Henry Danger



Version 1.2 by SpazzWave

Welcome to Swellview, a small city in the middle of nowhere that somehow became a magnet for supervillains. They sprout up like weeds and each one is more bizarre than the last. Seriously, a grown man wearing baby clothes?

Luckily, Swellview also has its own protector: Captain Man. Despite being indestructible even he needs backup, which is why he recruited Henry Hart to be Kid Danger and help him keep the peace. Between school, friends and fighting villains Kid Danger will face it all, and you enter here on his first day as a super hero. Here, take these **1000 CP** and good luck on your journey.

Origins

Any origin can be taken as a Drop-in.

Sidekick

Welcome to the life of a hero, rookie. Maybe you were recruited, maybe you volunteered or maybe you just fell on this gig by accident. Either way, you are the one sneaking out of class and making excuses to your family, trying to juggle normal life with fistfights with villains. At least with each fight you grow closer to being more than a sidekick. You are a hero in training, whether you are ready for it or not.

Hero

You are not here to play second fiddle, you are here to be the spotlight. Maybe you dreamt of saving the day or stumbled into it by accident, either way you are now a hero. Captain Man might even see you as a rival and the citizens as their savior, but the villains? They surely will want to take their shot at you. Good thing you have a superpower. You do have one, right?

Villain

Ah, I see, a fan of Swellview's favorite pastime? Well, every city needs its rogue gallery. Maybe you are a mad scientist, maybe you have a ridiculous theme or maybe you just like chaos. Either way, all you need is one good plan and everyone will know your name. And if you get jailed? Well, villains here never stay locked up for long.

General Perks

Sitcom Rules [Free]
Could you imagine if this was a generic superhero world full of deaths, retcons, multiversal crisis and other horrible things? Good for you, this is a sitcom. No matter what happens here, no one will be maimed, murdered or suffer horrible things. People will be incapacitated by attacks, even if you have super strength. This will only work in this jump.

Soft Touch [Free]
Superhero battles normally end with a lot of property damage and sometimes some people screaming. But they don't need to end with someone hurt. You have a toggle that converts any damage you do to anyone into unconsciousness. Instead of hurting, maiming, burning or anything serious, your attacks will incapacitate your target, leaving them safely unharmed. This is correlated to the durability of the target, so a normal human can be easily knocked down by someone with super strength, while a more durable target will take a lot more hits. As a bonus, you will never use your powers by mistake or use more force than you want to.

Secret Identity [Free]
Living a double life is usually a nightmare of excuses and close calls. Not for you. No matter how sloppy your excuses are, people around you rarely question your double life. You can dash off in the middle of conversations, show up disheveled, fumble explanations and yet friends, family and coworkers will accept without any questions.

Team Chemistry [100]
Life throws you into all sorts of places. You could be in school one day and a superhero sidekick the next. Good for you, no matter where you go or what job you take, people naturally warm to you. Colleagues quickly become friends, allies or companions, drawn to your charisma, humor, or just the way you make the ambiance feel lighter. And even better, the people you meet tend to be an ideal mix of likable and competent.

Viral Persona [100]
You are extremely skilled at using social media for your benefit. Every post you make goes viral and you know how to manipulate the algorithm of any social network. You are also talented at making and turning your mistakes into memes.

Not My Problem [100]
Superheroing isn't clean work. Buildings collapse, streets crack, and sometimes you destroy an entire chip factory because of a disagreement with a sidekick. Normally, someone would stick you with the bill or worse, like dragging your name through endless lawsuits. But not you. As long as you are acting in the name of heroics, you will never be responsible for collateral damage. The city council will waive the paperwork and insurance companies will file it as unforeseen acts of heroism.

Snack Break [100]
Fighting crime is exhausting. Luckily, you know how to fix that. A greasy burger, a bag of chips, or even some soda is enough to give you a full recharge. Having a snack break is good as a full night's rest and as nutritious as a full meal. This doesn't heal injuries by default, but if you have some sort of enhanced regeneration, that regeneration is boosted by this. For a bonus, you can also eat ridiculous amounts of food without negative consequence.

Sitcom Convention [200]
There is something in you (or in the universe itself) that makes people not take offense to what you say or what you do, no matter how blunt, awkward or even ill-timed. Jokes that should fall flat earn chuckles, remarks that might offend people are brushed off as harmless and even mistakes that would normally sour relationships get smoothed over. People always give you the benefit of the doubt.

Little Conveniences [200]
If there is something that helps you every day is your luck. Some way, somehow, you are extremely lucky for little conveniences in your life. The bus always arrives the moment you get to the stop. You just got a driver's license by mail despite being a child. Things like that. This even helps you if you are a super hero, as rubble misses you by inches and escape routes seem to open when you need them the most. You will never win the lottery with this, but those little things add a lot in your life.

