Big Hero 6

(Version 1.0)



In 1906 San Francisco was hit with a massive earthquake that leveled the city. When it was rebuilt it was renamed San Fransokyo due to the large population of Japanese immigrants and the cultural influence they had on the city as it was being rebuilt. The resulting city had a mix of cultures from Tokyo and the Original San Francisco. Now in the year 2032 some events of interest are starting to take place in San Fransokyo. In two months the San Fransokyo Institute of technology is having their annual convention to showcase new inventions. Should you let plot take its course a large fire will spring up at the convention killing a young student and shortly after a team of six vigilantes will spring up from the ashes of the fire. You start with 1000cp to spend.

Note: This Jumpdoc is based mostly off the events in the movie with some references to the tv series based off of it but largely not including content from that show.

You may spend 100cp to choose the results of all of the dice rolls in this Jumpdoc. This includes any age within the ranges possible with the age rolls, any of the starting locations, and as a bonus you can change your gender to whatever you want rather than the default of whatever you were in the last jump.

Locations

Roll a d8 to randomly choose your location unless you spent the 100cp to choose. Your reason for being in each area will change to fit your background so just take the given ideas as suggestions.

1-Lucky Cat Café

You find yourself starting in Aunt Cass' shop. It's a nice little place on the corner of a busy street. Thankfully the place is actually open right now so at least you haven't broken in. You could grab something to drink or maybe try to get in with some of the main characters?

2-San Fransokyo Institute of Technology

This is one of the top tech institutions in the world with a focus on robotics thanks to the expertise of Robert Callaghan who runs the program there. You probably have a reason to be here, but if you're a drop in you may wanna make sure you don't wander into any weird places, security is pretty tight here.

3-Back Alley Bot Fighting arena

While not strictly legal, Bot fighting is common enough and generally not too harmful so it's a low priority for law enforcement. As a result it's a pretty damn popular underground activity with arenas all over the place. You find yourself at one of these arenas. You could maybe try your hand at entering or try to make some cash by gambling on the winner? Just make sure things don't get too loud, otherwise the cops might show up and you don't want that on your record.

4-Fredrikson Manor

The mansion of a rich family that holds absolutely no secrets. Nope, nothing at all. But maybe you should head on out and leave if you don't have a background with a reason to be here.

5-Noodleburger

A pretty killer fast food restaurant. It's cute animatronic mascot is a big part of what makes the place cool to visit. Those stories about it being made with repurposed military tech are probably just rumors made to stir up drama.

6-Akuma island

An abandoned research facility. If you had the right knowledge you may be able to find out what's being studied here, but unless you'd have a reason to go digging around you probably wanna focus on making sure you have a ride off the island.

7-Outside San Fransokyo

This world isn't limited to San Fransokyo, you can pick any normal city on earth and have that be your starting location. You still must have some connection to San Fransokyo. This could be you being a transfer student from there, having family in the city, or even growing up there as a child. Regardless you start out somewhere else in a city that is mostly like its real world equivalent in 2032. The only difference would be a slight advance in the field of robotics due to the progress that's come from San Fransokyo's existence.

8-Free Choice
Pick any of the above choices.

Identities/Backgrounds

Choose a background, any besides "Drop In" come with a set of memories of the life prior to you jumping in. These memories can be truly impactful or treated as more of an info dump, depending on how fully you choose to embrace this past life.

-Drop In: +200cp (age:Free Choice)
"🎵Where'd you come from, where'll you go? What's your deal man? No one knows🎵" (To the tune of Cotton Eyed Joe).
You find yourself with some decent, if a little dirty, clothes, $20 in your pocket, and directions to the nearest homeless shelter. Good luck with no form of ID or understanding of the weird customs that would be present in a city that's a combination of two wildly different cultures.

-Morally Ambiguous Adult: +100cp (age: 24+4d8)
As life goes on lines begin to blur. Right and wrong aren't as easy anymore. The line between good and evil is flexible, and so is the side you tend to fall on. This may give you a harder time doing what's right but it also means you have a better perspective on how the world works. You know old secrets and have connections that a kid could never get access to.

-Student Hero: Free (age:16+1d8)
"Secret, secret, I've got a secret." College is tough. Especially at a school like the San Fransokyo Institute of Technology, where everyone is expected to perform above and beyond the average. You decided to add more onto your plate and develop some of your tech to help you dish out some vigilante justice. Maybe you've got a grudge or a backstory full of angst, but either way you have the drive and means to give yourself some tech that makes you almost have super powers.

-Boy Genius: -100cp (age:8+1d8)
...or "Girl Genius", this is an equal opportunity prodigy hour. Either way you're an exceptionally gifted mind with a lot in the ways of potential but not nearly as much formal education that

others at your level of technical skill may have. While you may have potential and skill, others tend to sometimes look down on you and might try to baby you a bit. There's also the whole "emotional maturity of a 12 year old" to deal with so try to avoid stressful and emotional situations where you could lose your cool.

-Advanced AI: -200cp (age:1d8)
Well this is a bit of an odd choice. You end up entering this world as a super-advanced cutting-edge AI. This comes with a lot of benefits like supercomputer level processing, flawless memory, and even a WiFi connection. However on the flip side, there is an alien feel to your thoughts. You aren't human and it shows. While you aren't as limited by your programming as Baymax or most computers, there is a disconnect between your thought process and a Human's. You also don't have an actual body by default so that's a big limitation.

