Generic Hero Jump

A Jump by SpiritualStill
Version 1.0



The idea of a hero is among humanity's most ancient concepts. Indeed, the world's oldest surviving story is the Epic of Gilgamesh, which is at least 4000 years old. In the ancient days, heroes were warriors who accomplished great feats of strength and intellect. As time passes, this concept has evolved, with many modern heroes being emblematic of virtues, inspiring others, and doing what is right. Even so, there are many different types of heroes from all across the spectrum, with specifics changing based on the genre and situation.

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

+1000 Hero Points

Location

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

Origin

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

Age and Sex Options

Pick whatever you want. A hero can be anyone.

Perks

All perks, unless otherwise stated, cost 100 Hero Points. You receive 5 Hero Tokens, which can be redeemed to buy anything here for free. Everything here **can be purchased multiple times** unless otherwise stated, with each new purchase providing an additive bonus.

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

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

Heroic Soundtrack [Free/100 HP]
You have a specific leitmotif that will play in situations where you are doing something cool, or need to do something cool. Hearing this leitmotif will invigorate you to do what you need to. Whether only you or everyone can hear this is up to you.
For **100 HP**, you get the full soundtrack of every Jump you travel to, with you keeping them past the Jump, and playing in appropriate locations.
This can be toggled on and off.

Virtuous Paragon [100/300 HP]
Heroes have, since time immemorial, been viewed as the pinnacle of humanity. You are now classified as the apex of whatever species you currently are. For a human, you'd be able to swim faster than Michael Phelps, outlift Hafþór Júlíus Björnsson, outspeed Usain Bolt, and more.

For **300 HP**, you are truly larger-than-life. You could bring down castle walls, lift buildings, swim with cinder blocks on your arms and legs, cross cities in minutes, sit at the bottom of the ocean for days…Needless to say, you'll fit right in with those heroes of old.

Shonen Anatomy
For whatever reason, your vital organs are a lot less vital. You could have half of them ruptured, yet still have enough strength in you to fight your opponent. So long as you receive proper medical attention, you'll also be able to heal from these grievous injuries.

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

Halo Effect
It's a well-known fact that people, unless given a reason not to, tend to automatically assume that more beautiful people are inherently good. You receive a significant glow up, with all of your unsightly or unwanted features vanishing, and your overall beauty going up by a solid 5 on the 1-10 scale. People are also more likely to trust you upon first impression. This perk will scale with all of your other beauty perks.
People will not question why you are inhumanly attractive, nor will you accidentally drive someone crazy from your beauty.

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

Walking the Path
You have the mind and will to last for an eternity. You do not become bored, and you'll never forget anything that you would want to forget. Life is always fun for you, be it from going to the next adventure, to simply finding pleasure in the little things.

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

All According to Keikaku
Has anybody ever told you that you are terribly clever? You are an exceptional strategist, able to take all that is known, and formulate a largely coherent vision of the future. With this, you are capable of creating foolproof plans that take into account the failings of yourself and your allies, along with the strengths of your enemies.

Jumper, Ace Detective
You are a master detective, being able to find every possible clue to a mystery, and perfectly piece everything together. Once you find the mastermind, and know they are truly responsible, they will not be able to escape justice, even if they are rich, powerful, or have corrupt backing. As a byproduct of this, you are able to instantly detect if someone is lying to you, or if they merely misspoke.

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

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

Open Your Heart
If a heart is tied down by hate, you need to set it free. If someone is in a completely berserk state, or are just clouded by vengeance and rage, you are able to free them from it by simply beating them into submission while desiring to help them. When you actually beat them, any sort of rage that they felt vanishes, and you can finally have a real conversation with them.

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

Nurture, Not Nature
Nobody is born evil, or perhaps nobody should be. This Narrative Perk ensures that nobody in a setting will be born with malevolent intent, and their villainous behavior will be suitably

explained. This also ensures that nobody can suddenly "become" evil as a result of a transformation or some botched resurrection.

I'm Here to Help!
When someone could use your assistance, a "Quest Marker" will appear over their head, which manifests however you like. When you ask if they need help, they will tell you what they need help with. Should someone require help with something you probably don't agree with, the Marker will very clearly alert you to this.
This can be toggled on and off.

