Generic Super Academy

Jumpchain CYOA
Version 1.5
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Whether it be the Xavier Institute For The Gifted, PS238, Whateley Academy, HIVE, or the S.H.I.E.L.D. Academy, many if not most universes that contain costumed heroes also contain a school where teenage metahumans are trained and educated.

Now you are going to attend one of these schools. Maybe you are being trained to be a hero, or maybe a villain, or maybe a covert government agent. Maybe you are even being taught to live a normal and happy life. No matter what the school is teaching you, you are stuck here until you graduate, or ten years pass. Whichever comes first, though you can stay longer if you want to.

So, take these **+1000cp** (Choice Points), and try not to get too many detentions!

AGE AND GENDER

You can be whatever gender you choose, and your age is determined by what type of school you will be attending.

LOCATION

Your starting location is the school you will be attending, which can be wherever you want, depending on the specifics of the Academy itself.

ACADEMY CREATION

There are many variations of the Super Academy, now you get to determine exactly what type of institution you will be attending. You may choose freely from these lists to design your school, and the world it exists in, or you can random roll in exchange for **+50cp** per section.

Facility

What kind of facility is your Academy based in?

1. **School Campus**

Your Academy is based on a normal school campus. It might not be openly a school for metahumans, but it is openly a school.

2. **Concealed Campus**

Your Academy is concealed in some way. It might be underground, or hidden in a massive skyscraper, or be in an old mansion on the outskirts of town, or otherwise hidden. This option can be combined with any other option from this list except for “School Campus”.

3. **Ancient Castle/Temple**

Your Academy is located in a castle, Hogwarts style, or a Temple. It’s likely got either an extensive history full of tradition or is being run by eccentrics. Maybe both.

4. **Undersea Base**

Your Academy is under the ocean, possibly in a mobile ship, or possibly in a set base. Maybe it's a magic school in the city of Atlantis?

5. **Flying Base**

Your Academy is airborne, kept aloft by advanced technology, superpowers, magic, or some mixture thereof. These are quite often the schools with the most amount of common social awareness by the public, by their very nature.

6. **Moon Base**

Your Academy is in a base built on the moon. How did you get up there? These sorts of schools may have been designed for students whose powers or abilities are so volatile or dangerous that keeping them on Earth was deemed unsafe until mastery of their abilities was learned.

7. **Custom Design**

Exercise your creativity and design something for yourself. Just remember, it is going to be the primary setting for your adventures here.

8. **Free Choice**

Public Status

Is your Academy a secret, or is it world famous as the school for heroes?

1. **Secret**

No one knows about your school, except the people who attend or work there and the direct sponsors of the school. Students are given direct invitations only, and only after being pre-screened as being worth the effort of the faculty to extend said invitation.

2. **Open Secret**

While your school's true purpose is not known to most people, it is known in the metahuman communities, both hero and villain. The Xavier School for Gifted Youngsters is a classic example of this type of school. It is possible that your school's affiliation is still a secret.

3. **Public Knowledge**

Pick a random person off the street, and they will know the name of your Super Academy, and probably some of the more famous or infamous graduates.

4. **Free Choice**

Affiliation

Does your school turn out heroes or villains? Or maybe government agents? Or it might even simply prepare young metahumans for everyday life. This is what the school's primary focus is on.

1. **Heroes**

Your school is designed to train new heroes, to protect and serve. These types tend to be affiliated with the government in the sense that they're tolerated as "official" heroes, but don't actually answer to the government like the below "government" option, instead answering to whatever standards the hero community itself has, if any.

2. **Villains**

Your school is meant to train the next generation of super-crooks and megalomaniacs. Your courses are likely quite a bit different from other school types, and it will pay to watch your

back while you're here. Ambitious up-and-comers may try to step on you as a rival, recruit you as a minion, or potentially anything else. Prepare to be challenged.

3. **Neutral**

Your school does not push any affiliation over any other. The faculty actually seem to want you to grow up to be a normal well-adjusted person. This is the closest you'll get to an actual regular school experience, where the students having superpowers is secondary to the fact that they're students. Alternately, this represents schools whose affiliation is mixed to the point where no faction has dominance.

4. **Government**

It might or might not be training assassins and spies, but there is definitely a strong push towards serving the government here. This may be as secret agents or as government sponsored "heroes". Superhumans trained here tend to have better support networks and infrastructure to call on but dramatically increased oversight, and will be expected to follow orders or potentially face jail time… or worse.

5. **Secret Conspiracy**

Your school is the favorite recruiting tool for a major global conspiracy. It might be benevolent, it might not, but they definitely want you. You're likely to have access to the best of the best in terms of training here, but you'll be expected to serve the interests of the group that trained you above all else, *or else*. These are the people that answer to no law or national interests save their own, and "getting out" is likely to be next to impossible short of death. This affiliation can be masquerading as any other, if you choose.

6. **Religious**

Your school is part of a religious organization, such as the Vatican or Buddhist temples. Alternatively it could be something like with Camp Half-blood from Percy Jackson, where the "students" are demigod children, if that's how your particular world rolls.

7. **Free Choice**

Resources

What kind of research facilities does your school have? Or workshops, combat simulators, defense systems, firing ranges, magic ritual sites, or other special equipment that a Super Academy might require or want?

1. **Bare Bones**

While you may have everything you need for a normal education, resources for metahuman training and testing are limited to what the faculty and students can cobble together themselves. This sort of resource allocation is fairly uncommon, and usually represents one of two circumstances. Either there are so many people with superpowers that giving all of them excellent schooling is unfeasible (such as with My Hero Academia, where 80% of all people have a power) or in worlds where people with superpowers are only an *extremely* recent phenomena, in which case better facilities simply don't exist yet.

2. **Moderate**

You have some facilities for training, armored bunkers for power testing, maybe even a special tower for studying magic, but nothing extraordinary. These are likely to be your typical government sponsored schools. Good, but not exceptional.

3. **Well-Equipped**

You probably have a Danger Room equivalent, sophisticated labs and workshops, and the faculty are known experts in metahuman science and training. These are likely to be run by

people already experienced in the world of superpowers, and tend to be better tailored towards teaching the students how to use their abilities. Retired super-people tend to be the faculty here.

4. **World Class**

Think the Harvard or Oxford of Super Academies, then multiply it by a hundred. You probably have miles of tunnels, filled with labs and testing facilities as good or better than anywhere else in the world. Full VR immersion that allows power use and training without risk is probably a regular training tool, and your school likely has access to major magical sites on the level of Stonehenge. Also, additional equipment and tools created by faculty and alumni are available at need. There is probably an eldritch abomination stuck in a box somewhere, in case the Mythos Defense course needs a live demonstration.

These are the sorts of schools typically run by either secret conspiracies or villains, utilizing only the best of the best in order to turn out highly trained and capable students purpose-built (practically) to further the aims of the ones running the school. Alternatively this might be the “first” super-school in a given world, with the best equipment and faculty money can buy to try to train and learn about the “new” superpowers of its student body.

5. **Free Choice**

School Type

Is your school just for teens? Or does it start at kindergarten? Does it include a university? Or maybe it works as a summer camp? Or maybe a military style boot camp?

1. **K through 12**

Your school covers all of primary and secondary education, through a high-school diploma or the equivalent. These schools can be especially trying for both students and faculty, as students still don’t really understand how to use or operate their powers, and that’s before you consider the typical issue of dealing with emotional children. Typical age range is 5 to 18.

2. **High School**

Your school covers the four years of secondary education, known as high-school in the United States. Typically seen only when the population has a fairly significant amount of super-powered individuals, these types of schools often emphasize vocational studies suited towards whatever type of power their students may have. Typical age range is 14 to 18.

3. **University**

Your school is not for children, it is intended for young adults. These types of schools are most frequent in worlds where “hero” organizations are more official and already entrenched. These places will typically test students for whether or not they’re ready to become “official” heroes. However it’s also possible that these may be high-end research institutes, benefiting from the presence of many super-intelligent individuals in their courses. Typical age range is 18 to 22.

4. **K through University**

A true comprehensive, this school covers from age five to usually age twenty-two. The most likely type of school for worlds where superpowers are uncommon, as the need for more specialized schools doesn’t yet exist due to a low super-powered population. Typical range is 5 to 22.

5. **Summer Camp**

This school is designed to allow students to keep their normal lives, operating in the summer vacations between school years, from seventh grade through high-school. Almost never seen unless there are a truly large number of super-powered people. The mundanity of

summer school for super-powers means this is a fairly rare school type. Typical range is 12 to 18.

6. **Boot Camp**

This school is an intensive six month training course that only admits those eighteen or older. Get ready to suffer. Almost always government sponsored, these types of schools typically have dramatically different curriculum than normal schools, focusing on physical training, teamwork training, following and comprehending orders, and so forth. Most graduates will go on to immediately begin service in their country's military in whatever unit that country may have for people with powers. Typical age is 18+.

7. **Custom Design**

Decide for yourself, either an option above or something of your own design. Maybe it works like military reserve service (one weekend a month, two weeks a year), or maybe it is an after-school program. Whatever, be creative and have fun. Typical age is up to you.

8. **Free Choice**

History

How long has your school been around? Are you the first class or the latest of a long legacy?

1. **First Class**

You are the first students of this school. You are breaking new grounds, and creating your own traditions, but you lack any resources created by previous generations. Often the most dangerous, these schools generally have no idea what they are dealing with or doing, but the faculty here is likely quite patient, hardworking, and willing to go the extra mile (they wouldn't have been hired otherwise) to accommodate the special needs and abilities of their students. On the flipside the students here often go down in history due to being the "first" super-powered individuals around. Things done here will likely set the standard the world over for years to come.

2. **Established**

Your school is a few decades old, probably dating from the sixties or seventies. You probably have some well-known alumni, but you don't have some of the odd traditions and problems that spring up in really old schools. These schools tend to have a much better handle on the super-power phenomena, and are much better equipped to deal with their students. On the other hand a lot of the "excitement" of super-students has likely faded, meaning the faculty might not be quite as motivated.

3. **Legacy**

Your school is over a century old, and has a major part in the history of metahumans. Expect powerful alumni, old rivalries, and dark secrets. It may or may not have a Pudding Club, but it definitely has a few traditions and ideas about how students should act, and what their powers should and shouldn't be used for. Firm rules and faculty that are fully prepared and able to mete out punishments are the norm.

4. **Ancient Institution**

Your school, in one form or another, predates most currently existing nations. It is, at the very least, over a thousand years old, and must have some major backing to still be around after all this time. Expect tradition to be an extremely strong focus here, with little tolerance or leeway granted to those that act out. These types of schools can afford to be picky with who they accept, and are unlikely to entertain students that do not meet exacting standards. On the

other hand the faculty here tend to be the most experienced around, and are well positioned to teach their students everything they might need to know about living with powers.

5. **Free Choice**

Average Metahuman Population

How common are metahumans in comparison to the more normal population? This will have a strong effect on the nature of the world. If every gang might have four or five metahumans, that is a big difference from there being maybe four or five per city. However, just because a certain level of metahuman population exists, that does not mean all or even most of them are actively using their powers as heroes or villains.

1. **Extremely Rare**

There might be a dozen or two dozen metahumans in an entire state. At this level, if the metahumans are fairly weak or try to stay concealed, there may be large portions of the population that do not even believe they exist. Your school probably contains most or all of the young metahumans in the nation.

2. **Rare**

Maybe a hundred metahumans per state. Most major cities will have a population of ten or fifteen. Schools are probably regional, but might still be national.

3. **Uncommon**

Several hundred metahumans per state, many cities could have a couple dozen or more. Schools are probably still regional, any national school would be a more exclusive institution like the Ivy Leagues.

4. **Common**

Metahumans are common enough that most towns will have a few, and cities will have significant populations. Brockton Bay from Worm would be a good example. Metahumans often seem to have their own society that exists parallel to the norm.

5. **Very Common**

Most people have met a metahuman. In some cities the population could be large enough to support metahuman districts or exclusive businesses. Your school may actually be part of the city's normal education system, if you live in one of the larger cities.

6. **Extremely Common**

Metahumans are one more minority group, possibly approaching the majority. Schools are very likely to be local organizations, though the resources needed means that they are often still sponsored by more wide-spread groups. Expect major changes to society, the law, and history if this is a long-term condition.

7. **Ubiquitous**

Metahumans are everywhere. They actually represent a majority of the population, and almost all schools have at least some facilities for their training and education. Non-local schools are often specialized in training more powerful or more dangerous metahumans, or might just be elitist private schools. Society is going to be massively different from the normal world.

8. **Free Choice**

Average World Power Tier and Average School Power Tier

How strong are the metahumans of this world? There may be outliers that are above or below the median, but this is the range where most metahumans hit. This is chosen or rolled twice, first for the average power level of the world, second for the average power level of the school. This is the 'power level' of your average metahuman, but does not mean powers purchased later on will be limited to this range.

1. **Street Tier**

Relatively low-powered, similar to Worm (with exceptions like the Triumvirate or the Endbringers). Powers tend to be at the tactical level, like Daredevil or Wolverine. This tier has the least effect on society as a whole, since most of these metahumans could be defeated by a sufficient number of well-trained and equipped normal humans.

