Dispatch Jumpchain

Version 1 by gastroc2525

The world of Dispatch is filled with superpowered heroes and villains. The Superhero Dispatch Network (SDN) dispatches superheroes to help the citizens of California and combats criminal organizations like the Red Ring. Recently, one of Torrence's independent heroes, Mecha Man, fell in combat with the villainous Shroud.

You arrive in Torrence the day Mecha Man awakens from his coma, and prepares to put down the mantle for good.

Take **1000 choice points** to spend below.

Origin:

You may enter this world as whatever age or sex you desire. Any origin may be taken as a drop-in without memories and a basic backstory.

SDN Dispatcher
You drop into this world with nothing but basic paperwork and a job offer to work as a dispatcher for the local branch of SDN. You'll be in charge of managing superheroes and their talents. Hopefully you've got good people skills.

> **Mecha Man no More** [+100]
> You can instead choose to enter in place of Robert Robertson III, the current Mecha Man. You'll be taking his job as dispatcher for the worst performing team of superheroes in Torrence, the Z-team. You inherit his memories and his problems, but Mecha Man does have his fans.
>
> If you take this origin as drop-in, you simply replace Robert during his coma, with no one the wiser. Don't feel too bad about it either, Robert was never going to wake up in that particular timeline.

Hero for Hire
You are an employee of SDN, bravely working to keep the city of Torrence safe. You begin as a minor superhero, but as you prove yourself you might find yourself as one of the pillars of SDN itself like the mighty Phenomaman!

> **Phoenix Program** [+100]
> You've got yourself a reputation as a minor supervillain as well as a criminal background. At least you've got yourself a nice offer working for SDN in exchange

for a pardon. People will definitely treat you differently because of your reputation, and your criminal acquaintances could come knocking.

You'll find yourself placed on the bottom of the Z-team, don't get cut.

Criminal Mastermind
You're a villain alright, but we'll just have to see if you're a super-one. Expect to find yourself facing SDN and its heroes often. You'll eventually run this town or die trying.

Red Ring Lackey [+100]
You work for Shroud as one of his many henchmen. Your powers are amplified by his powerful augments, but they'll stop working if you betray him. He's not exactly the stablest boss either. Keep your head down.

Perks:

Perks are discounted 50% for their respective origin. Discounted 100 cp purchases are free.

SDN Dispatcher:

Dispatching, Documentation, and Diversity [100]
You are good at reading people and situations. You can generally feel an individual's SDN statistics (Combat, Intellect, Vigor, Charisma, and Mobility) or what statistics a situation would require. This perk also comes with five years of experience with corporate work (paperwork, jargon, and leadership skills).

Best Buy Fight Club [200]
You've got several years of combat experience under your belt. You are quick on your feet in a fight and really clever when it comes to humbling the overconfident. As a regular human, you'll give superhumans a run for their money, and with powers, you'll be a monster. Scars optional.

Gearhead [400]
You are an expert hacker, capable of accessing anything from a security system to a wall safe. With an internet connection and the oldest computer available, you could break some of the most sophisticated systems on the market. This also comes with the knowledge and know-how to maintain and repair advanced electronics, such as a power suit, but designing and prototyping are a bit out of your field.

Science Nerd [600]
You've got some serious skills when it comes to designing and prototyping advanced technology. You could build a power suit from scrap in a couple of weeks with some hustle.

This expertise is mostly focused on robotics and engineering, but you've got a decent amount of knowledge in pretty much any field. Building implants like Shroud's wouldn't be impossible for you, but something as advanced as the astral pulse would require at least 19 dangerous prototypes.

Take **200 choice points** as an item stipend for fun. Items you create are fiat-backed to work in other worlds.

Hero for Hire:

Lone Wolf [100]
You are amazing at completing calls on your own. You travel to calls and complete situations twice as fast if you are the only hero there. You take shortcuts and rapidly complete tasks with the same quality as everyone else.

You lose the time bonus if you work with a teammate, but you both learn twice as much from the encounter.

