

Super System Gets Me 3 Girls Jump
v1.0
by LJGV/Sin-God

Toby, a broke and overlooked campus nobody, unlocks a mysterious system that transforms his life. Suddenly noticed by everyone, three campus goddesses begin competing for his attention as his fortunes dramatically change. This is the tagline for this adventure, in which a conventionally attractive college student gains the means to change his destiny via a curious app that gets installed on his phone. Along the way he will make new friends, protect those he cares about, and have fateful encounters with local rich boy Frank. By entering this seemingly otherwise mundane world you get to befriend Toby, Frank, Evie, Gwen, Angel, and the other students who attend the never-named college, as well as potentially get a super system of your own! Enjoy spending a decade in this curious little world, jumper. It promises to be an interesting time.

Take 1000 System Points to fund your adventures.

Starting Location

All origins in this jump begin at the same place: the never-named college campus that is the central setting of the series. You can freely determine where on campus you kick off your adventures.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

All origins are drop-in compatible.

Broke College Student [Free]
Oh that's certainly a protagonist. Broke, in over their head, and they've just gotten a curious lucky break? Their golden finger is activating and stuff is about to get weird. By taking on this origin you're on the cusp of going from campus nobody to the guy everyone knows. Can you handle that?

Rich Kid [Free]
Is that… Is that a young master in an American university? Wild. Rich kids are heirs and heiresses; wealthy, annoying, and proud egotists who could really use a good faceslapping. As a rich kid you're a scion of a wealthy and powerful family, one who is in good standing with your family and able to exercise the weight of their potency and wealth. Your foes may have secret abilities and the like but secret abilities may still pale in comparison to your deep pockets and loving family.

Campus Goddess [Free]
Ah yes, the three jade beauties that every college campus has. These women are incredibly desired, popular, and quite good-natured heroines who are quietly enduring unpleasant circumstances of their own. They have plenty of fans and by taking this origin you'll join them at the apex of the school's social hierarchy. All three of these young women seem quite gifted and well-connected, and this origin can help you reach their level.

Perks

Origins get their 100SP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Dramabox Subtitles [Free For This Jump, 50 SP to Keep]
For the duration of this jump you get access to subtitles. These subtitles not only include what people said, but gives you the power to learn someone's name and any titles they happen to possess that are relevant, such as learning that someone is the mayor just by meeting them.

Reward Spin? No, Make Your Choice Instead [200 SP]
When Toby first attains the Superhero System he is told that he will earn reward spins whenever a relevant affection meter hits a multiple of 25. What actually happens is that he can just declare what reward he wants whenever he qualifies for a reward. Now you can too. This perk changes any and all luck based/gacha things you get and gives you the power to select your rewards instead, though you can't use this to manifest wholly new rewards from nothing. This is quite powerful and applies all the way to stuff like lottery tickets and scratch offs, giving you the ability to take a scratch off that would give you five dollars and instead cash it in for the maximum amount of money the scratch off could give you instead. If you apply this to systems with gacha functions… Well, the rewards are immense. You DO have to win something for this to work, so if you buy a lotto ticket and it doesn't give you any money you can't change that, but if you are guaranteed a prize you can pick the best one freely. What a lucky jumper, man.

Broke College Student

One Good Day [100 SP | Free for Broke College Student]
Toby's life goes from a slow but steady decline in quality, prior to the events of the series, to one long, incredibly fortunate series of events, and it all begins at the very start of the series. Over the course of a few hours, Toby goes from working three jobs and still being underwater financially to having a superhero system, a job that provides housing, and easy access to the three campus goddesses. Sometimes all it takes is one good day, and it wouldn't be fair if Toby got ALL of the luck, would it?

This perk gives you two benefits. The first benefit is that on your first day in a jump you are granted incredible luck. For one full, twenty-four-hour period, you are blessed with laughable, protagonist-levels of luck. While small luck-based things can still go wrong, they'll never result in anything more serious than a wardrobe malfunction. And things that matter will not only go well, but they'll go spectacularly well.