2. **National Tier**

This is the level of many of the X-Men or Avengers, powerful enough to be respected forces on their own, but only world-shaking when working together. This is the highest average level at which society will resemble the real world at all. At this level normal people aren't expected to be able to deal with super-people unless they're equipped with their own super-tech armaments and support.

3. **Global Tier**

This is the level of the Justice League. Most metahumans at this level can take on at least small armies on their own, and they very well might be immune to the best weapons humanity can throw at them. Society as a whole will have to bend to the presence of demigods that must essentially be treated like independent nations.

4. **Cosmic Tier**

Think Silver Surfer or higher end Green Lanterns. At this level, the heroes of this world might be known figures in the galaxy, and Earth society is probably barely recognizable to a person from the real world.

5. **Free Choice**

ORIGINS

Now that you know what kind of school you are attending, you can decide what kind of student you are.

Mysterious (Drop In)

Maybe a mishap in the science lab opened a portal and you fell through. Or maybe that goth kid finally managed to summon something. Or you could be an android built by the nerds in the workshop. Regardless, you don't really have a place in this world, but the school administration has decided to give you one. You can be a true Drop In, or have an origin story in this world that explains your presence somehow. Either way you are guaranteed to be going to school, and will be provided a minimum level of habitation (such as a dorm room and access to a cafeteria).

Legacy

Whether the biological child/clone of an active hero, or a sidekick, or however else, you have some previous connection to the metahuman community, and likely some level of existing training.

Normal Kid

Maybe you always knew you had powers, but you were still just a normal kid living a normal life before you were recruited, selected, or forcefully inducted into this school.

Faculty

Why, you're not a student at all! You are faculty at this fine educational institute. You have the benefits of training and experience, but might lack the creativity, determination or dumb luck that your students enjoy.

PERKS

What kind of skills and advantages do you possess? Perks are discounted by 50% for their Origin, and 100cp perks are free for their Origin.

General

Academy Graduate (Free for All Origins)

This is the very basics. If you didn't know this stuff, you could never graduate from the Academy at all. And, lucky you, you get to start out with it.

You have very basic self-defense training, enough control over your powers to not accidentally hurt yourself or others, a minor grounding in the science of metahuman powers, hopefully enough knowledge of metahuman law to avoid going to prison, and a basic general education to the level appropriate for your school.

Most Common Superpower (Free for All Origins or 50cp)

You have the incredible good looks that comic book heroes always seem to have. Chiseled features, defined muscles, perfect curves, flowing hair, no matter what you are at least an eight out of ten, and you stay that way no matter how dirty you might be or how much you might get beat down. You will retain your fit and attractive appearance, even without exercise or proper diet, as long as you consume enough calories to avoid starvation. You will either heal perfectly, without any form of scarring, or your scars will enhance your appearance in some way. Even if your appearance is inhuman in some way, you still manage to be this attractive. As an additional bonus, you have perfect control over your fertility, and menstrual cycle in the case of females. Any sexual partners will believe you when you tell them you are protected, as long as you are telling the truth. Your voice is equally incredible in some way, whether it be sexy, commanding, soothing, or just pleasant.

For 50cp, you never actually get dirty, always staying as pristine and perfect as you could be. You also instinctively present yourself as well as you possibly can at all times. Your posture and movements never make you seem awkward or unattractive, always showing you in your best possible light. Supermodels train for years to stand and move like you, and never quite make it. As a final bonus you never need to brush or floss, having perfect teeth and a great smile, your hair is always perfectly done up in whatever style you want it in, and if you don't want to shave you simply won't need to, facial or body hair simply not growing until and unless you want it to.

Secret Identity 101 (50cp or 100cp)

You are both trained and just plain lucky when it comes to maintaining a secret identity. You will never reveal yourself accidentally, and only the best investigators will be able to discover who you truly are.

For 100cp, your true identity is fiat protected. No one will ever discover it unless you deliberately choose to tell them, and you cannot be coerced or forced into doing so by any means. The most powerful mind control in existence could not force you to tell someone your name. No form of divination can defeat this, it is absolute and perfect protection. Even if captured, no one will connect your appearance with your true identity. People might think they've figured it out, or believe they've discovered it, but they will invariably be wrong. This works even if you don't actually use a mask or disguise, so long as you desire for your regular identity to not be connected to your super-identity it won't be.

Extraordinary People Live Extraordinary Lives (100cp)

While it is certainly possible for even metahumans to run into everyday problems, it is not very interesting. So consider this as a guarantee that any problems you might have will be suitably epic. You might get kidnapped by terrorists, but you will never get clipped by a passing cab or lose your wallet.

Note, this does not increase the danger you are in or make major problems more likely. It just removes the possibility of the minor problems that occasionally occur in real life, so that you can live your super real life.

Who Needs Parental Permission? (100cp)

Your age is no longer a restriction. You are no longer subject to minimum or maximum age requirements for anything. Want to learn to drive at twelve years old? Go for it, the DMV will issue your license as if you were an adult. Want to drink or carry a gun? Go ahead. You will never be restricted from anything due to age. In fact no one will even blink no matter how odd it may seem.

Four Color Comics World (Free or 100cp)

Where's the fun in living in a comic book setting (or whatever) if it doesn't look like one? For the duration of this jump you can choose to have everything appear as if it was being drawn by an artist of your choice, and no one will find this weird or strange. For an additional 100cp you can take this effect into future worlds with you, and change around the art style as you desire with, again, no one commenting on or questioning it.

Straight A Student (50cp)

You're Aces, kid. When it comes to learning in a school environment you're as good as they come, naturally receiving instruction from teachers (even bad teachers) in exactly the manner best suited for you to understand and internalize the lessons they are teaching you. Even if that lesson is as simple as them being shit teachers that you should take with a grain of salt or be wary of. As an aside this works in a more general sense as well, letting you learn from the mistakes you make, or the mistakes of others you observe, much faster and easier.

Cool Kid (50cp)

You are naturally "cool", "rad", or whatever word it is that kids use these days. People naturally perceive you as being part of the in-crowd, or at least believing you *should* be part of the in-crowd, and you have no issues fitting into new social groups. Currently popular people want to include you in their activities and social circles because you're "cool", while unpopular

people want to include you because they're hoping some of your "coolness" will rub off on them. As an aside, you're a natural trend-setter and can make just about any style or look seem "cool".

Better Lucky Than Good (400cp)

You are phenomenally lucky, on the level of Longshot or a Xianxia protagonist. Bad luck never affects you, and anything random will usually go entirely your way. This will lead to opportunities that will be to your benefit, such as encountering people able to teach you interesting things or the chance to explore lost worlds. Small convenient coincidences are common as well.

If you are hungry, you might find money on the street just as you pass a restaurant that serves food you happen to like. In battle bullets might just narrowly avoid you, and in general you usually show up 'just in time' to save the day (or ruin it, I don't know you). In general your luck is a pervasive thing in your life, and so long as you at least give a genuine enough attempt at what you are doing it'll usually be enough to push you over the edge to success.

Editorial Interference (600cp)

The main characters of a comic never die. Or at least not for long. And now you have similar protection. Once per jump, or per ten years if a jump lasts longer than that, when you would otherwise have died you will instead survive, showing up no more than a month later fully recovered.

In addition all resurrection effects are now fully effective on you. As long as you are brought back before the Jump ends, your chain can continue.

Mysterious

People Can Sometimes Surprise You (100cp, Free for Mysterious)

People fear what is different, or so you have been told. Yet, that has not been your experience at all. As long as you are not acting maliciously to harm them, people are fully accepting of the things that set you apart, be it your origin, your social customs, your inhuman appearance, or your amazing abilities. They will treat these things as interesting but unimportant details, and will judge you on your actions and personality alone.

A World To Explore, Only One Life To Explore It (200cp, Discounted for Mysterious)

This whole world is a mystery to you, and you only have so much time to discover its wonders. Forgetting part of your experiences would be a tragedy, but you don't have to worry about that.

You have a perfect memory, with instant recall, unlimited storage, and perfect indexing. You are immune to any attempt to remove, add to, alter, or otherwise tamper with your memories in any way. You are also immune to being harmed by your own memories. Seeing an eldritch being the first time might damage your sanity, but just remembering it will not. This perfect memory is fully retroactive.

Out Of Context (400cp, Discounted for Mysterious)

You are not quite normal, even by the rather abnormal standards of your peers. Your unusual origins have resulted in your abilities also being slightly unusual. Not enough to alter their function, but enough that your powers are not vulnerable to manipulation by outside forces.

Your powers and internal power supplies cannot be drained, suppressed, weakened, stolen, copied, altered, controlled, or otherwise manipulated against your will by anything short of Jumpchain fiat. You also have the ability to turn any of your powers from fully off to fully on, or anywhere in between, and you cannot be forced to use this metaphorical dimmer-switch against your will, not even if you're mind controlled or similar.

Legacy

Pay Attention, I Am Only Going Over This Once (100cp, Free for Legacy)

Your parent/mentor was not a professional teacher, so you learned to pick up on things quickly. You learn, train, and otherwise improve your abilities and yourself five times faster than you otherwise would.

Previous Training (200cp, Discounted for Legacy)

You have been trained by an active metahuman. You have superb combat skills, peak human physical fitness for your age, and excellent comprehensive skills for either fighting or committing crime, all by comic book standards. Your choice as to which, but this perk can be taken a second time to acquire the other skill set.

It's Not The Size Of The Dog In The Fight (400cp, Discounted for Legacy)

There are a lot of disadvantages to being a child or teen fighting adults, but you are not going to let that stop you. You know how to use strategy and tactics to compensate for any weaknesses you possess and any advantage your opponent has over you, though this cannot completely counter massive differences in power level.

You also possess unlimited and unbreakable willpower and determination. You can ignore any pain or distraction to continue a fight, are always clear-headed no matter what the circumstances, and could make even Batman give you an appreciative nod of respect.

Normal Kid

Well-Adjusted (100cp, Free for Normal Kid)

Congratulations, you have been officially declared sane. You have a very nice framed certificate stating this, and it is even true. You are a remarkably sane and well-adjusted person, and will stay that way unless subjected to the most extreme possible stimula (Cthulhu won't do it, the King In Yellow *might*). Even if you do go crazy, you will recover over time, and at worst will be fully restored at the end of the Jump you suffered said damage in.

Kids Will Be Kids (200cp, Discounted for Normal Kid)

You used to be a normal kid, or at least thought you were. Sometimes, people still treat you that way, being far more lenient with you when you screw up, and more likely to indulge you when you want something from them. This won't let you get away with murder, but might get you a lesser charge or even charged as a minor, assuming you still are one.

Living Up To Your Potential (400cp, Discounted for Normal Kid)

Those Legacy kids are always bragging about how their mentor is some major hero or villain, how powerful they are, how skilled they are. But what those kids forget is that most of

their mentors started out just like you, a Normal Kid. They fought their way to the very top, and so can you.

You no longer have any limits to how far you can train your abilities. You can always get more powerful, more skilled, faster, or in some other way better. This applies to physical and mental abilities, skills, and anything else you put the time into training. What's more, you will never lose what you earn through time or disuse. Your skills will never get rusty, your strength and speed will never decrease, and your powers will never weaken. Even abilities that should be static and unchangeable can be trained up.

Faculty

The Joy of Teaching (100cp, Free for Faculty)

You are a brilliant, talented and motivated teacher. Your students will learn and improve at least five times faster than they normally would, and will fully comprehend and retain anything you teach them. You are also excellent at relating to children and teens, you know how to get them to open up to you, and truly excel at getting them to obey you.

Eyes In The Back Of Your Head (200cp, Discounted for Faculty)

You are constantly alert to your surroundings, and are impossible to surprise. This can function as an effective "danger sense" like that displayed by a certain arachnid-themed crimefighter, but is especially good at determining when one of your students or other charges are about to be harmed. You will invariably always have at least that critical few seconds needed in order to respond to a given threat, and in a world of superpowers a few seconds is easily the difference between life and death.

Experience (400cp, Discounted for Faculty)

There is a good reason you were chosen to train and teach young metahumans. And that reason is because you are damned good at what you do. You are highly experienced in the use of your powers, often in ways that no one expects.

You might not be more powerful than your students, but you know tricks and special techniques with your powers that they can only dream about, and your control is absolutely perfect. You have developed techniques for using your powers that many metahumans consider impossible. As an example, Magneto used magnetism powers to speed up his thought processes, manipulate gravity, tap into the world's magnetic field for power, and even create wormholes, though obviously his power was quite broad and strong to begin with.

No matter what your power is, you are the undisputed master of its use. After all, age and treachery always beat youth and enthusiasm. This also applies to any powers you acquire in the future.

POWERS

This is probably the part you have been waiting for. Actually, you might have skipped straight here. Either way, these are the powers and metahuman abilities that separate the students of your school from the everyday teenager.

Each power you select has a Source, a Tier, and a Type. The source is where the power comes from, the Tier is what Tier level the power operates at, and the Type represents what the power actually does. Each power you purchase can have a different Source, for example a Dr.

Doom expy could have their super intelligence as innate and their various other abilities as magic or technology based.

You receive **+600cp** for use in this section alone.

