Generic Ability Battle Jump

Created by: u/TheHyperDymond
Editing by: u/Hyperion_Industries

Ever seen one of those stories where the main characters all have a Special Ability? Some unique talent or power which allows them to get ahead in a battle, of which there are many? They have to use these Abilities creatively against their enemy's Abilities, usually in one-on-one encounters (even if their allies are nearby). These stories are Ability Battle stories, and this Jump allows you to create your own Ability and enter your own Ability Battle Setting!

Before we get started, this Jump can be used as a Supplement:

[Free] Supplement Mode Toggle

You can take this Jump as a Supplement to a Jump which would count as an Ability Battle Setting. To count, they don't necessarily have to "battle" in combat, but they must use their unique abilities to beat each other at something, usually only two or three people Battling at a time. Most superhero shows like Young Justice do not count, because for the most part, the combat is fast paced, and has many attacks which land while doing minimal damage (like shooting many laser blasts or landing punches that only chip away at the enemy). My Hero Academia on the other hand *would* be an Ability Battle because they must use their Abilities creatively to succeed, and their attacks usually do a lot of damage to each other, only requiring a few successful attacks to defeat most opponents. Use your judgment accordingly.

You can use this Supplement to create an Ability instead of using methods from the Base Jump (i.e. creating a Quirk via this Supplement rather than using the Jump's method) and you will count as having that Ability for any requirements in the Base Jump. You can pay **200** CP to be

allowed to purchase both an Ability in the Base Jump and the same kind of Ability via this Supplement. It is **Free** to do so if it's normal to have multiple Abilities of that kind in the Jump. Getting a Drawback in the Base Jump which restricts you from having the Jump's Ability (such as the "Quirkless" Drawback) will also lock you out of the Ability you get in this Supplement (at least while the Drawback is active).

Normally this would be a toggle in the Drawbacks section but it's important to set the stage upfront with this Jump, especially since the later sections of this Jump are quite in depth. If you are ever confused about something and it isn't immediately clarified / explained, you can probably find it in the **Notes**.

Take **+1000** CP for your journey.

Ability Sources

There are many different sources for Abilities throughout fiction. Choose from the following list one or more Sources for your Generic Setting's Users. If you are using Supplement Mode then simply mark down in your mind which ones apply in the Base Jump (even one example would count). You can pick an Ability Source for yourself from the available ones in the Setting or pay **200** CP to have a unique Ability Source no one else in the Setting has. You can also assign different parts of your Ability to come from different Sources, assuming that it makes sense.

Biological

Your Ability comes from your biology.

Biological: Genetic

Your Ability comes from a specific gene or genetic sequence (i.e. Mutants from X-Men, Quirks from My Hero Academia, Metahumans from several things).

Biological: Alien

Whether or not you are a space alien, you aren't human, and your species gives you access to special powers. If you choose this as your Ability Source, it will be relegated to an altform. You will also get **+100** CP for that.

Biological: Symbiotic

Your Ability is a result of a symbiotic relationship. You have a virus, parasite, symbiote, or other creature which lives inside or attached to you and grants you your Ability.

Biological: Innate

Your Ability is Innate to your body. This means that anyone / anything in control of your body can use your Ability.

Mental

Your Ability comes from your mind.

Mental: Impossible Skill

You have a skill which is so honed that it does things which are simply physically impossible (i.e. being so intimidating that people can't recognize your presence, being so skilled with a sword that you can cut through any material, being so skilled at stealth that you can stand right in front of someone and not be noticed etc).

Mental: Technique

This is a special skill or technique which uses some supernatural / superhuman component to manifest various effects (i.e. Naruto Jutsus or magic spells in various Settings).

Mental: Psychic

You can manifest supernatural effects using only your mind and some effort.

Mental: Universe Exploit

Certain Settings have strange rules and metaphysics which can be exploited by the intelligent. You now know some eldritch truths about the universe which gives you special authority over the world around you (i.e. Professor Paradox from Ben 10, users of the Anti-Life Equation in DC, and a lot of SCPs who use certain ideas or dances to achieve anomalous effects). Taking this as your Ability fiat-backs that exploit in future Jumps.

Mental: Innate

Your Ability is Innate to your mind. Whoever has your memories and mind (such as a clone, or a brain scan) can use your Ability.

Spiritual

Your Ability comes from your spirit / soul.

Spiritual: Bestowed From On High

Your Ability is granted to you from a higher power of some form, whether that be god or demon or just a person with an Ability of their own. Taking this as your Ability allows them to continue to give you this Ability in future Jumps as if they were there. They are not really watching or anything but if there were conditions attached to your power then those conditions will revoke and regrant your Ability according to their judgment. You can pay **200** CP to remove the auto-removal and regranting in future Jumps, making it wholly your own.

Spiritual: Magical

You have been enchanted in some way, and/or have access to a special magic. You have a unique power due to this.

Spiritual: Innate

Your Ability is Innate to your soul. Whoever has your soul within them (such as stealing it or perfectly copying you) can use your Ability. Hopefully you aren't getting your soul stolen anyways though.

Itembound

These Abilities are bound to an item. Gain **+300** CP if your Ability is from this section.

Itembound: Enchanted

Your Ability comes from an item which lets you use the Ability while it is equipped (i.e. Mjolnir in Marvel).

Itembound: Magical Girl

You have an item which allows you to transform into an altered state. This altered state has an Ability (i.e. also Mjolnir in Marvel? I don't know how Jane Foster Thor works).

Itembound: Drug

Your Ability is granted to you by using a drug, food, or other consumable substances (i.e. Bioshock powers since they need to be recharged with Eve). Abilities which are awakened by a substance but can be used freely afterwards do not count.

Itembound: Technological

You get your unique Ability from some form of technology like nanomachines or an external device. Abilities which are awakened by technology but can be used freely without technology do not count.

Innate: Fiat-Backed

[Requires and upgrades one of the above Innate options]

Abilities whose Sources are Innate already rely on Fiat-Backing to function, operating without any observable cause, but by taking this, these Innate Abilities now have heavy-duty Fiat-Backing attached to them. This means that they cannot be taken away, suppressed, or altered by anything which is not also Fiat-Backed (i.e. Perks, Drawbacks, and other Users of **Innate: Fiat-Backed** Abilities).

This costs **400** CP instead of **200** to select for your Ability if it is not one of the Setting's Sources. This cannot be selected as one of the Sources for the Setting if using Supplement Mode.

Generic Setting Options

Here are options for crafting your Setting. Skip this if you are in Supplement Mode obviously. You can choose to be a Drop-In or have a history in this world. You can also choose for your Setting to match a pre-existing Ability Battle Setting, assuming that such a Setting doesn't already have a Jump. If you do that, you must pay for the appropriate options in this section and then treat options in this Jump outside of this section which require or are incompatible with Supplement Mode as if you are in Supplement Mode.

Time Period

The time period (among other things) of your world.

Fantasy/Medieval

Your standard isekai-ready fantasy setting. Either that or a more realistic medieval world if you don't mind the lack of plumbing or hygiene. Works best thematically with Magical Abilities, but you can have plenty of genre bending Ability Sources instead if you want to be creative.

Examples include Konosuba, Monty Python, Elden Ring.

Renaissance Era

Right at the moment when safety, food, and water were starting to become easy, luxuries started to become available. One of those luxuries was the ability to think critically around the world around them. You arrive right in this boom of creative thinking. Who knows whether Abilities will create new opportunities for creativity and expression, or be shunned for their heresy in this uncertain time.

Examples include Assassin's Creed (some of them anyways), Beauty and the Beast (maybe?), and probably some historical fiction or something, I don't know you probably wouldn't know if I had named dropped one anyways, most stories of this style fall under the below category.

Steampunk

The late 1800s, leading up to WWI. This is the era of the industrial revolution and its clash with the classical societies that came before. In more realistic modes, it's dirty, brown, bad for your health, and full of class warfare. In more fantastical settings, it's full of hope, sweet steam-driven technology, airships, and class warfare. Please note that this does not include WWI.

Examples include Frostpunk, Guns Of Icarus, Around The World In 80 Days, and the 'modern' portions of Disney's Atlantis.

Great War/WWI

The beginning of the modern era, for better or for worse. The Great War marked the introduction of fighter planes, repeating weapons, gas attacks, trench warfare, and now, something entirely new. However, in places other than Europe, businesses are thriving, the quality of life is improving drastically, and everyone is getting richer by the day.

Examples include All Quiet On The Western Front, This War Of Mine, and The Great Gatsby.

WWII

The war after the one that was supposed to end all wars. World War Two rescued the USA from the Great Depression, and knocked Europe off its newly-recovered feet. This time united against the clearly evil Nazi regime (and also Italy), the world fought a war filled with hope, determination, and near-modern technology (that means this is where you can punch Nazis in the face with a fireball!). The end of this war signals the beginning of the nuclear age and the Cold War, and the beginning of the Baby Boom in America.

Examples include– well, if you need examples for WWII content, you're a bit behind in your history classes.

1960s-80s

The Cold War era and the time of the space race between the USA and USSR. Multiple proxy wars happen during this period, including the wars of Vietnam and Korea. This is a time of public and political upheaval, and a new age of thinking and exploration.

Examples include Hidden Figures, Apollo 13, Full Metal Jacket, and M*A*S*H.

1990s-Early 2000s

The Berlin Wall just fell. The world is going through some tough times. But you don't care, because the newest episode of Pokemon is on the air and you can't afford to miss it. The 90s was a time, and a lot of other important things happened then I'm sure. The aughties have 9/11. Hopefully you can improve this world with your special Abilities.

Examples include Men In Black, Wayne's World, Home Alone, and Independence Day.

Modern

Ah, the present! This is now. You know now, right? You live here, I would hope. If you don't, please call us. Seriously though, here's your urban fantasy, have fun.

Examples include Breaking Bad, Gravity, and outside your window. Maybe go out there some time, touch some grass, it helps.

Atompunk

The age of SCIENCE!!! And big men with ray guns shooting other big men with ray guns. Atompunk is a sci-fi setting based around the subversion of the hopes & dreams of 50s thinkers into something darker. But not too dark.

Examples include Futurama, The Outer Worlds, Fallout, and Hitchhiker's Guide To The Galaxy (Film).

Near Future

Much like the modern era, but with some leeway in technology. Some technology that would normally belong in sci-fi is available but not enough to have significantly changed how the world works quite yet.

Examples include The Martian, MCU Earth, Detroit: Become Human, and Portal / Half-Life

Cyberpunk

The dark, neon version of the Near Future. Cyberpunk is a setting filled with corrupt oligarchal corporations, cybernetic augmentations, questions about a person's sentience, and complex plots to overthrow the system.

Examples include Blade Runner, Neuromancer (technically), Cyberpunk 2077 (obviously), Deus Ex, and Ghost In The Shell.

Sci-Fi

This is the section for things set in the far(ish) future, with wacky new technology, commonplace space exploration, new societal norms, and more! Whether your Setting has settled down after many years of this new normal, or is still in the turbulent stages of expansion, there is an endless universe now open for you to fight in.

Examples include Star Wars, Star Trek, Battlestar Galactica, Alien(s), Gundam, and many many more.

Ability Distribution and Potency

You may be wondering about the distribution of Abilities within your Setting, and how to determine the power level of these Abilities. We'll go over the potency (how many Users in your Jump are how powerful) in more detail later, so don't worry about it for now. Here, you can decide the distribution of your Setting (how many people have Abilities).

Choose one option below for the amount of Users in the population of your Setting. The options shift from percentages to specific ranges halfway through so that it's easier to understand. For Settings with significantly higher populations (usually Settings with the **Interplanetary**/**stellar**/**galactic** Drawbacks) assume that the later ranges are proportional percentages (out of ~8 Billion) except for **50-20** (so **>50 Million** would actually be 1% of your Setting). For Settings with significantly lower populations (usually **Fantasy/Medieval** but also certain Settings with the **Post-Apocalypse** Drawback) use the exact ranges as well as applicable percentage ranges (i.e. if you have a total population of 5000 and you have 4000 Users, get points from **≥80%** *and* **≤10,000** for a net **+300**).

≥80% [+600]

An overwhelming majority of the population has some sort of Ability. The ones with no Ability are a minority, if they exist at all. This can be really dangerous unless the vast majority of Users are not a threat to you, and even then, numbers are often more important than potency when determining danger. On the other hand, society may have adjusted quite significantly to account for this, and it will probably be a lot easier to blend in. If everyone is exceptional, no one is.

≥50% [+400]

Users are still roughly the majority of the population but non-Users are no longer rare. Abilities are now just one of the many ways to split people into categories. This has similar difficulties to the above, as there are (in an Earth-like Setting) billions of Users out there.

≥25% [+300]

Non-Users are the majority but there are still enough Users that it'd be pretty normalized. Most family households will have a User in them (assuming the distribution is random). Society adjusts to the presence of

Abilities, although it wouldn't be something you could be assumed to have.

≥10% [+200]

It's likely that the average person will be close to twenty to forty Users at any given point in time (assuming the distribution is random). However it is now an uncommon enough minority that discrimination is more likely to form, either for Users as an elite or against Users as a dangerous group.

>50 Million [+100]

This gets down to about 1% of the population. This makes having an Ability truly rare. 1-in-100 is rare enough that it would be safe to assume almost anyone you meet on the street is normal, but it's still enough that there would be hundreds in cities, and dozens in rural areas.

50-1 Million [Free]

The Free, default option. At this level, Users are incredibly rare, being less than 1% of the population. About one in a thousand people have an Ability. There will be plenty of variety in Abilities and (assuming random distribution of powers) a huge range of different personalities and backgrounds in Users. Assuming a User count around the middle of this range, you could fill New York City three times over with just Users. Society is well aware of Users and many probably have strong opinions (well-informed or otherwise) in either direction on the subject. Good luck and have fun.

<1 Million [100]

This becomes closer to one in ten thousand people. Most people will only meet enough Users in their life to count on their hands (assuming random distribution). There's a much smaller chance to run into Users, let

alone dangerous ones. You'll have to deal with a lot less people than the above option but there will still be many many Users.

≤100,000 [200]

The Amount of Users in the world is about the population of a small city. It is quite unlikely even for a Jumper to meet all of them in only 10 years. There are just barely enough of them that Abilities are unlikely to be kept secret even if Users were to try to. In modern times, there would be only barely enough of them to form a small internet community.

≤10,000 [300]

The amount of Users is about enough to fill a small town, assuming they were all in one place. You'd have to really push it to meet everyone at this point but it's still possible. There are quite a lot of them, more than there are billionaires in the world, but in the grand scheme of things a normal person is almost never going to meet a User.

≤1,000 [400]

The amount of Users in the world is now quite small, though just large enough that you wouldn't really end up meeting them all unless you wanted to. Still, it's small enough to likely not be understood, with Users being a supernatural and strange occurrence. Or perhaps the process is well understood, but either way, they are very very special.

≤100 [600]

There are only a handful of Users in the world. Those who are public are likely viewed as global celebrities, whether well-received or the target of infamy. You'll meet all of them by the end of the Jump, though probably some less personally than others. It'll be easy to keep track of everyone at least, though you'll stand out more than ever if you reveal yourself as a User.

50-20 [800]

Now there are a small enough number of Users that you'll probably know them all personally by the end of the Jump. This is hypothetically better, as there are less Users to keep track of, and less chances for team ups and chaos. However, it also means that everyone will know each other quite well. If you are the heroic type, expect to inevitably conflict with the (likely powerful) less than moral Users. While if you are the morally gray type, expect some resistance from the (likely powerful together) heroic Users.

Mood/Tone

This sets the general *feel* of the Setting.

Slice of Life [-800]

A much *much* nicer version of the world. Stakes are much lower, and contentment is much higher. This means that generally Battles will have non-lethal conclusions. The toonforce is turned up slightly to suit the comical damage. If you try to exploit the fact that you're not likely to die to become way more powerful than you would otherwise, you will become the butt of the universe's jokes and may even be an exception to the no-killing rule.

Noblebright [-300]

Your world is generally pretty nice, and any old protagonist worth their salt can go out and change it for the better if they worked hard at it. Whether this means a low stakes world like Pokemon or a quite high stakes world like... well, Pokemon, you'll generally be having a good time. This isn't plot armor, and people can still die so don't get cocky that the world is nice.

Nobledark [-0]

Things are kind of rough in your world. Things are tough for the average citizen, perhaps even dystopian, but there is hope. Things can change quickly if the right people step up to save the day. Good if you want a struggle to conflict against but otherwise pretty balanced.

It Is How It Is [-0]

There is no special modification to the mood / tone of the Setting. It simply ends up however it ends up.

Grimbright [+50]

Things are pretty good in this world, but they've stagnated. Things have been the same for a long time and it would take someone of ridiculous power relative to the rest of the Jump to make any large scale permanent change. Though this may not be a bad thing if you don't mind not accomplishing much during this Jump and would rather ride out the good vibes.