The second benefit of this is that you get a second good day that you bank and can save for later. At any point for the rest of the jump you can initiate a second bout of… golden luck where everything goes better than it should. Failures are still possible, but it'd take truly overwhelmingly bad circumstances for a real failure to happen. If there's a day where you can't afford to endure real failure it'd be a good idea to cash in this… luck chip and make it far, far easier to succeed at whatever you need to do. If your jump lasts longer than a decade and you've used your second golden luck day then you get another golden luck day you can cash in at will.

Have I Ever Let You Down Before? [200 SP | Discounted for Broke College Student]
Toby has an impressive ability to reassure those around him. This isn't a part of the system, he's just genuinely a reliable person and when people start to trust and believe in him they do so earnestly. The closer you are to someone the more likely they are to give you the benefit of the doubt and to trust you when you say you can do things. Beyond that, people are appropriately amazed by your skills when you show them off. If you save someone's life there is a real chance they'll fall in love with you, and even simple acts of kindness can warm the coldest heart. This is even more effective on those who are attracted to you. If you had some means of determining someone's affection level towards you, you'd be surprised at how easily you can get that level to rise…

He Saw Everything! [400 SP | Discounted for Broke College Student]
Sometimes the truth, and even a system in your back pocket, aren't enough to overcome the odds stacked against you. Sometimes you need witnesses. And that can be really unfortunate… For other people.

You have a form of conditional, but powerful, luck. When you're telling the truth, circumstances get arranged that lead to people having cause to believe in you. This can manifest in a bunch of different ways, from a simple coincidence wherein someone you need to talk to comes out and finds you right when someone is admitting that you are telling the truth, to there being video evidence of your statements that show up right when you need them the most.

This isn't all this perk does, however, as it's also a mighty weapon against those who do wrong. When you are fighting to protect people, to reunite families, and just generally against evil, greedy people and forces, fortune is on your side. The more villainous the force you're fighting against the stronger this becomes. This can, potentially, become even more potent if you give your dastardly foes chances to change their ways and show them mercy.

My Superhero System [600 SP | Discounted for Broke College Student]
The day Toby's life changes forever begins when he gets a random notification on his phone. The notification is an enigmatic one, informing him about an app that promises him the chance to change his life if he installs it. Taking a chance, Toby decided to do as the notification prompts him to do. This curious leap of faith forever change his life. The ad was true to its word and by installing My Superhero System Toby gained access to superpowers, the Affection Meter, and "Reward Spins".

The app worked by giving Toby a real-life affection meter: an ability to look at people and determine their feelings for him in numerical form. The meter had the ability to go into the negatives, and would rank people's feelings for Toby on a scale of, presumably, -100 to 100 (though its ability to track negatives is explicit as Evie's first impression of Toby is a negative one that starts him off at a score of -5 with her). Anytime one of the affection meters reaches a positive multiple of 25 Toby would earn a "Reward Spin" (he never actually has to spin, he just gets to declare what reward he wants) and he can gain a "Superpower". These "Superpowers" are usually just collections of skills, knowledge, and expertise in an area (Detective skills, medical skills, handyman skills, and cooking skills as examples), but true superpowers do exist with Toby starting off gaining telepathy as his first, freebie, power and by the end of the series he picks up another full superpower. Additionally, Toby's affection meter tops out at 100, and those who feel an affection level of 100 towards Toby are irrevocably in love with him. By purchasing this perk you now gain your very own Superhero System.