Flight License [200]
You don't get the power of flight from this perk, but you do get many years of experience flying. You've got a license to fly any civilian aircraft you can get your hands on (updates each jump as well), as well as the skill to pilot aircraft like a natural.

If you've got a natural ability to fly (such as the ones available in the powers section) you've got the license to use that ability in your hero work (like above, the license updates each jump). You are amazing at flying in fights, with enough skill to dodge anything from thrown vehicles to laser beams.

And My Skin Does Not Burn [400]
There are some unfortunate side-effects from the powers in this universe, but they seem to pass you by. You are immune to the unfortunate side-effects that come from your powers, and possess all the necessary secondary powers to use yours effectively. You don't age faster when using superspeed, you don't shrink when getting strong, and you don't turn into a monstrous bat when upset.

He Flies a Little Faster [600]
You, Jumper, you are phenomenal! Any powers you do have are boosted by 30% compared to the average hero. You are faster, stronger, and more durable than anyone in your category, and it's not even close. Take an additional **300 choice point stipend** for the powers section as well, as a treat.

Also, people tend to be a bit more forgiving of any eccentricities you show. Someone as powerful as you would clearly be a bit eccentric.

Criminal Mastermind:

Toxic [100]
You know where to hit a hero where it hurts. Your words cut deep, and you can often leave people shaken from just speaking. You've also got a great sense of gravitas and how exactly to manage other villains and maintain a villainous rep.

Shrouded In Mystery [200]
You're not afraid to get your hands dirty. You've got a talent for all things criminal. You've got years of experience when it comes to murder and theft and could easily make a living through crime without much effort. Invest in some non-slip mats.

At the start of each jump, you'll be given a contact for the local black market, which will be able to grab you all the weapons and tools you need.

Augmented [400]
You've got a **200 cp stipend** for the powers section below. This power results from an extensive cybernetic implant rather than natural chance. These cybernetics are unaffiliated with the Red Ring and Shroud and they won't deactivate if you attempt to undercut him.

This perk also comes with a set of full blueprints detailing how to create similar augments. Augments you create are fiat-backed and part of this perk, but you'd have to be some kind of **super genius** to make them.

I'm Great at Predicting Things [600]
This perk is not to be confused with Shroud's **Prediction Algorithm** (see below), but it's very close. You've got an encyclopedic knowledge of human psychology and the super-intelligence to use it. Supervillain plots come easily to you, and you could run circles around geniuses like Brainteaser or Brainbook. This manifests as a sixth sense for your opponents' weaknesses.

Your intelligence is very different from the intelligence found in **Science Nerd**. The genius you possess is focused towards wet technology (implants and psychology), whereas dry technology is a secondary field at best.

The more a lackey of yours is augmented, the more loyal they become to you. This is perfect for when you want to avoid getting stabbed in the back (or slashed through the throat).

Items:

Items are discounted 50% for their respective origin. Discounted 100 cp purchases are free.

SDN Dispatcher:

Depressing Apartment [100]
This small, unfurnished apartment is as depressing as an apartment can get. At the very least, it's completely paid off and doesn't cost anything in maintenance or property taxes. Post-jump, this apartment can manifest in the world or as a warehouse extension.

Mecha Man Suit [200]
This suit is a perfect copy of Mecha Man Astral's combat armor. Complete with heavy armor, jet boosters, a plasma cutting blade, and an energy shield, this set of armor is built to compete with the supervillains that threaten Torrence. While astral pulseless, the suit does not require fuel, ammunition, or energy to function. If destroyed, this suit will repair itself in a week.

Astral Pulse [400]
This small piece of tech is an infinite power source, capable of supplying anything you slot it into with clean energy. Additionally, you receive a port capable of receiving the Astral Pulse that can be used to retrofit any piece of technology larger than the Pulse itself to use Pulse power. I'll even give you Royd's astral pulse prototype 19 (which causes any technology it's slotted into to malfunction instead). Be careful, the prototype and pulse are visually identical.