Grimdark [+400]

The worst of a bad situation. This world of yours is at best somber, at worst nightmarish. If that wasn't bad enough, it'll be a struggle to get anything to be less awful. Whether it's because of the huge scale of the world, the impossible power of oppressors, or simply fate conspiring to make efforts moot, nothing short of almost Jump-stomping power will be required to actually change things significantly.

Grimderp [+600]

Normally, a Setting being Grimdark means that it's a generally terrible place to live, but it's still terrible for understandable reasons, and there will still be people around trying to do good, even if they can't make much progress. This instead makes the Setting you're in an awful place not because circumstances or bad luck made it so, but because almost

everyone is comically evil while believing that they're perfectly justified in their actions. Entire populations will be slaughtered to prevent a single person from revealing a secret, and cities will send in waves of unprotected fools instead of trained firefighters to rescue people from burning buildings while believing that that is a reasonable action, to give a few examples. In essence, the world sucks because everyone is completely idiotic, which will make it a lot harder to live a peaceful life here if you ignore the problems, and make it a lot harder to fix the problems since most of the people in the Setting don't want to be helped. The only exception to this being you and your Companions (I'd hope), and the suffering and helpless of your world.

Setting Drawbacks

These count as Drawbacks and aren't actually distinct in any ways from the Drawbacks in the Drawbacks section. The only reason these are up here is for your convenience, so that you can design your Setting all at once rather than having to rethink the whole thing when you get to the Drawbacks section. You're welcome.

Post-Apocalypse [+50]

Your Setting now takes place after some form of calamity. Be it zombies, evil AI, atomic annihilation, global warming, or some other disaster, the apocalypse has ended society as we know it. Perhaps the embers of civilization have begun to re-emerge over time or maybe you start off right after the apocalypse has properly ended civilization. Either way, it'll be a lot harder to survive without the comforts of society. This gives **no points** if paired with **Slice of Life** or **Noblebright**, since things are presumably going a lot better.

Free Will [+50, Incompatible with Determined Fate]

This Drawback enables free will (by some definitions). Within the bounds of actions which you would find acceptable, with actions that you like more being weighed higher, every action which you take (including speaking, phrasing, gesturing etc) is randomly determined. This allows you to have made different choices. The reason this is a Drawback (excluding any philosophical issues you may or may not have with this) is that everyone in the Setting has this same property, except their choices branch off into alternate timelines. This spawns forth an unimaginably vast amount of alternate (usually only slightly different) timelines. This also means predictive Abilities will never be 100% accurate.

Alternate timelines won't be accessible by normal people. The only way to interact with these timelines is by Abilities which can access them which are quite rare and vary in how they actually make use of the timelines (though there will be at least one User you meet with such an Ability). There will not be alternate versions of you. You will simply follow one of many timelines, with all timelines which split off from yours having you seemingly vanish. If your Ability takes advantage of there being alternate timelines, then this gives you **no points**. If you want it to be fiat-backed into future Jumps (though only those which don't specify how their timelines function), it costs **50** CP.

Free Will For Thee But Not For Me [Free, Requires Free Will, Incompatible with Jumper: Into the Jumperverse]

In case you don't really like that version of free will for whatever reason, you can turn on determinism for only yourself.

Determined Fate [+50, Incompatible with other Time Travel Drawbacks]

This Drawback enables a particular flavor of determinism. The timeline is completely set in stone, with every action taken by every individual being the one which they most want to take at any given moment based on their personality, sobriety, and current understanding of

their situation (barring any mind control or similar). The reason this is a Drawback (excluding any philosophical issues you may or may not have with this) is that on top of determinism, fate is now a real thing in this Setting which is impossible to subvert. For example, if an Ability can see the future in some way (not a prediction but actually seeing into the future), then that future is guaranteed to happen no matter what. Attempting to subvert the future will only guarantee it. No one will ever have a vision which would make itself not come true, as this would be paradoxical and will not happen via logical necessity alone (no fancy time influencing or implied mind control involved). If someone went to a fork in the road and planned on going the opposite way that their vision said they were going to go, they would not be able to do so. Either they'd change their mind or something more important would come along or they'd drop dead from a heart attack if it came down to it (though under most situations, they'd just never have the opportunity to subvert their own fate to begin with). Again, this is via logical necessity rather than mind control or luck manipulation. Events will simply never have started to progress in a manner where fate would be subverted. Time travel works in the same way, with "changes" to the past having always been that way, and time travel sometimes even causing itself. Don't worry about being forced to do something you don't want to do because you saw yourself do it in the future though. Since the future actions are often the cause of the past ones when time travel / visions are involved, fate is in charge of your future actions. However, fate will always decide that your future actions are the ones which you would most approve of in each given moment. This means that by the time you get to whatever future you saw, you will agree that the choice you made was correct (though you may still live to regret it). See **Notes** section for more detail, especially if you have a future sight Ability or something which takes advantage of fixed fate. The only way to see through time / time travel is by Abilities that do so, which are quite rare and vary in how they actually make use of the time (though there will be at least one User you meet with such an Ability). If you have a Perk which

allows you to subvert fate, then you can choose to be the exception to fate when you take this Drawback. Doing that means you gain **no points** from this Drawback however. If your Ability takes advantage of fate being fixed, then this gives you **no points** as well. If you want it to be fiat-backed into future Jumps (though only those which don't specify how their fate functions), it costs **50** CP.

Determined By Whom? [+100, Requires Determined Fate]

Fate is no longer an impartial force. Fate is now either a set of strict rules going towards an ultimate goal of its own, or a being / set of beings who have goals of their own. If it's the former, then the way fate works will be inconvenient for you (perhaps fate's goal is to have Battles of ever increasing power occur or wants all the people of certain bloodlines to be locked in eternal struggle etc). If it's the latter then these beings will generally be isolationist, omniscient, immortal, and plotting from afar. They will never die (as they can simply manipulate fate so they are never in danger) unless they want to be killed. They will also be inconvenient for you, perhaps even seeding out prophecies about you doing some quests that you really don't want to do or something. No matter what, it'll be annoying but fate can never ultimately make anyone do anything which they wouldn't find at least acceptable as an action in any given moment. They just get the final say in what acceptable action you take. You cannot use Perks to subvert fate if you take this Drawback.

Inconvenient Time Travel [+50, Incompatible with other Time Travel Drawbacks]

By default, traveling back in time will simply place you in the past, and then allow time to continue forward from there (meaning no grandfather paradox). Now traveling back in time will create an alternate timeline. Traveling across timelines will also create other, more alternate, timelines. This means that traveling through time can't be used to actually change anything, as it only spawns a new world in which you arrive. Time

travel and alternate timelines will not be accessible by normal people. The only way to do this is by using Abilities which can interact with time in that way. Those Abilities are quite rare and vary in how they actually make use of the time (though there will be at least one User you meet with such an Ability). Any timelines you travel to will not have the original version of you in them, with them spontaneously disappearing as soon as you appear in the timeline. If your Ability takes advantage of there being alternate timelines and/or this version of time travel, then this gives you **no points**. If you want it to be fiat-backed into future Jumps (though only those which don't specify how their time travel functions), it costs **50** CP.

Harsh Time Travel [+200, Incompatible with other Time Travel Drawbacks]

By default, traveling back in time will simply place you in the past, and then allow time to continue forward from there (meaning no grandfather paradox). Now, traveling back in time is like balancing as a tightrope, as any major enough change to the timeline will cause disaster to spiral out impossibly from the changed point. "Major change" means a change which causes any new life (saved from death or born when they shouldn't have been) or death (killed or not born when they should have been) within the next century. The disasters which approach do not necessarily follow logically. Saving one's grandmother from an early death will somehow allow Hitler to win WWII even if both events are completely unrelated other than WWII ending after your grandmother's death. Usually it will be less harsh than this, though any positive change made with time travel will cause even worse change in the future to balance it out. Any negative change will also cause an equivalent negative disaster. The disaster is relative to what you want, so you can't abuse this on purpose. Time travel will not be accessible by normal people. The only way to do this is by using Abilities which can interact with time in that way. Those Abilities are quite rare and vary in how they actually make use of the time (though there will be at least one User you meet with such an Ability). You

personally will also find yourself dealing with a big problem during this Jump. At that time, you can either use time travel (very carefully without changing anything significant) to solve the problem or deal with the problem without time travel which will be difficult (or at least tedious) for you no matter how powerful you are. A good example of this would be an enemy creating a portal to the past. You would have to decide whether to follow them and try to stop them without changing anything or stay behind and try to deal with whatever new timeline they had created for themselves (which will never be impossible but will still be difficult).

Causality Check [+200, Incompatible with other Time Travel Drawbacks]

By default, traveling back in time will simply place you in the past, and then allow time to continue forward from there (meaning no grandfather paradox). This is no longer the case as there is now a causality check on the universe. If you go back in time and do something which would affect you or anything on you, it will essentially refresh the universe. For example, you can be in the past and do whatever you want, but if you spill some paint on the past version of the shirt you are wearing, the universe will calculate what would happen if you (future you) disappeared and everything proceeded as normal except that shirt has paint on it. If that would have caused you to see that and wear a different shirt when you went back in time, then you will be wearing the different shirt and the universe (and your Jump timer) will continue from when you spilled the paint. You will not remember the original timeline, so you would think the paint was spilled from the beginning and that nothing had changed at all. When this goes from mildly unsettling to actually dangerous is when you do something which would stop you from making that change in the new timeline. For example, imagine if you see the paint bucket, remember that your shirt had paint spilled on it, and are careful as to not spill the paint. That means that the world would refresh and you will not have seen the spilled paint and therefore not be careful and therefore you'd spill the

paint etc, creating an unstable loop similar to the grandfather paradox. When this happens, the universe will delete the offending time traveler from existence, with them having never been born. This will obviously cause you to Chain Fail if it happens to you. If you make a change that undoes itself, it will not necessarily delete you unless it becomes an unstable loop or you are unable to go back in time and cause it. If, for example, your shirt having paint on it makes you spill it on the dresser, your dresser having paint made you spill it on the bed, and it spilling on the bed still makes you spill it on the bed, the loop is stable and you'll be safe. Time travel will not be accessible by normal people. The only way to do this is by using Abilities which can interact with time in that way. Those Abilities are quite rare and vary in how they actually make use of the time (though there will be at least one User you meet with such an Ability). You personally will also find yourself dealing with a big problem during this Jump. At that time, you can either use time travel (very carefully without creating a paradox) to solve the problem or deal with the problem without time travel which will be difficult (or at least tedious) for you no matter how powerful you are. A good example of this would be needing a rare healing herb (that grows in a place that was recently destroyed) to heal your ally. You would have to decide whether to go back in time with your ally so they can use the herb before the place is destroyed without changing anything significant or try to find a way to heal them without the herb.

Technological Time Toggle [+50]

You can now access time, not just with Abilities but also with certain advanced technology. If this technology is replicable by you then this costs **50**. You must take this if the Setting's only Ability Source is **Itembound: Technological** or if your **Itembound: Technological** Ability takes advantage of time. This will also double the amount of people who can take advantage of time.

Magical Time Toggle [+50]

You can now access time, not just with Abilities but also with certain advanced magic. If this magic is replicable by you then this costs **50**. You must take this if the Setting's only Abilities are magical or if your magical Ability takes advantage of time. This will also double the amount of people who can take advantage of time. Triple it (do not quadruple it) if you have **Technological Time Toggle**.

Hyperdimensional [+50]

Most realities have three spatial dimensions and one temporal dimension. Your Setting will now have some places and beings which have more than three spatial dimensions. Beings with more than three spatial dimensions will be essentially undefeatable by beings of lower dimensions, with a very small amount of hax being able to stop their hyperdimensional bodies, minds, and souls. Even an infinite 3D force cannot defeat something hyperdimensional. Hyperdimensional locations will occasionally lead in seemingly non-euclidian directions and be impossibly large. You will run into at least one hyperdimensional being (though most of them will probably not care about you if you don't bother them) and/or one User with a hyperdimensional Ability during your stay. If your Ability takes advantage of there being higher dimensions then this gives you **no points**. If you want it to be fiat-backed into future Jumps (though not those which specifically don't have higher dimensions), it costs **100** CP.

Interdimensional [+50]

Although confusingly worded, these "dimensions" are not related spatial or temporal dimensions but are instead slightly separate realities, often with their own rules and physics. Things like heaven and hell realms, Abilities which can create pocket dimensions, mirror realities etc. Either there are a small amount of big and important dimensions, a whole lot of smaller less important dimensions, or some ratio in between. No matter

what, your adventures will lead you into one of these dimensions at some point and will lead you to Battle with someone dangerous whose Ability takes advantage of dimensions (of which there will be a rare but not insignificant amount in the Jump). If your Ability takes advantage of there being alternate dimensions then this gives you **no points**.

Minor Multiverse [+50, Requires Interdimensional]

While the dimensions were simply other spaces in which the world works differently, there are now whole universes which are parallel to our own. There are 10-20 parallel universes which are exactly the same as the original universe you spawn in with one major twist or another. A nazi universe, a genderbent universe, a reverse morality universe, etc. There will be at least one universe which is like yours but is only slightly different in a number of ways (almost like different takes on the same characters and storylines). No universes will have an alternate version of you. No matter what, your adventures will lead you into one of these universes at some point or to Battle with someone whose Ability takes advantage of alternate universes (of which there will be a rare but not insignificant amount in the Jump). If your Ability takes advantage of there being alternate universes then this gives you **no points**.

Major Multiverse [+50, Requires Minor Multiverse]

There are now 50-100 universes in your multiverse, with the range of their changes being much larger and less linked with the prime universe. You will end up visiting at least five of these universes, meeting at least three Users with Abilities that take advantage of alternate universes, and Battling at least one such User.

Infinite Multiverse [+50, Requires Major Multiverse]

There are now an infinite number of alternate universes, with the ones that are most different from the prime being much "farther" away (more difficult to access). You will end up visiting at least a dozen of these

universes along with meeting the Users like in the previous Drawback.

Jumper: Into the Jumperverse [Special, Requires Free Will or Minor Multiverse]

In both the Drawbacks which allow the creation of alternate timelines and the Drawbacks which create a multiverse, there are guarantees that you will not have doubles in alternate timelines and universes. This is no longer the case. You get **+200** CP if this is paired with **Free Will**. Now, in the timelines generated from **Free Will** (and, in a lesser volume, **Inconvenient Time Travel**), there will be a version of you there, believing themselves to be the real one. Well, they're all the real ones, but only one of you will count as Jumper and leave at the end of the Jump. For **Inconvenient Time Travel**, it's whichever one of you was from the original timeline (see **Notes** for details) but for **Free Will**, it's randomly decided whenever the timeline splits. Hope you don't mind cursing an equally valid version of yourself to be arbitrarily and imperceptibly trapped in this Jump forever every time you decide what cereal you want for breakfast. Even for a more heartless Jumper, this can be problematic since every time you make a decision, there is a significant chance that you, yourself, will be the one who is no longer Jumper. Really only safe to take if you don't mind being stuck here forever, and/or don't care which of you succeeds.

Additionally (and separately), the various levels of Multiverse Drawbacks give various levels of CP. The alternate universe versions of yourself are affected by whatever the twist of that universe is. They will have different histories, different adventures through their different Jumps, will take this Drawback, and will believe themselves to be the prime Jumper (i.e. Nazi Jumper goes through Nazi versions of your previous Jumps and arrives in the Nazi universe next door). They will not be convinced that they are not the prime Jumper even if confronted with the fact that all the universes are *clearly* alternates of the one that *you* are in. Their backstory, Chain order / length, and previous builds may have a small handful of

differences from yours but they have the same build in this Jump, are recognizably you, and are not significantly more or less powerful than you are. Since the Multiverse Drawbacks (more so than the timeline ones) force you to interact with the multiverse, and your doubles also took those Drawbacks, you are quite likely to run into them (way more than your alternate timeline selves), either by going to their universe or from them invading yours. You will get either **+100** CP if you have **Minor Multiverse**, **+300** CP if you have **Major Multiverse**, or **+500** CP if you have **Infinite Multiverse**. Whichever of the three you have, it adds on to the **+200** CP you get from this Drawback combined with **Free Will**, for a maximum of **+700** CP. You can choose to only have doubles in alternate timelines or only in alternate universes even if you have both types of Drawbacks, though you forfeit the respective points from that part of this Drawback.