Your version of the system has key differences from Toby's. Toby's version has an affection meter that is keyed to the three campus goddesses: Evie, Gwen, and Angel and no one else. Yours is much more freeform and you can see the affection/relationship level you have with anybody. You also DO have to roll for the superpowers you get, and you have two different types of reward lists: ones keyed to romantic interests and ones keyed to platonic interests. Platonic interests give you rolls when you hit multiples of 25 (positive multiples, to be clear) and these lists of powers are the collections of skills, knowledge, and expertise, rather than true powers. Romantic affection is more similar to Toby's system, but it is filled with more true powers, ranging from psychometry to telekinesis, all the way to magic and the like depending on the jumps you have visited and will visit in the future. If a platonic relationship with someone hits 100 that signifies that the person idolizes you and views you as their closest friend, akin to a family member.

Knowledge and skill-based rewards update in future jumps and settings so if you gain medical expertise in one setting it will update in future jumps to always be relevant and cover new medical conditions and the like.

Also, like Toby you possess the necessary secondary superpowers for your abilities to not hurt you or those you care about. Aside from when the power is first given to him, as his freebie, Toby doesn't hear thoughts unless he intends to, and his super strength comes with the necessary durability to use it safely, as well as the level of self-control needed to not hurt those he cares about. And your powers actually do match their descriptions. If you were to gain super strength you'd actually have super strength, and if a power was said to give you the physical powers of Superman… You'd be Superman's physical equal.

If you wanted to empower a given power you already possess, you can choose to sacrifice a spin you've earned and significantly improve a power in every way. This is true of both knowledge based powers and full superpowers as well.

As one final boon, you can, if you wish, toggle the affection meter so that it perfectly serves its stated purpose of merely accurately monitoring affection rather than inflicting a bizarre potential mind-whammy in the form of making romantic interests fall in love with you irrevocably if you raise their affection level to 100. If you do this you essentially fix the meter so that even at an affection level of 100 people can still fall out of love with you, which matches the realities of life. This doesn't otherwise change the uses of the meter, as you still gain reward spins for positive multiples of 25, and an affection level of 100 is still a sign someone is in love with you though returning someone to an affection level of 100 does not give you more spins. And you don't have to worry about "Picking a lifelong partner" once you've hit 100 affection with multiple people.

Rich Kid

Familial Connections [100 SP | Free for Rich Kid]
This is a simple one. At the start of every jump from here on out you can pick your parents. Before you start a jump you are given a list of influential and rich families and you can freely pick one to enter as their youngest child; one who is adored by them and spoiled rotten. People will know of this connection and will react accordingly. This alone does not give you any supernatural abilities linked to this parentage, if you go to a jump where such things exist. Your family will also adore you and excuse away your bad behavior, working tirelessly to shield you from negative consequences for your actions (but that only goes as far as their wealth and influence go).

Do You Know Who My Father Is? [200 SP | Discounted for Rich Kid]
You have an important ability: the power to exploit your connections. Not only will you make sure people know who your father, or girlfriend, or best friend, or brother, or what have you, happen to be, such people are more than happy for you to bring up your friendship or connection with them. Those who care about you want you to be happy and so are very happy that even knowing them can help in some way. People will also actually believe you when you make claims about having connections to others, so long as the claims in question are true.

Villainous Gaze [400 SP | Discounted for Rich Kid]
Frank has a powerful and handy talent: the ability to tell where people are weakest. Between his sadistic tendencies, his network of hired goons, and his deep pockets, he is an annoying foe to Toby because he continually hits people where it would do the most damage. This is… a necessary skill if you're a regular person and your nemesis is someone with even low-tier superpowers. And now you also have an unnerving ability to study your foes and figure out what, if any, vulnerabilities they have. If someone is in crippling debt, you will be able to fish out how much they owe and to whom. If someone cares for a sick relative, you'll be able to figure that out with as little as a bit of intent and a few investigative phone calls. People's weaknesses will continually fall in your lap so long as you'd want to discover them and when you deal a blow to that weakness or move to exploit it plenty of people will fold immediately. Even those who have the steel will needed to not give in when you make threats keyed to their needs and vulnerabilities will be weakened by you hitting on their weak points. Your malicious vision is so intense that even your insults are suffused by this perk, making them more cutting and brutal.