Hero's Reward [Requires *I'm Here to Help!*]
Upon completing a Quest for someone, they will give you some special reward for doing so, based on who you helped. A soldier might give you part of their wages, or a child could give you a toy. Doing quests could also increase your fame or reputation. No matter how material or immaterial the reward is, it will always be beneficial to you, either due to it being blatantly helpful, or you get some special bonus from a gift.

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

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

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

This Is Who I'll Always Be
You become the embodiment of what you would define as a real hero, whether that be some boy scout or free-spirited hero. Rather than completely changing who you are, you have a sort of spiritual journey that has you confront your flaws, letting you objectively see the problems with

them, and letting you cast them off yourself. You will always maintain this core identity, with the only changes being the further cultivation of this identity.

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

Vengeance is Mine
And not just vengeance. When you make a vow in someone's name, you will have the opportunity to fulfill that vow. This perk will not work if said vow is not what that person wants or would want, and you will intrinsically know if that is the case..

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

All Hail Jumper
Obliterating everything that's not your friend! When placed into situations where only you can resolve a situation (Be it because everyone else is incapacitated, or it is literally impossible), you will develop what you need to resolve the solution.

Completely Foreseen Consequences
You now know the full consequences of your deeds before doing them. When performing an action that could meaningfully affect the future, you get a comprehensive understanding of all of the benefits and demerits that said action will cause, not just some vague possibility.

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

I Found All 900 Pinecones
The final boss might be awaiting your arrival, but you are a busy man, who may have promised help to half a dozen people. When someone issues some request to you, their current situation is "frozen" until you resolve it. Additionally, when out solving these quests for people, your "main

adventure" is frozen until you decide to refocus on it. You'll be able to help everyone, and never be too late to save the day.

No Endor Holocaust
By putting in at least a token effort, you are able to stop any and all collateral damage and casualties as a result of your fighting. This will not apply to anyone who has joined in the fight.

Quick Travel
So long as you don't want to waste time travelling to a location, you may instantly travel there, along with a set of memories that clearly show you the path you could have taken. If an important event happens during this trip, or you run into someone important, you are taken out of this Quick Travel to resolve it. Nobody will find this strange, beyond how helpful it is.

All's Well That Ends Well
When you choose to help someone, fate contrives to ensure that it ends well for both of you. On your end, you will always find what you need in order to help someone out. On the other person's side, they are guaranteed to stay alive, and ultimately wind up in a better head space. In any situation that remains ambiguous, you can be assured that said person will have lived a good life, and ultimately died happy, should the time come. Additionally, any good reform you have done or helped come into existence is guaranteed to remain.

Carrying the Heavens
That is not possible to do, at least for people who aren't you. You become able to use a mix of your own strength and willpower to perform actions that are physically impossible. You could capture a sunbeam in your hands, clap away the sound in an area, lift up the skies, physically block a stream of fire, and much more. Note that this doesn't make you stronger than you already were, merely letting you apply your original power to do formerly impossible actions.

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

Let Me Lift You Up
You are able to instantly identify the latent talents of people, determined by what they are good at and what they would enjoy doing. When you tell them of this, and they put in genuine effort at it, they soon become masters of their craft, and can make a living from it.

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

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

My Friends Are My Strength
While the power of friendship is usually a euphemism, it is a very real thing for you. You become more powerful based on your innate connection to other people. Fans you have never met will give you miniscule power, but your childhood friend is a huge boost. Additionally, upon reaching a threshold of being real friends, you develop a power that is generally based on them.

I'll Give My Friends My Strength
Friends help each other out, shouldn't they? Your friends naturally grow stronger based on how close they are to you personally. Additionally , you can share your perks with any friend, Companion, or Follower that you want.

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

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

Standing on the Shoulders of Giants
Let it be known that current-day society's innovations are only possible due to the hard work of those that came before. By examining the works of others, you are able to find its flaws, and innovate on their previous designs.

In the Name of the Chain, I'll Punish You!
By focusing on a specific source of conceptual power (Such as fire, water, the Moon, etc.), you are able to generate a transformation emblematic of that power. For example, under the Moon, you might become a magical girl…or a giant monkey! The greater your connection to this concept is, the stronger your transformation becomes.