Hero for Hire:

Super Suit [100]
You've got a visually distinct suit that is immune to any powers you possess. It's armored against small arms fire and grows as your powers do. The suit is never less durable than your skin.

Super Bar [200]
You are now the proud owner of a superhuman tavern. The tavern comes complete with follower staff and maintains any upgrades you give it. The tavern inserts itself into each jump and provides a nice, steady income stream and a good place to hang out.

You can pick if this establishment caters to superheroes, supervillains, or both. I've gotta ask why you would ever pick villains? That sounds like a good way to get beat up in a bar fight.

Medallion [400]
A copy of Blonde Blazer's medallion, this gemmed necklace has the ability to grant the wearer a set of superpowers. Wearers receive superhuman strength and durability, flight, and energy projection. It also makes you into a taller, blonde version of yourself with the body of a Greek god. The medallion cannot be stolen, destroyed, or lost, but you can give it to others.

Criminal Mastermind:

Weaponry [100]
You've got a piece of weaponry that is a power in its own right. The exact details of the weapon are up to you, but it could be anything from a giant demonic sword to a lightning gun. This weapon scales in power as you do and readily accepts upgrades.

Gang [200]
You've got an entire criminal organization underneath you. This set of followers are inserted into every jump you enter and quickly become staples of organized (or disorganized) crime in their area. Followers given by this item are at most mediocrely powerful, but they are loyal. Altogether, this band of criminals is strong enough to give the Red Ring a run for their money in the crime world.

Spider Droid [400]
This stealthy monster of a robot is a complete copy of Shroud's spider mecha. This mecha is strong enough to go toe to toe with SDN's finest, but it requires some serious genius or a Prediction Engine to use effectively. This combat walker uses laser weaponry and is strong, armored, and fast. This mecha repairs itself in a week if destroyed or wounded.

Powers:

Powers associated with specific characters do not come with their weaknesses, unless desired.

Custom [Variable]
Come up with your own custom super power; however, the stronger or versatile the power is, the more CP it costs. Adding limitations to the power lowers the cost. Use the powers below as examples to help estimate its cost.

Super Sense [100]

One of your senses is upgraded to an unreasonable degree. Pick one of your five senses each time you purchase this power. This power may be purchased multiple times.

Flight [200] (discounted if you have a **Flight License)**
You are capable of flying at twice your top ground speed. Flying only takes as much effort as walking.

Transforming [Variable Cost]
Your powers are split between two separate forms. Your budget for each form is equal to the number of choice points spent on this power. You cannot have the same power in both forms. Shifting between forms is uncomfortable (but not painful) and requires a minute to complete.

Invisibility [200]
You are capable of turning invisible as long as you hold your breath. Your clothes turn invisible as well.

Healing [200]
You heal at a far-faster rate than a regular human. Minor regeneration is possible.

Superhuman Attribute [200]
Select an attribute from the following list (strength, agility, durability, intelligence, or charisma). That attribute is elevated to a superhuman level for you. This perk may be purchased multiple times.

A full-body upgrade (strength, agility, and durability) costs only 300 cp instead of 600.

Bamf [200/300]
You can teleport both long and short distances. The only limitations are that for long-distance teleportation, you must be able to visualize where you are going, and the further it is, the more tiring the Bamf would become. For short-distance teleportation, you can do it rapidly anywhere you can see. The only drawback is that the more rapidly you do it, the more tiring it becomes.

For **100 more CP**, your power shifts from short-range teleportation to creating rift portals instead. The exact appearance of these portals is up to your discretion. As usual, opening too many portals can be tiring.

Elemental Manipulation [200/400]
You are capable of controlling and creating one particular element. This is limited to physical elements but can be anything from fire to toxic sludge.

For an additional 200 cp you can control your element to an unnatural degree. You are capable of making semi-sentient constructs from your element and using your element even more like a weapon. If you'd like, you can be made of your element as well. This allows for minor shapeshifting but little else.

Energy Blasts [200/300]
You can shoot out blasts of energy, with the choice of whether they explode or just cause concussive damage being up to you. For 200, your blasts can take down most enhanced individuals; however, for 300, you can release beams as strong as Mecha Man's newly enhanced suit.