Super Genius [400]
You have a brilliant mind (by sitcom standards) capable of specializing in a single theoretical field. Your creativity allows you to design inventions that seem absurd but somehow work: clothes that mind control someone, a heliometer that makes objects fly to the sky or even a machine that forces everyone to sing instead of speaking. Your understanding of the theory behind the creations is unmatched. For **1000 CP Total,** you also get the supergenius of Schwoz himself. You become an omnidisciplinary genius potentially capable of creating anything that you could imagine, such as A.I, shrinking tech and other magical science fields. You can also reverse-engineer any tech that you get your hands on.

Sidekick

Discounts for Sidekick are 50% off, with the [100] perk being free.

Forever Prime [100]
Your body may be young, but it runs with the performance of a grown adult. As a kid or teenager you have adult level strength, stamina, reflexes, coordination, intelligence and constitution, making you a natural even in superhero fights. You will never suffer growing pains or clumsy phases and even better, this extends to old age too. You will remain at your peak until you die, and no negative consequence of old age will affect you. You can still choose to have white hair though.

One Step Ahead [200]
Supervillains love to brag. Whether it's about ruling Swellview or rants about how their new technology will change the world, they can't resist a good monologue. You have learned how to use that to your advantage. Whenever your enemy is too busy boasting, gloating and explaining their evil plan, you instinctively map exits, spot weak points and set up counters. Your mind is like a machine, planning entire takedowns in the space of their rant and sabotaging their plans without them realizing is too late. Even if they notice you are busy, they will dismiss it until you have already pulled the rug out from under them.

Worlds In Harmony [400]
Life as a sidekick is quite hard. You will constantly juggle two worlds: your ordinary life of school and family and the extraordinary life of superheroes and supervillains. It's exhausting, stressful and sometimes will make you feel like you are being pulled in two directions at once. But through that, you developed something: the ability to live in both worlds without letting both collapse. You have an ability for balancing both of your lives, stopping school and friendships from crumbling under the weight of heroics and not letting your hero work falter because of mundane distractions. And this ability is contagious. Allies fighting alongside you will share this same ability, helping their lives too.

Heroic Legacy [600]
Every sidekick learns from someone. Maybe it's a hero, a mentor or maybe even a villain you really shouldn't be listening to. But you don't just take notes... you absorb. Every skill your teachers mastered leaves a trace on you, improving your techniques, abilities and instincts. A martial arts teacher might leave you with improved reflexes while a tech genius might give you insights on technological concepts you never comprehended before. And if they have a special ability, like superpowers? Then you will also gain opportunities to gain your own abilities too, to eventually be beside them as an equal.

Hero

Discounts for Hero are 50% off, with the [100] perk being free.

Charming Smile [100]
When you are a hero you need to be a league of your own. Cameras need to love you and citizens to trust you. And you can do that better than the rest. You are naturally photogenic, and you instantly know how to make every action from you look perfect. Every photograph, video or social media post of you is always viral, and citizens simply trust you implicitly because of that. But of course, no one is perfect, and you can always commit mistakes. That's why any mistake that would ruin anyone else, like tripping live, humiliated or caught in the wrong place at the wrong time are completely shrugged off, laughed at and forgotten by your fans. They will only remember the hero, the charm and the spectacle.

Battle Flow [200]
You learn quickly that no plan survives first contact with the enemy. Especially if they are supervillains. They always have a trick or gadget hidden up their sleeve, so you always need to improvise. The problem is when you are working with sidekicks or heroes from other places. They don’t know your signals, your habits, or the rhythm of your fights. So the team stumbles. But not with you. When you act, others instinctively catch on, moving with your rhythm and adapting to your changes. All unplanned maneuvers become flawless teamwork when you are in the team.

Sidekick Instructor [400]
Being a hero isn't just about saving the day. It's about raising the next generation to do the same. And you sure don't have the time to babysit every sidekick that you find. That's why every student you teach learns extremely fast, picking skills, strategies and even the use of complicated gadgets in minutes that would normally take weeks. You also know how to inspire your students, instilling confidence, focus and courage even in the most uncertain moments in life.

Symbol of Hope [600]
There is a spark in you that lights courage in others. To truly be a superhero, you need to be more. To be a symbol. Someone who inspires others to rise up and be heroes themselves. Every action you take, every villain you face, every life you save becomes a story that compels others to follow your example. Sidekicks train harder, children find bravery they didn’t know they had, and ordinary people step forward to help when they would have stayed hidden before. With time, everyone will become their own superheroes. And some will even start to wear capes, helping others who cannot help themselves.

Villain

Discounts for Villain are 50% off, with the [100] perk being free.

Master of Disguises [100]
Living in a city with superheroes is hard. Everywhere you go someone might be watching, such as cameras, sidekicks or even the heroes themselves. And the last thing you want is to go to prison (again). That's why you learned the art of supervillain disguises. With common materials like a wig and a fake beard you can turn yourself completely unrecognizable. Voice, mannerism, habits, all changed in an instant. Even the people who know you best will not be sure if it's really you.