There Can Be Only One [+600, Requires the multiverse version of Jumper: Into the Jumperverse]

Oh dear god. It seems you've got your work cut out for you Jumper, as before your ten years are up, you must defeat every alternate universe version of yourself in the multiverse or you will Chain Fail. All versions of yourself are guaranteed to have some method (be it technological, magical, or via a recruitable ally's Ability) of getting to other universes in this Jump without too much hassle. You will also have an eerie and vague sense of where other versions of yourself are if they are in the same universe as you. In the case of the **Infinite Multiverse**, you only have to kill 50 other yous before you count as succeeding this Drawback (though you'd still have to survive until the ten years are up). Whether you want to do the classic battle royale strategy of hiding away and hoping to pick off the last man standing, or you are going to go in guns blazing, remember that most other yous will have similar strategies and capabilities. This is Drawback is almost definitely going to get you killed, almost by definition, but have at it if you're that cocky. It'll be entertaining to watch you die.

Interplanetary [+50]

The population of the planet is already a large sample size for powerful Abilities to spring from, but now, all the planets in the system are colonized in one way or another, increasing the population past 8 billion by quite a bit. Whether it's by sci-fi spaceships, magical portals, some Abilities, or some other combination of things, travel between planets has become feasible, and accessible widely to at least 10% of the population (though probably more). You are guaranteed to go to at least two other planets in the system at some point and also to Battle a User on one of these other planets.

Interstellar [+100, Requires Interplanetary]

This has made an even bigger leap. Now, humanity (or equivalent for your Setting) has conquered the entire galaxy. Whether it's by warp gates, FTL travel, Abilities, or some other combination of things, travel between stars has become feasible, and accessible widely to at least 30% of the population (though probably more). This level of population makes it nigh impossible to make significant large scale changes. The more noble tone modifiers will allow for things like toppling the Empire in Star Wars, while more grim tone modifiers will be closer to Warhammer 40K levels of futility. When the planets with people on them number in the millions or billions, it's difficult to do things which affect most of them. Arguably more importantly for you, this means that (depending on your Ability Distribution) there are probably tens of billions of Users who could beat you somewhere out there. You are instead guaranteed to go to at least four other star systems in the galaxy at some point and also to Battle three Users in each of those systems.

Intergalactic [+50, Requires Interstellar]

In practice there isn't too much difference between the previous tier and this one. However, in actual scale, the

difference is massive. The entire universe is now colonized. You are instead guaranteed to go to at least ten other star systems in the universe at some point and also to Battle ten Users in each of those systems.

Gods and Monsters [+50]

Now there are beings of purely supernatural origins within your world. There are now divine immortal beings calling themselves gods with great power in your world. The more gods you decide exist in your world, the less powerful and more meddlesome they are. The less gods you decide exist in your world, the more powerful and less meddlesome they are. The minimum amount of gods is one, whose power would at least be powerful enough to beat half of the Users in the Setting at the same time, and who would only interfere when they find it important about once during your Jump. The maximum amount of gods is 24, whose power would at most be enough to beat over 70% of Users individually, and who would each interfere when they find appropriate (usually regarding their domain) around once a month. You can approximate the power and meddlesomeness of gods based on your pantheon size in between those two. You will meet at least four or over half of the Gods during your stay in this Jump, whichever is smaller.

Additionally, there are now monsters in your world. You can decide how many monsters there are, how hostile or domesticated they are, and how powerful they are. No matter what though, you will encounter at least three dangerous monsters each year during your stay in this Jump.

Spiteful Gods [+50, Requires Gods and Monsters]

By default, the gods are not necessarily hostile unless they are antagonized, and you won't necessarily come to oppose them unless you're strong enough to be on their radar and are doing something they don't like. Now, the vast majority of gods are inherently malicious (though not necessarily evil or hostile), either due to believing the mortals are beneath them, having an unfortunate

philosophy, or just being a jerk. Whatever the reason, the gods are a little more powerful than they should be for the amount of gods that there are and their interferences are much more likely to be hostile. The majority of the encounters with gods that you are guaranteed to have through the above Drawback are now also guaranteed to involve a conflict between you and the god.

True Monsters [+50, Requires Gods and Monsters]

At least three quarters of monsters are now feral and hostile to humans, and at least 90% of monsters are able to easily kill average non-Users in the Setting. On top of the previous guarantees, you are also guaranteed to fight a monster with at least an R1 against you at some point during the Jump (though you'll have opportunity to prepare before it attacks).

Ability Creation

Now, on to the main attraction: your very own Ability. Many Jumps have many *many* takes on how to balance a custom power. Many of them are creative, a lot of them require heavy trust in the player to price themselves accordingly, and others solve this by placing large restrictions on their creation. This is because it's difficult to quantify the effectiveness of hax in a way that works universally.

The solution presented by this Jump is by no means perfect but I believe it maximizes creative liberty as well as balance at the expense of effort. Still, the thought exercises involved are fun anyways in my opinion, so hopefully you enjoy the process. You see, this Ability creation will come with a 3-Step balancing process:

1. **Relativity**
2. **Recalcitrance**
3. **Reflection**

You'll get a CP cost from each Step, which you will take the average of to get the cost of your Ability. Before getting into these Steps, think of the Ability in your mind. Make sure you have it defined somewhat well and that you understand that the cost of your Ability is directly proportional to how kick-ass it is. You can't make it overly specific, though it *can* be overly complicated. So no making your Ability "makes me omnipotent but only after I'm not in this Jump" or "my Ability makes me immune to hax while I am in Alabama" but you can still make your Ability's description a paragraph long explanation. Feel free to add multiple powers to your Ability (your Ability can be the powers of electricity and fire manipulation for example). Your Ability cannot interact directly with Jump mechanics (i.e. CP, Drawbacks, Jump timers, etc). Also, due to how this system works, your Ability (and every part of your Ability) has to be at least somewhat combat applicable. Sorry if you were hoping for something specifically non-combat, though even then, most Abilities which aren't directly combat

applicable are still at least a little bit (i.e. healing if it works on yourself, hyper intelligence, changing materials into other materials, etc). If you still have questions on limitations for your Ability, check the **Notes** section.

Other than that, the only limits are your imagination and your budget, so go wild. You will have time to hone in on all its intricacies, weaknesses, and edge cases as you progress the following Steps so don't feel that you need to have it perfectly from the start, but it would be a good idea to keep it consistent as you go through so that you don't have to redo anything. Oh, and don't come into this Jump with +2000 CP from a Universal Drawback Supplement or +9000 from some cheat supplement and think you'll get omnipotence and just pay for whatever absurd price it comes out as. The maximum price for an Ability from this section is **2000**. If you do this whole process and your Ability costs more than that (though that'd be *very* impressive) then you cannot purchase it, even if you have the CP. You almost certainly won't get anywhere near that without something that's *cheat*-level powerful.

Are you ready?

Let's begin...

Relativity

The first Step in the process of crafting your Ability, and the most involved of the three by far. It will test your Ability's effectiveness by comparing it to the Abilities of others in the Setting.

If you aren't in Supplement Mode then you can skip this paragraph if you would like, but you should still read the other ones even though they are for Supplement Mode so that you familiarize yourself with this system because your section a little later on will use a similar system. If you *are* in Supplement Mode, take the Ability Users (and those who could reasonably compete with Ability Users) from the Base Jump's Setting in order of appearance. While you get more accurate (and usually cheaper) results from adding more, you are only *required* to include a minimum of 20 Users or just the Users introduced within the first season of the show (or arc of the story in absence of seasons), whichever comes first. It'd probably be easiest to write them down in a list. Two beings or people who *exclusively* fight together as part of their gimmick (i.e. psychic twins, symbiote-types, people whose powers are literally useless without each other) count as one enemy (and only need to be fought as one Battle) for every single effect, counter, and rule in this Jump. You do not have to include Users if they match at least one of the following criteria: the User is incapable of using their Ability (accidentally or on purpose) to fight anyone, the Ability is *completely* non-combat (as in, cannot reasonably *ever* be used to help in combat against and opponent), the Ability/User is *only* combat effective when there is more than one opponent (unless you have an Ability which would grant you an ally), or they appear in the background / only for a few moments such that you have very little to no idea what their actual Ability is.

You will pit yourself (with only your Ability, your bodymod, and the free stuff from the Base Jump including things discounted to free and bought with Stipends) against these characters in their prime (at their most

powerful excluding external influences, special circumstances, sequel / epilogue versions of characters, and future versions of characters seen via time travel). Don't worry, these are only hypotheticals so you won't actually have to fight all of them. It won't be a simple win / lose system however, as these types of Battles are often decided by luck and circumstance as much as skill. Since it would be difficult to determine with any amount of certainty the specific probability of your success in each of these hypothetical Battles, we will measure it with a statistic we'll call R.

For each Battle you will evaluate your chances using the following rubric and note it down somewhere (probably directly into a calculator if you don't much care about preserving the data):

[R2]

The character has little to no chance against you. The only way for them to win (if any) is if they were in a circumstance extremely catered to them or if they caught you completely off-guard / in a weakened state.

[R1]

The character has a chance against you. They could win, if they got lucky, but in most scenarios they are at a disadvantage. "Getting lucky" in this rubric does not mean "opponent gets struck by lightning" but instead involves things like a water bender fighting you near a lake, or someone who couldn't usually beat you getting the first hit in.

[R0]

Neither of you have a way of defeating the other. Either that or neither of you have any specific advantage over the other. That would include "whoever gets the hit off first would win", "both of us have the same Abilities", and "we both have unrelated Abilities, neither of which counters the other". Either that or you both literally have a fifty-fifty chance.

[R-1]

You have a chance against the character. You could win, if you got lucky, but in most scenarios you are at a disadvantage. Either that or you could win if a specific interpretation of your enemy's Ability is correct. These

stories don't always cover all the edge cases of a character's Abilities after all, so if you could win only by assuming something about the character's Ability that is not shown in the story, then you are in this category.

[R-2]

You have little to no chance against the character. The only way for you to win (if any) is if you were in a circumstance extremely catered to you or if you caught them completely off-guard / in a weakened state.

For these Battles, consider the standard equipment of combatants (that means you too) to be stuff that they would have on them most of the time, especially if they know combat is happening or if their Ability requires it (i.e. someone with a homing Ability who usually uses a gun would have their gun on them at all times, but someone who has used a gun once should probably not consider it a part of their arsenal). If a combatant has an Ability which requires some set up (including Abilities which need time to build up or require resources to function) before actually facing the opponent, then assume that they complete the set up beforehand unless the opponent has some precedent for being able to stop them before they set up (i.e. if an Ability activates when an opponent touches the floor of an area that they designate beforehand, it can be assumed that they have already designated it and that the opponent has walked in the room unless the opponent has danger sense, is primarily ranged, can sniff out these traps, or something like that). The environments that you'll be fighting them are the most likely environments that they would find themselves in during a Battle (a User whose Ability only works underwater would probably be fought near water). This counts for you too if your Ability requires a certain environment.

If someone you're fighting uses a trick type Ability, assume that you don't have the metaknowledge to know their Ability's trick for the purpose of these Battles unless you'd have a reason to know (i.e. future sight, Ability sensing, etc). If the trick type Ability relies on you not knowing you're their enemy, then assume there is a one-in-four chance that you

don't know they're your enemy unless you'd have a reason to know or a reason to not know (to be clear, it can be assumed both combatants know the name, face, and general location of their enemy normally, this rule is an exception). An Ability would qualify for this only in the case that it wouldn't even activate if the enemy knew that the User was hostile from the start (i.e. needing you to sit down and gamble with them to activate their Ability). And again, this applies to you too if your Ability would qualify. Other than that, use your best judgment on where you would fair in these Battles, these categories are made to be broad and easy to use as estimation. If you still have questions or you think of one during your Battles, check the **Notes** section.

Once you have all of these, get the average of your R-Score, multiply by 800 and round to the nearest 50. **This is the CP cost for the first Step.** If your value is in the negative then you gain CP back for your Ability. This would represent you having an Ability lower in power than the rest of the Setting. CP gained from this Step can only be used to offset the cost of further Steps in Ability Creation. You can only gain a maximum of **600** CP from this Step.

If you are not in Supplement Mode, then you will be doing something like the reverse of the Supplement Mode Relativity section due to the fact that you yourself will be making up the people in the Setting. Instead of measuring your Ability against theirs, you will be measuring theirs against yours.

You can now choose the proportions of powerful Users in your User population. Of course, there's no way to easily quantify how powerful Users are in a vacuum (hence this whole multistep process) so you'll be deciding how powerful they are in comparison to yourself (in your bodymod etc). Using the R-Score system from the above section, choose options from below 10 times, no more, no less, to determine how you'd do against (roughly) each tenth of the User population. Choosing R-2 once means that about 1-in-10 Users can almost always defeat you in a

one-on-one Battle. Once you choose an option for all ten tenths, you'll have a proportion of their strength compared to you.

Of course if you choose an Ability which is particularly weak (at least on its own in a Battle) then having a lot of R-2 Users is not necessarily as dangerous (if your Ability is just X-Ray vision, then R-2 might just mean something as mundane as minor fire-benders or minor speed powers). On the other hand, if you have a particularly powerful Ability, then R-2s are more likely to be *incredibly* dangerous to you, and maybe even the whole world (if your Ability is time stop, then R-2s can be anything from just good aura effects to full-on reality manipulators). At least a third of the R-2s are specific counters to you and at least a third are just more powerful than you. You can have most / all of Users be R0 for a much more even power level, or a lot of either extremes if you want a more chaotic time. Or any combination of other proportions leaning either way. The maximum **+600** CP you can gain from this section still applies here. **Remember to make exactly ten purchases of the below**.

R-2 [+150] | **R-1 [+50]** | **R0 [Free]** | **R1 [-50]** | **R2 [-150]**

Recalcitrance

The second Step in the Ability Creation process. To be recalcitrant is to have an obstinately uncooperative attitude toward those more powerful than you. In this Step, we measure your Ability's effectiveness against the most powerful people possible.

This Step will use a similar system to the first one. You will be pitting yourself (still down to bodymod etc) against a number of enemies in Battle. The difference is that you won't be facing the people in the Setting. Instead, you will face off against Jumpchan's best and brightest OCs: The Icosahydra. These twenty Users each have one classic, powerful hax as an Ability, and each of these Abilities are almost completely unlimited, making them some of the most powerful people ever. You are NOT expected to succeed in most of, if not all of these fights. But if you *can* win, then you clearly have a very powerful Ability, and it's gonna cost you. Here are the costs you have to pay for each R-Score against each enemy:

[R2]: **400** | [R1]: **200** | [R0]: **100** | [R-1]: **50** | [R-2]:**+50**

You'll notice that R-2 will grant you **+50** CP. If you happen to have an Ability which would let you beat one or two of them, you can offset that cost by the fact you can't beat any of the other ones. If you have the type of Ability that can only be defeated/interacted with by another User of the same type of Ability (like Stands from JoJo or Servants from Fate) then decide now whether or not you want that effect to continue into future Jumps. If you don't let it continue into future Jumps, then the enemies here (and any *actual* enemies in future Jumps) will react accordingly and be able to interact with your Ability despite not being a User of the same type. The enemies here don't have any real identity (body type, sexuality, race, etc), even their name and gender are just written as such for fun (so they don't count for Abilities which rely on such things). If your Ability relies on the opponent's identity, assume that the chance that they have the identity you rely on is the chance that the average person has that identity and

adjust R-Score accordingly. They all have the **Spiritual: Innate** Ability Source unless specified otherwise. They have your bodymod for physical capabilities. After the description of each combatant there will be a note about what it might take to get higher R-Scores. You can only gain a net **+600** CP from this Step.

#1: Rudo Zawa

Ability: Stop time indefinitely, at will.

This is not a speed power, or a motion stopping Ability, it stops the flow of time itself across all of existence except for Rudo. Rudo automatically allows time to flow slightly through the molecules in contact with him so that he can move without friction issues. Rudo can also see as if light was moving (although it is not). Attacks made while time is paused will flow just enough time through the target that they can be affected by forces. Rudo will subconsciously and instantly adjust the level of timeflow relative to himself to inflict as much relative force as he wants, essentially allowing Rudo to strike with an unlimited amount of force.

Notes: If you have a time stop Ability (or just some immunity to time stop) yourself, you're basically guaranteed R0, unless it's particularly limited (such as JoJo's time stop which only lasts a few seconds) which would likely net you R-1 unless you have reason to believe that you'd be particularly likely to succeed before your Ability fails you. If your Ability involves time stop / time stop immunity and pretty much any other power, you'll get at least R1 (if your other power is not particularly good or if your time stop / time stop immunity is particularly limited), though more likely R2. Another strategy is no-selling their infinite force for an R0 draw. Or you could have an Ability that would kill him even while you are frozen in time (such as some sort of aura effect or gaseous attack) though remember that Rudo has infinite time to prepare so that would usually only net you a R0 or R-1.

#2: Jonathan Sully

Ability: Completely invulnerable and gradually increasing strength.