Living the Double Life
Certain heroes find it hard to have both a secret identity and public identity, which is no longer a problem for you. You are able to seamlessly live with multiple identities, and fate will ensure that it never becomes a problem. You could be a student, and you'll find that your homework was magically complete when you were out patrolling, or you could be a teacher and have nobody question why you were out for several days.

Just Derail the Trolley
I dunno what the fuss about this lever is. For any situation where there are only bad solutions to a problem, you are able to either think of or suddenly manifest a solution that solves the issue.

Gentleman Thief
You are unusually good at stealing things from corrupt or evil individuals. This can include their standard possessions, anything they unlawfully or immorally took, or something that might even be the source of their power.

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

The Taste of Freedom
Should you attempt to rescue someone from a bad situation, they will follow you if you genuinely intend to help them. No amount of beatings from their former captor, or misplaced stockholm syndrome will stop them or harm you.

Damsel in Distress
Unless your enemy is murderous towards everything by default, your opponents will opt to capture you instead of kill you, unless you have already shown that you are willing to kill them.

Cool Fans
No matter how you obtain them, your fanbase will always be a healthy one, with them doing their best to support you, and never being particularly creepy. They will also try to give you

important information when possible, and should you have powers based on faith, you can rely on them for it.

Just a Chill Guy
Rather than being a magic charisma perk, this makes you a far more sociable and friendly person. Your best features are emphasized, and you give the feeling of someone who does not judge others. Should you actually be that sort of person, people will be more willing to tell you secrets and shames, in the hopes that you will help them.

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

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

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

Incorruptible Purity
You are pure, Jumper. You are so pure, in fact, that malevolent spirits and entities will literally burn in your presence, and those of evil dispositions become noticeably uncomfortable around you. This also always keeps you perfectly clean, and prevents attempts at possession.

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

The Moonlit Night
Despite that, who said you were weak? Your strength is increased based on the lunar cycle. You remain at your base strength during a new moon, but become considerably stronger at the phases of the moon appear. During the Full Moon, your power is amplified several times. Special lunar phenomena such as the Blue Moon and Harvest Moon provide an even greater boost.

If you purchased **The Light of Day**, your powers receive a considerable boost in the time period where the moon and sun are both visible. In the event of a solar eclipse, the Solar Zenith and Full Moon boosts are multiplied.

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

Wings of the Boread
Were you perhaps blessed by the Northern Wind? You possess a set of dusky, golden-scaled wings that allow you to gracefully fly at hypersonic speeds.

Friends to the End
Friendships and fellowships have come together and lasted years, only to fall apart at the first real argument. This perk ensures that you, your Companions, and Followers will never have arguments or fights that could tear your group apart, nor will outside forces be able to manipulate any of you to break away. Nobody will also ever do something that the group will collectively not approve of, unless there was no other option that could have reasonably been taken.

Lasting Change
When you enact some sort of societal change that benefits people as a whole, or otherwise support such a change, you can be guaranteed that it will not ever be revoked or circumvented, unless it is being replaced by a more effective measure, which receives the same benefit from this perk.

Crisis Insurance
After dealing with a major, potentially world-ending threat, you will be able to sing a song that reverts all damage that was done in the incident, and revives those who have died. Note that this will not work on events that happened before your Jump began.

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

Good Insurance [100/200 HP]
While I'd just advise you to not throw random cars at the invulnerable villain, this will probably help out. So long as your intentions were positive, people will not be upset at any collateral damage you may have unintentionally caused.
For **200 HP**, any collateral damage caused by you or the villain during your fight will be repaired. This does not include damage the villains caused before you started fighting.

Old and Slow? [100/300 HP]
Those youngsters are going to have to learn to respect their elders. For **100 HP**, your power does not weaken as you grow, nor will they atrophy if you don't use them. You could never practice with a skill for hundreds of years, and still know how to use it like the back of your hand.
For **300 HP**, all of your powers and perks grow *stronger* with age. Additionally, you also become more beautiful as the years pass.

Don't You Know Who I Am? [100/300 HP]
You are able to quickly develop a heroic reputation. Word of your good deeds spread very far, going to people who you would like to know who you are.. Your enemies, by contrast, only get bizarre, unhelpful stories. What's more, any exaggerations of your deeds only crop up when you are capable of actually performing that exaggerated feat.
For **300 HP**, your reputation negatively impacts your enemies. Your deeds become a source of fear that has a deleterious effect for them when you fight. It also emboldens potential allies to fight, and see you out for assistance.