Mastermind [200]
Being a successful villain takes more than just malice. It takes cunning, influence and control. The city is full of heroes ready to destroy your plan at a moment’s notice. Good for you, you got what it takes to make your plans successful.Disposable minions always flock to your side, eager to follow your instructions, even if they are incompetent. Money? You know to move it, hide it, clean it and make it vanish without a trace. You also know how to sell your ill-gotten gains, find the best lairs and how to acquire them, legally or criminally. As for evil plans? They are always crafted with one thing in mind: outsmarting superheroes, and they are quite good at it.

A Dish Served Cold [400]
Were you perhaps an old Captain Man sidekick? If so, you know exactly what it takes to knock down a super hero. You are an incredible master of combat and pressure points, striking with precision and power that leaves even an indestructible superhero staggered. In fact, you can even knockdown people with one hit. As for your endurance, pain barely registers for you and you could take a punch from an adult in the jaw and barely move. But if there is something truly powerful about you is your patience. Time is nothing for you. You could be transported a 100 million years back in time, carefully plot your revenge, train a bunch of cavemen into loyal warriors and wait, frozen, until the perfect moment arrives to take your revenge.

Chaos Magnet [600]
Being a supervillain is hard. You could be jailed on your first day out, humiliated in front of your minions, or foiled by heroes before your plan even leaves the drawing board. But you got something that is even more useful than your natural cleverness to deal with these problems: Luck. Every time you lose, your luck simply increases to compensate for what you suffered. Jailed on your first day? You had the luck to network with a bunch of powerful villains and plan a breakout with them. Captured by a superhero? You just got locked in his warehouse with a time portal, and the city's power grid just failed for a moment, leaving you free to go back in time to the day the hero got his powers. Sadly, this luck doesn't affect combat, so you will still get beat up by the heroes if you are incompetent.

Superpowers

Flame Breath [200]
Instead of pure cold you can exhale blasts of intense heat, capable of melting metals and precise enough to safely thaw people that were frozen in ice.

Thundersense [200]
You have the ability to sense danger before it happens. Where it's a punch from an enemy, a gun pointed at you or a villain hiding a surprise gadget, you instinctively know when something is about to go wrong, the direction and the intensity. Your body also reacts before your brain has time to process, moving you out of harm's way.

Heat Vision [200]
You are capable of shooting beams of pure energy through your eyes, capable of cutting steel and melting walls. Your beams are precise and instantaneous.

Flying [200]
Gravity has no claim on you. With a thought, you can rise from the ground and fly through the sky, moving as fast as a modern jet. Your body is also protected from the effects of your flying.

Hypermotility [400]
You have ten times the reflexes, sensory processing, coordination and speed of a normal human, letting you evade projectiles and react to danger faster than anyone else.

Magic Tricks [400]
You are a master of misdirection, sleight of hand and card play. You are also capable of making use of cards as projectiles, create an explosion that hides you from view, make one door leave to another in your eyesight range and summon white doves. You can also summon any object that can fit in your hands, change the appearance of these objects and make them disappear into a pocket space.

Invisibility [400]
With a thought you can vanish from sight completely. No shimmer, no distortion. This also affects your clothes, though not any object that you hold.

Frozen Breath [400]
You are able to breathe pure cold, exhaling a stream capable of rapidly freezing things in a block of ice. Your power is also capable of safely and instantly freezing people in ice, putting them into stasis without hurting them.

Teleporting [400]
In an instant you can vanish from one place and appear in another, no matter how far across the world it is. You are also capable of taking others along for the ride.

Super Strength [400]
You are blessed with raw strength, being strong enough to bend solid metal and smash entire concrete blocks with ease. You could easily destroy a wall with your body.

Sonic Scream [400]
Your voice is a weapon. With a scream, you can unleash vibrations powerful enough to shatter glass and crack concrete. They can also be focused and modulated to do precise actions like breaking a lock.

Electrokinesis [400]
Your body is a living battery, capable of generating, absorbing and releasing electricity. You can use your stored energy as bolts of lightning or plasma balls that burn things.

Repulsive Field [600]
A constant ripple of energy surrounds you, repelling any attack, object or collision that goes near you without any harm to yourself. The same force can be used to fly, repelling you in any direction.

Telekinesis [600]
You can move things with your mind. At first it will take you great effort to move objects and even people, but with time your power will grow to eventually be capable of lifting entire buildings, though you will use all of your focus to do that.

Super Speed [800]
You are capable of running at three times the speed of sound, and your reflexes are sharp enough to keep up with every instant. You also have a ‘’speed aura’’ so to speak that protects the world and objects or people you are holding from your speed and motion.