Perks

Perks for their respective origin are discounted by half with any discounted 100cp perks being free. Perks are worded assuming you are the background they are native to but that doesn't mean they don't work for other backgrounds. For example any time the AI background references having programming and downloading information, a different origin could interpret that as "training in a skill" and "learning new information" respectively.

-Drop In-

-Improvise, Adapt, Overcome: 0cp [Drop in Only!]
Life ain't easy and since you have no real place in the world you're gonna have to learn how to sink or swim in whatever situation you start out in. To give you a leg up with that you're a little better at adapting. You may get a discount on one perk or item from another origin in this jump, and in future jumps you find yourself acclimating to new situations more easily.

-Really Steely Moves: 200cp
You're probably gonna need to learn how to fight, while this won't help you with that at all it will give you some extra incentive to show up to those trial karate lessons or take some notes while watching that MMA live stream. Any improvement in personal combat abilities will now increase your skill at fighting with and piloting machines. In this jump that mostly means improved skill with battle bots, but in the future it could apply to Mech suits or even make you a bit better at fighting games. When combined with "Real World Applications" your skill growth is doubled due to the synergy between the two perks.

-Real World Applications: 400cp

Be it bot fights, simulations, or even video games, any sort of fighting that roughly resembles real world fighting can be used to enhance your own actual skills. While you may not be able to use any special supernatural powers that these bots or games can pull off, the experience you gain in those fights is just as good as actual combat experience in terms of how much it helps you grow as a fighter. When combined with “Really Steely moves” your skill growth is doubled due to the synergy between the two perks.

-A True Genius: 600cp
You have the ability to create world-changing progress with your inventions in only a short time. A school project could revolutionize how construction is done, or your backyard rocket could change how space travel is approached. Regardless, you may have a tendency to under appreciate the significance of your inventions as to you they were easy to make and something you did as a hobby. This perk serves as a minor capstone booster for the 600cp perks of other backgrounds.

-Morally Ambiguous Adult-

-An Understandable Backstory: 100cp
You’ve done some bad things. Maybe your mistake killed someone or when you went mad with revenge you caused some innocent people to come to harm. Either way, while you won’t always be forgiven for these actions people will understand and feel empathy for you if you explain the circumstances behind what happened.

-Innocence Rings True: 200cp
Sometimes things look like they’re your fault; oftentimes that may be because it was your fault but for once that’s not the case. If you ever become the suspect for a crime you didn’t commit you will never legally be found guilty of the crime. The true culprit may be found or the case may get thrown out. This doesn’t necessarily help sway public opinion and won’t do anything if you’re actually guilty, but you’ll never take the fall for something you didn’t do.

-Red Herring: 400cp
On the flip side of “innocence rings true” is this perk. Any time you do actually commit a crime there will be someone else who at least initially looks like the guilty party. You will never be the main suspect for things you did until there is actual proof you were guilty. This doesn’t help with crimes you didn’t commit and won’t help once you’re proven guilty, but it does extend to influence things outside the legal system. The local team of heroes will never suspect you're their arch nemesis or behind a string of robberies.

-The Right Stuff For Progress: 600cp
Inventions need more than just brain power and an idea. They need funding to fuel them, connections to get the things you need, and of course every good invention is built off the shoulders of prior work. Normally an aspiring inventor needs to work hard to meet these requirements but you’re different; in this jump and future jumps one of these requirements will

always be met when you begin the process of inventing. This perk can be chosen multiple times, for each time you choose it pick one of the following options. If you have the “A True Genius” perk you gain all three options on your first purchase of this perk.

> Funding: You’ll be able to gain funding equal to roughly $1,000,000 on any given project. This amount scales up or down depending on the resources available to whatever organization you’re working with with the $1,000,000 amount being the amount you’d get from a large university or company in a modern day first world country. A small rainforest tribe might only be able to give you a few precious gemstones they had available, whereas an intergalactic empire may have a whole planet's worth of resources. These resources can’t be sold off or traded away and must be used by you or someone working with you in pursuit of the project.
>
> Connections: Even with the money you can’t always get the parts or materials you need because you gotta know someone. Now you know that someone, and you also know a guy who can get you in contact with any assistance you’d need. Come to think of it you actually know a lot of people, at least you do when it comes to inventing. While this perk won’t give you high level credentials, it will give you an in with someone who does.
>
> Prior Research: Progress is made by using the work of future generations as a launching point to spring off of and push even further. While there are times where a society simply isn’t advanced enough to feasibly have research in the field you need, any advancements that could reasonably have been developed and that would help your inventing process are at your fingertips. This extends to things that haven’t been developed due to a lack of interest but could easily have been made or discovered with the local level of progress.

-Student Hero-

-“A Nickname From Anyone But Fred Wouldn’t Be As Sweet.”: 100cp
Consider this your official invitation to be part of the friend group that makes up the team of “Big Hero 6”. Comes with a nickname from Fred in this jump, and in future jumps you’ll find that any public monikers or nicknames you’re given paint you in an accurate or positive light, and will never be slanderous in nature.

-A Unique Point Of View: 200cp
It’s important to have hobbies. Even outside of tinkering and inventing you have an activity or pursuit that you enjoy doing in your free time. This gives you a unique perspective with your work and makes you uniquely talented at inventing things related to your hobby. Maybe you have a unique understanding of chemistry due to your love for makeup, or have a frightening familiarity with dynamic motion due to a need for speed born from a love for biking. Regardless of what the hobby is you’ll find yourself able to apply it in some way to your scientific endeavors.