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

Bumper: The Next Generation [200 HP]
In the future, you may desire to start a family, and this will help. You are able to decide the appearance of your children, along with passing any of your perks down to them. You will also be guaranteed to have a good relationship with them, and even if you can't be with them, they will grow up happy and fulfilled.

Measured Response [200/400/600 HP]
There are certain perks and powers out there whose nature can cause unintended harm.This perk ensures that none of your perks, powers, skills, or items can ever negatively affect those you care about and those who are uninvolved with you. Even if you are in a berserk state, reality bends to ensure you don't cause unnecessary collateral. Now, if you do something bad to a friend or a civilian, it is because you deliberately want to.

For **400 HP**, you take this a step further, as you can now totally control the output of your abilities and items, their actual lethality, and the amount of collateral they do. You could drop a literal sun on somebody, and not only would the planet not even get somewhat warmer, but your opponent would simply become unconscious, with not even a scratch on their body.
For **600 HP**, you've reached the logical conclusion of this line of thinking, because now you are able to turn anything of yours that could cause harm to something that heals. You could hit someone with a frying pan, and this would heal thei brain damage instead of causing it. If your subordinate fires off a nuke, it'll instead heal a town's people and patch up their architecture. This effect is continuously active and intelligent, and will discriminate between enemies and friends, meaning you don't have to consciously decide when it activates or not.
Using a Token on the final upgrade will only grant a 50% discount

I Am…All of Me [200/400/600 HP]
A not insignificant number of heroes are literally unable to use their maximum power, as it comes with a curse, or they explode, or it eventually kills them. Naturally, this is not fun. You are capable of utilizing the full extent of your power, with no negative penalties as a result of using them. No Heroic RRoD, no ancient curse, or consequences from that demonic bargain, or built-in drawbacks to your perks, or anything else. Be aware that this only takes away penalties, but does nothing for its standard deficiencies, such as time needed to use it, or its energy drain..
For **400 HP**, this extends to allowing you to be able to use mutually incompatible powers at the same time. Feel free to spam fire and ice, light and darkness, life and death, and whatever other combination you can think of.
For **600 HP**, all of your abilities seamlessly blend together, creating something greater than the sum of its parts. You are able to combine two or more perks, skills, items, or alt-forms together to create a stronger version, with the former weaknesses lost.
Using a Token on the final upgrade will only grant a 50% discount

Mending All Wounds [200/600/1000 HP]
Always remember to respect your healers. You are able to heal any sort of non-lethal damage with just a touch. This also calms people down from shocking or scary scenes, but lasting traumas are going to need a little more work.
For **600 HP**, you can now heal any wound. So long as a person isn't dead, you can heal any and all physical injuries, mental disorders, and traumas.
For **1000 HP**, you are capable of resurrecting even the dead.. This includes both the recently deceased and those who have long-since passed. With long dead individuals though, you have to either have access to part of their body or their soul, and they must be willing to be revived. You also gain a single 1-Up every year, and while this will refresh, it will not stack.
Naturally, you can heal yourself at every level. You can even use the **1000 HP** version, but you'd need to be able to cast your powers while dead**.**
Using a Token on either upgrade will only grant a 50% discount

Go Beyond the Limit Break [300 HP]
It'll be a piece of cake! You are able to continually improve your parameters and abilities through training. Beyond the obvious boost to your stats this entails, you can vastly improve the efficacy and output of any perk or power. With enough training, you can make that attack that takes forever to charge to be instant, or attacks that cast from life points to take less life and deal more damage..

I Was Just Passing By [300 HP]
Wouldn't it be great if you could be a selfish dude, and people still wound up better for it? From now on, so long as you aren't doing something with the express intent to hurt another, it will have a beneficial impact on those around you. Maybe that unbeaten champion you fought and defeated will regain his passion. That noble you killed due to some personal grievance was actually the ringleader of some slave operation. While on a hunt for some hidden treasure, all the little stops you did might well have helped random passersby.