Indestructibility [1000]
The entire reason you are here. You are completely, and virtually, indestructible, being only weak to subatomic phenomena such as the Omega Weapon, Memory Wiper and pain, though it fades extremely fast and will never overload you. You could survive atmospheric re-entry, a meteor, the cold of outer space and even a 68 kiloton bomb exploding inside your stomach. Your indestructible nature even extends to your own atoms, nerves and soul, being immune to transmutative effects and soul effects, such as a demon claiming your soul (i’m not joking it). You are also immune to diseases and you don’t need to breathe.

Digital Virus [1000]
You are a living, organic computer virus capable of infecting any digital system and manipulating it. In fact, if you could infect Earth's satellites you could even manipulate the entire internet all over the world. Your power also extends to living things, as you can infect people and turn them into a hive-mind of your consciousness, though your virus is only covering their bodies and can be removed with energy attacks. And for last, you also have **Hyper Motility.**

Electric Vampire [1000]
You are a vampire quite similar to the ones in fiction, with the abilities of **Super Strength**, flying and the ability to dash as a swarm of bats. You also have **Electrokinesis** and the ability to convert others into Electric Vampires which follow your orders. Your only weaknesses are a stake to the chest and sunlight.

Companions

You can choose your companions to be their versions from the first seasons, the last one or from the Danger Force show.

Recruit Anyone [Free]
Anyone you want to recruit in this world is free to join you as a companion if they agree.

Norwegian Pet [Free]
This unique companion comes in the form of a norwegian animal, which can be any type of animal on the planet such as a ferret or an eagle. It's entirely devoted to you and it can secrete fluids capable of inducing unconsciousness in those it touches.

Create/Import [50 CP for 1, 200 CP for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. You can also import any companion you bought here for a CP stipend.

Captain Man [50]
The original hero of Swellview, Ray Manchester is Captain Man. Once granted invulnerability by a science experiment as a child, years of fighting crime made him clever, tough and experienced. While he might be a little narcissistic, he has an unshakable sense of justice.

Kid Danger [50]
Henry Hart started as a regular teen until he was chosen to be Captain Man's sidekick. Suddenly his world was filled with supervillains and high stakes missions. He knows Swellview and its villains inside out, and thanks to his experiences he became fearless and resourceful.

Schwoz [50]
Schwoz is the mad genius behind every invention at the Man Cave. He is brilliant, but a little eccentric and hates when people doubt his capacity to invent things. No obstacle is too big for him to overcome with his inventions.

Charlotte [50]
Charlotte is one of Henry's best friends and an indispensable ally. While she is smart enough to create her own inventions and strategies for the team, it is her rationality that shines, keeping everyone grounded and away from imprudent ideas.

Jasper [50]
Jasper is a clumsy and weird friend. While he is naive, he's well-meaning and many times he unintentionally helps the group, stumbling into solutions. Or at least being the comic relief at the worst possible moments. He is fiercely loyal to his friends.

Danger Force [50]
Once, they were just kids trying to figure out their place in the world. Today, they are Swellview's next generation of heroes. Chapa can control electricity and is sometimes hot headed, Bose is a goofball with telekinetic powers, Mika is a girl that values responsibility and has a sonic scream and Miles is a thoughtful kid with powers of teleportation. You can buy all four heroes as one companion or select only the ones you want.

Thunderman Twins [50]
How did they even get here? Phoebe and Max Thunderman are superhero twins from Hiddenville. Born into a superhero family, their paths couldn't have been more different. Phoebe is the model hero, always striving to do the right thing, while Max longs to be a supervillain. But as time went on, their bond proved stronger than their differences. You can buy both heroes as one companion or select only the one you want.

Items

You have a 300 CP Stipend. You can freely import items. You have two discounts per price tier except those above 800 CP, with 100 CP items becoming free when discounted.

Smartphone [Free]
A free smartphone, of the latest model. Indestructible.

Montego's Gift Card [Free]
A gift card granting a dinner for two at Montego's, Swellview's most exclusive steakhouse. Perfect for a special night out with your friends, or lovers. Renews itself each week.

KLVY News Coverage [Free]
No matter what happens, the Swellview news crew will be always ready to cover anything you do. Whether be some hero work or villain heist, a news feed will always be accessible to you showing your actions.

Fan Club [100]
This is a fully organized, loyal and enthusiastic fan club dedicated to you. Wherever you appear, your fans are there ready to support, cheer and assist you. They will spread your reputation, share your achievements and help shape public opinion in your favor. Need help promoting a cause or just making an entrance? Your fan club will be there, always eager to rally behind you.

Mind Reading Tablet [100]
This tablet can wirelessly tap into the memories of anyone nearby. With its interface, you can view their past experiences and hidden knowledge as vividly as if you were living them yourself. It is quite intuitive.

Special Bubble Gum [100]
This special bubble gum places you in your own superhero uniform that is virtually indestructible, though it only protects you from small impacts such as a small rock hitting you. Can also be used to instantly transform into any suit, clothes or even your alt-forms.

Anti-Grav Device [100]
This set of anti-grav devices attach to any object and either make it weightless or create an anti-gravity field that makes the object rapidly lift off.