In This World, Money Is Power [600 SP | Discounted for Rich Kid]
Frank is an unpleasant jerk but… Well, he's not wrong about the power of money. In a mundane, modern world, money is the closest thing to an actual superpower an ordinary person could possibly have and you have internalized this principle and benefit from it.

The power of wealth flows through you. You have an eerie ability to throw money at a problem and, if you pay enough, see the problem resolved in some way that scales to how much money you threw at it. You can offer bribes, attempt to buy someone's affections, or even pay someone to give you their job and if you throw enough money at it, it'll all work out. This is especially true if throwing money at a problem doesn't

actually make sense as a solution to it, such as if you want someone's job and are essentially offering to pay for it. This is still quite effective for more conventional stuff, like offering to pay for someone's medical treatment as a bribe to get them to do what you want. And in such cases the money you give them will guarantee a good ending for such problems, allowing efforts by you to do things like help people out of a financial jam to bear fruit, which will improve their loyalty to you.

This comes with three benefits. The first benefit is that the more money you have the more things just get… smoothed out. Life is really convenient for the rich, and this is true for you more so than for other people. This starts off small, like needing to find a nerd who you can pay to do your homework for you and grows the more money you have. After all, in this world talented people don't make their own money, they work for you and with enough money you own them. Their dignity included.

The second benefit is that you can rest assured that those you pay will do your bidding loyally. If someone accepts your money they will do as you ask and not grow a conscience at the last minute or accept someone else's offer and then turn around and betray you, potentially even snitching on you, instead of doing what they agreed to do. This is true even if you phrase your bribe as a gift. Everyone knows what you're after and if they take your money they'll see to it that the job is done right. Money maybe the root of all evil but it's truly the solution to so many of your problems. This goes all the way down such that your regular employees are incredibly loyal to you and willing to do what you command them to do. If something goes against someone's code of ethics you understand their price and know how to get to give them enough money to do it anyway.

The third benefit this perk provides is that it allows you to sense how much money you need to solve any given problems you may encounter. You can, with a bit of focus, determine the prices people have for their scruples, and you understand how to get them to stop and listen to you so you can make your offer. And everyone has a price, though for some people that price is wildly higher than it is for others. Not everyone values money over morals but people aren't stupid enough to reject offers of truly obscene wealth. At least not when you make such offers, if you're serious about them.

Campus Goddess

Goddess Part of "Campus Goddess" [100 SP | Free for Campus Goddess]
The three hottest girls on campus are known for many reasons but the simplest reason is that they are hot. You are now a peer to them, more than enough to be their equal in terms of aesthetic attractiveness. This is true regardless of your gender or sex. You are, quite simply, extremely attractive. You can decide the specifics of how this manifests yourself, but you will find that you are a certified heartthrob regardless of your gender and/or sex, and people of your preferred gender(s) will certainly notice your aesthetic attractiveness.

This also makes you exceptional when it comes to things like seduction, allowing you to be more than a pretty face or a hot bod, but allowing you to… entertain those whom you make the target of your romantic interests and pursuits.

Campus Part of "Campus Goddess" [200 SP | Discounted for Campus Goddess]
Between the family and money problems, Gwen mentions when the three goddesses are asked by Toby to explain why they choose to live on campus instead of renting apartments off campus, it is very likely that the three heroines have scholarships tied to their academic performances and excellence in their fields of study. While this is never made explicit in the series, you are still going to be their presumed academic peer, a stellar student who is easily able to make phenomenal grades and is a shoo-in for scholarships and competitive prizes. If you cared to put in the work, you'd easily be able to pay your own way through college via scholarships and other forms of monetary academic rewards.