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

Take the High Road [300/600 HP]
It's a very cynical, yet not unfounded, belief that you need to be ruthless to get ahead of others. This is not so for you, because anytime you choose to seriously attempt to do something while adhering to your morality, you are able to successfully do so. You could become an ethical billionaire, recruit enemies by being nice, or even run a shadow government without being comically evil.
A gray area with this ability is having to choose between multiple paths, as they yield separate results. For **600 HP**, this Perk *also* ensures that your chosen method yields you all of the reasonably possible rewards. If you have to make a choice between two reasonable options, for example, you are able to reconcile them into one, and net both rewards. If you have to give something you really want to someone in exchange for a reward, you can wind up getting that reward and what you really wanted. This is applicable in many ways.
Using a Token on the upgrade will only grant a 50% discount.

Hero King [400 HP]
If you're gonna be a king, you might as well be good at it. You are extremely well-versed in all manner of leadership, being able to successfully lead a kingdom, empire, business, or organization. Any action you take for the sake of helping your people will always work the way

that you intended, with any intersecting perks magnifying it. When fighting for the sake of your people, your parameters are magnified based on how severe the penalty will be for losing.

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

A God-Child [600 HP]
In the ancient days, this sort of power was what made the greatest of heroes. You are the demigod offspring of some deity in a given Jump, and you have a weaker copy of all of their abilities .
This cannot be used on allegedly omnipotent deities to gain their omnipotence. At best, you'd just get their secondary capabilities.
Using a Token on this will only grant a 50% discount

Thirteenth-Level Intellect [1000 HP]
You've got such high intelligence that even a certain Coluan would be jealous. You have what can only be described as comic book intelligence, but far more. Rather than being focused on any specific field, you simply become able to comprehend and develop pretty much anything you put your mind to. Your processing and computational abilities could make a Matrioshka Brain look slow, and your perception allows you to retaliate against temporal and psychic attacks. You could develop a method of time travel, or FTL vehicles, or the cure to all cancers, or set off a chain reaction that lets you create an entire multiverse. There is literally nothing that you couldn't do, given a bit of time.
Using a Token on this will only gant a 50% discount.

Items

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

You receive a **+300 HP** stipend.

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

Jelly Babies [50]
Would you like one? You seem to have an infinite supply of any random candy or snack that you can think of, being able to pull them out of seemingly thin air.

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

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

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

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

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

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

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

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

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

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

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

Ring of Dispel
A ring belonging to Sir Lancelot, given to him by the Lady of the Lake. With the ring, you can dispel any type of enchantment.

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

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

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

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

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

Phoenix Feather [200 HP]
The very last feather of a phoenix that is about to be reborn, given as a blessing. Upon your death, this feather burns up, and you will be revived from death.

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

JumpCorp [200/600 HP]
Joining the ranks of Tony Stark and Bruce Wayne, you are the owner of and majority stockholder to a multinational megacorporation worth tens of trillions at the bare minimum, with multiple

subsidiaries are any field you want. It will always be the innovators of its field, making countless breakthroughs and bleeding-edge technologies. By fiat, it always operates ethically, and treats its workers kindly, giving them frequent raises, days off, breaks, and complete insurance.
For **600 HP**, this is less Stark Industries, and more Pentex. This is everything from before, but *more*. You pretty much have a subsidiary in every field, and odds are that they're taking up most of the spaces of "Top 50 Businesses." Expect to have nearly limited backing in both the mundane and supernatural side of things.
Using a Token on the upgrade grants only a 50% discount

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

Weapon of the Chosen [300 HP]
You have a powerful weapon that only a chosen one may wield, similar in nature to Excalibur or Gram. This peerless armament works perfectly in your hands, and can cleave through any lesser weapon and armor. By wielding this weapon, the strength of your powers and perks are multiplied by ten.
If you have access to **Mobile Suit Jumper Wing**, the sword's increase will stack.

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

Warehouse Addons

All addons, unless otherwise stated, cost 100 HP. Each will follow you into a Jump at your discretion, and will sufficiently modify itself to fit the setting. Any changes or modifications caused by you will be fiat-backed and retained throughout Jumps. Every location will have infinite resources, be self-sufficient, and fully staffed at all times to function correctly. Followers that are part of each addon remain the same, and retain any modifications. You are guaranteed

complete ownership, and they will manage themselves perfectly fine, although your Perks will help. Everything in this section can be combined together.
You receive a **+300 HP** stipend.