The powerhouse of physical perfection, Sully is completely physically invincible. No particle in his body will move in relation to any of his other particles except for his own movements (from his muscles mostly). Electricity, radiation, fire, ice, even poison completely fails against him. Additionally, if he focuses, he can increase his strength for as long as he focuses. This strength increase is exponential and quick. For nerds who want the specific formula for his strength (in joules) increasing, it's $x*10^{t/10}$ where x is his original strength and t is time in seconds. Go here (https://vsbattles.fandom.com/wiki/Attack_Potency#Attack_Potency_Chart) if you can't quite conceptualize that.

Notes: You'll need something that can target the mind / soul for this, or be able to suffocate Jon. Even if you can, you'll have to be able to do it quickly to score more than an R-1. You could also have an Ability which pierces invincible things for an instant R2 (assuming it is quick to activate and easy to land). The brute-type is relatively simple outside of that, it just comes down to how fast you think you can defeat him before he powers up into insanity (from street level to city block level in a minute and from there to planet level after three more).

#3: Vita K. Shadow

Ability: Cellular regeneration and perfect shapeshifting.

Every cell in Vita's body is similar to a mega stem cell in that it can shift to any other type of cell and multiply infinitely. Vita has perfect control over every cell in their body, able to shapeshift in seconds, among other benefits. Vita can also control parts of their body which are not connected to them for up to 5 minutes before the split body parts must merge back with Vita or disintegrate. Split body parts can be controlled and sensed across infinite distances so Vita can spy through them or shoot out remote-controlled bodies. If Vita's main body is destroyed, any of their split bodies can become their main one. Vita can regenerate completely from a single cell. Their regeneration is high enough that a stab wound would close as the blade retreats. Vita can change their cells to match those of various animals / plants and can use them freely as parts of themselves (i.e. incorporating falcon eyes and cat ears or just shapeshifting into a mega shark). Vita can pick up new biological abilities by having them explained to them in detail about them (on a cellular level) or by absorbing a small sample. They start with knowledge on all standard Earth organisms.

Notes: You'll need basically anything which negates durability (deletion, instakills, soul effects), or a way of completely vaporizing someone to have a chance at victory. Even then you have to have an answer to their shapeshifting, poison, reflexes, projectiles and all the other wacky things they can do with their Ability, or all you'll get to is R0 or maybe R1.

#4: Daniel

Ability: Selective and transferable intangibility and invisibility, as well as true flight and suffocation immunity.

Daniel's Ability allows him to become intangible and/or invisible, much like a phantom. While Daniel is intangible, all of his senses still function as if he were tangible (sight, sound, touch, etc) though it will not involve any actual contact with things (light, soundwaves, etc) and none of the sensations can go above being uncomfortable (sounds cannot explode his head, heat doesn't burn him, etc). He can selectively make parts of his body tangible and/or visible. This includes the very surface of his body which can allow him to do things like phase his punch through someone's body and make the surface of his fist tangible to punch someone's internal organs. Things bigger than the surface of Daniel's body cannot become tangible inside of solid (non-fluid) objects. In fluids, things returning to tangibility will (surprisingly harmlessly) push the fluid out of the way. Daniel can fly at around 30 mph (~48 km/h) though a little faster if he pushes it. Daniel can spread his intangibility and/or invisibility across objects he is in contact with as easily as his own body. Daniel cannot make half of an object intangible to make it fall off the other half. As long as it's connected via a solid, it cannot be broken like this. Daniel also does not need to breathe.

Notes: Having an Ability which affects intangible things is the most obvious and effective way of dealing with Daniel, assuming that you can also find him. Being intangible (ghosty type proper phasing, not density-based or anything like that) can also let you interact with Daniel while he is intangible (again, assuming you can find him). Being immune to getting killed by a punch to the brain or a heart attack (as in, an attack directly to your heart) is kinda the only way to be safe from him and even then, that alone will only get you to an R0 stalemate.

#5: Death's Intern

Ability: Inflicts death with all attacks, has a togglable deadly aura, and is undead.

D.I. can instantly kill any being which they deal damage to and/or touch. This will not work on beings who are truly unkillable (like gods and immortals, not just people who don't age or who regenerate or respawn). This works on anything biologically alive and anything with a soul. It does not work on themself. It kills things on a spiritual and cellular level. D.I. can also create a dark 50 meter aura that does the same thing. Despite being really *subtly* darker than the surrounding area, living things can sense the aura. When creating this aura, D.I. expands it from nothing to its maximum 50 meter radius in about 30 seconds. D.I. carries a revolver with six bullets on them at all times. D.I. also counts as undead. Their body is cold and dead, giving them a pale appearance. D.I.'s body will move how they want it to move regardless of the fact that it shouldn't function. No injury outside of the complete destruction of their body will stop them from being able to function, with body parts even being detachable and reattachable. D.I. will eventually heal from any injury, though it'd take a day to regenerate a limb, a week to regenerate all of the flesh off their bones, and two weeks to regenerate from a single cell. D.I. is also slightly stronger than you because they can surpass the mental limits that stop one's body from breaking itself.

Notes: Having a very high range attack which you can do consistently can stunlock D.I. for long enough to count as a victory. This basically only works if you can grind them into paste and then come back and do it again every once in a while before they re-coalesce. Things that you have to sustain actively (like a sustained freeze move) will at most get you an R0 though since you're both stuck there.

#6: Kenny Crumble

Ability: Touch-range instant deletion.

Ken can delete things which touch any part of their body with a purple flash. They can delete matter, energy, souls, and even sound (through destroying the oncoming air). Pretty much anything with physicality which touches them can be destroyed. Only the parts they're touching get destroyed so stabbing them through the chest with a sword and then looking down at your blade, you would find about half of your sword gone. This Ability automatically activates to protect them, so even if you move faster than they can react, they will be protected. They can also use their hands to activate a wider area of effect power. When they touch something (non-fluid), they can mentally designate a portion of that thing to instantly destroy. This designation can spread across objects which are in contact with each other so Kenny can put their hand on the ground to disintegrate several other people standing on the ground around them. The area of deletion can never be thinner than two feet in any spot unless either the object itself is thinner (in which case it still has to be at least visible to the naked eye) or if Ken takes 30 seconds of sustained contact to focus. Because of this part of Ken's Ability, they use some supplementary equipment. They have two scythe-ended chains and two bags of kunai with strings attached (all of which are for creating a bridge for Kenny's deletion Ability to travel across to their enemies). They can optionally make their Ability have a disintegrating aesthetic which they tend to do unless they're taking things seriously because it is more intimidating. The disintegration aesthetic does nothing to the actual effect of the Ability besides visually turning the target into quickly disappearing ash after the purple effect.

Notes: Existence erasure immunity obviously helps here but even then, Kenny can just create a hole to the center of the planet underneath you. For those without immunity, staying off of the ground and out of range of Ken's chain and kunai attacks are a must. And those are just survivability, actually beating Ken is almost impossible. Suffocation hax

would be an option, aura effects would also work depending on your methods. Mind and soul Abilities which do not require physical methods of connection (which would be stopped by Ken's Ability) would work as well. You could ironically use a deletion Ability on them too.

#7: Lucky Luz

Ability: Completely all-encompassing luck / fortune.

All processes which are unknown are under the influence of Luz's Ability. To count as unknown there simply has to be no one who knows for certain how it is working. This means that someone looking at the subatomic particles of an object who completely understood the physics of those particles could prevent the Ability from affecting it. This Ability can mildly alter friction, temperature, and directional motion of unknown objects. It can also affect the various fundamental and quantum forces acting upon particles, as well as their general position. This Ability is a completely omniscient force which uses what little effects it can upon particles and objects throughout all of existence to benefit the goals of Luz. It has infinite and perfect planning which accounts for all things which are not inherently unknowable (such as true randomness or things hidden from clairvoyance), though its intelligence allows it to predict most things with incredible accuracy. Although the Ability works as if controlled by an intelligence, there is not literally a being or mind which is making these decisions. Luz's decisions are also (accidentally or not) always the best decisions to get them what they want, unless they are being purposefully self-destructive. Examples of the things this Ability can cause include: heart attacks (and other health problems which could reasonably develop at any point in time unnoticed) after a couple hours, lightning bolts / meteorites / falling bullets, heroes arriving at just the right time for Luz (while the Ability cannot influence people's minds and decisions directly, it can influence them indirectly and a long time in advance, exploiting the butterfly effect) guessing one-hundred digit passwords (or the computer glitching due to cosmic rays and hardware degradation and opening itself up), throwing a bunch of marbles in the air and having them land in a way that forms a picture, etc. A good rule of thumb is, if it is even remotely possible and no one can prove that it is not the natural course of events, it will happen.

Notes: This is one of the harder fights to judge for yourself because it's almost entirely dependent on circumstances. Normally the circumstances of a Battle would be generally contained to "both combatants are nearby each other in an otherwise safe enough location and want to kill the other" and then the exact nature of the circumstances depending on the combatants method of combat (a sniper would probably be out of range of a melee fighter at the start of a Battle because they would have no reason to have approached). However, since Luz trying to kill someone involves the other person just being cursed while Luz accidentally stays completely out of the way, a situation in which Luz and someone trying to kill Luz are within the same room doesn't make a lot of sense. Since the place of the fight will always be somewhere Luz managed to go which would be the best place for them to fight, and basically all chance-based things will go their way, the only circumstances not in their control are the Jump and time period (though exact time can be longer as their Ability is obviously great at stalling).

Here's a handy guide: If you think you can't kill Luz within a couple hours and can be killed by a heart attack or stroke or another random thing in your body happening, then that's an R-2. If not, and there are any time periods in any Jumps in which you could not be killed by anything that could happen to you, that'd be an R-1. If there are around half of Jumps which contain time periods where nothing could kill you then it'd be R0. If you think that in most Jumps and time periods, you would kill Luz, that'd be an R1. And if you believe that there is little to no way for you to die from Luz's Ability before you kill Luz, under any circumstance, then that would be R2. Things which help outside of that are infinite range instakills (or teleports) that you could have 100% certainty in working before the universe can kill you, luck powers of your own (though that only helps a bit because of the intensity of Luz's own Ability), luck-negation, and any power / combination of powers which could allow you to observe the world around you with such certainty that Luz could not affect the area

around you. See **Notes** for details if you want, it is possibly the most complicated effect (because I am a sucker for specificity).

#8: Taylor Cosmic

Ability: Infinite matter and energy creation.

Taylor can create anything that he can visualize, with a blue glow effect, in any non-solid (so, a fluid) within 2 meters of himself. This visualization must include internal components as well so he can't create complex machinery if he doesn't understand it, and he can't create things which he only has a vague idea of (i.e. "something to get me out of this situation", "the opposite of a car", "a clone of Abraham Lincoln", etc). Taylor has telekinesis over what he creates for a few moments immediately after creating it, able to move it around / fling it in a direction during the creation process. This allows him to shoot energy beams, knives, mega acid, and generally make constructs in a certain orientation. He can selectively decide whether or not his creation has recoil, which gives him the ability to fly or just enhance his attacks via flame boosters. It would take 10-20 minutes to make a mountain-sized construct, about 10-15 seconds to create a large-building-sized construct, and much less than that for anything smaller. Constructs that he's created can be dismissed by him at will, causing them to harmlessly dissipate. He can output as much energy as he wants at a time, though it's unsafe to output any amount that would split atoms in front of him. The excess heat and energy of his own attack can be directed away from him safely but an atomic bomb going off in his face as an indirect result of his power cannot be redirected by the temporary telekinesis. Taylor starts off with knowledge of all material and energy types in whatever Setting he's in, as well as various vehicles, guns appropriate to the Setting, and basic computer creation (the last of which requires some focus). Taylor is a skilled user of all conventional weaponry though he's especially skilled at small firearms, long-range rifles, RPGs, and all forms of swordplay. Taylor wears flexible but incredibly durable armor of his own design based on whatever materials he has available to him (though it will at least be equivalent to the best possible military-grade armor). Taylor can create air in his armor to breathe so it's airtight. He swaps it out or alters it if he needs to in any given scenario.

Notes: Remaining undetected (or even just obscuring his vision), will help a lot, as Taylor has many ways of killing you as soon as he sees you (guns, rockets, lasers, flames, lightning, buildings, etc). If you can catch him off guard or maybe outspeed his reaction time, he's just a dude with really good armor. Taylor's attacks are also pretty obvious, so if you think you can consistently avoid his attacks and could land meaningful hits, then that would be good. Simply overpowering him is possible if you have a way around the energy attacks.

#9: Ms. Jade

Ability: Infinite range teleportation of self and others.

Ms. Jade can teleport anyone and anything including herself, from one location she can think of to another. Destinations can be based on coordinates, relative locations (10 km to the left of here), and/or knowledge that a location exists (like “the Eiffel Tower" even if she hasn’t been there or doesn’t know its exact geographical locations). She can only teleport things which she either sees, knows the location of, or owns. When teleporting herself, she can change her orientation. She can teleport parts of things as long as they are not alive. She cannot telefrag things by teleporting them on top of each other, she instinctively switches the places of the volumes she teleports. Stated more clearly, if she teleported an apple to the left, the air in the shape of an apple in that location would switch places with the apple. If she tried to telefrag it into the wall, an apple-shaped chunk of the wall would appear in the apples place. Ms. Jade can also remote view locations (using the same rules as teleportation destinations), which is useful for checking places before teleporting there.

Notes: You basically need to be undetectable or incredibly fast to defeat her since if she can see you, she can kill you. The only other strategy is being immune to teleportation outright, or being able to survive no matter where she teleports you (which would involve being able to survive the vacuum of space, the center of the sun, and a the surface of a black hole) and even in both of those scenarios you still need to hit her somehow which will be obviously difficult.

#10: Will Freeman

Ability: Infinite range mind control and endless willpower.

William has incredible psychic power. Along with an endless amount of willpower, Mr. Freeman can reach out to any thinking being in existence and read their minds. This is not inherently detectable by the beings in question, so they'll only notice if they have a specific ability to do so. Freeman can access all of this person's memories, knowledge, current thoughts, and all five senses easily. He has perfect memory and infinite storage capacity for information. He cannot copy muscle memory / skills of others via mind reading, at most understanding the physical mechanics of the skills, but he *can* copy **Mental: Universe Exploit** sourced Abilities. Freeman can target anyone whose name he knows and who he can picture somewhat accurately. He can bypass these requirements by being able to see his target. He also does not need a name if the target does not have one. He can target several people at once this way. He can also communicate telepathically to his targets or control their brain to make their body move according to his will.

Notes: For the purpose of these Battles, assume that Will knows your name and appearance unless you specifically have a reason for them to be secret (like being a shapeshifter, being in the habit of never telling people your name, primarily going by a pseudonym, having a cognitohazardous true name etc). If you do have a reason to have a secret name or appearance, probably bump your R-Score up by one. If there's no way for him to have figured out your name or appearance then that could net you an R2. Of course, all of that is moot if you can't be sure that you won't be seen. Will's Ability obviously doesn't work on mindless targets so if you count as one of those (hopefully you don't) then you can win. Also if your Ability is automatic (and doesn't have a mind) then you could try to win anyways before Freeman can make you off yourself. Remember though that Freeman can also bring other random people into the fight with his power if he can't beat you directly.

#11: Iota Vector

Ability: Perfect telekinesis.

Iota can exert force over matter and energy just by thinking on it. She can exert force based on how she wants to move something (i.e. "I want to quickly bring that to me") or just based on how hard she wants to push (i.e. "I want to pull on that hard"). She can use her telekinesis to push people around by exerting force on their whole body, or to hurt people by exerting force on just the outside (for a punch / strike) or just the inside (for internal damage). Her Ability has very fine control and very large scale. She can exert force over as small as one cubic micrometer and up to the size of the Moon. She can exert enough force to lift a continent, and any amount less than that. Iota can control things she can't see as long as she can visualize their position. While she doesn't have an abnormally fast reaction speed, she can prepare her telekinesis to do certain things passively, creating shapes of 'force' without having to define their specific dimensions.. She can, for example, create a forcefield (as in a literal field of force) surrounding herself, though making it actually effective against more than small caliber firearms requires focus. *With* focus she can block attacks which could destroy moons. If she knows lightning is about to strike, she can redirect it by preparing her Ability beforehand. She can also use her Ability to true fly (and quite fast too).

Notes: Iota's thing is that she's basically an everything-bender, so if you try to hit her with attacks which rely on flinging matter or energy, you'll probably find Iota does it better. Iota constantly has her low-focus forcefield around her at all times if she knows a Battle's going on (which she implicitly does unless you have an Ability which would suggest otherwise). Being undetected helps, as without her using her Ability in a constant area around herself (which she can and will do if she figures out you're nearby) she can't attack you. Being able to get off the first strike with something which could pierce her forcefield would give you at least R-1 but hypothetically up to R2 depending on how sure you are that you could get that strike in without notice and how sure you are that it'd kill.