Speedster [300]
You've got superspeed at a serious level. You are capable of moving fifty times faster than a regular human. Yes, this does scale with flight.

Prediction Engine [300]
You are a monster at predicting actions. This is essentially a brute force approach to superintelligence, making you capable of running simulations for each approach in a situation. You are the bare minimum, the best planner in a room if you don't blind yourself to possibilities.

Otherworldly Physiology [300]
You've got an inherent connection to magic through your bloodline or own effort. This manifests as a set of minor powers tied to your source. A half-demon could, for example, wield a prehensile tail, see in the dark, transfer the wounds of others, and absorb life force like a sponge.

Companions:

When you purchase a companion for cp you end up in a universe where the companion would want to travel with you and where you have compatible personalities. As little else is changed about the companion. No mind control is involved.

Import [50]
It is 50 cp to import (or create) up to four companions. You can import (or create) up to eight companions for 100 cp. Companions receive an origin and 600 cp to spend (with a stipend of 200 to spend on items or powers).
Beef [0]
This is an exact copy of Robert Robertson III's pet dog who is ready to follow you through your jumps. He's not terribly helpful but he is a good boy.

Canon Characters:
Here are some suggested companion builds for most of the canon companions. You may purchase individual companions for 25 cp each, or as a group cost listed below. Group companions share a slot and import together with their own stipend.

Z-team: [100]

All Z-team Members: **Lone Wolf**, **Super Suit**, **Phoenix Program [+100]**

Coupé -

Perks: **Flight License [100], Shrouded In Mystery [200], Best Buy Fight Club [200]**
Powers: **Flight [100], Umbra Manipulation [200]**
Items: **Weaponry [100]**

Flambae -

Perks: **Flight License [100]**, **And My Skin Does Not Burn [200], Best Buy Fight Club [200], Toxic [100]**
Powers: **Flight [100], Fire Manipulation [200]**
Items:

Golem -

Perks: **Best Buy Fight Club [200]**
Powers: **Earth Manipulation [400], Superhuman Attributes (Body) [300]**
Items:

Invisigal -

Perks: **Best Buy Fight Club [200], Augmented [400], Shrouded In Mystery [200], Toxic [100]**
Powers: **Invisibility [200]**
Items:

Malevola -

Perks: **Best Buy Fight Club [200]**
Powers: **Bamf [300], Otherworldly Physiology (demon) [300]**
Items: **Weaponry [100]**

Prism -

Perks: **Best Buy Fight Club [200], Toxic [100]**
Powers: **Light Manipulation [400], Superhuman Attributes (Charisma) [200]**
Items:

Punch Up -

Perks: **Best Buy Fight Club [200], Shrouded In Mystery [200]**
Powers: **Superhuman Attributes (Body) [300], Healing [200]**
Items:

Sonar - (Sonar has 100 extra cp to spend on what he wants (probably Super Bar [100]))

Perks: **Flight License [100]**, **Toxic [100],**

Powers: **Transforming [400], Sound Manipulation [200]**

Bat Form: Superhuman Attributes (body) [300] Flight [100]

Humanoid Form: Superhuman Attributes (Intelligence, Charisma) [400]

Items:

SDN Regulars [75]

Blonde Blazer - Hero for Hire

Perks: **Flight License [100], Dispatching, Documentation, and Diversity [100], Lone Wolf [0], Best Buy Fight Club [200],**

Powers:

Items: **Medallion [200], Super Suit [0], Gang [200] (refluffed as SDN support staff)**

Phenomaman - Hero for Hire

Perks: **Flight License [100], Lone Wolf [0], He Flies a Little Faster [300], Best Buy Fight Club [200], Dispatching, Documentation, and Diversity [100]**

Powers: **Flight [100], Superhuman Attributes (Body) [300]**

Items: **Super Suit [0]**

Royd - SDN Dispatcher

Perks: **Dispatching, Documentation, and Diversity [0], Science Nerd [300], Gearhead [200]**