Hero Communicators [100]
This is a set of communicators that projects a holographic image of whoever you need to speak with. Integrated into the device is a mini laser capable of tracking small targets such as wasps and disintegrating them.

Dental Cameras [100]
Tiny high tech cameras placed in the teeth that are completely undetectable to anyone who looks at you. They allow for recording of images and sound and transmit these perfectly.

Love Muffins [200]
Baked by a criminal called Gwen with the hope of controlling Captain Man, love muffins are a special type of pastry. Anyone who eats it will instantly fall in love with the first person to kiss them afterward. The effect is strong but if the person becomes angry and full of rage, the love fades immediately.

Tubes [200]
These are the tubes developed by Schwoz for travelling through the city. You can install them at any property you own and use them to instantly travel anywhere in the range of a city.

Laser Remote [200]
This is a compact laser remote that with a press of a button fires laser shots strong enough to knock people unconscious without permanent harm. Even better, the remote also comes equipped with a tractor beam that can be used to pull objects towards the user.

Cerebral Data Transducer [200]
This advanced device made by Schwoz allows you to download the total sum of human knowledge of the 21st century on any topic directly into your brain. History, science, philosophy, art, etc. If it exists, the transducer can teach you. The device has odd side effects such as mixing up worlds or making you scream like a little girl randomly, but by paying with CP you will not suffer these.

Gamma Light Camera [200]
This high tech device emits a concentrated burst of gamma light that is as bright as three suns, capable of temporarily blinding everyone in a room or area. It can blind even physically invulnerable people.

Love Shuttle [200]
The Love Shuttle is a luxurious compact spaceship made by Schwoz. Its designed for comfort, exploration and… romance. It has artificial gravity, oxygen recyclers, infinite fuel and vibrating chairs to provide relaxation. Sadly, it does not have FTL, but an inventor could fix that.

Heliometer [200]

This device made by Dr Minyak fires a ray that transmutes oxygen particles into helium, making any object or person weightless. Even a car will float off like a balloon. The ray has a reverse mode to cancel the effect.

Man Grenades [200]
A batch of explosive marbles, outwardly identical to the kind found in any toy store, but each containing enough force to blast through three cubic meters of solid concrete. They come paired with a grenade launcher, shaped like a crossbow, that hurls the marbles with accuracy.

Stasis Jail [200]
The Stasis Jail is a containment device made by Schwoz for containing Drex. It immobilizes a target by placing it in stasis without causing permanent harm, though the subject is still conscious. When activated, it emits a field that slows every biological process, removing the need to feed and sleep from the subject, and they resume immediately once the field is deactivated.

Energy Blaster [400]
Made by Schwoz, this one of the many random guns he developed over the years working for Captain Man. It fires an energy blast that can be set to stunning a person or strong enough to blast through walls and even disintegrate targets. Quite dangerous.

Rumbler [400]
This smartphone lets you create a simulation of a fight between any villain or hero to train your abilities. Want to spar against Captain Man or any villain? Just activate the device and you will find yourself in an immersive simulation that recreates your opponent with perfect accuracy. Nothing you do inside the sphere has real world consequences such as injuries or destruction.

Super Sucker [400]
This device made by Schwoz shrinks objects, debris, trash or even people down to subatomic levels, making them vanish from sight without a trace. The device works selectively: you will never affect something you don't want with this. Perfect for cleaning any place, plus you can expel whatever it sucked in, anytime you want. It still has limits, so don't expect this to suck a god or something.

Teleportation Machine [400]
Made by Schwoz, the teleportation machine can instantly transport objects and people to any location you designate, up to a weight limit of one ton. The machine is bulky but portable enough to be set up wherever is needed.

The Omega Weapon [400]

A dangerous weapon invented by the genius Rick Twitler, this weapon fires a stream of subatomic particles that strip the physical invulnerability of any target, person or object.

Memory Wiper [400]
This gun harnesses subatomic particles to selectively remove memories from any target. Aim at your enemy and you can choose to erase specific events or knowledge. You can also obliterate their entire memory of themselves and their life. Not even physically invulnerable beings are safe from this.

Music Brain Warp [400]
The Music Brain Warp is a device that lets you control the minds of anyone who hears the music it plays. Once someone is exposed to it, their thoughts and actions can be influenced or directed. The only way to break the control is to play the song backwards.

Shapeshifting Android [400]
Made by Schwoz to be his girlfriend, this advanced android can perfectly mimic the appearance and memories of any person it scans. Using the included control, you can scan a target to copy their memories and appearance, making the android capable of impersonating anyone.

Internet Virus [400]
A virus created by Rick Twitler using his super science and the stolen power from Kid Danger. Can be used to destroy any internet or digital system, though it needs to affect a physical medium such as cables. Don't worry, it will not mutate anyone into a digital monster.