You're also capable when it comes to areas related to your chosen field of study. Evie (The "Firecracker from Athletics") is both a capable martial artist and a remarkable chef, Angel (The "Siren from Computer Science") is a competitive gamer on the rise, and Gwen (The "Sweetheart from Finance")… Well, Gwen's secondary skills are sadly never shown. That said, you find that you are quite capable when it comes to things that are linked to your field of study even if only loosely (the link between athletics and cooking isn't THAT much of a stretch but the link definitely is a loose one). So if you were a business major you'd be quite skilled at marketing, if you were an actor you'd find that you have a remarkable singing voice, etc. The better you are at your chosen area of academic excellence (which you can change out once per jump) the better your skills at all loosely related areas.

Damsel In Distress [400 SP | Discounted for Campus Goddess]
A campus goddess in need? Say it isn't so?! Well from here on out when you're in need people who are attracted to you, and people who care about you in general, will invariably find out and move to aid you. The urgency with which they move to help you out will scale to match the problems you're facing so if you go hiking in the mountains and get in an accident, you won't have to endure the wild for days, desperately hoping someone remembers your past as an experienced hiker and comes looking for you when you go missing.

The overall competence and luck of those who come to help you will scale to match how attracted to you/how much they care about you (and if such conditions both exist in one

person the boost stacks) and such figures will find their ability to work together buffed as well. These buffs are also positively affected by how much you like those coming to help you, as well as how attractive you find them. If you have enough fans a lot of tricky situations can be overcome with just this…

A True Campus Goddess [600 SP | Discounted for Campus Goddess]
Colleges are hotbeds of romantic and sexual activity. Hormones are racing and it is very easy for things to get hot and heavy at the drop of a hat. It… is not a great idea to give a horny college student access to a system that, at the apex of its power, inflicts a mind-whammy on someone that makes them fall in love with somebody "irrevocably". Thankfully, you are flatly immune to this kind of shenanigan.

You are completely immune to any effort to mind control you and/or unnaturally influence your heart, mind, and soul, and you can freely share this immunity with others, freeing them from mind control of any sort with as little as a spoken word over the phone and the intent to free them of even suspected mind control. You will always be aware when others try to exert control over your mind and consciousness and automatically reject such control (though, if for some reason you'd want this you can toggle this off but you're always able to toggle it back on). You also know the precise mechanism through which someone is doing this, whether it's via alcohol, drugs, magic, or even some sort of bizarre "System", your mind, soul, and heart are and will always be yours. You're also protected from efforts to coerce you into doing romantic and/or sexual things you wouldn't want to do via more mundane means and such efforts will not only always fail they'll backfire explosively, with the results scaling to match how horrifying the thing they want you to do is, coupled with scaling based on what they are doing to try and coerce you. Someone who wants to go on a date and offers to pay off your student loans will get humiliated and some of your student loans will get paid off. Someone who wants a kiss and threatens you at knifepoint will be arrested and you will benefit in some meaningful way from their arrest. If they desire worse things and resort to worse means… Well, they'll get their just deserts and you'll be paid a karmic price for enduring their grotesque affections.

Any of your efforts to move against people who have done such things to you will be tremendously magnified. This also applies if you decide to help out others who have suffered from such vile predations. You can share this perk freely with others, and they, in turn, can share it with others themselves.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 SP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Undiscounted

Universal Scholar [50 SP]
This jump has a bit of a background focus on academics. Such things are handy for jumpers but not everyone is receptive to someone flashing a master's degree from a mundane university that locals in a different jump have never heard of… Until now.

This item is a degree universalizer that causes people to accept and understand your academic degrees in future jumps. This essentially fiat-backs your education and makes it so that people will always react with appropriate awe when you show them your degrees. This is retroactive as well as applies to degrees and academic distinctions you earn in the future, and has one final nifty bit in the form of it causing your education to update in future jumps with your level of knowledge and experience in any and all fields you are educated in when you go to jumps past this one, auto-updating to always be relevant and as thorough as when you first attained a given degree in new settings. You can, once per jump, share this once with someone else to give their education similar protections.