Source of Powers

This is the essential nature of the power. It does not dictate what a power does, but rather the form the power takes, such as technology, magic, alien biology, learned skill, or anything else you can imagine. Determine what the source or sources of each power are, and the power will interact with other effects appropriately. The primary distinction you should be concerned about as far as Source is concerned is the question of "is the power Internal or is the power External". Internal sources are those that are harder to take away, but also harder to share, while External are easier to take away but likely also much easier to share or study.

Tier of Powers

The potency of each ability can be defined as existing on a wide Tier or power level, corresponding to the power Tiers of the world at large. A Power Tier must be purchased for each power. If a power is at the same Tier as the Average Power Tier of your Academy (since that is the primary setting and focus of this Jump), it is 50cp less.

Street Tier (Free for All Powers)

Relatively low-powered, similar to Worm (with exceptions like the Triumvirate or the Endbringers). Powers tend to be at the tactical level, like Daredevil or Wolverine.

National Tier (100cp or 50cp if the Average Power Level is National)

This is the level of many of the X-Men or Avengers, powerful enough to be respected forces on their own, but only world-shaking when working together. At this level normal people aren't expected to be able to deal with super-people unless they're equipped with their own super-tech armaments and support.

Global Tier (150cp or 100cp if the Average Power Level is Global)

This is the level of the Justice League. Most metahumans at this level can take on at least small armies on their own, and they very well might be immune to the best weapons humanity can throw at them.

Cosmic Tier (200cp or 150cp if the Average Power Level is Cosmic)

Think Silver Surfer or higher end Green Lanterns, Speed-Force Flash or Timothy Hunter. At this level, the heroes of this world might be known figures in the galaxy.

Power Customization

These are ways to customize a power, which might reduce its cost. No matter how you customize a power, its cost cannot be reduced below 50cp.

Item of Power

You can choose for one or more of your powers to be linked to an Item Of Power of some sort. This would provide a reduction of 100cp from the power's cost, or 50cp if the item is indestructible. This power is inherent to the item, and can be used by anyone who acquires the item. If this item is stolen or lost, you will either have to retrieve it yourself or wait until the end of the Jump to get it back. If it is destroyed, you can either attempt to repair or restore it yourself, in whatever way is appropriate for that item, or you will receive a new item at the end of the Jump. See the Note on the **Item Of Power**.

This choice can be made separately for each power, and powers can be in multiple items or all in a single item. If multiple Miscellaneous powers are placed in the same item, they can be treated as a single power for the cost reduction, but again, no power can be reduced below 50cp in price. This is not a Drawback, and does not go away or change when the Jump is over.

Power Limitation

In order to customize your powers, you can choose to make them limited in some significant way. Maybe your flight is provided by wings, making you a bit less maneuverable and requiring more space and an atmosphere to fly. Maybe you need a source of fire to create more, or your magic might require blood sacrifice, or your mind control requires you to speak to your target.

Whatever the limit is, it must be noticeable, requiring accommodation or creating significant inconvenience, but it reduces the cost of that power by 50cp. For a cost reduction of 100cp, this will majorly impact that power in some way, reducing its usefulness by roughly half. These limits are not Drawbacks, they are intrinsic parts of the power, and therefore they do not go away at the end of the Jump.

Power Overload (300cp)

You have the ability to supercharge this power, greatly increasing its potency for a short period of time, fanwank responsibly, that is followed by a backlash that will weaken or harm you in some way. This option can be applied to any of your powers or any native ability such as strength, speed or intellect, but the power affected must be specified upon purchase. This ability could be an empowerment spell, summoning a spirit to inhabit and enhance you, pushing psionic powers beyond normal limits, injecting a super-adrenaline drug, or just trying really hard.

At Street Tier this will quadruple the potency of the power in exchange for cutting its effectiveness in half for a period of several hours. Alternatively, it could octuple the power, but will cause you to be incapacitated for a significant period of time, possibly days, while you heal.

At National Tier your power will be ten times its normal level in exchange for cutting its effectiveness in half for a period of several hours. Alternatively, it could multiply the power to twenty times normal but will cause you to be incapacitated for a significant period of time, possibly days, while you heal.

At Global Tier your power will be thirty times its normal level in exchange for cutting its effectiveness in half for a period of several hours. Alternatively, it could multiply the power by fifty times but will cause you to be incapacitated for a significant period of time, possibly days, while you heal.

At Cosmic Tier your power will be one hundred times its normal level in exchange for cutting its effectiveness in half for a period of several hours. Alternatively, it could multiply the

power by two hundred times but will cause you to be incapacitated for a significant period of time, possibly days, while you heal.

Power Effects

This is what the actual effects of your power is. The aesthetics and mechanics of these powers are completely up to you, though the Source of the power should inform those things of course. Any power purchased gives you any abilities described at the Tier you purchased it at alongside any abilities described in lower Tiers unless otherwise noted in the power effect. For example buying **Inviolate Body** at the Global Tier would give you all abilities described for that power at the Global, National, and Street tier. **Required Secondary Powers** is free for all.

Required Secondary Powers (Free for All)

You have the often implied but equally often never stated ability to have your powers work in ways that won't hurt or adversely affect you. This works for powers purchased in this specific jump and for any future powers you gain that are at least superficially similar in nature to the ones purchased here.

Cloning/Duplication (300cp)

You have the ability to multiply yourself in some way. This could be an innate power, you could have a flash-cloning device implanted in you, maybe it is a spell, or you are summoning doubles from extremely similar alternate realities. Regardless, your clones will obey your commands, will flawlessly coordinate with you, and will always acknowledge you as the original. They appear around you, spreading out as space fills and they possess all of your abilities except this one and they possess any items that you are wearing or holding, up to your own mass in weight, but these items disappear if taken from the clone. A clone that is killed is unavailable until it regenerates, which takes about an hour, but that time can be lessened by Regeneration powers or abilities. Fanwank responsibly, please.

At Street Tier you can create up to two full copies of yourself that can last as long as you wish, or up to twenty copies that can only last up to thirty minutes before disappearing in some way.

At National Tier you can create up to twenty copies of yourself that can last as long as you wish, or up to one hundred copies that can only last up to thirty minutes before disappearing in some way. You also possess a full hive mind with your clones and can freely share their memories.

At Global Tier you can create up to fifty copies of yourself that can last as long as you wish, or up to five hundred copies that can only last up to one hour before disappearing in some way. Also, you can switch places with any of your copies with just a moment of concentration.

At Cosmic Tier you can create up to one hundred copies of yourself that can last as long as you wish, or up to one thousand copies that can only last up to one hour before disappearing in some way. Any of your clones can become the new real you if your original body is destroyed, meaning you can only truly die if all copies are dead.

Creation (600cp)

You have the ability to create objects from nothing. You also have the ability to design the intended object as if you had a mental CAD system.

At Street Tier you can create objects no larger than a small car. You do not need to fully understand how these objects work, but they are limited to mundane technology and objects. Nothing living, no magic, and no super-tech.

At National Tier you can create objects up to the size of a small house. This can create any mundane object, as well as any super-tech or magic items that you understand well enough to construct normally.

At Global Tier you can create objects up to the size of an aircraft carrier. You can now create super-tech or magic items that you have encountered before, even if you have no idea how to create it normally. You can also create mundane living beings, such as animals or plants.

At Cosmic Tier you could create an entire city, or, with sufficient time and focus something considerably larger, possibly up to planetary size. You can create any super-tech or magic just like Global Tier and can even create living beings with magic or super abilities.

Elemental Kinesis (300cp)

You have the ability to control, manipulate, and generate a specific natural element. Examples include fire, water, air, earth, lightning, light, plants, metal, etc. Nothing truly exotic, that's a different power. You may buy this multiple times for different elements.

At Street Tier a person with the fire element could easily act as a human flamethrower, and a water user could generate and manipulate water on the level of a powerful fire hose or water-cannon such as might be found on an anti-riot vehicle.

At National Tier a wind user might be able to fly and knock down houses with concentrated gusts, and Earth users could create large sinkholes, break apart buildings easily, and send huge boulders flying through the air, while Light users could fire off huge lasers and simulate super-speed by briefly shifting into light. Master Avatar the Last Airbender elemental benders are often at this level.

At Global Tier a plant user could potentially overrun a city with vines and plant life given a bit of time, a metal user could conjure up and shape huge amounts of (regular) metals for all sorts of different purposes similar to an Earth user such that creating a replica of the golden gate bridge (if they had the right architectural skills and knowledge) would not be out of the realm of possibility. The ability to become a living golem of your Element is possible at this level.

At Cosmic Tier depending on your element you might be able to flood worlds, set atmospheres on fire, shift tectonic plates, overrun entire planets with plant life, or possibly send forth gargantuan torrents of lightning and light that could scour worlds down to the bedrock given a bit of time and effort.

Enhanced Healing (200cp)

Like it says on the tin, you've got a healing factor. What precisely it can do and restore depends on the tier, but regardless of what type you have you age gracefully, and can expect to live for hundreds of years at least.

At Street Tier you've got a healing factor capable of recovering even from severe injury in no more than a day, and you can recover from minor injuries in a few minutes.

At National Tier you can recover even from critical injuries in an hour or so, and minor injuries heal so fast you can visibly see the wounds mending.

At Global Tier you have full on regeneration, and can replace even missing limbs in a matter of minutes. Losing your head or your brain will neither kill you nor impare your memories, and you could regenerate even from a single drop of blood. You'd need to be completely atomized in one go for someone to be sure that they killed you.

At Cosmic Tier you regenerate all wounds effectively instantly, and you can not be killed by purely mundane methods. Only truly potent effects, powers, and abilities have any hope of killing you for sure, such as powerful god-slaying weapons, Cosmic powers based around destroying things, or similar such extreme methods of destruction.

Exotic Force Manipulation (300cp)

You have the ability to control, manipulate, and generate a specific force, energy, or concept, such as magnetism, gravity, the strong or weak nuclear force, temperature, time, space, darkness, holy energy, corruption, or weather. You may buy this multiple times for different forces. You have an intuitive understanding of the force you control.

At Street Tier this force can be powerful enough to easily destroy a large automobile or can shield against similar attacks. Manipulation of the energy is basic, not allowing for fine control.

At National Tier this force can destroy buildings, create powerful protections, or allow manipulation at the same level as a human hand. At this level, this force can often be used for flight, usually topping out around 100mph.

At Global Tier this force could be unleashed on an entire city, calling up massive storms or crushing things in extreme gravity. Fine control is at the microscopic level, and you can easily sense the force you control, detecting gravity or magnetic fields. At this level you are immune to direct harm from the force you control.

At Cosmic Tier you could warp the magnetic field of an entire planet, drag the moon out of orbit with your gravity, permanently alter the weather patterns, or similar feats. You can control this force at the subatomic level and detect it clearly enough to replace your regular senses.

Exotic Striker (300cp)

You have an ability that requires you to touch your target. This could be a corrosive touch, a healing effect, power suppression, vicious adamantium claws, or a variety of other things. These effects are often more powerful or more versatile than ranged attacks at the same power Tier. This can be taken multiple times.

At Street Tier this could be a powerful stunning or paralyzing touch. It could be a healing touch capable of closing wounds and stabilizing critical patients, or a corrosive touch on the same level as sulfuric acid, or perhaps a set of claws or talons capable of piercing steel.

At National Tier you could lock someone in time and space relative to the planetary body, restore a severely injured person to full health, or eat through steel like it was cotton candy.

At Global Tier these effects are often more versatile. This could transform a person into an animal, function as biokinesis, disintegrate any normal form of matter, or turn off powers of equal or lesser potency.

At Cosmic Tier this could transmute matter at the atomic level, disintegrate even supposedly indestructible super-materials, disrupt enchantments laid down by the gods, or turn matter into antimatter.

Flight (100cp)

You have the ability to soar through the air as you will, and can fully exploit 3d movement for all it's worth. The exact mechanics of how this is done depends on the Source of the power, but in general, no matter the source, they all have the same mechanical effect. You have just good enough reflexes to not smack into things at whatever level of flight you have, but they are tied into your flight power and have no practical use beyond not flying into things accidentally.

At Street Tier you can fly at around 100mph, and suffer none of the normal complications of moving through the air at such speeds.

At National Tier you can fly just short of the sound barrier, and have mastered the practical uses of 3d movement.

At Global Tier you are well past supersonic in terms of speed, and your speed has no effect on your surroundings unless you desire it to (you won't shatter buildings by flying near them at max speed, basically). You have mastered the use of flight in combat by this point, and it is as intuitive for you as breathing.

At Cosmic Tier you could fly from one side of the world to the other in only a few moments, and in a vacuum you could fly to other planets and solar systems in a relatively short time frame if you know where you're going.

Force Manipulation (600cp)

The precise nature of the force you manipulate isn't so important as to what you can achieve with it, whether it's some sort of 'pure' force, 'emotional spectrum', or something stranger still. Primarily this power deals with the creation of force fields and, at the higher tiers, the creation and manipulation of constructs of force. As an iconic example, at the higher tiers this power could be likened to something similar to what a Green Lantern might do. These powers generally require concentration to maintain or use effectively, and do not last for more than a few moments unless you actively maintain them. The one thing that tends to be true about all types of force manipulation is that it's very obvious when they are in use, though individuals with extreme levels of finesse or experience with their powers may be able to use them in more subtle ways.