Interdimensional Transporter [600]
This machine allows you to access parallel realities at will. By inputting what reality you desire, you can step into worlds shaped by any of your whims, such as a dimension where everyone behaves like cats, a reality where everyone is Henry or countless others. Once inside a reality, you can always teleport back to yours instantly.

Strength Amplifying Chamber [600]
This chamber, filled with fruit punch for some reason, will multiply the strength of any normal human by ten times permanently. It doesn't work on people with superpowers or super strength.

Poisonous Vapors [800]
This curious refilling vial contains the distilled, poisonous fumes extracted from rare lizards and spiders. Exposure grants Hyper Motility, a superpower that heightens reflexes, coordination, and speed to extraordinary levels.

Eliminator [800]
Made in a dark, parallel universe, this machine is a weapon capable of disintegrating anyone within an entire city radius using an energy discharge, leaving no evidence behind. It can even disintegrate people inside houses or buildings, and its targeting system is flawless.

Time Machine [800]
A highly advanced machine invented by the Time Jerker, this machine lets you manipulate time in ways previously thought impossible. You can set the machine to any point in history, such as 100 million years in the past, and this machine will let you travel there. You can also use the machine to send your consciousness into the past, allowing you to change history. To ensure communication across timelines, it comes equipped with time communicators that lets anyone talk with someone in the past. You can always instantly travel back to your time if you physically travel to the past, helping you evade some problems like two versions of yourself.

Man Cave [800]
This high tech secret base isn't just a hideout, it's a full command center, laboratory and crime fighting hub all rolled into one. It has tubes that can send you anywhere in the city, particle generation systems and advanced monitoring of the city. It can track criminal activity in real time and its lab is fully stocked with scientific tools and materials, perfect for any inventor. It also has a fake shop that is run without any need of input from you, and if the base is somehow destroyed, a new one will be made below the old one. The cave also comes customized according to your origin.

Trans-Molecular Densitizer [1200]
Made by the genius father of Captain Man, this machine alters the very molecular structure of any target, making them completely indestructible. This can be used to make people indestructible, though it will give them mutations such as monster paws or even living limbs. For 200 CP more (for a total of 1400 CP), this machine will perfectly transmute any object to indestructibility without mutations.

Drawbacks

Main Protagonist [Free]
Leave when the plot of the series ends. You can also choose to leave when Danger Force ends.

Main Character [Free]
Assume the life of any canon character that is related to your Origin.

Nick Crossover [Free]
You can use this Jump to jump to any franchise that crossovers with Henry Danger, since probably no one is going to make a jump for these franchises.

Supplement Mode [Free]
This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

Doofenshmirtz [+100]
If you are a hero, when saving someone or doing a good thing you will laugh maniacally and look like a criminal, always giving everyone the wrong impression. If you are a villain, no matter how bad your plans are, every scheme you create will inexplicably end up benefitting others, such as a bank robbery accidentally financing a children's hospital. You will be feared by no one and respected by none.

Allergic to Adventure [+100]
You developed an allergy to something common in Swellview: hero spandex and villain lair dust. Every time you are near the two you will sneeze uncontrollably.

Pun-ishing Cape [+100]
You can't help yourself. Every action you do as a hero or a villain comes with a pun related to your theme. If your powers are electricity based, prepare for a shocking twist. If you are a temporal villain, well... would you look at the time?

Musical [+100]
For the duration of your stay in this jump, everyone you encounter communicates entirely through song. Even the most ordinary conversation is going to be a musical.

Sitcom Drama [+100]
You keep getting shoved into other people’s subplots. Dating drama you had nothing to do with, science experiments gone wrong, even school projects you didn’t attend. It’s all your problem now.

Laugh Track [+100]
There’s a live audience only you can hear. They will laugh at your mistakes and make you quite conscious of yourself.

Public Joke [+100]
No matter what you do, civilians will treat you as a punchline. Even when you save or capture them, expect sarcastic thanks, a mocking news coverage and memes at your expense.

Fan Mail [+100]
You will be forced to read your fan mail. All of it. Doesn't matter if you are a hero or a villain, you will have to read every single love letter, silly doodle and insult.

Sitcom Relationships [+100]
Your love life is a revolving door. During your stay here you will be constantly entering and leaving relationships. One week you are swept up in romance, the next one you are dealing with heartbreak, arguments and breakups.

Piper [+100]
A small, petulant child has taken it upon herself to make your life miserable. Nothing is off limits: pranks, tattling and sabotage are all fair game. And you can't do anything about it.

Endless Ball Pit [+100]
Did Captain Man kick you here too? Either way, you fell in the Toddler’s endless ball pit, and you will have to claw your way out to the surface. You will not have physical needs there such as the need to feed, sleep or breathe, and each effort you do will always pull you up, but you will take at least six months to leave this awful place. Hope you don’t get bored easily.