Broke College Student

A Convenient Job Offer [100 SP | Free for Broke College Student]
Part of what happened to help Toby take advantage of his new system and affection meter was his laughably convenient job offer: to become the dorm manager. You, like Toby, will now always start a jump with a truly convenient job offer: one that is surprisingly, nonsensically low pressure, puts you in close proximity to attractive members of your preferred gender, and that will somehow never get in the way of your social life while paying you well and is easy. What EXACTLY this job offer is, and what it entails, will depend on you, taking into account your perks and interests, but it'll always be available at the start of a jump and if you choose to not accept the offer there'll come a point in the near future when you get a similar offer. With this you'll only ever be unemployed if you want to be.

Your Dorm [200 SP | Discounted for Broke College Student]
Congratulations dear jumper, you're a dorm manager now! This item is not a dorm manager job offer but, in all actuality, a dorm itself. In this jump. You are somehow the owner of a dorm that serves as a potent lure for beautiful, attractive, and patient members of your preferred gender. In future jumps this dorm transforms to take on an equivalent form, with a very simple transformation being that this dorm detaches itself from any academic institutions and becomes a simple apartment that happens to be located near a university. This place maintains itself, people living in it find themselves quite happy, it will always earn you a nice profit (even in this jump), and there is a pleasant dorm for you in it as well.

World's Best Phone [400 SP | Discounted for Broke College Student]
This is your cellphone, jumper. It is indestructible, has infinite charge, can call anyone else with a phone, and if lost it will appear in your pocket the next time you need it (and you'll not have missed any phone calls or text messages you'd want to receive). This phone is also always recording in crisp, crystal clear quality whenever you'd want it to, even if it doesn't make sense, and this is especially true when you have a chance to record someone confessing to something awful so you can humiliate them with what they themselves said. The final neat aspect of this phone is that you can use it to give someone their own version of the Superhero System, though you can only do so once per jump or once per decade, whichever comes sooner. If you were to be generous enough to do this you'd gain reward spins whenever they do in exchange for this generosity, but if you don't have a Superhero System and you do have this then you can instead get a nice payment whenever they get reward spins. This option is also available if you have the system and would rather get paid whenever someone gets a spin.

Rich Kid

Fancy Sport's Car [100 SP | Free for Rich Kid]
This is a simple item: a luxurious sports car that people would kill to have the opportunity to drive or be driven in. It is a perfectly durable, self-repairing, self-refueling, that never needs maintenance and will never cost you anything, sports car in a color of your choice, that you instinctually and perfectly know how to drive. People don't question that you can drive this car and even if you get pulled over for driving recklessly people won't question how you can drive so long as you're behind the wheel of this bad boy. When you approach people you find attractive and offer to drive them around they are more open to your advances and any romantic actions you do while in the car are better received then they otherwise would be.

Head of the Local Gang [200 SP | Discounted for Rich Kid]
This item is, essentially, a fiat-backed gaggle of goons ready and eager to do violence on your behalf. They are standard people by the standards of wherever you go but they are brutish, intimidating, loyal to you, and can fight as a group with surprising skill and finesse. These individuals can also be upgraded via investing money in them which will make them permanently stronger and give them abilities keyed to the jumps you've been in. And no one here will be taught anything by a foe, which means you don't have to worry about anyone opting to value friendship or the like over your commands.

What Makes The World Go Round [400 SP | Discounted for Rich Kid]
Money. Frank has a lot of it. His family's feats include paying half the taxes in the city, and paying for the campus library. Frank himself said that he can spend more than $50,000 a day, and he made an offer to the campus goddesses to pay them 100,000 dollars a month to be his girlfriends. That comes out to over $3,600,000 a year. You have more money than this, gaining a stipend that comes out monthly that amounts to $8,000,000 a year (a stipend that gives you a little over 666,666 dollars a month). While you can use this money for anything, it is incredibly effective as bribes and as money you use to gain romantic affection, both in ways like offering it directly to romantic interests or as using it to pay for dates and gifts. Your pockets are deep, jumper.

