Knowledge**, and **Total Item Integration Functionality** to Cosmic Command Center

- Added **Masked Detective**, **Exorcist Couple**, **The Flying Brick**, **Vela-Nova**, **The Speedster**, **Dreams of an Absolution**, **Magic Space Cop**, **The Master Pilot**, **Literal Fighting Spirit**, **The Idols of Justice**, **The Great Magician**, and **The Mighty God** to Super Friends
- Added **Chaste Hero** Drawback