Speed blitzing is also an option assuming that you can pierce her defence and act before she could react. Effects which could activate at range, without requiring contact, before she can kill you, would work to give you around R0, depending on your confidence in your Ability.

#12: Kris Orezer

Ability: Saving / loading and temporal beams.

Kris can create save states at will, saving moments in a list in his mind which he can load his mind and soul back to at any moment. Kris automatically loads his most recent save from at least ten seconds ago upon death unless he specifically allows himself to pass on. Kris also gains a very short burst of clarity immediately following a loaded save, so if he loads back to a save where he isn't sober, he can still think straight for at least a moment or two. Kris can have an unlimited amount of save states and can identify, differentiate, and pick them out in his mind easily and instantly. Kris can also send out temporal beams which accelerate the rate at which things move through time for a moment. In essence, it is an aging beam. When it hits an object, the object will experience major time dilation so that in the following one second for Kris, the object has experienced as much additional time as he wants. This allows him to essentially disintegrate anything which would dissipate or decay over time. On living things, it instead causes the target to age as much as Kris wants. The mind is unaffected by this aging process except by indirect effects afterwards (like hormones of the new body). Kris does not age.

Notes: Means of success here have to not only be lethal, but unavoidable. While technically Kris is undefeatable by death, Kris will eventually give up if he can't find a way to defeat you. This means you'll have to kill him in a way which he can't avoid no matter how much he loads. Either that, or use mind / soul-based attacks since they'd be able to have long-lasting effects, even through loaded saves, and you only have to land them once. Being immune to aging will help you, and not relying on equipment (which could be destroyed by the time beams) would too. If you can move fast enough to dodge his attacks after he's launched them (so that no matter where he aims you could dodge it) then you'd probably get an R1 or R0 (he can still work creatively with the environment and setup) unless you could be absolutely sure you could speed blitz him. Just remember he only has to win just once.

#13: Zoom Pal

Ability: Super speed.

Pal here can increase the speed of his actions by up to 3,000,000,000% at will. This is not a temporal Ability, Zoom Pal simply moves and thinks faster. Zoom Pal has a reaction time of around one zeptosecond. Zoom Pal's Ability makes him and his clothes immune to heat, friction, air resistance, and other harmful effects of moving at supersonic speeds. Zoom Pal is also proportionally more durable depending on his current speed modifier, so he can attack at massive speeds, shattering metal without shattering his own arm. Zoom Pal can hold his breath for up to 10 minutes. Zoom Pal tries to not to move at relativistic, atom-busting speeds unless in a vacuum since he cannot survive the ensuing radiation which he'd have to outrun at lightspeed which would only cause more explosions. Zoom Pal can see even without light hitting his eyes. Pal can run on any surface as long as he is going around Mach 1. Pal is very good at judging his own speed and what its effects and damage will be.

Notes: Even having a time stop Ability, you'd need good reaction speed / timing to catch Pal within a reasonable range, so that alone will only net you around R0. If you can survive almost any kind of force then you'll probably be okay to survive for at least long enough that Pal has to run over and nab materials to set you on fire or tase you or something. Actually hitting Pal is nigh impossible as well because of his reaction so even if you have a one-shot Ability, it's not gonna help on its own. Aura effects and tricks which can't be dodged are pretty much your only hope besides outspeeding him somehow.

#14: The Powerful and Great Sir Mortimer Douglas Rodrigo the 51st

Ability: Infinite soulpower, allowing for unlimited magic and a nigh invulnerable soul.

Sir Mortimer Douglas Rodrigo's soul is impossibly powerful. His soul cannot be negatively affected in any way, except effects which simply damage or attack the soul. Sir Mortimer Rodrigo is proficient in whatever magic system is used in the Setting he is in. Sir Mortimer has a soulbound component pouch on him at all times. His component pouch cannot leave his person or be destroyed as long as his soul is intact. The pouch will magically create anything that Mortimer requires to cast spells (i.e. spell components, wands in Setting which require them, non-sentient creatures, etc as long as it is required for any given spell) and they will dissipate if not used for a spell in a reasonable amount of time. No matter what magic system he's using, he has access to the following spells:

- Mage Armor: The caster uses up two 20 gram diamonds to cast an invisible forcefield around the caster, about an inch off of their body. It will stop anything inherently dangerous like fire, lightning, and stuff like that. It will also activate if anything tries to move too fast through the field. If you tried to stab them and held the knife against their forcefield, it would get stopped by the field which would not stop rejecting it until you removed your knife and tried again (at very slow speeds). It can block bullets, though that's about the limit of what it can stop. If something breaks through, the spell collapses. When it is active, the part of the forcefield being used will glow golden white. Lasts 20 minutes, can be refreshed by using another 20 gram diamond before the duration ends.
- Conjure Element: The caster may create their element and launch it offensively at their enemies. The usable elements and their limits are as follows: Flame (hot enough to melt steel and enough of it to cover a small house instantly), Lightning (just as powerful as Earth-natural lightning, sourced from the user, not the sky, and aimable to the user's target, not the most conductive nearby object), Wind (100 mph

or 160 km/h winds), Ice (shoots cold magic in a max area of about a house, which induces temperatures of about -100 F / -77 C, comparable temperatures to dry ice), Acid (shoots a fire hose-like blast of acid which is about a million times more powerful than sulfuric acid).

- Healing Touch: Can be used to heal wounds and disease. The caster can use it on themselves, or on others by using their hands. Has a casting time of about 5 seconds and can heal fast enough to regenerate a limb in about 15 seconds.
- Levitate: Requires the caster to eat a mint leaf. The caster can, after casting, fly around at about 20 mph (32 km/h) with some focus.

All these spells can be overcast by Morty to go past their limits by a little bit. Assume that Mort can do any spell in a given Setting which one person could hypothetically accomplish alone.

Notes: Mortimer's Ability is highly dependent on the environment. If you have a magical Ability yourself then assume he can use the same magic system. If your Setting has magic, assume that he can use that form of magic. If not then just use the default spells. Speaking of the default spells, he has a number of many powerful forms of attack, so outright immunity to him would be difficult to achieve without generalized invincibility. Even regen would have to deal with his acid and fire. He only really has one defence though and that's his armor. If you can break through it through sheer force (and reach him if he's flying) then you can probably beat him, assuming you don't give him enough time to recover with Healing Touch.

#15: Anaya Arson

Ability: Cryokinesis strong enough to reach absolute zero.

Anaya has the Ability to manipulate a bright blue anti-energy, producing as much of it as they want from their body, moving it around and slinging it. When it impacts something, it deletes heat, up to as much as Anaya wants. Anaya can also trigger this effect before it impacts something, or delay it for a few moments. Anaya can surround themselves with their power defensively which will activate if someone tries to attack them, as they would impact the freezing effect. The range of this Ability is roughly 200 feet. They can output this fast enough to freeze their entire area of effect to absolute zero within about a minute. Anaya's body has no issue functioning even at absolute zero. Anaya can manipulate ice within 50 meters, shattering it into fragments and/or moving it around. Anaya can use perfectly frozen air offensively as ice shard bullets or defensively as shields of various sizes. Ice will move out of Anaya's way like a fluid if they use some effort, so they're unlikely to freeze themselves.

Notes: Being able to keep yourself warm despite the insane cold is one way of dealing with this (though your heat would have to be insanely fast and effective). More likely, being out of range, fast, or hidden is the way to go, so that you can get an attack in before they can. Even then of course you have to get through their shield but that's not too difficult with enough force or with some sort of trick.

#16: Ayana Arctic

Ability: Unlimited pyrokinesis and immunity to heat.

Ayana has the Ability to produce and manipulate unlimited flames. Ayana's flames can be made into just heat waves. Ayana's body cannot be damaged by heat or the burning process. The heat of Ayana's flames can be as high as they want and can be precisely controlled within their range of roughly 200 feet. Ayana can use their flames to fly if they want.

Notes: Ayana is pretty simple. If you can survive the heat, and/or get a successful attack in, then you're good, but if not, then you're not.

#17: Urahara Kumagawa

Ability: Sight-range power copying, 20 meter automatic power copying.

Urahara can choose to copy your Ability if you are in his sight, or he can toggle a 20 meter automatic Ability copier which will copy your Ability automatically. This will copy the few free Perks you got from the Base Jump, as well as your Ability. Urahara cannot copy powers whose Ability Source is: **Biological: Symbiote**, **Mental: Impossible Skill**, **Mental: Universe Exploit**, **Spiritual: Bestowed From On High**, **Itembound: Drug**, or **Itembound: Technological**. He cannot copy **Mental: Impossible Skills** or **Mental: Techniques** that he hasn't seen in use. If Urahara requires special body parts or biology for the Ability to work, his body will shapeshift harmlessly so that it works. Urahara can uncopy Abilities at will. Urahara, unlike most of the rest of the Icosahydra, is not set to your bodymod's stats, but is instead slightly stronger, faster, and more durable than your bodymod. The reason this isn't an instawin for Urahara everytime is that they do not copy your knowledge or personality. They get enough of an instant understanding of your Ability to use it right off the bat, but if your Ability requires strong willpower, external knowledge, or a specific personality trait / identity, then you'll win despite the physical disadvantage.

Notes: If both of you are evenly matched and have no disadvantage or advantage over each other whatsoever, it counts as R-2. If you have a slight advantage, it should be R-1. Only R0 if the Ability is strictly defensive and would mean neither of you could ever win, or if both of you have balanced out disadvantages and advantages. If your Ability is significantly better with a skill / property only you possess then you probably get an R1, and if it requires a skill / property only you possess then you can probably take the R2. Outside of that, if you are able to kill him before he sees you, from farther than 20 meters, you can put that up to an R1 or R2 depending on your confidence.

#18: KYA-Bot (Kick-Your-Ass-Bot)

Ability: Has no soul or mind, has perfect skill in all forms of combat, can shift / regenerate body using nanomachines, technological possession, and can copy movements / techniques / skills they witness.

KYA-Bot (pronounced "kya bot" or "kyabit" like 'rabbit' when spelled "Kyabot") is a humanoid robot made of nanomachines with no apparent method of functioning. Despite this, the machines are capable of: reproducing endlessly, rearranging to allow for shapeshifting, producing an endless amount of electricity, hijacking / infecting / hacking technology, and copying the form and function of scanned technology. While their nanomachines can multiply and communicate to each other instantly at any distance, Kyabot cannot make full constructs which are wholly separate to themself so no cloning or turret creation or anything like that. Kyabot is strong enough to easily bust through almost any mundane material and can lift up to around 100 metric tons. Kyabot is as skilled as it is possible to be (i.e. no Impossible Skills) at all forms of mundane combat (martial arts, swordsmanship, gunplay, etc). Kyabot can analyze and instantly copy movements, techniques, skills, and technology which they see / scan. Kyabot can perfectly replicate and often improve upon the things they scan unless these things require components (such as biological or material ones) which they cannot replicate (although they can and will harvest the components they need from wherever they can get it). They will never copy something which would be detrimental for them to copy unless they'd have no way of knowing that it'd backfire. They start Battles with no initial knowledge of any technology to create constructs of, besides swords. Kyabot is also a pretty capable tactician, in that they can understand when they are outmatched and will attempt to retreat to acquire better resources / technology. Due to having neither consciousness nor spirit, Kyabot is immune to mind-targeting and soul-targeting effects. Kyabot's Ability is **Biological: Innate** rather than **Spiritual: Innate**.

Notes: Obviously technopathy or magnetic Abilities will allow you to deal major damage to KYA-Bot. Kyabot is not particularly more or less resistant to electricity (unless they get technology which could deflect it, absorb it, etc) so if it would work against a human it would probably work against Kyabot (though their regen means they'd be okay if you didn't instakill them). If you are immune to physical attacks and the attacks of any technology which Kyabot could reasonably scan then you'll be pretty safe. Kyabot is also vulnerable to Abilities which affect only objects, though conversely is invulnerable to Abilities which affect only people or living beings. Similar to Vita, Kyabot must be destroyed down to the last nanomachine. Similar to Taylor, Kyabot is a skilled combatant and can create constructs and adapt at a moments notice. And obviously if your Ability is technological then you're pretty screwed if they get close enough. Mostly, just make sure that they don't get away. They'll be cautious not to be hit by any of your attacks no matter what, but once they witness your Ability, if it is one which poses a threat to them, they are likely to retreat and find a better way of defeating you, either by scanning new technology, or just being more indirect in killing you.

#19: Anna Knifehands

Ability: All damage is reflected back onto the attacker and glass manipulation.

Whenever another being causes something negative to happen to Anna's body, mind, or soul, that negative effect is dealt back to them. An effect on the mind or soul does not count if it is not supernatural (by your original world's standards) in nature. If the effect is not reasonably divisible (such as the effect of "exploding"), it will simply happen to both the attacker and Anna. The attacker counts as the last person involved in causing the damage to occur. This means that even indirect attempts to harm (like deliberate negligence, manipulations of luck, or setting up traps) would count as long as there was intent to harm. Additionally, someone being commanded to attack her would be the attacker, not the person who issued the command, even if they were forced to attack her. The damage would scale to the size and proportions of the attacker's body, as closely as possible to their relative proportions on Anna. If Anna dies and her attacker dies within a minute, she will return to full health. Anna can also produce and manipulate shards of glass. She can produce as many of them as she wants and fling them at pretty high speeds. She only has control of *her* glass and only within 10 meters.

Notes: You essentially have to be able to take what you dish out to survive Anna. Being immune to your own powers would help, but you'll still have to defeat her before she defeats you with her not insanely powerful, but still decent, glass manipulation attacks. Out regening her is also an easy way to win this.

#20: One Trick Pony

Ability: I Seeeee you :}

Hiii there! I'm just like the rest of these clowns (★˚ ✧ .affectionate★ ✧ .), a one trick pony who's got one wacky Ability to rely on. Though I am also a pony, fyi, but more in the kids cartoon character kind of way than the small dinky little horse kind of way. My powers? **I have meeeta 4th wall-breaking powers** (looky, I put it in bold cause it's important :3). That's how I'm chattin' with you right now reader (or Jumper depending on your personal headcanons on how Jumpchain works). Don't worry though, I'm not a narrative manipulator, so I can't just write "I win" into the narrative or anything. I can, however, sense and perfectly subvert narrative manipulation of any potency. If your powers include narrative manipulation (like being able to act as the author or being tagged by the narrative as the main character or something) then I can make use of those powers right back at you (for hilarious effect). I can also see through both my own cute eyes and the eyes of the fourth wall. Depending on your headcanon on the canon narrative structure of any given Jump in your Chain, my fun powers will end up acting a wee bit differently. If we're operating in a first person written narrative then I can read your mind and perspective at all times (or at least whatever is written about your thoughts and perspective). If we're in an animated narrative then I can see and hear whatever the camera is pointing at. I also have some really fun toon force! Being able to pull funny objects out of hammerspace, recover from being chopped into pieces or exploding just by popping back together with funny sound effects, and appear and disappear impossibly from offscreen. Oh! And I figure since you shouldn't take my fight too seriously, it won't cost you any points if you win against me. I'll still slide you a **+50** if you score a good ol' arr-minus-two, but you won't have to worry about being able to beat me. Although... I think it'll cost you **400** CP if you have any proper narrative manipulation, whether or not you win. I'm not talking about the fun stuff of course (the winking at the camera, the

referencing things that you shouldn't know, the toon force), I mean the cheating. The author powers, the main character narrative weight, the especially powerful plot armor (the stuff strong enough to be used offensively), all of it is... unfun, in my opinion. With the strong stuff you probably got a lot of points racked up from beating all my other friends (well, my family really) up there. So I'm going to drive you, painfully, into the ground and make you pay for it too, dirty story cheater...

Notes: OTPs specific powers vary wildly depending on what you consider the closest narrative layer is in your Jumpchain. For example, if the Battle takes place in My Hero Academia, you'll need to decide if the narrative is in the form of an anime or in the written form of a Jumpchain story which it literally is in reality. In places with defined narrative structures (such as Homestuck or more relevantly, Medaka Box), their narrative is what is used no matter what your headcanon on Jumpchain is. OTP cannot come back from any attack which is taken seriously. So you throwing out a random fireball will make them turn to ash with two eyeballs and then just form back together with a honk sound effect, you fighting them for several minutes and then using an ultimate attack, or screaming with effort while attacking, or just generally being quite uncomedic about the whole thing, will finish them off. If you have any way of killing someone dramatically / seriously / uncomedically and you can survive them shooting you (yes they can shoot guns despite having hooves), bludgeoning you with giant hammers, and teleporting everywhere (among other things), then you'll have at least a chance at victory.

Reflection

The third and final Step in the process of crafting your Ability. For this Step, you will consider the full breadth of your Abilities, and everything in the Base Jump if there is one. This is because this Step will test your Ability's effectiveness on yourself.