Campus Goddess

Packed Wardrobe [100 SP | Free for Campus Goddess]
This is an incredibly stylish wardrobe that is packed with clothes that convey your personality to others. When you wear the clothes in here people will get an immediate sense for, if not who you are then at least who you want them to think you are. These clothes are always clean, comfortable, and self-repair, and you have plenty of them from clothes for going to class or work to workout outfits, all the way to more… charming clothing. Having family problems, and money being tight, won't stop you from looking cute, jumper. This wardrobe updates in future jumps to have appropriate clothes that still convey your personality and look good.

Gamer Gear [200 SP | Discounted for Campus Goddess]
This is a small set of state of the art gaming gear, which comes with the latest games, that improves the skills of those who use it. With this even a noob can play on par with a ranked player, and a ranked player can find themselves quickly topping the leaderboards for whatever games they play. Equipment here is unbreakable, always works, and is always connected to the internet, meaning even in a power outage you can continue to practice!

Scholarship [400 SP | Discounted for Campus Goddess]
Given the prevalence of family troubles and how tight money is, it's pretty sensible to question how the campus goddesses are… Well, going to class in the first place. This right here is the answer. This is a full-ride scholarship to the college that the girls all seem to benefit from, covering food, housing, and any and all academic costs. And you have one too! In this jump this scholarship is keyed to this institution but in future jumps it is keyed to any and all educational institutions you enroll in, applying automatically. Your education, dear jumper, is free! You can give this to someone else once per jump or once per decade (whichever comes sooner) and it'll still work for you even as it works for them. With this you can free someone from some of the most stressful bits of college life: worrying about paying back academic loans. This is an incredible gift, jumper, use it wisely.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend SP to import companions into this jump, giving them 600 SP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 SP per person you do this for, or you can spend 200 SP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 SP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 SP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Leave When The Plot Ends [0 SP]
This toggle allows you to leave when the story ends. Precisely what that means depends on your origin; College Students need to deal with Frank, Campus Goddesses need to see Toby's story through to the end, and Rich Kids need to deal with Toby. If you take this and any drawbacks that extend your stay or make leaving conditional then you need to resolve them somehow before you can vanish.

Self Insert [0 SP]
By taking this drawback you can choose to insert into the jump as someone to whom your chosen origin corresponds: College Students can choose to become Toby, Rich Kids can become Frank, and Campus Goddesses can become Evie, Gwen, or Angel.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you

get a full 800 SP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

AI Dialogue [100 SP]
Oh no, everyone here talks like an AI wrote their words for them! This won't cause there to be any significant changes to the meanings of what they say, but this affects everything from word choice to actual delivery of words, so expect this to be a common and annoying thing in this jump.

Worst Impressions [100 SP]
Toby has incredible luck in a very specific way; people tend to give him a remarkable level of grace. At the start of the series he catches Gwen's panties and only one person internally remarks on how weird it is that it takes him a goofily long time to give them back to her due to him spacing out as he first adjusts to having superpowers. People will NOT give you the same grace. This, of course, only matters if you're doing odd things that seem questionable but it can be nasty if you are.

Accusations [200 SP]
You frequently get accused of things based on even flimsy pretexts. This can range from you getting accused of favoritism because you spend an admittedly weird amount of time with a classmate of your preferred gender, to someone taking something out of context to make you seem vile. I hope you have the truth, and preferably a system, on your side.

Real Student Sh!t [200 SP]
Oh no, now you have to actually be a student for the duration of your time as a student. You are automatically enrolled at the college and cannot skip your classes or rely on perks and the like that resolve such things for you, having to actually do your work. You cannot leave this jump without a college degree and you cannot use perks or items to shortcut getting that degree though perks that merely help with such efforts such as learning boosters and items that help you study are all allowed.