At Street Tier you could create force shields or bubbles that could shrug off small arms fire and small explosives, though you can not create these fields much further than about a hundred feet away from yourself, and their size is generally no larger than a large truck. You can imbue your physical strikes with 'force' energy, allowing you to strike much harder than normal.

At National Tier your force fields can be made within about a thousand feet of yourself, and can cover a medium sized house. At this level they could take repeated tank shells or high explosives before cracking, and you've unlocked rudimentary 'force constructs', such as simple tools or items, like a boxing glove for example. At this level the amount of force your constructs can put out is roughly equal to their defensive strength, and you can apply them as a skin tight force-field around yourself, allowing you to fly at subsonic speeds.

At Global Tier your constructs can stretch or cover distances of many miles, and could take repeated hits from someone with Global Tier super-strength before cracking. You have unlocked the ability to use complex force constructs, and can make just about any type of construct you can imagine so long as no single part of its mechanism requires atomic scale precision to work and you have a general understanding of how that object is made if it requires

moving parts. At this level you no longer need to concentrate to maintain your personal force field, and it actively recycles air (if you need air) and regulates temperatures and harmful radiation, potentially allowing you to operate in areas and environments normally hostile to life (such as space or the deep ocean). Additionally you can create blasts of your 'force', which are incredibly powerful and destructive but which have no true exotic effects, and can fly many times faster than the speed of sound.

At the Cosmic Tier your constructs could potentially be used to tow a planet, and could allow you to simulate (low end) Cosmic tier strength and durability. Your force blasts are even more destructive, enough that you might eventually batter down a Cosmic tier defense given time and effort, though they still have no true exotic effects beyond simple destructive force. You no longer need to focus to maintain any of your constructs, as they will last until you dismiss them or they are destroyed so long as you are (relatively) nearby. There is no functional limit to how complex your constructs can be made, so long as you have sufficient working knowledge of the mechanisms required. At this level your flight could allow you to traverse from one side of the world to the other in moments, or fly to distant worlds in a reasonable timeframe when in space.

Illusion (300cp)

You have the ability to project illusions. This could be sophisticated holographic projectors, illusion magic, psychic sensory manipulation, or light manipulation. This power comes with whatever creative talent needed to make them believable. You have perfect mental visualization and enhanced creativity no matter what tier of this power you have.

At Street Tier this limited to a single sense at a time. You can create your illusions anywhere you have line-of-sight, and they can be as large as a single-story suburban home or the equivalent for senses other than sight. Anyone in the area can perceive the illusion. You must keep some attention on an illusion to maintain it, causing illusions to fall if you are asleep, unconscious, being tortured, or something similarly distracting.

At National Tier you can affect the five common senses all at once, and your illusion can be as large as you wish, though you must have line-of-sight on the whole thing. You can also program movements for the illusion to make, and the illusion will persist without constant attention.

At Global Tier you can affect any sense a human has, as well as any sense you personally possess. Illusions can react and move as if they were the object, creatures or otherwise that they appear to be, and you can choose who does and does not perceive the illusion. You can make illusions so believable that people react as if they were real when interacting with them, such as feeling the heat from a dragon's breath or the pain of a woman's slap. Illusory attacks could cause someone to feel pain or go unconscious. The illusions still do not have actual physical substance.

At Cosmic Tier you can affect senses you do not share and can create illusions that stretch out of your own sensory range, as long as you can perceive where the illusion starts from. You could cover an entire planet if you chose to do so. You can also make smaller illusions that are so believable that a person killed by them will actually die. Finally, you can make small, simple illusions that are real enough to fool reality itself, allowing you to create non-living objects that can be up to a single-story suburban home in size, and can function as long as you have a good idea of how the real object would work.

Inviolate Body (100cp)

Your body is a temple, as they say, and you benefit from such via several supernatural abilities related to it.

At Street Tier you have no need to eat, drink, breathe, produce human waste, or sleep, and are not adversely affected by environments with extreme high or low pressure such as the bottom of the ocean or the upper atmosphere or extreme temperature such as near the heart of a volcano or Antarctica.

At National Tier you are further immune to all forms of poison, sickness, and disease mundane or otherwise and are immune to the harmful effects of radiation alongside truly extreme environments such as being in space.

At Global Tier you are biologically immortal and utterly tireless, having unlimited stamina. You will age to your physical prime but no further.

Finally at Cosmic Tier you are completely immune to any attempt to forcefully change, control, or manipulate your body against your will in any fashion no matter what method is attempted or used. This does not protect from direct damage, but from more exotic attacks such as transformations or disintegration.

Inviolate Mind (200cp)

Your mind belongs to you and no other, and any that would attempt to gainsay this are in for a very rude surprise as your mind actively rebuffs them.

At Street Tier you are highly resistant to attempts to mentally control you, attempts to read your mind can be resisted with an active effort, and supernaturally boosted attempts at persuasion are less likely to work on you.

At National Tier attempts to read, control, or contact your mind against your will face a tremendous uphill struggle, and those using supernaturally persuasive arguments find that even the most silver-tongued devils have trouble when it comes to talking you into doing things to your detriment.

At Global Tier you are completely immune to attempts to mentally dominate, control, or contact you against your will. Those that use supernaturally boosted persuasion are equally stymied, being forced to rely on simple mundane arguments against you as anything beyond that flatly fails to work. At this level you cannot be located or tracked via detecting your mind, whether by its presence or absence. You are also immune to memetic effects or the maddening effects of eldritch beings.

At Cosmic Tier you have everything in the Global Tier, except now you also reflect such attempts back at the person that made them. Those that try to mentally dominate you find their own powers falling upon them, those that try to contact or read your mind find you have now contacted and read theirs, and those that use supernatural methods to boost their powers of persuasion find their own arguments and words flying back in their faces.

Mind Over Matter (200cp for one, 100cp for each additional)

You have one of the classic powers of the mind such as Telekinesis, Telepathy, or Clairvoyance. You are able to use these over as wide a range of things as you can sense and are primarily limited only by creativity, and the maximum amount of power you can use.

At Street Tier you can throw cars, mentally link about a dozen people at once and use your clairvoyance as a danger sense for a few seconds into the future. To actually control the mind of a person would require you to focus all of your psychic might on them exclusively.

At National Tier you can break smaller buildings and lift houses, you become capable of mentally linking hundreds of minds or dominating the minds of dozens. Your clairvoyance allows you to see up to a few hours into the future, though it gets less clear the farther you look, and you begin to be able to do more esoteric things like using your Telekinesis to simulate having super strength or durability, or as a separate sense entirely. You can view memories and potentially tamper with them.

At Global Tier you can use your Telekinesis to lift and destroy entire skyscrapers, you are able to link and contact tens of thousands of minds at once and mind control thousands of people. Your clairvoyance will stretch months into the future, again being less clear the farther you look. The skill you have with your abilities has grown as well allowing you to use them to sense things around you and do things like manipulate individual cells of a being. Memory modification is now simple to perform, if time consuming to do well.

At Cosmic Tier you could lift continents, mentally contact entire worlds, or mind control billions, given effort. Your clairvoyance now stretches forward for decades into the future, again being less clear the farther you look, and your skill and finesse with your powers has allowed you to do things like manipulate atoms themselves. You can potentially actively remove yourself from the memories of others in real time, giving you a form of 'mental stealth'.

Miscellaneous (50cp)

This power is used to represent minor superhuman abilities, like Spider-Man's ability to wall-crawl or shoot webs, the ability to summon a particular weapon to your hand, the ability to see infrared light, to breathe underwater, or something of a similar scale. This power is always Street Tier and it can be taken multiple times to represent multiple minor abilities.

Pocket Dimensions (200cp)

You have the ability to create personal dimensional spaces. These spaces are protected from outside interference, but a sufficiently powerful dimensional effect or traveller might be able to breach such a protection.

At Street Tier you effectively have a personal inventory, similar to a video game. Nothing can be placed inside that is larger than your own body mass, but an unlimited amount of such items can be stored. You always know what is in your inventory and can always pull out exactly what you desire. Items stored in this Inventory are in stasis and nothing living can be placed inside it.

At National Tier you can create additional spaces like your Inventory, either anchored in place or attached to another person or even an object. You can designate who can access these spaces, which can be specific people or can include various conditions to be allowed access. The contents of these spaces are still in stasis and restricted to non-living objects.

At Global Tier your Pocket Dimensions go from simple storage to small worlds. They can be no larger than a large city, and the environment inside can be shaped as you wish, including the creation of non-sapient lifeforms that are restricted to this pocket world and are under your control. Living beings can now be allowed to enter these worlds and you can either attach the world to yourself or anchor it in a manner similar to the National Tier spaces. Physical laws in these worlds are effectively identical to the outside world. If you enter a world attached to you, you will be in the same place when you exit it, barring the use of other dimensional travel powers.

At Cosmic Tier you can create a full size dimension, play with the physical laws inside as you wish, grant other people similar though lesser control over the dimension or do pretty much anything else inside your dimension. You are effectively the God of this personal dimension. You are limited to only one of these dimensions, but can still create the lesser worlds.

Ranged Blaster (300cp)

You have the ability to send out blasts of energy, or perhaps some sort of kinetic attack, as you desire. These are almost always abilities and powers focused on the application of destruction force, but not always. A healing ray is a viable choice instead of a laser cannon, though the specifics of your power must be determined at the start of power creation. Your rate of fire can either be a slightly less powerful, but continuous, beam or instead individual shots that usually take a second or two to charge up, though higher Tiers may be able to increase that firing speed. All tiers have precision control of their blasts level of strength, from full power to barely more than a light tap. This can be taken multiple times.

At Street Tier your blasts can core straight through cars and the walls of your average building, with a range comparable to a modern rifle.

At National Tier your blasts can gut tanks, and could hit out to the horizon. They might have active tracking effects at this point, or be formed of exotic energies that make traditional defenses less useful.

At Global Tier your blasts could sink battleships and tear through skyscrapers, and you could hit someone in California from New York if you were aware of them. Your blasts can potentially make hard turns at this level, and might be able to split up into smaller and less powerful blasts or beams to hit larger areas or make dodging more difficult. At this level you have much greater control over the effects of your blasts, and could do things like making lasers that freeze, burn, stun, disorient, or other sorts of effects, not unlike the hero and Triumvirate member Legend from Worm.

At Cosmic Tier you're basically rocking out Omega Beams like what Darkseid has, your attacks are incredibly hard to avoid and only those with Cosmic defenses could hope to resist them. Secondary effects of your blasts can have very exotic effects, and their power is enough you could Base Delta Zero a planet given a bit of time.

Shapeshifter (300cp)

You have the ability to alter your physical form, gaining the physical capabilities of this new shape. You could be a werewolf, the avatar of some cosmic energy linking all animal life, a macro-sized sentient virus capable of taking virtually any form, a liquid metal robot or a number of other things. Basic use of a new form, such as standing and moving around, is instinctive. The single alternate form versions of this power can be taken multiple times.

At Street Tier you can either take on the forms of beings mostly similar to you in mass and shape, such as being able to look like a different person, or you have a single alternate shape that can be substantially different, such as taking on the form of a specific animal or machine. Other options are to be able to decrease your body's density, turning you into a gas, or to increase it, making you as tough and sturdy as stone.

At National Tier you could change into any of a group of forms, such as any animal or any plant, or be able to alter your shape at will as long as you maintain the same mass, like growing claws or wings. Other options are to be able to decrease your body's density, making

you incorporeal to physical effects but still affected by energy, or to increase it, making you as tough and sturdy as steel or diamond.

At Global Tier you can change into virtually anything made of matter, with mass no longer being an issue or have single alternate form that is more exotic, such as stable such as being made of light or pure magic. Alternately, you could change into a large swarm of creatures and maintain a single mind in control of them. Another option is to be able to both decrease your body's density, turning you incorporeal, and increase it, making you incredibly tough and sturdy beyond most known materials.

At Cosmic Tier your form can be virtually anything, including energy, and can change at will. You could be a ball of light or a wave of gravity, or even something that technically does not exist, such as a field of darkness.

Slot Machine (1200cp)

Not unlike a certain hero from Worm, you have the power to arbitrarily gain other powers. Or, as many would put it, you hit the superpower lottery jackpot. You have a limited number of slots that can be filled with random powers, and that take a short time to charge up to full strength once you fill those slots, and you slowly gain a better awareness of what the power can be used for as it charges up, with full awareness coming at full charge. If your current slots are filled and you want another power you must first give up a power in one of your filled slots, though you can easily recall powers that you've previously used, giving you virtually unmatched versatility when it comes to powers.

You are not limited to only the powers seen in this jump. However your slots can't be filled with general purpose powers, such as **Versatile Power**, and while you can emulate the effects of Power Packages such as **Mind Over Matter** or **Super Attribute** groups you must devote an additional Slot to them. You obviously cannot fill a slot with another **Slot Machine** power. The tiers are not cumulative, you only receive the slots for the tier you purchase.

At Street Tier you have two slots that can be filled with any "street tier" power, your powers take about seven minutes to charge up to full strength, and you have little control over what power you will gain beyond something at least somewhat tangentially related to what you were aiming for.