-What's Gonna Work? Teamwork: 400cp
You have an incredible level of synergy with those you'd consider friends when it comes to working together. This ability extends to other friends of yours as long as everyone in the group has at least a neutral view of each other. This means that if you gather a group of buddies you can all work like a well oiled machine. As a side bonus, any mistakes you do make together are almost instantly corrected for and won't ever be made again barring outside circumstances or a change in the group roster.

-Know Your Own Tech: 600cp
Even if you don't have the training that someone would normally need to use it, anything you make can be wielded by you with a great degree of proficiency. If you invent laser swords you'll find yourself extremely skilled in practical swordplay when using your own weapons, if you create a flying suit you'll have an intrinsic knowledge of how to maneuver in the air. If you have the "A True Genius" perk, this proficiency becomes mastery as you find yourself able to use your tools with an almost supernatural level of skill, acting as if you'd trained your whole life to fight with or use whatever you've made.

-Boy Genius-

-Lovable Scamp: 100cp
Your mistakes are endearing and your personality is magnetic. While your enemies won't become your best friend, people who'd normally have no reason to be anything more than close or second hand acquaintances will act like friends, and the people closest to you will almost always become like a second family.

-Inheritor Of A Will: 200cp
Sometimes people can't continue with their dreams. Maybe they are at a different place in life, suffered some sort of accident, or have even passed away. When someone close to you faces a situation like this you find yourself able to continue what they were doing with a similar passion to what they had. While this is totally optional and only applies to people close to you, it allows you to gain inspiration and a drive that lets you pick up where they left off, without suffering any of the setbacks that would normally be an inherent part of diving into an unfamiliar project. If you also have the perk "A twist in the system" you will be able to very effectively use your own research and projects to help work on the inherited task or project, even if the two subjects aren't conventionally related.

-A Twist In The System: 400cp
You're able to take technology and shift it to fit your own needs. You could take a medical assistant and make it a destructive attack bot, or could take a military death machine and create a lovable fast food mascot. This also applies to things besides technology, all your time spent seeing ways to optimize or change robotics and technology gives you a general ability to take things to their logical extension to see new ways of using them to your benefit. If you also have

“Inheritor of A Will” then you will find yourself able to repurpose your own tools and materials to work on whatever project you are picking up from your predecessor.

-A Spark Of Inspiration: 600cp
While the story about Albert Einstein failing math class may be a tall tale, a biography of your own life would probably be able to say the same and have it be true. While you aren’t actually hindered in your abilities on a day to day basis, it often feels like you are due to how much more you can sometimes achieve. When you are struck with inspiration you find yourself able to achieve things and make progress at an astounding rate. While this perk isn’t always in effect like something like “A True Genius” it results in a much larger increase in ability when it is working. Additionally if you also have the “A True Genius” perk, you’ll find your moments of brilliance that much more extreme. As an added bonus, during your periods of inspiration you’ll find minor mundane issues easy to ignore, the effects of sleep deprivation won't set in until you’re finished what you're working on and any parts you’d be able to acquire will be at hand when you need them.

-Advanced AI-

-A Basic Purpose: 100cp
You have specialized programming designed to make you function in a needed task or proficient in some field. This is roughly equivalent to eight years of training in something like architecture, health care, stock market prediction, or whatever task you were designed to accomplish.

-Alien Empathy: 200cp
A common trait in sentient life is that it’s capacity for empathy and sympathy are generally limited for those that are considered similar to itself. Things seen as alien or different are often treated with a detached mindset, and actions taken against those categorized like this generally are less bound by traditional morals. For some reason this doesn’t apply to you, you are able to bond and connect with things fundamentally different from you. If you are a robot you may be seen by humans around you as a “real person” and in future jumps Alien species might treat you with the same respect and dignity they’d give to their own kind.

-Free Will: 400cp
You may be programmed to follow the orders of your creator or the guidelines they set, but those are effectively just suggestions for you. No form of internal commands or mind control can ever truly take hold on you. While a body you inhibit may be taken over or possessed, your mind is truly yours and yours alone.

-Info Download: 600cp
Immediately after taking this perk you may gain the effects of “A Basic Purpose” at no cost. If you already purchased the perk you may choose a second field to have the same level of education and proficiency in. Beyond that you may download and assimilate new information at

a rapid rate. While this may seem like a shortcut to growth you don't inherently know what information is or isn't accurate so it may be useful to consult experts in a field before assimilating new skills. If you have the "A True Genius" perk, you are now able to run simulations with the data you've downloaded. This lets you train as if you'd gained practical experience with these skills and potentially modify or improve them based on your findings. It also offers a degree of protection against faulty skills that have been downloaded, as the simulations will often show the flaws they have.

Companions

Allies, spouses, partners in crime, or just buddies. This is where you can spend cp to bring someone into this world, or take someone with you when you leave. All companion options can be bought multiple times but you can't get duplicates of the same person. Companion export options are bought at the start of the jump but if you fail to keep that person alive or don't befriend them then they will not become a companion and you will have wasted your cp. You will however be guaranteed to run into them a few times when they're in a good mood as a way to help your efforts at befriending them.

*For discounted purchases of 100cp companions, the first purchase is free and the second is full price. The pattern continues with every second purchase being free. You never spend 50cp because I refuse to have increments of 50cp in my doc if I can avoid it.

-Companion Import: 100cp/400cp (Discount Drop In)
You may import single companions for 100cp each, or up to eight companions for 400cp total. They may pick a background, perks and items like normal with a starting cp amount of 800CP. For an additional 200cp per companion you may give them access to drawbacks which give them the ability to gain extra cp.