Wrath of the Rich Kid [400 SP]
You have earned the ire of a well-connected, deep-pocketed sexual harassment gremlin and he is determined to see you brought low. What's worse is that any attempts to just kill him will straight up not work. He can be dealt with, legitimately, but he is stubborn, lucky, and has access to an army of lawyers and the like. You'll have to get him to fail so profoundly that he can't buy his way out. There ARE bastions of integrity in this world who, if exposed to Frank's bullshit, will remove him from the playing field altogether…

Financial Problems [400 SP]
You are in real, significant financial trouble and you had better resolve it or else there will be meaningful consequences that directly affect your goals. This is such financial trouble that it overcomes however much money you have via fiat-backing, to the point that the problems can shift into you owing specific things to people rather than you owing them a specific number of dollars. The worse your financial problems are the stronger your foes become and the unluckier you happen to be.

Your Foe's Superhero System [600 SP]
Well this sucks. Regardless of whether or not you have a superhero system, someone who hates you does and they're ready to use it to bring you low. This can be Frank, it can be Toby, it can be one of the campus goddesses, hell it can be the mayor if you want, but someone has it in for you specifically and has the full superhero system. They'll be a real problem for you if you aren't careful, especially since you don't know they have the system (and will forget taking this drawback if you take it). If you want you take this drawback more than once but each time you take it you guarantee that you make a new foe and you only get 400 points after the first time you take it.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes
-Changelog: I started this jump on June 6th, 2026. A small snippet of it, the Broke College Student's perks, were shared to some places on June 7th, 2026. The completed jump was published on June 8th, 2026.
-This is my first Dramabox jump. My partner is very into Dramabox stuff and this is a series of theirs that, for all of its silliness, is pretty original and is less cliche-filled than most of their more straightforward romance stories filled with karmic comeuppances and werewolves, billionaires, vampires, and the like.
-I've seen different websites use different names for this series but I used the name that shows up on the IMDB page.
-You can see the entire series from start to finish here.
-So for anyone curious about the goofy script for this series, it seems that Dramabox loves to blend AI into their… whole deal, really, such as their script editing, which is certainly a choice.
-If you're curious about why the origin flavor text for all three origins includes cultivation stuff it's because cultivation ideas and the like wildly colors this series. It's actually one of the more charming aspects about the script. A lot of Dramabox's stories take on the basic ideas of cultivation stories and frame them in ways that are pretty easy for American audiences to understand, flavoring them in modernizations and the like. And there's something really fun about a live action system story.
-Toby's canon reward spins do change over the course of the series. His final pick, Super Strength, replaces Handyman Skills, though this may well be an editing error as none of

the other skills get swapped out with new ones when Toby buys them and at no point in the series is this change noticed or acknowledged by Toby. Still, I'll allow you to weaponize the goofy continuity errors to your benefit as a reward for coming here. This thinking also influenced other perks and items as well. It is very evident in the perk to actually get the superhero system but I think the improvements I made made it feel altogether more worth it.
-The canon powers don't seem ALL that strong. Toby gets the "Physical powers of Superman" during the finale and struggles against one normal guy holding a chainsaw but when he grabs the chainsaw by the blades it does nothing to him which is a little neat. I suspect this is both because of goofy editing and also an effort to not have to do anything visually impressive, filming wise, with the power since Toby's other superpower is not one that requires filming tricks. His telepathy works as powerfully as it should, allowing Toby to hear thoughts some distance away and in the beginning it works without active intent which is a funny curiosity.
-No harem perks. I thought about it but there's actually no harem ending in this one. I DID remove the dumb clause about the system asking you to find your lifelong partner though, which itself further solidified the idea of the system as sleezy and unethical, which was weird because if you ignore the title of the series the system seems neutral as until you hit an affection level of 100 with someone it didn't affect relationships at all, it simply quantified them, made you aware of the quantification, and rewarded you with superpowers for improving your relationships with other people.
-My hope was that this would make a decent first jump. I think I succeeded.