At National Tier you have three slots that can be filled with any "national tier" or lower power, your powers take about five minutes to charge to full strength, and you have some control over what powers you gain.

At Global Tier you have four slots that can be filled with any "global tier" or lower power, your powers take one to two minutes to charge to full strength, and the powers you gain are reliably close to what you were aiming for.

At Cosmic Tier you have six slots that can be filled with any "cosmic tier" or lower power except Slot Machine or similar powers, however cosmic tier powers require two slots each. Your powers take only seconds to charge to full strength, and you have precision control over what powers you gain.

Specific Immunity (200cp)

You are completely immune to harm or negative effects from a specific source or type. This could be a particular element, attacks from a specific species, or type of effect such as being knocked back or tripped. This can be taken multiple times, but you cannot take multiple Specific Immunities that combine into complete invulnerability..

At Street Tier this protects from a single element such as fire or cold. It could make you immune to being tripped or thrown off your feet.

At National Tier you could be immune to attacks from the “classical” four elements or similar groupings. You could be immune to any form of firearms or to explosions, or to disease or poison.

At Global Tier you can be immune to large categories of effects, like magic, technology, or psychic powers. You could be immune to all kinetic attacks, all biological attacks. You could even pull off a classic “No man born of woman can harm me” protection.

At Cosmic Level you could be immune to divine attacks, or non-divine attacks. You could be fully immune to all physical attacks or all mental attacks, or even conceptual attacks.

Stealth (100cp)

Your power is based around making you undetectable. It could make you invisible, it could be a SEP field, it could be a cloaking device, but it is all about the ability to be hidden.

At Street Tier this ability is limited to a single mundane sense. In the case of Invisibility, you might be visible in the extreme ultraviolet or infrared spectrums of light. Alternatively, it may only work against certain types of observers, such as being invisible to machines or to animals, or it may have some limitation, like still leaving a shadow or only working in the shadows.

At National Tier this power works against multiple mundane senses, such as sight and hearing or could hide you from unusual senses such as Clairvoyance or Sonar.

At Global Tier you can become essentially undetectable except by the most out-of-context senses. At this level pre-cognitive senses have difficulty ‘seeing’ you, and are generally unreliable where you are involved (though this does not affect your own precog, if you have it). You can also extend this protection to the area around you, or to specific people in that area.

At Cosmic Tier you can only be found when you choose. This could even work at conceptual levels, keeping you alive by letting you hide from Death (once per jump, or once per decade in longer jumps), or letting you sneak out of your Karma. You could sneak into Aphrodite’s bedroom, and sneak out again safely when Hephaestus or Ares show up to visit her. At this level you are completely immune to precognitive abilities, and can’t even be noticed by the ‘holes’ you leave in such senses.

Summoning (800cp)

You have the ability to summon one or more minions. This may be a literal summoning of a supernatural force, it could be a metahuman ability to turn your shadow into a swarm of mini-xenomorphs, it could be a robotic bodyguard with a fast-response teleport system, or even a horde of loyal ninjas that are somehow always hiding somewhere nearby. These minions will obey your every command, even to the point of death.

This power is for short-term summons, typically helping you with a battle or a single longer term project possibly lasting up to a day or so, such as searching a wide area or constructing something. Long-term minions are Companions and aren’t covered by this power. This power leaves a lot up to the Jumper’s discretion, so please fanwank responsibly. The summons you can call up/create never have a summoning ability of their own, and never have multiple powers per individual.

At Street Tier you can summon up to a dozen minions that are on the low end of Street Tier in ability, or a smaller number of minions that are proportionately more powerful.

At National Tier you can summon up to a dozen minions that are just barely National Tier in ability, or a smaller number of minions that are proportionately more powerful. Alternately, you can summon up to 100 Street Tier minions.

At Global Tier you can summon up to a dozen minions that are just barely Global Tier in ability, or a smaller number of minions that are proportionately more powerful. Alternately, you can summon up to 100 National Tier minions, or up to 1000 Street Tier.

At Cosmic Tier you can summon up to a dozen minions that are just barely Cosmic Tier in ability, or a smaller number of minions that are proportionately more powerful. Alternately, you can summon up to 100 Global Tier minions, 1000 National Tier, or 10000 Street Tier.

Super Attributes - Mental (200cp for the first, 100cp for each additional Attribute as one singular power)

The mental attributes represented here can be narrowed down to three categories. These are Intelligence, Wits, and Awareness. Intelligence can be summed up as the ability to recognize and perceive the options available to you, alongside the necessary ability to actually perform them (intellectually at least). It is general intelligence, not just science and technology. Wits however is the ability to determine which option you should actually be taking from the list of options available to you, and represents an intuitive ability to recognize good ideas from bad ideas and general quick-thinking skills. Awareness is simply a matter of your senses, and determines what you can perceive and in what way you can perceive them.

A person with high Awareness might be able to notice a certain unknown and mysterious energy, a person with Intelligence might be able to build a device to study and interact with that unknown energy as well as being able to understand the theories about that energy, and a person with Wits might realize from the get go that they probably shouldn't have been poking that mysterious energy with a stick in the first place.

At Street Tier with Intelligence you're the smartest person in the room (baring other super intelligent individuals) at all times, and have an instinctive grasp and understanding of science of all kinds and how to use that understanding to create low-tier gadgets and devices, for example blaster rifles, low-end power armor suits, etc. You are generally superhuman at any intellectual task, such as solving puzzles or pattern recognition. With Wits you have the ability to keep calm in even the most calamitous situations, though this calm may seem strange or surreal to others that witness it, and intuitively avoid making bad decisions even if you don't quite know why, manifesting as general "hunches" that you should avoid certain actions. With Awareness you have senses far beyond the regular human, approaching animals specialized in those senses, and additionally may have extra senses such as a sense for where the magnetic poles are in relation to you or similar.

At National Tier in Intelligence you could make robots that any military would pay good money to license from you, and are generally on the cutting edge of "regular" science, and just beginning to break into "comic book science" such as creating cold guns, personal force fields, true 'stealth' tech, and similar. You could also develop algorithms to predict large scale human behavior or being able to mentally picture and understand objects with more than three or four dimensions. With Wits your ability to discern bad ideas from good ones has magnified, and you now generally have a fair idea of what the choices you make will lead to in the immediate sense, and a general idea of what they might mean long term if you have enough information. With Awareness you've surpassed the best the animal kingdom can manage and have several extranormal senses. You might have 'x-ray' vision, the ability to sense lifeforce, or perhaps even perceive magic or other supernatural energies directly. You are immune to overstimulation of

your senses, and can actively “dial in” any sense you have from full strength down to completely shut off.

At Global Tier in Intelligence you’ve hit the big leagues, able to make personal armor suits comparable to modern tank battalions, teleportation grids, mind-control tech, working super prisons, weather control devices, and more. You could actually understand quantum mechanics with ease, and even the most complex mathematics are as simple as addition and subtraction to you. With Wits you now intuitively understand the immediate consequences of your actions in detail, and can narrow down the objectively ‘best’ option you are aware of in a combat relevant timeframe. Your long term predictions are also much more accurate in general so long as you’ve got access to enough information to formulate an initial guess. With Awareness you could hear someone cry for help across a country, make out the fine details of tiny insects from miles away, and have a general awareness and perception of your surroundings for hundreds of meters in every direction. At this level you can no longer be surprised short of effects that originate in places beyond the range of your senses (such as someone teleporting something next to you from a place you can’t perceive). Further your senses work in conditions and at ranges where they really shouldn’t, such as being able to hear a bullet when it is actually fired, rather than after the bullet has reached you.

At Cosmic Tier with Intelligence you are one of the smartest beings in the universe, compared to titans of intellect such as Reed Richards, Dr. Doom, or Brainiac. There are practically no limits to the devices and technologies you could create given time, study, and resources, or the theories or concepts you could discover. You could eventually safely comprehend non-Euclidean objects and the thought processes of eldritch abominations, just by building and applying the proper mental models. With Wits you now know, instantly and with absolute certainty, the objectively best option you could take in any situation, and have an intuitive understanding of what each possible option will lead to in the immediate and short term future. You no longer need actual information to base your guesses off of in the short term, having certain feelings of uncertain origin whenever something is about to happen that you otherwise couldn’t possibly have planned for or predicted. With Awareness you could hear people talking on Earth while you’re on the Moon, with the rest of your senses equivalently boosted, and there is practically nothing beyond your ability to sense short of similarly Cosmic stealth based powers and abilities.

Super Attributes - Physical (200cp for the first, 100cp for each additional Attribute as one singular power)

The physical attributes represented here can be narrowed down to three categories. Strength, Endurance, and Dexterity. Strength represents physical force and lifting capacity, Endurance represents actual endurance, durability, and overall general health. Dexterity represents physical agility and dexterity, alongside reflexes, response times, and finesse in the general use of physical abilities.

At Street Tier with Strength you’re as strong as Spiderman, able to lift and throw cars with comparative ease and smash through brick walls. With Endurance you can easily finish a strong-man competition without being winded and shrug off small arms and smaller explosives. With Dexterity you’ve got fine control enough to perform brain surgery unaided (if you know brain surgery), have reflexes dozens of times superior to a regular person, and are superhumanly graceful in your movements (though not yet obviously so).

At National Tier with Strength you can lift and toss around tanks with ease, break through the armor of those tanks with little effort, and things tend not to fall apart under their

own weight when you pick them up though they might suffer superficial damage. With Endurance you could potentially go for a week of hard concentrated physical effort without flagging, shrug off tank shells and high explosives, and you're unlikely to get ill from any normal disease or sickness. With Dexterity you have near machine like precision, apply exactly the amount of force you intend to with any physical action you take, your reflexes allow you to simulate bullet-time and your movements, when you want them to, are obvious in their superhuman grace and precision.

At Global Tier in Strength you could pick up and throw an aircraft carrier and smash through even the most fortified bunker virtually effortlessly. With Endurance you could shrug off small nuclear devices and no longer feel fatigue from physical labor no matter how much you indulge in, you are utterly immune to any mundane disease or sickness. With Dexterity your precision is beyond even that of a machine, capable of precision movements even at the atomic scale (if for some reason you needed to do something like that), it is impossible to throw you off your balance no matter what conditions you are put in, and you can actively dodge bullets after they've been fired. At this level you can selectively ignore certain physical laws and can walk normally on walls or ceilings.

At Cosmic Tier in Strength you could shatter tectonic plates with your punches. With Endurance you could endure repeated blows from someone with the Cosmic version of Strength and have functionally infinite physical stamina. With Dexterity you are capable of absolute precision control of your physical movements and abilities at any scale, could potentially dodge even relativistic projectiles if you are aware of them, and can perform feats of agility and dexterity that should be flat out impossible such as running on air.

Super Attributes - Social (200cp for the first, 100cp for each additional Attribute as one singular power)

The social attributes represented here can be narrowed to three categories. Manipulation, Charisma, and Appearance. Manipulation is the ability that governs being able to manipulate other people to do as you desire, to lie, to fool, to trick, and to otherwise cajole people into doing things for you in an underhanded manner. Charisma is the ability to get people to do things for you and to follow you without underhanded methods, raw force of personality, straightforward social acumen, and convincing people to do things based on the merit of that thing.

Appearance is perhaps as simple as it gets, and is a representation of your actual looks. This differs from the Most Common Superpower in that you are genuinely and actually supernaturally attractive, and can easily have knock-on effects with the other social attributes.

At Street Tier in Manipulation you could easily enough run circles around groups of professional con-men without them having even a hint of awareness. With Charisma you could potentially lead or organize a group of downtrodden and hopeless people to believe in whatever you want them to believe given a bit of time and even the slightest shred of evidence that what you're saying isn't just empty words. With Appearance you are simply the most beautiful person anyone has seen (that doesn't also have Super Appearance). People walking into things on accident when you walk down the street are common occurrences and your looks naturally draw the eye of others.

At National Tier in Manipulation you could run rings around groups like the CIA, NSA, and other intelligence agencies, having them believe just about whatever you want them to believe, knowing just how to set things up to have them lead to the conclusions you want them to have with a bit of set up and effort. With Charisma you could easily be the most popular

President or leader to ever live, winning hearts and minds with wild abandon. With Appearance it is entirely possible to cause traffic accidents just by being near a road, and people cannot help but rubberneck when they see you. You further gain the ability to slowly 'adjust' your looks to appear like different ethnic groups, and can even "tone down" your beauty to less awe inspiring levels.

At Global Tier in Manipulation you could rig the US Elections while working as a bartender in South America doing nothing more than talking with your bar patrons, and can pass off impossible lies without proof so long as nothing is actively and obviously contradicting you. With Charisma you could be elected World Leader with a near universal approval rating if you tried, and could convince just about anyone to take your words on faith alone. With Appearance your looks are so incredible that just the memory of you is enough to drive others to distraction, and your good points are highlighted in the perceptions of others while potential downsides (such as height, weight, skin color, etc) are downplayed or ignored. At this level your super-social attributes even work through recordings.