The cost of your Ability against those of the other people in the Setting, and the cost of your Ability against powerful people are both valid measurements of your Ability's power. However, they do not account for one incredibly important thing: synergy; The resulting advantage which is created from the combination of abilities, becoming more than the sum of their parts. Plenty of synergy is likely when factoring in all of your Perks, Items (so access to your Warehouse), and Powers from previous Jumps and the Base Jump if you have Supplement Mode (but not the Perks in *this* Jump because I figured it would be annoying with them all using the same CP pool after all, just do Perks when you're done with your Ability, it won't factor in to any of this). We need to measure exactly how much stronger you are with your new Ability, than you were without it (it's okay if this is your first Jump, this still works well enough without that).

To do this, we'll pit you against yourself. For the purpose of this section, assume that "you" is the you with the Ability + all your previous stuff and "Jumper" is the you without the Ability but who also has all your previous stuff. In the fights between you and Jumper, there will likely be Perks you both have which seemingly contradict each other (such as perfect stealth Perks and perfect detection Perks). For these, the priorities for Perks are generally: immunity piercers > immunity > resistance piercer > resistance > powers. If it doesn't qualify (such as with the stealth vs detection example) then just judge how powerful each of them are in comparison to each other yourself. If they are equally effective then have them cancel out completely. Also assume that you are skilled at your Ability for the purpose of these Battles.

Before we start, if you fought Jumper and have an R-2 or R-1 (meaning you would be at a mild to extreme disadvantage), take **+400** CP for making yourself actively worse with this Ability and skip this section, great job. If you would get an R0 against Jumper in a fight (as in you have no advantage or any advantage you do get is completely offset by disadvantages) then give yourself **+200** CP for having an almost useless Ability (but do not skip this section). Be very honest with yourself about both assessments. Even if Jumper is fireproof and you have a fire Ability, think about how you could affect the environment to your advantage in a way Jumper couldn't. These things could give an advantage in Battle, if only a small one. Now if your Jumper can perfectly control and absorb flames, then you'd probably count for R0.

Now that that's done, you'll see in the below sections, lists of several tiers of buffs. Imagine for each section that you do a Battle between yourself and Jumper with that tier of buff. If you beat ("beat" meaning R0 or higher in this section) Jumper in Battle, you must do a Battle in the next tier. Continue until you lose or reach the last tier in a section. **Pay for the strongest tier that you were *able to beat* in each section**. Add these up at the end for your Step 3 cost (and don't freak out if it's bigger than the other Steps, it's supposed to be). Let's begin.

Strength

Find where Jumper is on [this chart](https://vsbattles.fandom.com/wiki/Attack_Potency#Attack_Potency_Chart) (https://vsbattles.fandom.com/wiki/Attack_Potency#Attack_Potency_Chart) in terms of raw physical strength / durability. Assume that increasing their strength also sets it to the top of the new row they're in. If you are already at Universe level (you show off) then just assume that each "row" increases strength and durability by one octillion (10^{27}). If you have infinite strength (very necessary I'm sure...) then skip this section. Increase their strength and physical durability by...

[50]: ...one row. This would take a peak human to street level strength. Not super impressive looking but enough that it won't feel unimpressive if they actually hit you.

[100]: ...two rows. This would take a peak human to wall level strength. This gets to noticeably superhuman levels, busting through cement and shattering ribs.
[200]: ...four rows. This would take a peak human to building level strength. This starts to be strong enough that it could be a Jumper's main thing if they are a pretty early-chain Jumper.
[400]: ...six rows. This would take a peak human to city block level. This is "if you are within a mile of me and I punch the ground you die" level of strength.

Speed
You don't need to use this chart (https://vsbattles.fandom.com/wiki/Speed#Speed_Levels) for this but you can if you are having trouble visualizing it. If you have infinite speed, skip this section. The thinking speed, movement speed, and combat speed of Jumper all increase (with similar protections to #13: Zoom Pal) by...
[50]: ...50%. This is enough to notice but it's mostly just a little uncanny to watch. They'll be at a significant advantage if you two are just in a fist fight, but this isn't a superhuman boost on its own.
[100]: ...100%. This is very noticeable, mostly in reaction speed. When your reaction time is halved, combat becomes way easier.
[200]: ...5 times. This is enough to be visibly super speed, and makes reaction times way better, but it still isn't quite enough that you'll be causing major collateral damage in your wake or punching down brick walls.
[400]: ...10 times. This is enough to get a normal human to around Mach 1. This will make it seem to Jumper that the world is moving 10 times slower. This will also mean they can probably hit you with a sonic boom so, be careful with that.

Regeneration/Stamina
Find where Jumper is in this list (https://vsbattles.fandom.com/wiki/Regeneration#Types). If they don't have enhanced regeneration then they are one tier worse than "Low" for

the purpose of this section. If they cannot regenerate then they are two tiers worse than Low. Your Jumper's regeneration is improved by...
[50]: ...one tier. Their regeneration speed increases by 50%. Their pain tolerance and stamina are doubled. They'll be able to bounce back from attacks way faster, and take more of a beating than you normally would.
[100]: ...three tiers. Their regeneration speed triples. Their pain tolerance and stamina are quadrupled. They are significantly better at recovering than you are, and if they already had improved regen, the effect is quite visible.
[300]: ...five tiers. Their regeneration speed increases by 10 times. They have almost endless pain tolerance and stamina. Even if they only had normal human levels of regeneration before, they can now survive most normally fatal wounds, including decapitation, and they can push through the pain of such things.
[500]: ...six tiers. Their regeneration speed increases by 100 times. They can push past any pain and have nigh-infinite stamina. A normal human could now survive something as extreme as being blown to smithereens, surviving from just a finger or heart.

Cooldown/Mana Cost Reduction
The mana / stamina (or equivalent for other supernatural systems) cost of Jumper's abilities will be referred to as just mana for this set of scenarios. Cooldowns in this set of scenarios counts as any Perks / Powers / Item Restocks which require an amount of time (and only an amount of time) to pass in order to be used again. If you have neither of these, they are not combat applicable (i.e. even if there were no cooldown / mana cost to those abilities, they would not give a significant advantage in combat), or they're only 1-Ups, then skip this section (be responsible in your judgment on this one though). Cooldowns and mana costs for Jumper will be reduced by...
[50]: ...20%. This means they'll be able to cast things a bit more often than you. If they have things like basic attack spells, their dps is going to be just

a bit higher than yours. Most things with cooldowns over a couple minutes aren't going to be affected though.
[100]: ...50%. This halves all cooldowns / mana costs, meaning they can cast twice the stuff in the same amount of time. This is going to be a significant advantage.
[200]: ...75%. All cooldowns / mana costs are now one quarter of what they were. This means they will be casting *four* times as much as they should.
[300]: ...90%. This allows Jumper to cast things *ten* times for every *one* time that you can. This gets absurd for cooldowns that are already short and starts to have an actual effect on longer cooldowns with ten minute long cooldowns only taking one minute and hour long cooldowns only taking six minutes.
[400]: ...100%, meaning they can be spammed endlessly. 1-Ups with one year or longer cooldowns can only trigger three times each. This has got to be ridiculous for you, assuming that they have any combat mana / cooldown stuff at all, it's gonna be *major* bullet hell time for you.

Invisibility
If Jumper can already turn invisible, ignore this. Your Jumper gains the ability to turn completely invisible, including objects they're immediately touching.
[50]: They can still be heard and seen via infrared. This will usually mean they can get the jump on you.
[200]: They cannot be detected by sound or infrared either. This means there will be very few ways to detect them at all.

Extra Lives
Jumper will gain the ability to respawn at the closest safe location after death, fully healed and with negative status effects removed. This will also activate automatically in a situation in which they would be classified as

"defeated" (i.e. mind break, indefinite paralysis, permanent entrapment). Jumper can do this...
[100]: ...once. Should only be a difficulty if your Ability depends on the element of surprise, or if your Ability is some sort of trick. That, or if you're damaged and exhausted after the first victory and don't have a way of recovering fully before they come to attack you again.
[200]: ...three times. This allows for luck and circumstance to have more chances of being in their favor, if only because they keep rolling the dice. Can turn an R0 into an R-1 for you, depending on how close it is.
[400]: ...a dozen times. This can quickly become a war of attrition, since they've got a *significant* 1-Up advantage over you. However, if you had a good enough R2 to start with then you can kill Jumper however many times it takes.

Prep Time
Jumper has extra time before you are introduced into the Battle. They will know the absolute basics of your Ability and (obviously) all of your previous Perks, Powers, etc. They have...
[50]: ...one extra day to prepare.
[100]: ...one extra month to prepare.
[200]: ...one extra year to prepare.
[300]: ...as much prep time as they want.

Icosahydra Abilities
Jumper has one of the Icosahydra's Abilities (see **Notes** if the tiers in this section confuse you, I tried my best to make it clear though). The Ability is...
[100]: ...the one that is the least advantageous for them of the 20 besides OTP's Ability. This means you don't need to pay for this tier unless there is at least one Icosahydra Ability Jumper could have that would fail to beat you.

[600]: ...one of the ten least advantageous of the 20 for them. This means you don't need to pay for this tier unless you could beat Jumper while they're using an Icosahydra Ability in at least ten of 20 possible Battles. This would be *truly* impressive.
[1000]: ...one of the two most advantageous Abilities of the 20 for them. This means that you only need to pay for this tier if you could beat Jumper while they are wielding one of at least *19 of freaking 20* Icosahydra Abilities they could have. In other words, at most one of the Icosahydra's Abilities can help your Jumper beat you. This suggests your Ability is truly egregiously powerful, though I can't imagine you don't know that already.

You should be done with your creation now, though maybe double check that you added the cost for all the tiers you *were* able to beat and not the ones that *weren't* able to beat. Common mistake to make in this Step since it's a little unintuitive. Average out the cost of each Step, round to the nearest **50** CP, and you've got your price! Feel free to spend spare CP below on Perks, and if you've got an Ability which costs **>1000** CP, there are plenty of Drawbacks below to help you get there. Hope that wasn't too much of a headache, and that you're happy with this new power of yours!

Perks

Also known as the stuff you buy with the CP left over after buying your Ability. Or you can come over here and dump your CP into this section if you just want to supplement the abilities you already have. Either way, you get no discounts.

Ability Users Attract Ability Users [Free, Mandatory for this Jump]

Users have a strange cosmic attraction to one another. Even Abilities themselves cannot fully allow one to avoid this effect. You will find that when it comes to meeting new people, more of them will be Users than is really probable. Additionally, you will meet at least one new User a month (unless you've run out of Users to meet of course), whether potential friend, apathetic stranger, or hired enemy, you'll run in to them at some point. This is mandatory for the Jump but you can also keep it if you want. In future Jumps, you can turn it down as much as you'd like, including turning it off completely.

Hereditary [Free/100, Incompatible with Itembound Sources and Spiritual: Bestowed From On High]

Your Ability is now hereditary if you want it to be. Depending on the Ability Source, this makes more or less sense. If the other parent of your child is also a User with this Perk, then they have a 50/50 of getting one Ability or the other. For **100** CP, you can decide which one is inherited, if they mix and combine into a new Ability of similar strength, or if they inherit both at a lower strength each.

One at a Time Boys [Free/400]

Abilities are exponentially more powerful when used in tandem. A team of four weak Users will almost always beat one strong User, and not just because of the Power of Friendship™. It's simply objectively advantageous, and similarly disadvantageous to be on the other end. This

Perk lets you rest easy as you (and your immediate allies) will never be attacked by more than one User at a time. Even if you have angered an army of Users, you will only be attacked by each of their Users one at a time. There is an exception: if there are two Users who have no chance against you individually (R-2) then they will be allowed to team up against you. Additionally, if you are about to defeat someone, then they will count as "weak" to you, and a second enemy User which you could normally defeat (R-2) can jump in to help. There will also be at least a couple minutes between Battles, if you want there to be.

You can have this Perk for **Free** during this Jump if you accept the stipulation that your enemies also benefit from this Perk against you (and your immediate allies). This means even with a team of Users some of you will end up isolated from the rest or maybe you'll just be compelled to watch and commentate from the sidelines or some other excuse. They have the same weakness as you however, in that two of you could attack them if they could beat both of you individually, and that if they are about to beat one of you then one of your weaker members can join. This Perk cannot be utilized by the main antagonist of the story if there is one (or main protagonist instead if you think you're more likely to come to blows with them). This exception from using this Perk updates one month after the current main antagonist is defeated (so once you defeat the main antagonist of an arc, a month later, the next arc's antagonist will no longer be able to use the Perk).

You can have this Perk in future Jumps as well if you pay **400** CP. This also alters the Perk slightly. Firstly, it is now toggleable. Secondly, your enemies can no longer utilize your Perk, meaning you can team up on them while they cannot team up on you. If you do team up on them however, they are allowed to bring in up to the same amount of Users on their side (so if you try to go 3 v 1, they are allowed to pull in two allies if they have any, but no more than that unless you add more to your side as well). This still does not count for main antagonists, you can team up on them all you want.

Training Arc [50 per]

Just because you've got skills and powers which put you above the rest doesn't mean you can stagnate. You've gotta keep increasing your power! Your skill! Your endurance! You must train! And with this your training's effectiveness is doubled. Can be purchased multiple times. Stacks additively (so triple, quadruple, quintuple etc.).

Talking is a Free Action [50]

Communication in combat is key when in a team, and fun when taunting the enemy. Too bad it's way too much trouble to try to talk and fight at the same time; it leaves you open to way too many attacks. Not anymore though, as talking will miraculously not take much time at all combat-wise. This does have its limits but you'll find that pretty much no actions will start or finish while you are speaking, nor will timers or charge-ups progress. If you want, you can extend this to your allies and/or enemies as well. It's not really effective offensively because you're also under the influence of the "nothing happens" field, unless you have some sort of language-based attack I suppose.

No Pain, Still Gain [100]

However important training is, leisure can be equally important. Taking care of your mind and body is the way to true strength. However, not training for extended beach episodes can cause gains from training to dissipate. You never want your overpowered Ability to degrade over time just because you haven't had the need to use it. Now none of your abilities, skills, or physical statistics will degrade over time.

Ability Proficiency [100]

Your Ability is, obviously, very important to your success in these stories. This Perk allows you to be proficient in using your Ability, knowing

by heart all its nuances and the weird tricks you can do with it, as if you had spent a lifetime (a normally sized one) practicing.

General Proficiency [100, Requires Ability Proficiency]

This proficiency now extends to all your supernatural and/or superhuman abilities.

No Matter What Happens to Me [100]

Sometimes, when victory is most important, you have to prioritize winning over everything else. Unfortunately, that sometimes involves things which are gross, painful, or even deadly, so even if you wouldn't want to prioritize your discomfort over winning, it'd be hard to commit to it in the moment. Now you'll be able to temporarily stop your discomfort from making you hesitate. This doesn't stop you from feeling pain or being grossed out but you'll be able to do things which will cause you discomfort without hesitation. Now you can chop off your own leg to escape a trap if you absolutely need to stop someone from gaining absolute power. This won't make you more reckless than normal, you'll only do what you think would actually be worth it, but you should still probably turn this off if you don't need it, you generally want to heed those "don't do that to yourself" signals. Also, the pain (and/or blood loss) can still cause you to pass out if it becomes too much, assuming you don't have other survival Perks or abilities.

Required Secondary Powers [200]

Required secondary powers are the usually unaddressed minor safety powers which are implied by necessity. Running super fast? Must have super reflexes and friction negation or you'd run into a wall and burn to death. While it's easy enough to bake required secondary powers into your Ability, and most powers from elsewhere come with the stuff as well, this Perk will guarantee that *all* of your abilities (besides the Ability you purchase here which is not affected by this so that you can't cheese the Ability Creation section) have required secondary powers. You do not take

any damage from your own abilities unless the damage is what makes the ability work (your super strength will never shatter your arm, but abilities which overclock your body past their limits and abilities which drain your vitality to achieve its effects will not be affected).

Think Fast! [200]

Seriously! Really fast! You're going to need some serious thinking speed in a lot of these fights, not only to react appropriately when your enemy starts reversing gravity, but also to think up a tricksy plan to use your own Ability to defeat them. You can now think fast enough to form full sentences in your mind while backflipping over a projectile in the middle of stressful combat. This will not negatively affect you in any way (you won't feel like time is slowed and it won't mess with your brain or anything). Note that this does not affect the *quality* of your thinking, only the quantity.

Anime Time Is Slower Than Real Time [100, Requires Think Fast!]

Now this is getting silly. You can now have full monologues to yourself within seconds, being able to think as if you had roughly five times as much time as you really do. Again however, quantity not quality.

All According to Keikaku [200, Requires Think Fast!]