Jasper [+100]
Some friend groups always have a weird kid. The kid with strange hobbies, quite unlucky, and sometimes collects dead bugs, making everyone uncomfortable. Congratulations, you are that kid now. Good luck.

Captain Manwhore [+100]
You can't help yourself, you simply flirt with everyone. Heroes, villains, strangers on the street, even people in the middle of a crisis. Sometimes it works, sometimes it makes things awkward. You also have quite an attraction for mothers.

Tragic Backstory [+100]
You had a simple normal life until Captain Man happened. Maybe he destroyed your favorite hangout place or maybe he freed a villain that ended up ruining your day. Either way, he is responsible for you entering this life of heroes and villains. And now one thing drives you above all else: taking revenge against him. Everything you do is fueled by the thought of humiliating him and making him pay.

Green With Envy [+100]
No matter how hard you try, everyone around you always seems to come out ahead. Friends, rivals and even complete strangers will land the victories and the successes while you are kept in the shadows. And this will make you extremely envious. In fact, you will take risks you wouldn't take in the first place because of this. And the only way to stop this cycle is to take a hard lesson about accepting others' successes.

Ego [+100]
You are the undisputed center of your own universe. You are so confident that you cannot resist showing everyone how superior you are. This will irritate many people.

Ridiculous Nemesis [+100]
Through some bizarre twist of fate you will make the strangest enemies possible, like a mad granny who's only purpose is to beat your ass up. And if you try to attack them you will discover that you attacked an innocent. Your only hope is to wait for the police to jail them.

Weekly Episodes [+100]
If you are a hero, a new villain will appear every week to cause you problems, wasting your time. If you are a villain instead, the roles are reversed: a new hero will show up instead to foil your schemes.

Nickelodeon [+100]
Your adventures air as a TV show in-universe. Civilians binge watch your life and comment on it. Villains know all your habits, your crushes know your feelings and people reference things you did last episode.

Episodic Amnesia [+100]
Every new week, supporting characters forget some of what you did. Maybe that time you saved them. Maybe that time you made a mistake. Maybe your entire friendship. You keep the memories, but everyone else resets to “last time on…”

Absurd Challenges [+100]
You will be challenged by villains (or heroes) in the most stupid things imaginable, like doing a spelling bee. If you lose, you will be humiliated in public and this will make you ashamed of yourself.

Mirror Universe [+200]
A freaky accident during a storm and some tubes transported you to a parallel version of Swellville where everyone you know is evil instead of good. And i mean everyone. Friends, family, superheroes and villains. As you can imagine, this also means that the invincible superhero and the smartest man on earth are now villains.

Budget Cuts [+200]
The mayor has slashed your budget, leaving you without your items bought here. This will affect you even if you are a villain, somehow. Your only way to get your items back is to convince the mayor to reinstate your funding. You cannot hurt him.

So. Many. Stairs [+200]
Every time you desperately need to go somewhere else you will have to take the longest route. Every. Single. Time. A famous chef is doing a show at the store you work above your secret base and giving free food? The tubes are now locked and you will have to walk 242 flights of stairs.

Public Identity [+200]
Every villain and superhero in Swellville knows of your existence and your superpowers. And depending on your origin, they've decided that you are a problem now.

No Secret Identity [+200]
Your cover is blown. Everyone knows who you are, such as villains, civilians, classmates, and nosy reporters. Your life will become harder because of this.

Teenage Mutant Mole People [+200]
You must be incredibly unlucky. For some reason, every property you own is connected to the mole people's tunnels. And they know that. They will invade your properties and ask for you to pay the mole tax. It wouldn't cost you a dollar, but you are too possessive of your money. Someone else will need to convince you to pay them, and if you do not pay, the mole people will steal anything you have in your property.

With Great Powers… [+200]
Being a hero, or even just someone with powers, means property damage happens. It comes with the job. But in your case, it's worse. Every time you cause property damage, a villain is created.Maybe it is the owner, maybe it is someone who found themselves at the wrong place at the wrong time, but whatever the cause, it will create someone who will completely hate you. And they will turn into supervillains to achieve that.

Gullible [+400]
You are hopelessly naive. In fact, you are the type of person to trust a villain's word at face value, believe the most obvious lies or even take a whiff of a suspicious gas just to make sure it's safe.

Nemesis [+400]
You have your own personal nemesis, your Drex so to speak, and he has the same superpowers that you have bought here. In fact, if you start without superpowers and gain them, he will also acquire these same powers later.

Stranger... Things? [+400]
Evil Science Corp has gone too far. In their bid to play god, they have ripped open portals to countless other realities in Swellville. Some have harmless oddities, others have mutants and monsters. And it's your job to enter every single portal and clean up all of that, which will take a lot of time and a lot of firepower.

Actions Have Consequences [+400]
The world doesn't follow sitcom rules anymore. Mistakes have consequences, and your actions will permanently affect things. Buildings don't magically rebuild themselves, they leave bills and lawsuits. Failing to rescue a civilian leaves traumatic consequences and villains' plans will make the people of Swellville suffer.