At Cosmic Tier in Manipulation you're basically Thanos but without the self-sabotage. You could set up long reaching plans and manipulations that are all but self sustaining and could manipulate impossible amounts of people into believing whatever you want. With enough effort you could even convince someone of something despite active and immediate evidence to the contrary. With Charisma you could easily be elected Emperor Of Space For Life, and have the social presence and acumen to either keep all your subjects happy or at least convince them that they're happy. With Appearance you are impossibly beautiful on a level that you could ensnare people if they get even a single glimpse of your person. Instant adoration and love/lust is all but assured for any but the most legendarily willful and stubborn, and in their memory you stand out as being a figure of perfection so great that it actively ruins their ability to appreciate lesser beauties, as they forever know they will never see anything else as lovely as you.

Super (Re)Size Me (200cp)

You have the power to either grow to extreme heights, or shrink to incredibly small scales. For those that grow larger their strength, durability, and speed increase proportionally to their height, whereas for those that grow smaller their physical stats remain just as effective as they would be when they are their normal size. Either way both types of power ignore the square-cube law, and equipment worn or carried resizes with the user. You may purchase this power a second time to have both options.

At Street Tier you could grow to around sixty feet tall, able to easily lift and throw cars, or shrink down to only a few inches.

At National Tier you could grow to a few hundred feet tall, your strength enough to easily smash buildings, and potentially break the sound barrier while sprinting… with catastrophic effects on your surroundings. You could alternatively shrink down to only a fraction of an inch tall, comparable in size to some forms of extremely small insects.

At Global Tier you could potentially grow to thousands of feet tall, with proportionately increased physical abilities. At this level it is likely you will cause considerable destruction to your surroundings if you aren't careful. Alternatively you could shrink down to the size of an atom, though the world would likely be near unrecognizable to you at that size.

At Cosmic Tier you could potentially grow in size large enough to crush a city underneath your boots, and could cause catastrophic damage with even your smallest movements, an exhalation from you being more akin to hurricane force winds than anything else. If you can shrink you instead could go down all the way to the femto scale, so small as to

be undetectable to anything short of Cosmic senses, and who knows what you might experience or discover at such a tiny size.

Super Speed (300cp)

You have the ability to go fast, effectively making you what is frequently referred to as a "speedster", in comics parlance. You have the requisite reflexes to use your speed no matter what tier you are at, though these boosted reflexes are only in effect when actively using your speed. You also never get tired while running. If you have some other form of exotic movement, such as flight, this power works in conjunction with it.

At Street Tier you can run at several hundred miles an hour, and no longer need to worry about the potential downsides of moving at super speed no matter how fast you go. Your metabolism ensures you always stay fit and lean, regardless of how many calories you take in.

At National Tier you are easily supersonic in speed, and can safely move other people and objects around with you while moving about.

At Global Tier you are hypersonic, and objects you interact with may, at your discretion, have the kinetic force of your speed transferred into them. You might break your hand punching a wall, but that wall would turn into high velocity shrapnel. You have absolute control over this effect, meaning you'll never accidently use it.

At Cosmic Tier you are a genuine knock-off Speed Force Speedster, comparable to the Flash. You can easily run faster than light and can do all sorts of speed related tricks similar to what the Flash might do, potentially including (not terribly accurate) time travel. This does not make the Speed Force (or similar, like Quickness Force or whatever) a thing in your setting, though it could if you want it to. By default, the assumption is that you have powers similar, but not precisely the same mechanically, as the Flash.

Super Stretch (200cp)

Like Stretch Armstrong himself you have the ability to stretch your limbs and body into all sorts of normally impossible shapes, sizes, and lengths.

At Street Tier you could stretch your arm across a street, have increased resistance to blunt force trauma, and could easily contort yourself to fit through spaces far smaller than would be possible for a normal person.

At National Tier you've basically got the same stretching abilities as Mr. Fantastic himself, able to stretch over the length of a football field with each limb, have huge resistance to blunt force trauma, and can fit through impossibly small spaces for a human.

At Global Level you're just as good as Plastic Man himself, able to stretch over truly massive distances, have near immunity to blunt force trauma, and at this point the plasticity of your body has reached the point you could achieve practical shapeshifting, though your coloration won't change and you don't really take on the properties of the things you transform into beyond the most simplistic of mechanical benefits (such as a propeller plane).

At Cosmic Tier you could potentially envelop an entire world with how far you can stretch, and are immune to the negative effects of blunt force trauma. Your body is so pliable you could take effectively any shape, including that of complex mechanisms that have actual mechanical benefits (such as a gun that actually works as a gun) if, of course, you had the requisite knowledge of that mechanism.

Superhuman Skill (100cp+100cp for each additional)

You possess greater than human levels of skill in a single occupation. You could be a superhuman sniper, martial artist, mechanic, chef, or any other area of skill. You may purchase additional occupations for an extra 100 cp each.

At Street Tier you are slightly above what a normal human could achieve. This level in skill is equivalent to Bullseye's accuracy or Lady Shiva's fighting skill.

At National Tier you can achieve feats of skill that would normally only be possible with machine-like perfection. You could literally shoot the wings off a fly at 100 meters, perform delicate brain surgery with a shard of glass in a tenth the normal time, or write a song that inspires a national revolution within days.

At Global Tier the laws of physics become flexible when you practice your skills. You can bend bullets Wanted style, balance on a cloud, or swim up a rainstorm.

At Cosmic Tier things get a little ridiculous. Your skills acquire conceptual level effects. You could shoot someone by targeting their shadow, dodge bad luck, or repair spatial rifts with duct tape and bailing wire.

Technopathy (300cp)

The power to control technology via supernatural methods, typically shown as similar to telepathy but working on machines, though obviously you may decide to have it operate differently. The primary focus of this power is to control and usurp technological devices to serve your own ends. All tiers of this power grant the user an intuitive understanding of the workings of the technology being manipulated and enhanced multi-tasking, increasing in depth and scope in terms of the speed of understanding and the number of things the user can focus on the higher the tier.

At Street Tier you could easily crack any mundane computer security given a bit of effort, and can 'connect' with technology up to a hundred feet away from yourself, you can focus on about a dozen things at a time, and you could reasonably discern the workings of any purely mundane technology within a few moments, and low-end super-gadgetry given a few minutes to concentrate.

At National Tier you could make a good run at understanding and subverting low-end "super" technology in a combat relevant timeframe, and face no trouble at all when dealing with purely mundane devices. At this level you've unlocked low-end telekinesis specifically useful only for interacting with technology, such as pressing buttons or moving levers on mechanical devices. Your range caps out at around a thousand feet away from you, and you can focus on several hundred processes at once.

At Global Tier your range is increased to a distance of several miles, and you can potentially extend this range via networked devices. You can disable and subvert AI at this point if you're careful about it, alongside mid-level supertech, and your technological-telekinesis has shifted to the point you can cobble together semi-haphazard devices from random bits and bobs, so long as you've got roughly the right amount and type of materials and know what you're trying to put together, and you can split your focus thousands of times over.

At Cosmic Tier you are the (metaphorical) god in the machine. Your range could easily cover an entire planet, and only the most powerful AI or similar digital entities could hope to stall or stymie you, letting you use your abilities on all but the most extreme hypertech with near impunity. Your technological-telekinesis is precise enough at this level that so long as you've got some base materials to work with you could readily construct even super-tech devices without the need for tools, workshops, clean-rooms, or similar such things assuming you have the

requisite knowledge. Your multitasking at this point is sufficient that you could run the logistics of an entire planet by yourself.

Teleportation (300cp)

The ability to move from one place to another without crossing the intervening distance. You may either personally teleport or you may create portals, but the other version is discounted, including Tier costs.

At Street Tier you can teleport to any place within one hundred meters of your current location, either via a personal teleport or the creation of a short lived portal made immediately adjacent to you.

At National Tier you may teleport to any location within line of sight or a place that you are extremely familiar with, or create a portal within ten meters of you to achieve the same effect which will last for a few moments if you want it to.

At Global Tier you can teleport to any place you've been or can perceive, and your portals last as long as you concentrate on them. At this level you can potentially teleport or portal to other nearby dimensions, if such exist, perform (small) group teleports, and are immune to being telefragged or other teleporting accidents. You may additionally telefrag others, though beings and things with exotic defenses might be able to ignore or resist the attempt.

At Cosmic Tier you can teleport anywhere so long as you have at least some minimal awareness of it (a picture or description is good enough), ignore most things that would normally stop your teleports from working, perform large group teleports, and can create free-standing portals that last as long as you want them to without needing to concentrate. These portals can be formed independent of your location, such as creating a portal near an ally to let them go somewhere else, even if you don't specifically know where they are as the description of "near my ally" is good enough to work. Your telefrags work on just about anything without a comparably Cosmic defense.

Time Travel (300cp)

You are capable of traveling backwards and forwards in time. You may either personally time-port or you may create portals, but the other version is discounted, including Tier costs. Your time travel always occurs at the location you are physically at, or the nearest available safe place if your destination spot is uninhabitable. To combine both time and space travel, you must buy Teleportation as well, but in that case they count as a single power, so you only have to pay the Tier costs once.

At Street Tier you may travel backwards and forwards a short distance in time, up to several days at most. You have an exact sense of your position in the timestream and a perfect clock in your head. You are also immunized vs. any time paradoxes that you may cause to yourself by careless or clumsy actions in the past. You cannot use multiple jumps to exceed your maximum range.

At National Tier you may travel backwards and forwards longer distances in time, up to a century. Your immunity from time paradoxes extends to full timestream protection; you become immune to being retroactively un-existed and if your personal timeline is changed by either your actions or any others, you will remember both versions. You may make multiple jumps to go further back or forwards than you can reach in a single jump, but you can only do so a limited number of times before you start getting too deep into the timestream to navigate safely.

At Global Tier you may travel backwards and forwards over a span of time measured in millennia. Pretty much the entire span of recorded history or the distant future is available to you. You may start to explore alternate timelines but not other dimensions. Your only limit on multi-jumps is now is your endurance and your patience.

At Cosmic Tier you put the TARDIS to shame. The full reaches of time are available to you, all the way back to the Big Bang and forward to the heat death of the universe. You can reach any alt-timeline even remotely conceivable for your local multiverse. You are conceptually immune to temporal manipulation of any kind that you find inconvenient. You can make as many jumps as you want but since you can hit any-when from any-when in a single leap, you won't often need to.

Versatile Power (800cp)

You possess a single ability or set of abilities that can be put to a wide variety of uses. This could be mastery over a system of magic, access to Clarke-level technology, or direct reality warping. Regardless, this ability is extreme in its utility and versatility. This can be taken multiple times to represent different abilities.

At Street Tier this can be used to create minor effects, considerably less powerful than the other powers available for purchase. Alternatively, with either extreme amounts of effort, considerable preparation or the application of additional resources, an effect equal to a normal Street Tier power can be achieved.

At National Tier this can be used to achieve effects equal to a Street Tier power. Alternatively, with either extreme amounts of effort, considerable preparation or the application of additional resources, an effect equal to a normal National Tier power can be achieved.

At Global Tier this can be used to achieve effects equal to a National Tier power or to maintain the effect of multiple Street Tier powers. Alternatively, with either extreme amounts of effort, considerable preparation or the application of additional resources, an effect equal to a normal Global Tier power can be achieved.

At Cosmic Tier this can be used to achieve effects equal to a Global Tier power or to maintain the effect of multiple National Tier powers. Alternatively, with either extreme amounts of effort, considerable preparation or the application of additional resources, an effect equal to a normal Cosmic Tier power can be achieved.

Power Packages

These are actually groupings of different power effects that are iconic combinations in superhero stories. Because of that iconic status, they are provided at a special price. These can be purchased in addition to the component effects.

Aquatic Hero Package (400cp)

You are a hero uniquely designed for aquatic superiority, though these abilities can often be of use on land as well. You are capable of breathing water as easily as air, can swim with incredible speed, maneuver easily in water, and are stronger and tougher than a normal human. At higher Tiers, you gain control over aquatic animals and even over water itself.

At Street Tier you are strong enough to lift and throw cars with comparative ease and smash through brick walls. You are tough enough to resist small arms with just bruises and can swim at up to 100mph. You are immune to the bends and similar conditions.

At National Tier you could lift a tank or break one with a punch. You can handle artillery shells without difficulty, can swim at near-sonic speeds, and are immune to the high pressure of the oceanic floor. You can also see even in total darkness and your senses work underwater at least as well as they would on land, and can communicate with aquatic animals of all sorts.

At Global Tier you could lift an aircraft carrier (it was in your way) and smash through fortified bunkers with ease. You can handle small nuclear devices, swim at supersonic speeds, and ignore any environmental conditions common to the oceans. You can control aquatic animals from extreme ranges and can manipulate any surrounding water itself as if it were part of you.

At Cosmic Tier your strength is like a tidal wave focused to a single point and your durability is equivalent. You can move almost instantly through any body of water, sense anything happening in that body of water, and can control an entire ocean as if it were your own body.

Flying Brick Package (500cp)

You have the classic flying brick powerset of flight, invulnerability, and super strength. You also have increased senses, an innate understanding of 3d movement, do not suffer any of the typical complications of moving through the air at high speed, and your reflexes are always of a sufficient level to make full use of your speed. You tend to have leverage even when you really shouldn't and things tend not to fall apart under their own weight when you pick them up, though there might be some superficial damage.