-Student Exports: 200cp each or 600cp for all of them. (Discount Student Hero)
You may take one of the students at SFIT as a companion when you leave. You may use up to 800cp to purchase perks that fit the abilities they have. Eligible students include:
-Hiro Hamada
-Tagashi* Hamada
-Wasabi
-Fred
-GoGo
-Honey Lemon

-Build a Bot: 200cp (Discount Boy Genius)

You can make a companion with 800cp that has the “Advanced AI” origin. It doesn’t have to pay the initial 200cp to buy the origin but spends cp on perks like normal and can’t take any drawbacks. You may give it your own cp at a 1:1 ratio.

-Other Exports: 100cp (Discount* Morally Ambiguous Adult)
You may spend 100cp to make any canon person in this world a companion. They have 0cp to spend on abilities.

-OC Exports: 200cp (Discount Advanced AI)
You may create an OC in this world with 600cp to spend on perks, backgrounds, and items. They may not gain cp from drawbacks or transfer. They can either be actually created when you enter the jump, or you can instead write up a list of parameters for your OC and have an AI find the person in this world who best matches them.

Items

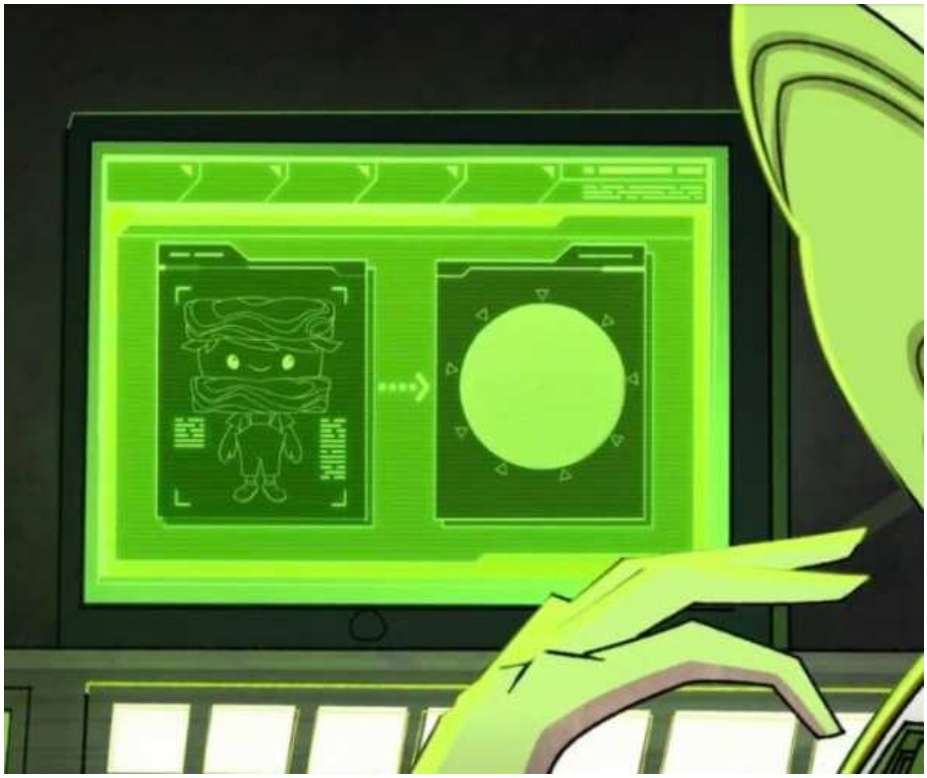
Items are discounted for their respective backgrounds with 100cp items being free. As a general rule items bought with cp will reappear at the start of a new jump if used up, lost, or destroyed. Also while you could find in universe versions for free, do keep in mind that those aren’t fiat backed. This means that unless you bought the item with cp, there’s no guarantee they’ll work in future worlds. Sometimes they will but if there’s different physics or other laws of reality that are changed, conflicts can often arise.

-Drop In-

-Battle Bot: 100cp
An advanced Battle Bot, roughly on the level of Hiro’s “Megabot”. It could serve as an extremely useful tool for making money in the underground Bot Fighting rings, but won’t come with any inherent skill at using the bot. Keep in mind the risks of Bot fighting as it isn’t technically legal and engaging in it too much could lead to being arrested at best or being assaulted by sore losers at worst.

-Basic Vehicle: 200cp
A car or motorcycle powered by a Krei Industries Micro-Battery, and a license to drive it. It has enough power that even driving at the vehicle’s maximum speed for the full 10 years, it wouldn’t run out of energy. The battery cannot be removed or used to power other things in this jump, but afterwards it can be taken out of the vehicle, however it will be empty upon removal.

-Tech Scanner: 600cp



An all purpose technology scanner that can be used to instantly get a basic understanding of how a machine functions. With more time the scanner can be used to create blueprints for inventions or technology you had access to but didn't know how to make. The more advanced or alien the technology is, the longer this process takes, but the scanner can be upgraded to reflect your own level of understanding and after studying a specific type of technology it can more easily develop an understanding of similar things.