Bumbling Fool [+400]
You have your own Jeff Bilsky now, a bumbling fool who will do stupid things and cause you problems, no matter if you are a hero or a villain. He is also invincible and you can’t hurt him no matter what you do. For **600 CP** total you will have to deal with his entire family instead.

For Want of a Nail [+400]
For some reason, your brain just refuses to take the simplest route to your problems. When facing a problem, you will ignore the most obvious answer in favor of the most over-engineered convoluted plan. Sent a video of yourself transforming into a hero to your sister? Instead of stunning her with your energy gun and deleting the video yourself, you will do the most complex plan imaginable to fix this.

The Boys [+600]
The world you once knew is actually grimdark now. Heroes are prepared to do anything to defeat the villains, and the villains are prepared to do anything to achieve their plans. The streets have hardened criminals and gangs and people actually die now, especially civilians that do not have powers.

Genius, Billionaire and Super Villain [+600]
Rick Twitler has decided you are the ultimate obstacle opposing his plan of destroying the internet. He is brilliant, well-funded, well equipped and with an army of minions to help him. But even worse: he will find a way to strip you of your powers, and succeed. You are going to need to give your best to defeat him.

Three Strikes [+600]
You have been framed for a crime you did not commit and you already had two second prior arrests. If you are arrested again you will be locked in jail for 20 years. If you end your jump jailed your jump ends. If you stage or be part of a breakout all the heroes will have their powers improved by 2x and will personally help the police to jail you again.

John Hawking [+600]
You have been partially affected by flabber gas, which has removed the movement of your legs and impedes your arms to exert much effort. Anything that uses more effort than lifting a pen or a fork to eat will be impossible.

Evil Twin [+600]
An evil clone now roams Swellville, and he is the complete opposite of you. If you are a villain, he's a hero bent on helping everyone, and if you are a hero, he's a villain seeking to cause chaos for everyone. The clone has your abilities and superpowers.

Exclusive Drawbacks

Eternal Nemesis [+100]
Every villain you will defeat cannot be taken down for too long. Even if you jail them, they will easily escape from jail in a twist of luck to be a nuisance for you again.

Man Cave Malfunction [+100, Exclusive to the Man Cave]
If you have a lair, its systems will go haywire regularly. Alarms will blare randomly, the sensors will detect false positives and the snack machine attacks you.

Villainous Crush [+100, Exclusive to Sidekick and Hero]
You developed an attraction to a villain. We understand, they are charming, clever and worst of all, dangerous. But every encounter will leave you torn between your feelings and your morals, forcing you to question who you are and what you stand for. They will commit crimes and ask for you to look away, and this will test your principles.

Swellview's Only Hero [+100, Exclusive to Sidekick and Hero]
You're it. If you don't stop the villain, no one will. Police? Useless. Civilians? Helpless. Other heroes? Constantly distracted. It's up to you.

Good Citizen [+400]
You are actually responsible for the things you destroy and you have to work to repay society for your damages. The city expects you to clean up after yourself, pay fines or work off the debt through community service. Ignore it, and you will find lawsuits, angry citizens and the mayor breathing down your neck.

Public Trust [+400, Exclusive to Sidekick and Hero]
The citizens of Swellview don't trust you anymore. Every accident, every error, every weird rumor will be pinned on you whether it is your fault or not. People will whisper behind your back and even friends will second guess your actions.

Kidnapping Hobby [+400, Exclusive to Sidekick and Hero]
Villains love capturing you. Expect ropes, cages, and over-engineered traps. It will always work, and it will be to you to escape.

Ending

Swellview has seen it all. Crazy villains, heroic rescues, and the kind of chaos only you could cause. And now it's time to decide what your story means. Will the city remember you as a savior, a menace, or something in between? Every rescue, heist, or scheme has left a mark on Swellview, and on yourself.

Stay in Swellview: Keep shaping the city as a hero or a villain. Fight crime or cause chaos, pull mastermind schemes, and watch your legend grow. Take 500 CP to cement your legacy, in whatever side of the law you choose.

Go Home: Maybe the spotlight isn't for you. Head back to your normal life, where the biggest challenge is living a normal life instead of supervillains.

Move On: Step into your next big adventure beyond Swellview. You can carry your skills letting them grow in new worlds. or leave them behind and see what you can accomplish with what you've learned. Either way, your time here will shape every step forward.

Changelog and Notes

V 1.0 - First Version.
V 1.1 - Rebalanced the price of many drawbacks, some small changes, added Doofenshmirtz, Allergic to Adventure, Eternal Nemesis, Man Cave Malfunction, Ego, Good Citizen and Pun-ishing Cape as drawbacks. Added Soft Touch as a perk.
V 1.2 - Small fixes.

Regarding the Sidekick Instructor: the teaching boost assumes a 6 hour workday, equaling a 2520x teaching training speed.