At Street Tier you can fly at least around a hundred miles an hour, have senses at least twenty times superior to a regular human, can bounce small arms fire, small explosives, and some lighter heavy weapons and have strength enough to smash through brick walls easily.

At National Tier you can fly just short of the sound barrier, have senses at least fifty times better than a regular human, and can reliably bounce tank shells and high explosives. Your strength is sufficient to smash through reinforced steel without noticeably slowing down, and you could potentially juggle jumbo jets.

At Global Tier you are easily supersonic, have senses hundreds of times superior to any human, can shrug off small nuclear devices, and your strength is sufficient enough that you could pick up an aircraft carrier and throw it at someone. Additionally at this level (or higher) your senses can now operate at ranges and in conditions even when they really shouldn't.

At Cosmic Tier you could cross from one side of the world to the other in moments, could potentially fly to other planets in a reasonable time frame when in space (if you had the means to survive in space, of course), have senses many thousands of times superior to regular humans, can shatter tectonic plates with your punches and have the durability to take those same sorts of hits in turn.

Hulking Brute Package (600cp)

You are the quintessential brick, the mountain of muscle that stands toe-to-toe with the bad guys, taking their best shots and dishing out major punishment in return. You are incredibly strong and tough, even harder to move against your will than your strength suggests, heal injuries quickly, and can leap insane distances using your massive strength.

At Street Tier you are strong enough to crush brick into fine powder and can ignore even large caliber armor-piercing gunfire. You heal from cuts and scratches at a visible rate and even severe injuries take no more than a day. You can safely and accurately jump from street level to the top of a 5-story building and are more than twice as hard to trip or knockback as you should be. You also possess an extremely high pain threshold. You also have incredible endurance and are resistant to poison and disease.

At National Tier you can tear high strength steel like taffy and even an artillery barrage is not enough to harm you. Your regenerative ability is enough to heal crippling injuries in less than an hour, you can leap to a 15-story building's roof with ease, are nearly impossible to trip or knockback and are immune to pain. Your stamina is limitless, and you are immune to disease and poison.

At Global Tier you could toss a skyscraper, laugh at megaton explosions, regenerate limbs in minutes, leap 20+ miles in one go, and are impossible to move by anything not massively stronger than yourself. You can survive without food or water and are unaffected by almost all environmental conditions.

At Cosmic Tier you could sink a continent with a few full-strength blows or shatter a small planetoid and are as durable as you are strong. Your regeneration is near-instant, and you could recover from a single drop of blood if need be. You could conceivably leap from one coast of North America to the other and are impossible to move against your will while touching the ground.

ITEMS

Each Origin gets its 100cp item for free, and a discount on the rest of its items. You can import similar items into any of these at no additional cost. Any item can be taken multiple times, but 100cp Origin items are discounted instead of free after the first purchase. If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later. You have a +200cp stipend for items only.

General

Costume (Free for All Origins or 50cp)

You have a costume of your own design that always looks good on you. It does not provide any powers, but it will never be harmed by your own powers or movements, and will alter itself to always fit you perfectly. It will remember any upgrades you make to it and is self cleaning and maintaining. For an additional 50cp you seemingly have an unending closet full of different variations of your costume that you can wear, each of them benefiting from the same properties as the base uniform, if you ever feel like switching things up.

Full-Ride Scholarship (Free for All Origins or 100cp)

Supers are valuable, and the Super Academy doesn't let them starve or go homeless or fail for lack of proper equipment. Your Jumper can rest assured that the Academy will cover their tuition, room, board, textbooks, school supplies, etc., and provide a reasonable spending allowance in addition. This does not interfere with and is not affected by any other source of income the student may already possess. This will cover reasonable research costs for faculty or students interested in such.

The Full-Ride Scholarship is for the duration of this jump only. However for an additional undiscounted 100cp you may have this apply to any future jumps that feature you being in any form of school.

Quick Change Watch (50cp)

This item, which can change to look like any kind of watch you desire, can store an unlimited amount of clothing or armor in a secure sub-dimensional pocket. Anything that is meant to be worn can be stored here, and the watch can instantly switch what you are wearing with an item stored inside it. It can also simply remove anything you are wearing or clothe you when you are not wearing anything beyond the watch itself. As a side benefit, the watch cleans, presses, starches, maintains, refuels, rearms, and repairs any item left in it for more than 24 hours.

Mundane Weapons and Equipment (50cp or 150cp)

You have access to sufficient weapons and personal equipment to outfit yourself and all your Companions as you see fit, limited to technology available in the real world. 'Personal equipment' is defined as 'anything intended to be both carried and operated by a single user', including clothing and consumables. This Item may not be used to produce substantial amounts of wealth or trade goods. This equipment will be in your Warehouse, somehow all fitting in a single crate. For an additional 100cp, you can outfit as many people as you wish. This does not include anything that would be classed as a Weapon of Mass Destruction.

Mundane Vehicle (50cp or 100cp)

You have any single non-military vehicle that you want, as long as it exists in the real world. This vehicle will clean and maintain itself, and has infinite fuel. For 100cp, this can be any military vehicle and will have as much ammunition for any weaponry the vehicle uses as you could need. This does not include anything that would be classed as a Weapon of Mass Destruction.

Training Facilities (100cp)

You have all the facilities and equipment needed to train in the use of your powers, including a Danger Room equivalent. This can be attached to your Warehouse or added to any other property you possess. Any injuries are healed as soon as you leave or the training program ends, and if you or anyone else dies inside they'll just be booted out, safe and sound.

Jumper Academy (400cp)

After this Jump ends, your Academy goes with you. It can either attach to your Warehouse or insert into the world in an appropriate location. You are now in charge of this Academy, and can choose to admit any students you desire.

Mysterious

Mysterious Book (100cp, Free for Mysterious)

A strange book that you woke up with. Every time you close and open the book, the subject matter that is displayed will change. It holds any and all information that exists in written form in your current world, but you have no way of controlling what it shows. At the least, it's a neat novelty item. It will never contain memetic or otherwise similarly harmful material.

Survival Needs (200cp, Discounted for Mysterious)

Many new metahuman students have special needs, like particular foods, an environmental suit, unusual gases in place of oxygen, or maybe even a server farm to digitally live in. Now, anything you need to survive in a particular environment will be readily available for your use, and you will always have backups in case of failure.

Jumper's Academy Student Orientation Handbook (400cp, Discounted for Mysterious)

Hello, welcome to this new and strange place you know nothing about. Obviously, you're going to want some help adapting to this new place, but don't expect it from the people around you. They have their own problems. However, you can now use this for help! It's a complete guide to this new world you've found.

This handbook provides necessary information on the nature of the world you are in, helpful hints for blending in and using the technology, a guide to some of the most important people in this world, and a sneak peek at some of the major events that might be occurring sometime soon. Self updating, so be sure to check it regularly.

Despite never getting any bigger than normal it has functionally unlimited pages, and will always open to exactly the page you're looking for if you want to read about something specific. It'll appear in your hand when you need it and disappear when you don't.

Legacy

Manual Included (100cp, Free for Legacy)

Your connection to the superhuman world, whatever that may be, has some advice for you. Whether they have similar powers to you or just observed you growing up, you now have a notebook full of all of the intricacies of your powers and cool things you can do with them. Post-Jump, this will update to include all of your powers. This notebook can only be read by yourself and those you allow to read it.

Utility Belt (200cp, Discounted for Legacy)

You've got a utility belt full of different devices and items useful for either hero work or villainy, your choice. Common things are plastic zip-cuffs, evidence baggies, biometric scanners, binoculars with several alternate vision modes, smoke and flash bombs, a small rebreather, and other things to help you out during your duties/crimes. You may buy both options.

The pouches are refilling, seemingly have an unlimited supply of "bat-a-rangs" (or similar) for you to throw at people, and a few times a day will invariably have exactly the thing you need in order to deal with some situation you are in, so long as it wouldn't require something truly rare or ruinously expensive. If you need that can of shark repellent, you can rest assured you'll have it on hand. When you take something out of a pouch on this utility belt you will intuitively reach for the thing you desired and will never fumble it.

Super Vehicle (400cp, Discounted for Legacy)

You possess a vehicle meant for use in your costumed activities. It can be any type of vehicle you desire, with land, sea, air, and even space capabilities. It is armored, at least as well armed as a tank or fighter jet, and has other assorted gadgets such as stealth systems, autopilot, civilian modes, and anything else you can imagine Batman or Tony Stark or Squealer

putting on a vehicle. It doesn't need fuel, is self maintaining, deodorizing and cleaning, and comes with a neat garage attachment in any property you have as well as your warehouse that can be used to easily refit it for other purposes. It also remembers upgrades. Have fun.

Normal Kid

Cell Phone and Laptop (100cp, Free for Normal Kid)

And other essential items. You have the basic devices most kids seem to possess, a smartphone, tablet/laptop, video game consoles, and whatever else seems to fit. These devices are indestructible (though they lose this feature if you try to make armor out of them), never run out of charge, always have a top-quality signal and bandwidth, and never cost you anything. They also will connect to any form of wireless network in their normal range, without needing a network key or password.

The quality of them will likely vary depending on how advanced this world is, but they'll automatically update to maintain cutting-edge tech whenever something new comes out, so long as the tech is available to the public. They will not downgrade if you go to a less advanced world.

Friends and Family (200cp, Discounted for Normal Kid)

Just because you turned out to be a metahuman, doesn't mean you forgot all the people you used to know. When you need help, these people are willing to step up, in whatever capacity they can. Don't underestimate them because they are not metahumans. They are loyal, motivated, and have friends and assets of their own.

You have or will very quickly acquire a similar group of loyal allies and friends in all future jumps.

A Nice Family Home (400cp, Discounted for Normal Kid)

You have a nice home, or your family does. It isn't a mansion, unless your family is rich enough to afford one, but it is well-built, attractive, comfortable to live in, and somehow seems to clean and maintain itself. Though no one notices that last part, or the fact that it is always stocked with the essentials like groceries, or that all utilities and taxes are always paid in full somehow and all the paperwork is always squared away perfectly.

The most interesting feature of this house is that it is immune to attack or disaster short of the world it is located on being blown up or otherwise destroyed. Villains will not be able to find it, heroes will decide to arrest you elsewhere, tornados will turn away at the last moment. Somehow, this house, and the people in it, are always kept safe. This protection fades if you deliberately use your abilities to attack people that are outside of the house while you are in the house, and won't return for at least a full day after you stop.

Faculty

Lesson Plans (100cp, Free for Faculty)

As a teacher you need to teach a class. This is a perfect and full lesson plan for whatever class or classes you want to teach. With tests, quizzes and homework assignment included. By following this lesson plan, you can guarantee that all of your students will pass as long as they put in a minimal amount of effort. You can change this yearly in response to assignment changes, but you will need to actually be teaching a class to use this. If you're not a

teacher, these serve as perfect study guides to any class you are attending. Post Jump, you can turn this into the perfect teaching plan for any material you know.

Power Testing Machine (200cp, Discounted for Faculty)

This device, which looks like the automatic lancets used by diabetics to draw blood, was the brainchild of either a fellow teacher or an alum of your school, and thankfully they had a spare for you to keep.

The PTM can draw a sample from any being, just by touching the end to their body. It will examine this sample, and provide a comprehensive readout on a selected computer that will detail all of the being's powers, skills, abilities, physical and mental condition, and weaknesses. It can also work from a blood sample. It even works on beings with otherwise invulnerable skin, but via some sort of scan rather than actually piercing them.

Trophies, Souvenirs and Collectables (400cp, Discounted for Faculty)

You may be a bit of a packrat. Over the years, you have collected all sorts of stuff from allies, enemies, colleagues, and students. Inventions, weapons, magical gadgets, security plans for major government facilities, all sorts of stuff has fallen into your hands and been tucked away somewhere, for a rainy day.

Now, once a month, you can pull something out of your collection that will be extremely useful in your current situation. Maybe you have a list of passwords for that AI's mainframe. Maybe you have a cold gun that will nicely counter that fire demon your student accidentally summoned. Maybe you have blackmail photos of a senator engaging in sexual acts with the clown hired for his son's birthday party. This item will be very useful for whatever situation you want help with, but will not solve your problem entirely.

Once per jump, you can get even luckier, and manage to find something major enough to count as a MacGuffin (you will know if what you are about to pull out will be at this level before you actually take it out). This collection is housed in a huge galleria warehouse attachment, which expands to fit whatever you put into it. You must physically retrieve these items, but you do have a decent system of organization.

COMPANIONS

Create/Import (50cp for 1, 200cp for 8)

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with +600cp to spend and the +400cp stipend for powers, but cannot acquire Companions. These Companions can only take Drawbacks that directly affect them such as **Inhuman Appearance** or **Special Weakness**, and you can give transfer cp from yourself to a Companion, at a 1:1 ratio. You can create or import as many Companions as you are willing to pay for. You are free to decide the personality, history and appearance of created Companions and these Companions are as loyal as you want them to be. They can even be loyal enough to forgive you for using Jumpchain fiat to ensure their loyalty. (See notes for details.)

DRAWBACKS

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward. Also, the drawbacks that change the world are altering its condition at the start of the Jump. If you are genuinely capable of changing the nature of the world, fiat will not kick in to change it back.