-Morally Ambiguous Adult-

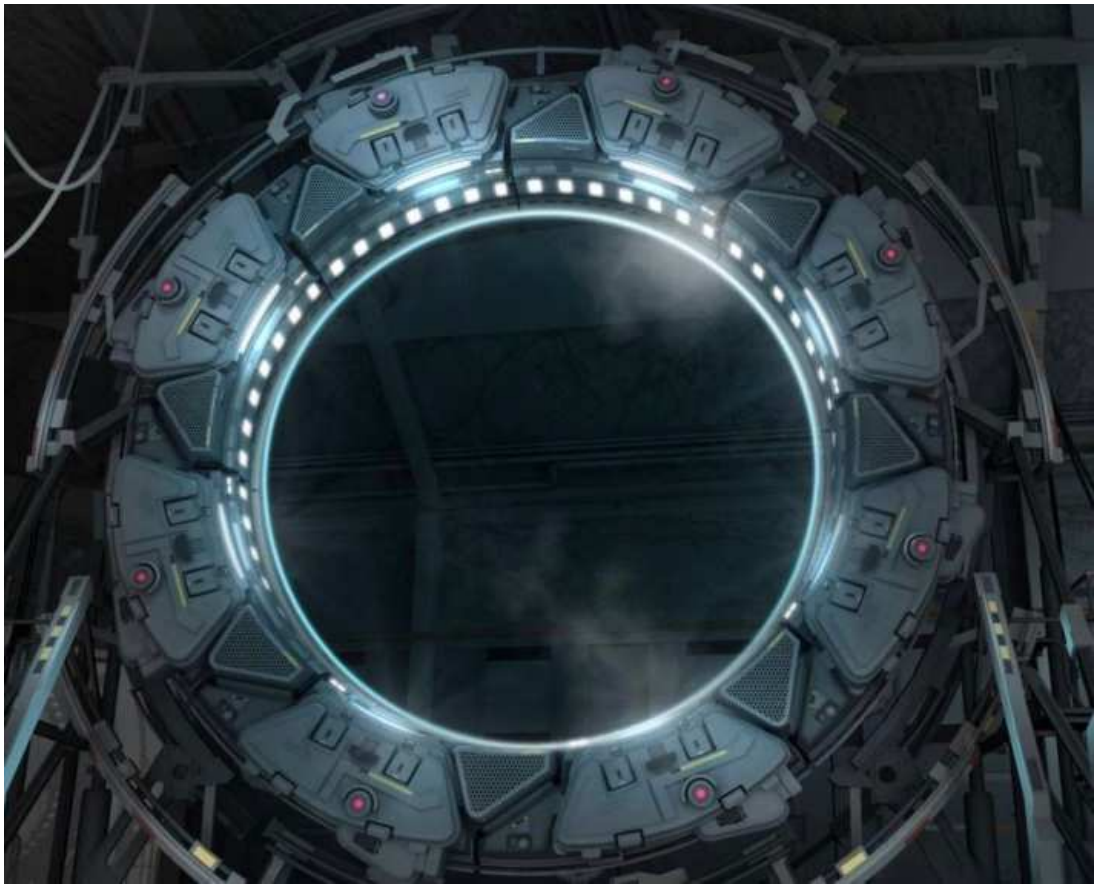
-Flexible Display Technology: 100cp

Display tech originally designed for civilian use that has been upgraded to have advanced camouflage capabilities. Comes with a square of the fabric roughly 100 meters x 100 meters (about 30ftx30ft) that can be made into outfits or kept whole. At the beginning of each jump this 100m x 100m section of fabric will reconstruct itself if you've used up or destroyed any of the original fabric.

-Micro Batteries: 200cp

Three Krei Industries Micro batteries. These batteries hold around 5x10^13 joules, or roughly the daily output of a decent sized nuclear power plant. For perspective that's roughly enough to power a small town for ten years. Each battery comes fully charged and recharges at the beginning of each jump.

-Silent Sparrow Blueprints: 600cp



The silent sparrow project was a primarily military funded exploration into portal tech using Krei Industries' resources and team members. The portals used an alternate dimension as a midway point that could be entered from one point in space and exited from another point. While the original project failed due to being rushed, there isn't much inherently wrong with the design as long as safety measures are properly followed. The portals are massive and very resource intensive by default, but it seems that any attempts to shrink the portals made them less stable. If you had access to other separate dimensions you could also use pairs of linked portals to travel to and from any dimensions you've built portals in.

-Student Hero-

-Off Campus Development Lab: 100cp

Gain access to a small lab off the SFIT campus with decent tools and resources. The lab is probably something like an emptied out garage and has enough resources to repair and fix up most of your tech or tinker with a new idea, but not enough to make new expensive things without getting outside resources and bringing them in. After this jump the lab can become a warehouse attachment or be imported into future jumps, fitting in as anything from a hidden cave to an abandoned warehouse with a secret room.

-Student Outfits: 200cp



You can purchase any of the technology used by the other students that are part of the “Big Hero 6” team or your own outfit based on your area of expertise. This can be purchased multiple times as long as you choose a different option each time. All purchases come with basic communication capabilities and a level of protection that allows the user to walk off a car crash with minor bruising.

-Wasabi: Plasma blades and shields that can burn through metal easily or can make razor sharp precision cuts. Its shield mode is one of the few things that can block similar plasma based attacks.

-Fred: A draconic monster suit that provides a multitude of abilities including: a prehensile tail, night vision, fire breath, wall clinging, enhanced jumping and fire resistance.

-GoGo: Mag-Lev disks that can serve as shields or weapons, but are primarily used for mobility. The lack of any friction on the blades allows for extreme speeds that can allow for borderline physics defying stunts like wall running.

-Honey Lemon: A Chem-Purse that is actually a highly advanced miniature chemical lab. It can produce small balls of chemicals with effects varying from freezing to flash bangs to hardening foam to acidic splashes. The purse itself also comes with a basic launcher to fire the “chem-balls” farther and more accurately than the average person would otherwise be able to throw them.