Humble Abode
You have a small, one-story house out in some secluded location. It has access to any amenity you need, it cannot be detected by those you want to hide it from, and simply being here cures any sort of stress.

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

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

Asklepios Hospital
Named after the mythical physician, this hospital is the greatest in the world. Any patients here are either guaranteed to be cured of their maladies, or have their current situation stabilized. By default, the hospital will take in anyone with a debilitating disease, but it can earn you some money, if you really need it.

Supermaximum Containment Facility
What's the point of arresting supervillains if they always escape? You have an infinite pocket dimension whereby any captured entity or object can be safely placed in and contained. These contained forces are perfectly trapped, and no sort of superpower, mind tricks, or adaptational abilities can free them. Do note that this only works if you can actually succeed at capturing them in the first place.

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

Rail Zeppelin [200 HP]
When travelling the world, wouldn't it be neat to do it in style? This is a magic railway system that can travel to any place on the planet, along with any connected dimensions that aren't warded or otherwise totally inaccessible.

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

Cosmic Citadel [400 HP]
Superman has the Fortress of Solitude, Batman has the Batcave, and you have this. The citadel is an extradimensional space that is only superficially connected to baseline reality via the beautiful castle-like structure that it manifests as. This infinite space holds high-quality living quarters, automated housekeeping, food replicators, and Wi-Fi that is fiat-backed to always work. Perhaps its most significant feature is that it connects to your Warehouse, and all of your properties automatically. This allows for you, your companions, and followers to instantaneously move throughout all of your properties.
The castle can be destroyed, but the citadel is disconnected from reality, and couldn't be destroyed even if the Multiverse was obliterated. You are able to travel to it by simply willing a temporary door to appear, and you can recreate the castle at any time that you want.

Modes

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

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

Companions

All companions, unless otherwise stated, cost 100 HP. You are able to define their personalities, sex, and appearance. You are able to combine any companions here, import one into an archetype, and buy each one multiple times. Each companion will receive 600 HP, and 5 Hero Tokens, just as you did.

Import [Free]
You can import all your companions.

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

The Sidekick
Everyone could use a partner in crime, or perhaps justice. This person looks up to you, and wants to work alongside you. In terms of power, they will always be at least 60% as capable as you, but their real strength comes from their intellect, as they are incredibly intelligent and innovative.

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

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

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

The Rival
Every good hero has their equal and opposite, although yours is a lot more friendly. This person is your rival, whose history and personality serve as a foil to your own. Despite that, the two of

you are pretty fond of one another, and while you might bicker, it's only to help each other overcome your flaws. The two of you are relatively equal in power, with training and competition between the two of you causing explosive growth.

The Love Interest
You now have someone you care about in a romantic sense. This person of your preferred gender has everything you'd want in a partner, with a brave personality to go along with it. The two of you scale to each other, and they receive the same amount of points as you do.

Magical Pet [100/200/400/800 HP]
What you have right here is a pet, or perhaps just a buddy. By default, they will have human-level intelligence, be able to communicate with you (Whether through speech or simply being able to understand them is up to you, will live at least as long as you will, and will be able to fight.
For **100 HP**, they can be a mundane animal, such as a cat, owl, dog, or even tiger.
For **200 HP**, they can be a lower-order magical creature, such as a Chocobo or Direwolf.
For **400 HP**, they can be a higher-order magical creature, such as a griffin, dragon, or phoenix.
For **800 HP**, they can be an outright godlike creature, such as the Yamata-no-Orochi, Leviathan, or Ziz.

Drawbacks

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

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

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

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

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

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

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

Not a Big Fan of the Government
This is exactly what it sounds like. You have what can only be defined as a mixed relationship with some specific government of a nation you will frequently interact with. You may take this for every country, though be aware you'll have to go to them at least once..

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

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

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

Crisis Incident
Every year, one major incident will occur, that will require you to pull out all the stops to beat. Each purchase will grant you another +100 CP, and adds another crisis. THis can be taken a maximum of 365 times, although I would strongly advise against that..

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

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

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

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

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

Warehouse Lockout
You can’t access your warehouse.

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

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

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

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

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

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

Ending Choice

What will you do now?

Stay here?

Go home?

Move on to the next jump?

Notes

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

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

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

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

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

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