Now the quality of your thinking *has* increased. Specifically, you are much better at planning things out, thinking ahead, and playing chess with your opponents. This has its limits. Most of the specifically intelligent characters in these stories will be better at planning than you (assuming you only had this Perk boosting your mind), but this does give you an advantage over one episode goons.

You See, I KNEW That Would Happen! [200, Requires All According to Keikaku]

Those limits are a lot less limiting now. You have an extreme proficiency in: predicting your enemy's actions, using

your abilities creatively, and involving the environment in your tactics. Feel free to combo with **Talking is a Free Action** to brag to your enemies that you knew what they'd do all along. More helpfully, pairing with **Ability Proficiency** will let you figure out the best ways to use your powers in pretty much any scenario where you know what's happening.

The Perfect Supplement to Your Ability [300]

Abilities are all well and good, but if your Ability is non-combat or can only *help* in a fight rather than finish it, then you'll have to carry your own weight. You are now stronger, faster, and more durable than before. This would raise a normal human almost to the level of Captain America. It also comes with some pretty decent martial arts skills, allowing you to defeat most mixed martial artists in combat even without considering your extra physical might from this Perk. Alternatively to the martial arts, you can get equivalent training in a weapon type of your choice (though broader categories will be less honed than smaller ones).

Talk No Jutsu [300/600]

The most powerful ability truly is friendship. And you now have that ability. For **300** CP, you are now many times better at convincing combatants not to fight you. If they are acting out of an emotional place and/or don't have an issue that can *only* be resolved by fighting you, then you can talk them down with a conversation whose length is determined by your own charisma and how much they would normally be convinced. Having a philosophical / ethical issue with you counts as an issue which can only be resolved by fighting unless you can convince them that you're on their side. You must be willing to stand down once they stand down for this to work. If you can't convince them before the fight is over you can convince them after dealing with them assuming you did so non-lethally. This does not work on beings under the effect of outside negative

influences (like mind control) or entities who are inherently evil. Pairs well with **Talking is a Free Action**.

For **600** CP, your words can literally reform and rehabilitate those who are insane (or just mentally ill in Settings which are more serious), though you need to actually beat them for this level of the Perk to work. Someone could be a psychopathic sadist whose purpose in life is murdering people, and as long as you completely and undeniably kick their butt (they must be at least unconscious and minorly injured) they will be inspired to turn their life around for the better. This also doesn't counter mind control or inherent evil etc. This can technically work in reverse too if you are evil, though I can't imagine that *not* backfiring.

The Conviction to Defy Fate [500]

There are many times when the challenge you face is not just daunting and uber powerful, but completely impossible to defeat for one reason or another. Whether fate itself ordains your downfall, the rules of their Ability forbidding your survival, or reality itself explicitly making it impossible for you to succeed, you are truly screwed. In such a scenario, there is only one thing to do: just win anyways. You see, under certain conditions, you can now do one small thing once per Jump / once per 10 years which is completely impossible. To activate this, you must be facing absolute defeat. This isn't *necessarily* Chain Failure, as it can also be failure to protect something or someone who is incredibly important to you or similar. Additionally, you have to be motivated by an extreme determination to not be defeated. This cannot be something simple like not wanting to die (unless you have some sort of trauma related to not being alive), it must be related to protecting someone / something important to you, completing some important goal, being there for someone important to you, or something similar which you might label as your primary motivation. When it does activate, it cannot give you a huge boost in power or a new ability. Instead it makes you an exception to some

rule and/or prevents you from dying during the few seconds that it's active. For example, if someone uses their future sight to see that you are going to be hit with a sword slash to the right, you can dodge the sword anyways, getting in a strike and winning the Battle. Perhaps the enemy Ability stops time and you are able to move during stopped time just enough to attack and save yourself. Or maybe you just impossibly survive for a few seconds longer, even in a video game setting where such survival at 0 HP makes no sense whatsoever.

Unnatural Twenty [600 per, Discounted with Icosahydra: The Sitcom]

Once per Jump, or every ten years, when you are about to die, a cosmic (metaphorical) d20 will be rolled, summoning one of the Icosahyrdra to your side to save you. They'll stay around for up to 10 minutes from their perspective. It will always roll an Icosahydra member that can *actually* save you, assuming there is one (dear god if there isn't one, you are *soooo* screwed). They will know all your Powers / Perks / etc so they can best work with you. They also know the basics of what you know of your situation. You can take this even if you take the **Icosahunter** Drawback. They're Ability Battle characters, fighting them is the *best* way to make friends with them. Although this Perk will not trigger to protect you from whichever of the Icosahydra is after you, and that member of the Icosahydra won't come to save you when the Perk triggers in other scenarios until after you've defeated them. If there are no Icosahydra who can save you, the Perk won't trigger or start its cooldown. Can be purchased multiple times for multiple charges. Cannot roll the same person twice before the 10 years pass / the Jump is over.

Companions

Friendship is a cheap trick to make weak Abilities stronger. And it works *really* well. And it's fun!

Import [100 per/50 per]

Spend **100** CP to import one of your Companions here with **800** CP. If you are using Supplement Mode and imported the Companion in the Base Jump, you can import them here for only **50** CP. Importing Companions is free after the fourth purchase (though you must pay for those which would cost **100** before you pay for those which would cost **50**). Companions can take the following Drawbacks: **"Can YOU Find the User?"**, **Weird, But Probably Not Important Right?**, **This Must Be the Work of the ENEMY**, **My Ability HAS NO WEAKNESSES!**, **Why Does This Always Happen To You**, **Perk Lock**, and **Dis Ability** (+related Perk).

Export [200 per/100 per, Incompatible with Supplement Mode]

You can now create and export a character you befriend in this Setting. You have **800** CP to create them with. Costs **100** CP after the second purchase. Can take the same Drawbacks as the Import option. If you have Supplement Mode active, you can just use the Export feature from the Base Jump.

Icosahydra Member [999999, Requires Spark]

Lmao no.

Drawbacks

In case you made an incredibly powerful Ability and need some more points, you can add some extra challenge to your stay. No Drawback limit but don't get yourself killed (or do, it's your funeral).

[General Drawbacks]

Incredibly Attractive [+50 per]

You are now doubly as likely to meet other Users as you were before. This means you'll meet twice as many as you would with just **Ability Users Attract Ability Users** which is already many times as many you normally should in the situations you get yourself in. This also increases your minimum rate of meeting Users from 1/month to 2/month (once per two weeks). Can be purchased up to four times, stacking additively (triple, quadruple, quintuple).

"Can YOU Find the User?" [+50]

No, apparently you cannot. No matter how obviously someone is not a background character, you won't notice that they are an Ability User. Their unique nonsensical clothes, their unnatural hair, their strange mannerisms, all of it goes *right* over your head. You cannot take this if you're in Supplement Mode *and* you already know who the Users are from knowing the source material.

> **Weird, But Probably Not Important Right? [+100, Requires "Can YOU Find the User?"]**
>
> No, that was very obviously an Ability. You will no longer assume that any weird goings on are the result of Abilities. You will try to rationalize any supernatural things which happen to you as much as you can. Thought you saw an entity swoosh by out of the corner of your eye? Was probably just some guy. A dog on the street coughs up their lungs and dies? Must've been really sick. Either you

have to see someone use an Ability directly or witness something completely unexplainable, consistently, in order to be convinced that maybe you're being attacked.

This Must Be the Work of the ENEMY [+100]

Careful on the trigger finger there Jumper, I think that guy just has a weird haircut. And no, the swirling of the coffee in your cup isn't forming a skull due to an Ability, that's just the coffee (and barely looks like a skull at that). You seem to be a lot more prone to assume something is the work of an enemy's Ability and to assume that someone who stands out is an enemy User. This isn't crippling mind you but you will have a false alarm at least once per *actual* Battle that you face in the Jump. This also isn't particularly dangerous unless you tend to deal out swift and lethal attacks to those you recognize as enemies, though most calmer people will just end up embarrassing themselves more often. In combination with **"Can YOU Find the User?"**, you are now only sure that someone is a User when you are wrong. Even trying to game the system ("I think this guy is a User therefore he isn't!") will also fail ("OH NO HE WAS"). Adding **Weird, But Probably Not Important Right?** does the same.

My Ability HAS NO WEAKNESSES! [+100]

Note: it probably has weaknesses. You won't think that though, as you are now completely convinced that your Ability (in combination with your other Perks and Powers) makes you unstoppable. To be fair, you might be right most of the time, considering you are Jumper. However I'd advise you not to underestimate the powers of the Users in your Setting. There are ways of getting around almost any Ability or set of Abilities. Either way, you'll be incapable of seeing any way you can lose during this Jump.

Why Does This Always Happen To You [+100]

While not unreasonable, this kind of thing has got to be unlikely. For some reason, you always seem to be put in awkward or embarrassing situations during Battles. Whether it's an enemy User attacking while you're in the bathroom, having to do something gross to defeat an enemy Ability, or even the classic weirdly sexual Battle ("oh goodness while fighting this enemy you've accidentally seen up the skirt of your ally! How wacky and quirky"). Besides being silly, it won't ever make you lose (though maybe you'd sometimes prefer it to the loss of dignity).

Wait, That Doesn't Explain It at All [+100]

Sometimes, before an enemy attacks you, they do some weird thing with their Ability, to be intimidating or just because they're a weirdo (Users often are). But wait a second, after defeating the enemy, in retrospect, that wasn't even a thing their Ability can do??? By taking this Drawback, enemies will inexplicably do something with their Ability that they literally cannot do (and is often barely related), until you learn what their Ability actually does. This new power is never actually useful, it's just weird and/or intimidating. The actually bad part of this is that it can throw you off when trying to guess their Ability, which can often be the difference between outmaneuvering an enemy Ability, and failing to survive your Battles. Oh, also, no one will remember them doing their weird thing, if you ask anyone who should know what happened they will tell you (correctly) that that's not their Ability. There will be no evidence of this besides your memory as well. Cannot be taken in Supplement Mode unless you also have **What Was Your Power Again?**.

Item Lock [+150]

This Drawback locks away your access to Items from previous Jumps, as well as your Warehouse. Cannot be taken if the Base Jump has a Drawback which would do this (even indirectly through a general power lockout Drawback).

Perk Lock [+150]

This Drawback locks away your access to Perks, Powers, and altforms from previous Jumps. Cannot be taken if the Base Jump has a Drawback which would do this (even indirectly through a general power lockout Drawback).

Inverted Metaknowledge [+150/+300]

You can only take this if the main antagonist(s) has at least an R1 against you with all your Perks, Items, Ability, etc. If the main *pro*tagonist(s) have at least an R1 against you and you think they will be trying to defeat you, then that also allows you to take this and replace "antagonist" with "protagonist" in the following description:

For **+150** CP, the main antagonist(s) has metaknowledge of you and your abilities. They have all the knowledge of someone who has read the full wiki page on a character (that character being you of course). If taken with **Usurper** or **The Arc Ender**, this instead grants **+300** CP.

Not So Hypothetical [+200]

Ya know how all the Battles against the people in your Setting and the Icosahydra and yourself were all just thought experiments used to measure your Ability price? Weeeell not anymore. You will now go through a Battle for each Battle which you evaluate for R-Score in the Ability Creation. The scenario / circumstances for each Battle are randomly chosen from likely scenarios / circumstances. After each Battle you will be reset to full health in every way (to be clear though, your memory will continue between Battles, you'll be experiencing every second of these). The Battles will not take time away from your Jump. You don't have to win all the Battles though of course. You just have to win at least half of the amount that you are predicted to win based on your overall average R-Score rounded down. All R1s means you have to win (half of 75%) 37.5% of the Battles, four R-2s and one R2 means you have to win (half of 20%)

10% of the Battles etc. For those who don't want to do even more math (valid), know that you can mostly just eyeball it, especially since the actual amount you have to win is half of the expected. Additionally, you can approximate based on your Relativity CP price: **+800** means half of 25%, **+400** means half of 37.5%, **+0** means half of 50%, **-400** means half of 62.5%, **-800** means half of 75%, **-1600** means half of 100%. If you don't have Supplement Mode, you do not need to fight every single User in the Setting, you just need to fight until you've beat the right ratio of Users, though you have to fight at least twenty Battles for the Relativity Step and at most one hundred. The Recalcitrance Step is even easier to eyeball. You will have to fight yourself with every possible buff in the Reflection Step sequentially as well. You also won't be able to remember anything about the Abilities and Users from the Setting that you didn't already know. That means you won't actually learn anything from this (though the memories will fully return whenever it would no longer be helpful).

High Standards [+100, Requires Not So Hypothetical]

You must now beat at least the amount that you are predicted to win. This doubles the difficulty and means there is almost no wiggle room for failure.

Practice Round [-200, Requires Not So Hypothetical, Incompatible with What Was Your Power Again?, No Warning, and "Can YOU Find the User?"]

I see, you want to get a quick run of the Setting before you start properly. Well, your memories of things that you learned about Abilities and Users from the Setting are no longer removed. This doesn't work with things that mess with your metaknowledge (hence the incompatibilities) and is definitely a somewhat dangerous way of getting some foreknowledge but it works.

Dis Ability [+300]

Your Ability is more of a hindrance now than a boon (at least for this Jump while the Drawback is active). Your Ability will now come with some

major drawback that makes it problematic, and your Ability will be able to activate out of your control (i.e. telepathy that is always on and overstimulates you, time stop that triggers at random times when you're bored / understimulated, an electrical Ability whose static can cause seizures when you're stressed). The downside of your Ability will pierce any Perks which would make it less bad directly (the telepathy would pierce anti-overstimulation Perks, the time stop would pierce anti-boredom Perks, the electricity would pierce perfect body control Perks) and the downsides have to actually be a problem for you as much as it would be a problem to a normal person with a similar real life disability. It's not all bad though, as it still has to be mitigatable in some way even if that way would involve making adjustments to your lifestyle (you can stay away from large gatherings of people with the telepathy, carry fidget toys with you at all times with time stop, and sit or lay down when you are stressed with the electricity). This will make combat harder, so let's hope you aren't fighting much, have friends to back you up, or can keep your disability from hindering you in the fight.

If I Beat That, I Can Beat Anything [Special, Requires Dis Ability]

You've probably faced many esoteric and difficult threats before, and you'll probably face many more in the future as well, but dealing with a disability is probably one of the more real ones. Disabilities of all kinds and intensities affect millions of people in almost every world. And just like it's done to them, the daily struggle has made you a stronger person. For **Free** at the end of this Jump, gain this Perk (not Drawback). It guarantees that no matter how powerful a despair takes hold of you, it will never *quite* take you over the edge. It only actually increases your tolerance for pain, suffering, tedium, loneliness, and hopelessness by a small amount, but it really kicks in when the despair starts becoming too much to handle, like a safety net. If you upgrade this Perk for **200** CP, it can also save you from any effect trying to hold your true self back (usually mind control / soul effects) once per Jump / once per ten years.

Separately, for **400** CP, you can get this Perk at the start of the Jump instead of the end. Kinda defeats the purpose of taking the Drawback *and* the point of getting the Perk though so you'll have to endure a small disappointed stare from Jumpchan. If you had a literal disability before you started Jumping then you can take the fully upgraded version of this at the start of the Jump for **no points**. You've earned it just by not giving up until now.

Icosahunter [+500]

You may be powerful Jumper, but can you truly handle Battling the strongest people alive? Roll a d20. That member of the Icosahydra is now after you. They spawn into your world (with any Free Origin and anything they can get for Free / with stipends if you are in Supplement Mode) far away from you (or as far as is reasonable for smaller worlds), and under a fake name if they think you'll be able to find them by their name. They'll know your Origin, name, and current appearance, no more, no less. They'll go after you over the course of the Jump, with the objective to Chain Fail you. Even if you have an R2 against them in a fair fight, know that they have the advantage of preparation here. They have (presumably) 10 years to find you, stalk you, and wait for the perfect chance to attack. They can use things in the Jump to get the advantage as well, like getting a gun, stealing an important artifact, using a drug, or even obtaining allies of their own. And of course you won't know what they look like either (though they'll look as unique as any other User in the Setting so you might be able to tell they're a User at least). Even OTP won't be a pushover (they'll make a lot of allies to fight ya, and exploit the tropes of the Setting against you). Good luck Jumper.

Re-Roll [-50 per, Requires Icosahunter]

Rolled an Icosahunter which hard counters you? Would you rather someone a wee bit easier? You can use this to roll again on the d20. Re-roll if you roll one you already have as an option. You can choose between the ones you've rolled in case the re-roll is

worse than your original. Can be purchased multiple times for more options.