Powers: **Superhuman Attributes (Body) [300]**

Items: **Astral Pulse [200], Depressing Apartment [0]**

Chase - SDN Dispatcher

Perks: **Dispatching, Documentation, and Diversity [0], Toxic [100]**

Powers: **Speedster [300]**

Items: **Depressing Apartment [0], Medallion [400]**

Robert Robertson III - SDN Dispatcher

Perks: **Dispatching, Documentation, and Diversity [0], Best Buy Fight Club [100], Gearhead [200], Toxic [100]**

Powers:

Items: **Depressing Apartment [0], Mecha Man Suit [100], Astral Pulse [200], Weaponry [100]**

Waterboy - Hero for Hire (Waterboy has 300 extra cp to spend on what he wants (probably upgrading Water Manipulation [400] and Super Bar [100]))

Perks: **Dispatching, Documentation, and Diversity [100], Lone Wolf [0], And My Skin Does Not Burn [200]**

Powers: **Water Manipulation [200]**

Items: **Super Suit [0]**

Red Ring - [25]

Shroud - Criminal Mastermind (Red Ring Lackey +100)

Perks: **Augmented [200], I'm Great at Predicting Things [300]**

Powers: **Prediction Engine [300]**

Items:**, Weaponry [0], Spider Droid [200], Gang [100]**

Toxic - Criminal Mastermind (Red Ring Lackey +100)

Perks:**Toxic [0], Augmented [200], Best Buy Fight Club [200]**

Powers: **Flight [200], Sludge Manipulation [200]**

Items:**, Weaponry [0]**

Drawbacks:

Old Enemies [+100]
You're going to bump into a lot of people who would like to see you hurt. Maybe you chopped off their fingers or killed their dad. Who knows?

Corporate, Dick [+100]
You find yourself saying stuff that would be on the back of a corporate brochure. Hopefully you don't embarrass yourself saying stuff like "biobreak" or "triple Ds."

Normie Envy [+100]
The powers you purchased have a horrible side effect that is annoying. It disappears at the end of the jump but leaves you mildly annoyed for the entire time here. Stuff like being turned 3 feet tall or having the dietary preferences of a bat.

For an extra **+200 CP** your power actively hurts you like Chase's. Using your power drains your life-force, and it isn't pretty.

[Blank] Will Remember that [+100]
Whenever you say or do something slightly controversial, you'll see a message telling you exactly who will remember that. Hopefully the plot doesn't make these messages matter.

For **+200 CP** more, each message is a loaded Chekhov's gun pointed at your face. Tread carefully in conversation.

HR Nightmare [+200]
You often find yourself in compromising situations with coworkers. Hopefully these incidents just blow over.

For **+200 extra CP,** you are hounded by the most dedicated HR department known to man.

Gremlin [+200]
Whenever you use technology, something seems to go wrong. SDN computers can't work, copiers break, and paperwork always goes as slow as possible. Don't die of 1000 paper cuts.

Dump Stat [+200]
Let's face it. Everyone has their weak spot. Yours is that you are awful at one of the five categories, as one of your stats (Combat, Intellect, Vigor, Charisma, or Mobility) is permanently stuck at 1. No perks can compensate for that category either.

For +200 extra CP, you are stuck with three stats being permanently at 1.

Shroud's Ire [+300]
Shroud noticed you breaching the dimensional wall and thus moved you up the priority list. He doesn't know who you are or what you can do, but he can scan for you. Good luck.

For **+200 CP** more, he's got a dedicated file on you. He knows your name, powers, and a bit about your previous jumps. Considering he boasts about knowing *every possible move* in advance…

Power Loss [+300]
You are limited to your bodymod and the powers found here. Hope you can survive on what you bought.

Shaking Things Up [+300]
This world of superheroes is rather corporate. Each of the origins here gives you a job, and we expect to see you working. It is a chain fail to lose your employment unless you already have an alternative lined up, and your bosses are far more willing to cut underperformers than before.