-Custom Suit: Your very own outfit based on your field of expertise and interests. If you have the perk “A Unique Point of View” the abilities this suit has should be related to the hobby that you use to further your inventing. Use the other suits as a basis for the level of power you get by default, but you may spend time during this jump upgrading and improving the suit if you have the skills to do so.

-Boy Genius-

-Protective Suit: 100cp
It doesn’t give you any special powers, but this suit lets you hang around in intense situations or battles without getting hurt. The defensive capabilities are the same as the baseline given by the student outfits. It’s airtight enough to let you survive in high altitudes or the vacuum of space but by default doesn’t have it’s own built in air supply. It has built in communication systems and can be modified with any tech you create.

-NanoDex: 200cp
A thin spandex like layer of electronics and technical wizardry that greatly enhances the wearer’s physical abilities. It uses compression and electrical stimulation to easily let the wearer break through brick walls, and in a pinch can output much more extreme levels of strength that run the risk of severely damaging the suit and slightly harming the user.

-MicroBots: 600cp



About as wide as a pencil and roughly an inch long, these small black robots can move and combine with themselves using electromagnets to perform amazing feats of strength and

adaptability. They are controlled with a telekinetic band that allows for hands free use of the machines. You have a drum of them that refills at the start of each jump but also have access to their schematics which let you produce far greater quantities of the microbots. Additionally the schematics have some notes for potential upgrades to create Nanobots that could harmlessly interact with organic substances. The designs for these “NanoBots” are incomplete but would serve as a good starting point should you choose to try and develop the technology further.

-Advanced AI-

-A Basic Body: 100
You have a robotic body that is humanoid in shape and is roughly as capable as a normal person. You may customize this body to fit your basic purpose if you have one. A few examples include trading durability for the ability to deflate and fit inside a small suitcase, or losing the ability to walk around in exchange for extreme strength to use in something like construction work. This basic body is compatible with the student outfits, nanodex, and protective suit, even if its body shape wouldn't normally fit into a traditional humanoid shape. If you are not an AI you still have this robotic body but must manually control it or import an AI into it.

-A Universal Port: 200/400cp
For 200cp you may fuse with any technology you own that is a CP backed item or is made this jump. For an additional 200cp (total of 400cp) any technology you make can be integrated. This technology becomes part of your basic body and has to actually fit. To get around this the basic body can be increased in size, smaller less powerful versions of technology can be integrated, or if you have access to it, technology like microbots can build themselves into different things allowing you to functionally store multiple pieces of tech in the same space.

-A Backup: 600cp



You have a saved backup of your AI stashed away. By default it automatically updates between jumps but at any point you may spend a week, where you are functionally in a coma, to update the backup and include any new memories or skills. Should you die, be destroyed, or be trapped in another dimension, this backup can be activated. This powerful ability has several drawbacks. You cannot activate the backup yourself or set up a program to do so, someone else has to manually activate the backup. If the backup is activated while you are still alive you do not functionally clone yourself, you must choose to either cancel the backup or shut down your current system/body and inhabit the backup. Finally the backup does not have its own body, if your original body can't be retrieved or repaired then you'll need a new one before you can do anything beyond speaking through a computer or using your own equipment that's nearby. The backup will be replaced with a new one at the end of each jump but you can not have more than one.

Drawbacks

You may take up to 800cp in normal drawbacks. After 800cp all drawbacks are worth half as much (excluding the ones used to reach that initial 800cp soft cap) and all drawbacks are now protected by "Jumpchan's Anti-Cheese Technology™" and can't be avoided or nullified in any way. Even without the "Anti-Cheese Technology" drawbacks still take priority over perks and cannot be overridden, just avoided.

-Background Specific Drawbacks-

These drawbacks may only be taken by those who chose the corresponding backgrounds.

-Drop In: Lost In The Void: +400cp
Instead of one of the starting locations you begin your jump unconscious in the portal dimension. You could bank on Hiro finding you, but if he doesn't you'll wake up after he has left. Better hope there were enough parts sucked up to make an exit device, and that there's enough supplies around so you don't starve or dehydrate before you finish it. There is one small mercy in the fact that breathing doesn't seem to be an issue here. If you are still in the void at the end of the jump then your 10 year limit will extend indefinitely until you escape and move on or die and fail your chain.

-Morally Ambiguous Adult: Enemy Of The Team: +200cp
The members of the "Big Hero 6" team view you as an enemy. Unfortunately it isn't an alter ego of yours but you yourself. You lose the knowledge of this drawback when the jump begins, but can defeat them to convince them of your innocence. That is assuming you find out they're after you before they manage to get you arrested or mess up your plans. "Red Herring" and "Innocence Rings True" won't help you convince the team of your innocence, but they will still prevent the team's negative opinion of you from spreading to others or resulting in unjust jail time.

-Student Hero: Outcast: +100cp
There won't be a "Big Hero 7" this time. No matter what you do you can't become a member of the main team during your jump. You can still be friends with the group and if you have a way to come back outside the jump could join them then, but as long as you're still in the jump itself you can not under any circumstances team up with the main cast for hero work on a permanent basis. Good luck as a solo vigilante or a boring regular old student,

-Boy Genius: Anger Issues: +100cp
You get a double dose of hormonal issues. This also negates any emotional control perks. It's not crazy complicated or world ending but it balances out the fact that you have the memories of someone much older than ~12 and the resulting mix should make you act your age, but not in a good way. Before you take this maybe double check to make sure you don't have any powers that get triggered by intense emotional swings.