Inhuman Appearance (+50cp, +100cp or +200cp)

Your new powers came with some physical alterations that can make social interactions unusual and can make keeping a secret identity very difficult. For +50cp, this is minor, like unusual hair or eye color, or sharpened teeth. These changes can often be hidden easily enough. For +100cp, your changes are more extensive and difficult to hide, such as being an anthropomorphic tiger or having transparent skin. For +200cp, your changes cannot be hidden, and make interacting with normal people far more difficult, like being a dragon or a twelve foot tall mud golem or being a miniature version of Cthulhu.

As Drawn By Rob Liefeld (+100cp)

You're living in a comic book world alright. One where it seems everyone has unrealistic proportions to a frankly disturbing degree. Women have waists practically as thin as their necks and frequently look as if their back is broken when they pose (which they seem to do quite often) and men tend to look so comically over-muscled it's farcical, the difference between the two genders so extreme one has to wonder if they're the same species. It's as if everything and everyone is being drawn by an alien that had had a human described to them, once, but had never actually seen one. Try as you might you'll never be able to fully get over how odd and warped everything looks.

Unusual Physical Requirements (+50cp, +100cp, or +200cp)

You have biological needs that differ from the human norm. For +50cp, this is something relatively minor, such as being an obligate carnivore or needing regular doses of sunlight, or even needing alcohol as a digestive aid. For +100cp, these requirements are more extreme, such as needing to sleep in your native soil to stay alive, or breathing methane gas. For +200cp, these needs are crippling, such as only being able to survive in completely clean filtered water, or needing the magical energies of a ley line nexus.

Special Weakness (+100cp, +150cp, +200cp, +250cp, +300cp, or +400cp)

A substance exists that has the ability to weaken you, neutralize your powers, or maybe even kill you. The value of this Drawback is based on both rarity of the substance and the severity of the weakness. This drawback can be taken up to three times.

An extremely rare or unique substance like a single magical weapon or rocks from a destroyed universe is worth +50cp, a rare but accessible substance like the mass of meteors that hit the planet the day you arrived or were born is worth +100cp, and a common substance such as wood or a cleaning chemical is worth +200cp.

For +50cp, your weakness is painful and difficult to deal with, but not completely debilitating. Think of it like being exposed to high grade tear gas or a taser. For +100cp, your weakness will shut down your powers or make you physically helpless. For +200cp, your weakness will kill you fairly quickly.

Out Of Control (+50cp, +100cp, or +200cp)

You have difficulty controlling your metahuman powers. For +50cp, you might occasionally use more strength than intended, or your X-Ray vision make turn itself on when

you are looking at that pretty girl, or similar minor inconveniences. For +100cp, this lack of control can be harmful to yourself and others, like a telepath suddenly reading all the minds around her and overloading her brain or a weather controller creating a tornado when he gets frightened. This level needs strict training to make the your powers safe. For +200cp, you have no control. The power must be controlled by external means to keep it from working constantly at full power. This could be a powered exoskeleton to resist your super strength or a visor to hold back your optic blasts.

Not The Head Of The Class (+50cp or +100cp)

You are not as lucky as most Jumpers, you do not receive the **Academy Graduate** perk until the end of the Jump. For +100cp total, you will fail the Jump if you do not manage to graduate anyway. Better start studying.

You So Ugly (+50cp or +100cp)

You did not win the hotness lottery the way most Metahumans did. You do not receive the **Most Common Superpower** or **Super Appearance** (if you bought it) until the end of the jump. Instead, you look like an average person for your age and build. For +100cp total, you are actually less attractive than average, downright ugly in point of fact.

Outed (+100cp)

You can't seem to keep a Secret Identity. No matter how you try, people seem to be able to figure out who you really are. Maybe a pair of glasses aren't enough to disguise your face?

Freaks and Geeks (+50cp or +100cp)

You are not part of the popular crowd, and you never will be, no matter how you try. For +50cp, this means you will never be part of the school's A-list or elite social circle. For +100cp, even the other outcasts don't really like you or want you around.

Bullying Problem (+100cp)

Your school has a problem with bullies, and for some reason the faculty is unable or unwilling to rein them in. Expect to have clashes with them on a fairly regular basis.

Ineffective Teachers (+100cp)

The teachers at your school are just not very good. They are not going to be able to help you figure out your powers or develop new uses. Good luck on your own. If you are a teacher you will invariably end up with students who have such bizarre abilities that the best you can hope for is that they figure it out themselves, being mostly unable to assist them in learning to control their powers outside of moral support.

Asshole Teacher (+100cp or +200cp)

One of your teachers does not like you at all. Think Snape from Harry Potter, he will mock you, give you unfair assignments or punishments, and generally treat you like crap. For +200cp, he will be actively trying to hurt or kill you, but he is restrained by the need to keep his actions hidden. You can take this up to three times, but these enemies will work together against you. The 200cp versions are guaranteed to be at least one level above the Average Power Level of the setting (though they don't scale above Cosmic) or, if they don't have powers, can get the service of such a person. The more you outclass them the more devious and subtle they are to make up for it.

Detentions (+100cp)

Somehow, you keep ending up in detention or other school punishments. You might be innocent, you might be guilty, but either way, you are getting punished a lot. If you're a Teacher you're the guy that's in charge of detention and making sure all the students there do what they're supposed to be doing.

Envious Assholes (+100cp, requires Item of Power)

Someone knows that your power actually comes from an object, and they want it for themselves. They will do anything to get the item from you. This drawback can only be taken three times.

Badass Normal (+300cp)

You are not a metahuman, though you may still be a hero or villain. You make due entirely with training and more mundane technology. This means that, while you are permitted to purchase powers from the Powers section, these powers are not received until the end of the Jump. Your +600cp Powers stipend can be spent on perks, items, or Companions instead, if you so choose.

Non-Stop Action (+200cp)

You will never get a quiet week in this school. There is always going to be some event for you to deal with, like fighting off a popular bully's goon squad, or a ghost haunting the dorm showers, or a villain trying to kidnap his estranged children from the school.

Your Employer's Agenda (+200cp)

You are not at this school just to get an education. You work for someone, and they want you here for a reason. You might be spying on another student, or trying to acquire some mystical item, or they might just want you to cause as much chaos as possible. Attempting to achieve the goals set by your employer will complicate your life and friendships, and failure to try will make an enemy out of your employer.

Mutant Hating Space Virus (+200cp)

For whatever reason, people in this world hate either all metahumans or just a specific subgroup you fall into if metahumans are common. You will face prejudice and discrimination, as well as extremists on both sides trying to cause problems.

Iron Age Morality (+200cp)

This world is a lot more violent and gritty than most super worlds. People on both sides are quite likely to use deadly force, even for minor reasons. Be careful.

Power Loss (+200cp)

You lose access to any superhuman or supernatural powers from previous Jumps.

Complete Power Loss (+200cp, requires Power Loss)

You now also lose access to the Warehouse and anything else from outside this jump, except the body mod. You will lose access to any out of jump perfect memory perks, but you will still possess all your memories, your ability to recall a specific memory will just be limited to your normal level or the level of any ability acquired in this jump, whichever is better. After this Jump,

you will remember everything that happened in this Jump as if any perfect memory perks were active.

Real World Consequences (+300cp)

Despite the existence of superpowers, this world works in a realistic fashion. So, when you throw a person through a building, people get hurt and the building might just come crashing down. Watch the collateral damage, or you might end up with a major kill count. This effectively increases the "grit level" of the setting. Whereas before it might have been like a four-color comic world, now it's got more in common with a deconstruction like Watchmen.

Major Conspiracy (+300cp)

You are going to come into conflict with some major conspiracy or group, something like Cauldron from Worm or Marvel Comics' HYDRA. They will have global influence and resources, and you will be on opposing sides.

School Founder (+400cp)

Regardless of your origin, you are now the founder and first headmaster/principal of your school. You are going to have to deal with all the hardships required to start a school, plus the added difficulties of figuring out how to protect your students and the school from meta attacks, where to find all the esoteric resources your school needs, and a whole lot of other problems. If your school gets destroyed or shut down, you fail the chain.

Infinity Event (+600cp)

Something big is coming. Maybe an alien invasion, maybe a time travelling warlord, maybe the heroes are going to unite and install a fascist regime under their control. Whatever this event is, it will be major, and it will not be resolved without you.

FINAL CHOICES

As you may expect, at the end of ten years here, you may choose to Go Home, Stay Here, or Continue Jumping. No matter what you choose, all your Drawbacks go away.

NOTES

Thanks to everyone that helped with this, they know who they are.

Item Of Power

The item can have whatever mundane functionality an item of that type would have, but anything beyond a real world version of the item must be purchased as a power. If the item is armor and is made indestructible, then the armor itself cannot be damaged, but it will only provide you as much protection as either mundane armor of the type or as you pay for as a power. Don't ask me how that works in-universe, but it does.

Power Growth

Powers can grow in scope, strength, and potency over time and especially with frequent use, eventually soft-capping at Cosmic Tier after a period of time (fanwank responsibly), though

your powers won't develop genuinely new abilities beyond that which they already started with. You might, as an example, figure out how to open wormholes via clever application of your electromagnetic powers (ala Magneto) but you're not going to develop the ability to use that same power to spontaneously create plant life. Keep in mind if you fanwank power growth as being extremely quick that it will affect much more than just you, in this jump at least, and might result in some very problematic circumstances if you aren't careful.

Power Packages

Powers purchased as a package, such as purchasing all the Super Attributes - Physical as one power or the Flying Brick package, only require you to pay the Tier cost once. Powers such as Versatile Power cannot copy or emulate Power Packages, they must be built one effect at a time.

Companions

Companions can be just about anything in shape or form, so long as it gives no mechanical advantage or is at least somewhat informed by their powers. AI's, dragon analogues, weird squid aliens, or whatever else floats your boat is fine.

Complementary Powers

If two or more of your powers are complementary, for example Ranged Blaster - Fire and Elemental Kinesis - Fire, their effects can be combined, making the effect far more powerful.

Power Granting, Power Nullifying, and Power Mimic

Power Nullifying is best done as an **Exotic Striker** or a **Ranged Blaster**. Power Granting is done with either **Slot Machine** or **Versatile Power**, both with a 100cp **Limitation** that it can only grant powers to others. Powers granted by **Slot Machine** would be temporary, lasting until you changed your slots. Powers granted by **Versatile Power** can be permanent, but in that case will be a Tier lower in power and effect. Power Mimic is a **Versatile Power** with a **Limitation** of Mimics Nearby Powers. This is 50cp if you can recall powers that you have copied in the past, or 100cp if the power being copied needs to be within a certain range to be used.

Possession

A possession effect is done with the **Mind Over Matter** Telepathy option with a **Limitation** that you must directly possess the target. This **Limitation** is 50cp if you are still capable of using Telepathy in other ways, or 100cp if this is the only form of Telepathy that you can perform.

Aura Effects

Effects that emanate from your body as an aura are built as a **Ranged Blaster** with a 100cp **Limitation** if that is the only way the power functions. If the aura effect is in addition to the normal **Ranged Blaster** effect, it is built as a **Miscellaneous** power. This can also be done with powers other than **Ranged Blaster**, if another power would fit the concept better.

Exotic Force Manipulation - Time

This power allows you to manipulate time, speeding it up, slowing it down, or possibly stopping it in a defined area. It does not allow you to travel through time. Purchase **Time Travel** for that.

CHANGE LOG

Version 1.5

General cleanup and organization.
Changed **Power Overload**, **Slot Machine**, **Full Ride Scholarship**.

Version 1.4

Increased Powers stipend to **+600cp**.
Changed how the **Badass Normal** Drawback works.
Added the **School Founder** Drawback.

Version 1.3

Reduced price on **Technopathy** Power.
Changed how **Slot Machine** handles Power Packages.
Changed wording of **A World To Explore, Only One Life To Explore It** and made it retroactive.
Clarified that **Flying Brick** is a Power Package.
Changed **Average Power Tier** to **Average World Power Tier and Average School Power Tier**.
Added fertility control to **Most Common Superpower**.
Changed **Superhuman Attributes - Mental** to make it more clear that **Superhuman Intelligence** is a general intellect boost that applies to more than just science or technology.
Added typical age ranges for the **School Type** options.
Added **Power Granting, Power Nullifying and Power Mimic** note.
Added **Possession** note.
Added **Aura Effects** note.
Added **Exotic Force Manipulation - Time** note.
Added voice effect to **Most Common Superpower**.
Added **Time Travel** power.
Added **Pocket Dimensions** power.
Added **Creation** power.

Version 1.2

Added **Hulking Brute Package** Power.
Changed **Manual Included** Item.
Wording changes and clarifications.

Version 1.1

Spelling and typo fixes.
Clarified that **Average Power Tier** of the School is used for determining Tier based discounts.
Added **Power Limitation** and **Item Of Power** customization options.
Added Item Stipend.
Added **Quick Change Watch** item.
Removed **Power Limitation** and **Item Of Power** Drawbacks.

Added **Badass Normal** Drawback.
Changed **Item of Power** to clarify and to kill infinite CP loop.

Version 1.0

Created Document.