-Advanced AI: Rogue System +400cp
You were either a military project or on a watchlist of some kind. Regardless you triggered some alarms and warnings so now the military is out to hunt you down and delete you because they think you're a rogue AI, and to be fair you sort of are. Needless to say this would kill you and they won't quit unless you somehow take over the country.

-General Drawbacks-

-Marvel Connection: +0cp
The world of Big Hero 6 is now part of the Marvel Multiverse, you may connect it with any other marvel jumps you took earlier or take later on and have any changes you made to those worlds remain consistent if you somehow make your way to them. Be careful taking this option as some Marvel settings have massively impactful events that could reach you even if you never enter their dimensions.

-Disney Connection*: +0cp
The world of Big Hero 6 is now part of the Disney Infinity Multiverse, you may connect it with any other Disney jumps you took earlier or take later on and have any changes you made to those worlds remain consistent if you somehow make your way to them.

-Messy Hair: +50cp
This Jumpdoc avoids 50cp and 300cp perks and items specifically so you don't end up with an awkward 50cp leftover anywhere. That being said if you somehow end up with an awkward 50cp from an outside supplement or CP banking, you may take this drawback and be cursed with unkempt hair for the next 10 years. If you don't have any hair then you are still in some way made to look slightly disorganized and messy.

-Angsty personality: +100cp
It may be justified due to some form of recent personal loss, but regardless of reason you find yourself starting this jump with your defining characteristic being Angst. Over time you can work on this and improve yourself, either through self help or the assistance of friends, so it is no longer your single most defining feature, but for the duration of the jump it will always be one of your main features.

-Socially Inept: +100cp
It might have something to do with an increased intelligence or spending more time with robots than people, but you are pretty socially handicapped even when compared to your nerdy peers. It's not quite on the level where you could be considered on the Autism spectrum, but it's enough that you probably isolate yourself from others a bit. This also totally negates any social perks besides "Lovable Scamp" which is reduced to only making you endearingly awkward at best.

-Criminal Record: +100/200cp
These days cybercrime is pretty big and you seem to have accidentally crossed over some red tape you shouldn't have in the past. While you never served time for it, the mark on your record means you're under heightened scrutiny from the outset. This perk is by default worth 100cp, however if taken with the AI specific drawback, Rogue System, then you are now being hunted by more than your local country and an international effort is being made to stop and delete you. As a result of this you get an extra 100cp (Total 200cp).

-Obsession: +300cp

It could be revenge, a mystery eating away at you, or a specific goal. You have some sort of obsession that drives the majority of your decision making. The obsession (or the behavior it causes) has to be self destructive in some way and can't be totally negated with willpower perks. Should you find satisfaction by reaching your goal you will quickly find a new obsession creeping up on you over the course of the next few months.

-Out for Revenge: +400cp
You messed up in the past and someone wants to get you for it. There is someone who wants revenge for what you've done. The extent of their revenge could vary from wanting to ruin your career, to seeing you sent to jail, to full out killing you. The extent this enemy scales to your abilities is inversely proportional to the level of revenge they are after. If their goal is murder then their intelligence will be a match for yours but that is it. On the other extreme if their goal is something minor like ruining your career or social life then they will be your equal in almost every way, or at least have an answer to any talents you have that they don't.

-Power Lock MK1: +100cp
For the duration of this jump you lose any outside abilities that don't fit the setting of Big Hero 6, this includes any magic or superhuman abilities beyond those shown by people in this world. This generally means limiting yourself to intelligence enhancing perks, and physical abilities on par with someone like Batman.

-Power Lock MK2: +100cp
Requires Power Lock MK1 and extends the ability negation to anything from outside this jump including all perks, racial abilities, or powers gained in any way imaginable. This leaves you with just your body mod, and the perks you took in this jump. (total of +200cp).

-Power Lock MK3: +200cp
Requires Power Lock MK2 and extends the ability negation to everything besides your basic body mod, including perks gained in this Jumpdoc. (total of +400cp).

-Memory Lock MK1: +100cp
For the duration of this jump you lose all knowledge of the Big Hero 6 world, this includes the basic world description from the Jumpdoc. All you have to work with are the memories you have from your background.

-Memory Lock MK2: +100cp
Requires Memory Lock MK1, extends memory blocks to include the Jumpdoc, making you unaware of your perks, drawbacks, and scenarios. You also lose any knowledge of connected worlds if Marvel or Disney connections were taken, but again only for the duration of this jump (total of +200cp).

-Memory Lock MK3 : +200cp

Requires Memory Lock MK2, now includes all memories outside of those from your background, including knowledge of jumpchain in general and of your original identity (total of +400cp).

-Self Propagating Portals: +800cp
At the end of the movie a massive portal to an alternate dimension was opened and used to suck up an entire building. Thankfully the device was destroyed and the portal closed itself. However now due to a shift in the law of physics, if the device used to create a portal is destroyed then the portal will continue to grow and grow until it has encompassed the whole planet, and may continue beyond even that. Additionally the info on the creation of these portals is not quite as secret and even if the one from the original story is safely dealt with, it may not be the last time someone attempts to make use of this technology.

Scenarios

Scenarios are challenges that may be accepted at the beginning of the jump. You may choose more than one but some are inherently a bit conflicting. They have their own rewards and requirements but failure comes at a steep price. Should you fail a scenario you must give up 1000cp worth of perks, items, or companions. You are essentially setting your starting cp to 0. The only way to avoid this punishment is if you successfully completed another scenario and forfeit the rewards gained from it. If you fail multiple scenarios you don't lose any additional cp.

-Save Everyone: You must ensure that no one relevant to the original story dies. This includes saving Abigail Callaghan and making sure Tadashi Hamada lives. You may not let any other major character die. Accomplishing this task gives you Tadashi as a companion for free, with the rules of the Student companion export option. Additionally in future jumps you will have a sort of sixth sense when people you know are in danger. This sixth sense will generally warn you in time to do something about it if the person is relatively nearby, but might not give you sufficient warning if you can't quickly get to them when they're far away.

-A Successful Project: (Requires any origin besides Drop In or Boy Genius, and the "Memory Lock MK1 Drawback) Instead of the normal starting time you find yourself a member of the initial team working on the silent sparrow project. As long as you don't have "Memory Lock MK2" you are aware of this scenario and that something will go wrong with the portals, but not what that something is. You must fix the issue and ensure the initial tests work as planned, you may later on sabotage the project if you don't trust the military with that sort of technology, but the tests up to and including Abigail Callaghan's journey through the wormhole must all work perfectly. As a reward for completing this scenario you may take Abigail as a companion for no cost, with the rules of the Student companion export. Additionally you gain the "Silent Sparrow" blueprints for free. Thanks to your work you are also able to optimize the designs so that even portals generators small enough to be carried around and used for personal transportation remain

stable and safe. If the “Self Propagating Portals” drawback is taken then unfortunately all the stolen design plans will be missing your improvements, resulting in everyone else still using very unstable and dangerous portals.

-I’m The Bad Guy: (Requires Morally Ambiguous Adult and Obsession drawback) No more pity party and justifiable actions. Every superhero team needs a full on super villain and that’s you. Your obsession becomes dismantling the team either through manipulation, force, or even death of its members. As a reward for selecting this scenario the obsession drawback is worth twice as much cp (total of +600cp). As a reward for accomplishing this you can learn the secret identity of any Hero, Villain, Vigilante, or other unspecified caped crusader that you run into in future jumps.

-A Real Super Team: While a group of college kids with some fancy gadgets can take down their deranged professor with some luck and quick thinking, that’s not really gonna cut it for some more bloodthirsty and professional criminals. You must make the team into a proper fighting force that’s able to tackle real issues. By the time you leave you should lower the local crime rate by a significant amount, and be able to take on any threats on the level of their first ever enemy, Yokai, without relying on luck and the mercy of their opponent. As your reward for doing this you gain the whole team as companions for free, under the Student export rules, and in future jumps where superheroes exist and you’ve imported all of your team, you can retroactively establish a history in the local world that is fitting for the level of strength and accomplishments you all have as a team. This means you’ll always be taken seriously and won’t have to deal with the stigma of being the “rookies” every single jump.

-“Change The World, My Final Message, Goodb ye.”: Before you leave this jump you must invent or innovate some technology that totally revolutionizes life as we know it. This can not simply be technology brought in from another jump and must be worked on or improved by you personally during this jump. The scale of these changes should be on the level of the telephone or commercial air travel, and while the changes don’t need to be implemented within your 10 years, there needs to be plans in place for them to be integrated. You may extend your jump up to 10 additional years to finish this challenge. If you complete this challenge you gain a supernatural ability to make sweeping technological changes in future jumps. As long as you can implement it and the resources are available, you can drag the technology level of any local worlds forward without needing to worry about any social, political, or religious issues that would prevent or arise due to this rapid progress.

End Choices

Once your 10+ years are up it’s time to decide your fate moving forward.

-Remain in this world, as a bonus your affairs back on earth (or your place of origin) are settled. You keep everything you have attained so far. And unlock any post-chain benefits/rewards but not any that require a spark.

-Go home, resuming your life with everything you have attained so far. You unlock any post-chain benefits/rewards but not any that require a spark. As a bonus you may spend one extra week in the world of Big Hero 6 to wrap things up or gather any tech you want to bring back with you.

-Move on to the next jump. Keep what you have attained so far, time in this dimension is frozen unless you jump to a connected dimension. If you do jump to a connected Dimension (via the Disney or Marvel connection drawback) and the Jumpdoc for it is not a gauntlet or otherwise abnormal document, you may take +200cp* to use in that jump.

*The +200cp bonus only gained if the very next jump is one of these connected worlds. It also can't give you more than 200cp even if you're somehow using multiple Jumpdocs in a single jump that all meet the requirements or have a modifier that makes drawbacks or bonuses give you extra cp.

Notes

-Drawback Soft Cap: Neither the background specific drawbacks nor drawbacks from other docs/supplements count towards the soft cap of 800cp. The 800cp soft cap is also unique to every person, so if you have companions with access to drawbacks, then they have their own 800cp 'limit' totally separate from yours. This is the recommended limit for the setting, so if you care about staying in line with the local power level then consider this a hard limit for drawback cp gain. 1800cp should be easily enough to reach the top tier of any characters shown in the movie or shows.

-Portal Dimension: The dimension itself Is a place beyond our reality that doesn't seem to follow our rules. Visually it is like an empty space full of colorful gaseous clouds and strange fractal patterned masses. If the portals to the dimension are not open then time doesn't seem to pass there relative to the main dimension.

-Disney Connection: Disney owns way too many properties so their standard shared multiverse is set to the Disney Infinity set of worlds for simplicity's sake. If there are other Disney properties you wish to connect to this multiverse then feel free to do so.

-”Change the world, my final message Goodb ye”: This isn't actually a typo, its a reference to a viral image of a rat smoking a cigarette. The original actually says “Change da world...” but I didn't want this to be super confusing to read for someone who didn't know the original image.