Prepare for Trouble [+100 per, Requires Icosahunter]

As if one wasn't enough, there is now another hunter coming for you. Roll again on the d20. Re-roll if you roll one you already have as an option. Choose two hunters from your options instead of one. Thankfully for you, they won't work together. They won't be against each other and they won't accidentally get in each other's way, but they follow the ancient tradition of "one at a time" so that's good at least. Can be purchased up to five times for one more roll and hunter each time. Can be purchased up to twenty times with **Cheat Level Synergy**.

Cheat Level Synergy [+200/+400/+600, Requires Prepare for Trouble]

Dear god you're in for it now. They will no longer refrain from working together. They will also be immune to the effects of **One at a Time Boys** when it comes to the other hunter(s) meaning that multiple Icosahunters can fight you at once. The strength of synergy is unbelievably pronounced when you have the Abilities that the Icosahydra do. This gives you **+200** CP. If you have five or more hunters then it instead gives you **+400** CP. If you have ten or more hunters then it instead gives you **+600** CP. You better already be ridiculously powerful if you hope to stand a chance.

Kitted Out [+100, Requires Icosahunter and Supplement Mode]

Instead of just getting freebies and stipends, your hunter(s) get a full, **1000** CP build of the Base Jump (or whatever amount of CP the Base Jump gives you). Whatever would be best to compliment their fighting strategy is what they pick.

[Incompatible With Supplement Mode]

Tournament Arc [+50]

No matter what the stakes are for whatever it is you're doing at the time, no matter how unnecessary it is, no matter how easily you could just circumvent the whole process, you are now guaranteed to be involved in a tournament arc. At some point during your stay, when other, more important stuff should really be getting done, you'll unfortunately be caught up in a tournament (with at least 16 contestants), where you must face off in combat brackets against other Users until everyone is eliminated. These don't necessarily have to be to the death and there can even be on-site medical support, but no matter what, at the very least a third of the fights are going to get close to lethal. Even if you lose (assuming you don't die) you're not allowed to leave until you watch the rest of the fights. Oh, and don't forget what I mentioned earlier about more important things. The tournament is, through some amount of unfortunately coherent shenanigans, going to end up being either: the only way to achieve the next step towards your current goals (maybe you need to face off against a certain competitor in front of a crowd in the finale or you need to draw out an ancient entity by ritualistic combat) or it will be a dangerous but necessary distraction from completing your goals (maybe the countries economy relies on these tournaments for tourism or you need to keep up appearances for some reason). At least these arcs are usually fun.

Double Elimination [+50, Requires Tournament Arc]

The brackets are now double elimination, meaning that losing contestants fight in a separate tournament whose winner fights the winner of the first tournament. It goes without saying but you'll be here about twice as long now.

The Arc Ender [+250]

This guarantees the existence of a person in your world whose gravitas is significant enough to serve as the final Battle of a major arc. This is a serious powerhouse, with an especially unstoppable Ability. Using this potent Ability (along with their own significant personal strengths and skills) they have an R2 against you in your Ability-having bodymod and (more impressively) at least an R1 against you with your Ability, Perks, Items, etc. They also have at least an R1 against all of your Companions. This will make them a significant threat. You will hear about them at least a month before they become a threat to you specifically but at some point (whether because you've wronged them in some way, you have something they need for their goals, you are philosophically opposed to them, or some other reason) they will begin to plot ways of making problems for you and eventually killing you. Either that or the goals they are going for are completely unacceptable to you in a way where you will be compelled to stop them before the Jump is over.

No Warning [+50, Requires The Arc Ender]

You are no longer guaranteed to know of the villain a month before they appear. In fact, the opposite is now true: the villain will know of you, and begin plotting against you, at least a month before you know of them. If you have some way of sensing the threat instantly such that it's impossible for them to know of you a month before you know of them, then they will know of you a month before the Jump starts.

Goons [+50, Requires The Arc Ender]

What is an evil villain without goons! The villain will now have at least two dozen Users under their command, either by mind control, persuasion, money, or combinations of any of those, who will be sent after you. If there are less than 24 Users in the Setting, then the remaining slots are filled with individuals who are exceptional enough to beat several of the other goons even without an Ability. If you don't have **One at a Time Boys**, then nothing will stop them from coming at you in groups of three or four at a time (or

if your villain is especially logistically gifted, in massive coordinated groups of ten or more). If you do have **One at a Time Boys**, then expect the process to take a couple weeks (again, depending on the coordination of your villain and their goons).

Final Boss [+150, Requires The Arc Ender]

Your villain is now fit for a series finale. Instead of at least an R1 against you and your Companions (individually), they now have an R2 against each of you (still individually). This means you'll require a significant amount of training, planning, luck, and/or allies to win in an inevitable final confrontation. They will not be so powerful that they are literally not defeatable by you, assuming you make good choices, from the start of the Jump. Of course, if you screw up then it might *become* impossible but it will never start impossible and it will never become impossible because of something that was out of your control. Additionally, they could (and likely do) pose an immense threat to the people of the entire Setting. On top of all that, this also upgrades the two above Drawbacks if you have them: your villain has at least 40 goons if you took **Goons** and they will know of you a month before the Jump starts even if you don't learn of them for much longer if you took **No Warning**.

Icosahydra: The Sitcom [+300, Requires Slice of Life]

Oh dear. Your little slice of life is about to get a lot more crowded, as you'll be living in the same home as all twenty of the Icosahydra. They will all have at least one drama / problem that you need to help them solve (whether that be drama between themselves, or drama with others, or some skill they need to learn etc) each month. You need to help them all with their issues over your 10 years here. If you fail to help with enough of their issues (missing over half of them in a month, or over a quarter of them over a few months) then you will Chain Fail. All of their issues are at least hypothetically solvable by you. Also, if you're worried about having to fight them, then you should be! But not too much. Battling is quite

important to even the most laidback of these characters. They will fight others and each other on occasion (at least once a year) and oftentimes you'll either be the target or you'll have to step in to stop it from going too far. Whether they trust you, or you'll have to use your Ability to properly stop them, you'll need to keep an eye on them on occasion. Instead of **Unnatural Twenty** summoning a random Icosahydra from nowhere, if it triggers during this Jump (assuming that it's not against another Icosahyrda member) then the Icosahydra member you roll will simply happen to be nearby and will help you out. You are not responsible for helping solve the problems of the **Icosahunter**(s) until after they are defeated.

[Requires Supplement Mode]

What Was Your Power Again? [+100]

Knowing the Abilities of enemy Users is an incredibly helpful advantage. Your metaknowledge of Abilities in the Setting shall therefore be removed. This may make some of your knowledge of the story also blotted out if it's directly related to an Ability, but you'll still remember the general story and characters. Cannot be taken if the Base Jump has a Drawback which would do this (even indirectly through a general amnesia Drawback).

Meta-Ignorance [+100, Requires What Was Your Power Again?]

ALL of your metaknowledge of the Setting and story is removed. Good luck fighting blind, it's only fair.

The Plot Beckons [+150]

You can only take this in Settings where there are at least ten beings and/or events which could kill you, including the main protagonists and/or main antagonists. You cannot take this if the Base Jump is making you replace a character in the story (including if it was an optional thing which

you opt into). You are now forced to interact with the plot at least a little bit. No hiding out in your shed with your infinite free food and water for ten years Jumper. Specifically, you must: 1. Meet three of the protagonists or just the main character if there aren't enough protagonists. By "meet" I mean you must know each other's names and interact for at least 24 total hours OR you can just interact with them for at least 168 hours (one week). 2. Oppose a main antagonist at some point. This can be directly or indirectly but it must be in a way in which the antagonist in question knows it was you who did it. 3. Be there for one of the top five most important events of the story that you'll be in the Jump for in your ten year stay. Try to be honest in which events are most important but you have to be present and noticed by either an antagonist or protagonist at that event.

You can do these in any order and you can do multiple at the same time. If you'd like, you can flip "antagonist" and "protagonist" in the above requirements (eeeevil Jumper). If this is not possible for you to complete due to the nature of the Base Jump's story then sorry and sucks to be you.

This is for Protagonists to Be Handling [+150, Requires The Plot Beckons]

Can only be taken if the main antagonists (or protagonists if you have it inverted) would have an R2 against you. You will now have to personally help resolve the conflict of the story even if there are multiple conflicts over several arcs. You have to be involved enough that the main protagonists (or antagonists if you inverted it yada yada) would agree that you helped a lot and that it would have been more difficult without you (and no, mind controlling them to like you does not count). For the purpose of determining if you helped or not, at the end of the Jump they are temporarily: revived if they died, brought to full sobriety, and granted knowledge of how the story originally would have gone without your intervention. You have to get the majority vote among them (tieing does not count as majority). If you fail to do this, you Chain Fail.

Usurper [+200]

You can only take this if the main antagonist(s) has at least an R1 against you with all your Perks, Items, Ability, etc. If the main *pro*tagonist(s) have at least an R1 against you and you think they will be trying to defeat you, then that also allows you to take this and replace "antagonist" with "protagonist" in the following description:

The main antagonist(s) now know that you exist, your name, your appearance, your general location (for most Settings it would be whatever small country or large state you're in, but it'll be more specific in smaller Settings and less specific in larger ones), and a two sentence synopsis of your abilities. They are also under the impression that if they are able to kill you, they will be able to become Jumper in your absence. These will obviously combine into a target on your head from the antagonist(s).

End of Jump

At the end of your stay, all Drawbacks are revoked. And of course, you are now given your choice:

Stay

You stay here in this world that you either crafted or entered, living out the rest of your days (or eons) in occasional Battle or well-deserved peace.

Go Home

Did one of the protagonists get to you with their speeches about friendship and family? Or perhaps some of the fates worse than death made you homesick. Whatever the reason, you've hopped back to your home world.

Continue

You have more adventures yet to come Jumper. Good luck on your journey, and I hope that your Ability serves you well in the next world. **You can use this Jump again as a Supplement to another Ability Battle Setting in the future**, though you'll start with **0** CP and can't take Perks that you've already taken (unless they can be purchased multiple times).

Notes

You probably don't need to read most of these if you don't want to, though maybe skim the Ability Creation clarification (the first Note with subnotes) if you think you got away with an exploit, because you probably haven't. Other than that, these are just clarifications on things, so scroll through for anything that confused you and you should be able to find it. The Notes are organized in order of what they are referencing in the Jump from top Jump to bottom.

-If you read through this whole thing, then I formally apologize for making you do math. So. Much. Math. 'Twas the only way to get consistently accurate results. If it makes you feel better, I rigorously tested several systems to find the most simple one that didn't sacrifice too much functionality.

-Seriously though, I hope you enjoyed the system as much as I liked making it. And if you didn't I hope you at least got a fun Ability out of it in the end. Anyways onto *actual* notes.

-Thank you to u/Hyperion_Industries for listening to all my first drafts of things, and writing basically all of the Time Periods.

-I use the words "Ability" and "Battle" to mean "specifically the abilities which are counted to be eligible for this Jump" and "specifically battles between two Users" respectively. When I say "ability" or "battle" without capitalization, I just mean "thing that you are able to do" and "an instance of combat" respectively. I do the same kind of thing with "Setting" and "User".

-Examples of valid Ability Battle Settings: JoJo's Bizarre Adventure, My Hero Academia, Medaka Box, Naruto (barely, since their Abilities aren't unique for the most part), One Piece, Epithet Erased, Danganronpa (mostly some parts of 3 and in the backstory), and many more.

-Remember for Ability Sources that it's the *source* of their Ability, like the absolute source. So even if a genetic Ability

has a psychic-type effect (Professor X), it is sourced from the genetic component.

-Yes you can choose as many sources for your Setting at once as you want, either for different types of Abilities or the same type of Ability that can have different sources. Either way, do so at your own risk. Your mileage may vary on chaos mode there.

-**Spiritual: Bestowed From On High** may have been a bit confusingly worded so allow me to clarify: let's say you get an Ability from the god of truth, and the god of truth would take away your Ability if you lied because of their nature or if you murdered someone because the god of truth is a nice guy that would generally not like if you killed people. They might let you repent if you do enough that they would subjectively forgive you. In the next Jump, the god of truth is not still looking over your shoulder, but if you lie or murder someone then your Ability will go away until you repent according to the god of truth's standards. Again, the god of truth is not *actually* there, although your Ability functions as though he is.

-Something would not count as **Spiritual: Magical** if it was just a spell that only you knew how to cast. That would be **Mental: Technique**. It has to be a magic that *only you* can wield because you're special. Either that or it's a magical enchantment which isn't a **Spiritual: Bestowed From On High**, **Itembound: Enchanted**, or **Itembound: Magical Girl** Ability. Actually a lot of them can be magical. The point is this is the catch all one for Abilities that are explicitly magic but also not any of the other categories.

-All of the **Innate** Sources are defined with examples of how you can be taken advantage of because it would be useless to say pretty much anything else. The **Innate** Abilities are immune to pretty much all tampering and ways of being used against you besides other Abilities and the ways described in their description.

-The difference between **Itembound: Enchanted** and **Itembound: Magical Girl** is that **Enchanted** just gives you your Ability while it's equipped while **Magical Girl** gives you an alternative form

and that form has your Ability.

-You'll notice that Supplement Mode has a lot less ways of getting CP than the Non-Supplement Mode (mostly in the Generic Setting Options). Mostly because in Supplement Mode, you get a bunch of stuff from the Base Jump, while you've only got the stuff in this Jump to buy when not in Supplement Mode, so you deserve more options for CP.

-If you are using the Generic Setting Options to recreate a Setting that doesn't have its own Jump, fanwank appropriately on which things apply. Most of them don't matter too much, but on things like **Determined Fate**, even if the description doesn't quite match, just try to grab whatever fits the best and then pay / gain the CP as appropriate.

-Can you tell I haven't consumed many **Renaissance Era** stories?

-Feel free to have more advanced technology for certain Settings that don't seem like they should have it. As long as you have an explanation in your mind you can mishmash things however you want (maybe your Ability Source is **Itembound: Technological** because aliens dropped by your medieval world with nanites or something). The same is true of adding magic to sci-fi.

-Be responsible when fanwanking whether you count as significantly over the normal population for the Ability Distribution.

-The descriptions for each distribution setting are unimportant, they're just for getting a feel of how much they are. Feel free to disregard any of the specifics they say, besides the actual values of the distribution range of course.

-I suggest only activating a Mood/Tone setting if you know you want the tone to stay a certain way. Like, you can already write a noblebright or grimdark story if you wanted, but in-universe, you might want to spend CP on a guarantee of noblebrightness during your stay, or maybe you wouldn't mind a guarantee of grimdarkness for some extra CP.

-Getting Drawbacks like **The Arc Ender** which increase danger, along with **Slice of Life** will definitely balance out to a lot less danger, but you'll still have a lot of problems. Firstly, Drawbacks trump Perks and other options, so a lot of the dangers are going to persist past the **Slice of Life** mood. Secondly, even if they don't kill you, they can still break/take your important stuff. Thirdly, if it comes down to it, people can and will still kill you in **Slice of Life** mode. Just don't assume all your problems are solved by it.

-In case it wasn't clear, Setting Drawbacks can only be taken by those using the Generic Setting Options. You can't toggle Supplement mode and put a **Post-Apocalypse** Drawback on the Base Jump.

-While the Setting Drawbacks which specify "Only Abilities can access these" say "which are quite rare" you can have there be a huge amount of people with such Abilities. It's more of a minimum.

-The difference between your Ability taking advantage of a Setting Drawback for **no points** and it being fiat-backed into future Jumps for however much CP is as follows: with the former your Ability will only work in other Jumps which have the same kind of mechanic (i.e. alternate timelines) and in the latter your Ability's associated mechanic will be forced onto every Jump you go to unless it would explicitly contradict established lore in that Jump. That way your Ability is almost always useful.

-The reason that the time travel Drawbacks are so specific and restrictive compared to other Drawbacks is that most Settings that aren't specifically about time travel (and a lot which *are*) aren't very clear on the mechanics of their time. So if I just say "Back to the Future time travel" or similar then you'll have no idea how the specifics of that will work, especially in relation to all the wacky Abilities in your Setting. This would be fine to leave up to interpretation were it not for the fact that these have to give you specific points values.

-There is an option to have determinism with the **Free Will** Drawback but no option to have free will (by some definitions) with the **Determined Fate** Drawback. This is because having determinism in **Free Will** (assuming you don't also have **Jumper: Into the Jumperverse**) doesn't alleviate or invalidate any problems that **Free Will** causes while free will in the **Determined Fate** Drawback would basically eliminate the problem. You can still defy fate if you have a separate Perk for it though which is why that clause is there.

-**Free Will For Thee But Not For Me** is not incompatible with **Jumper: Into the Jumperverse** if you exclude alternate versions of you from being created in alternate *timelines*, and only took **Jumper: Into the Jumperverse** for alternate *universe* versions of yourself.

-If you take **Determined By Whom?** and got **no points** from **Determined Fate** due to taking advantage of fate with your Ability (not by allowing a fate defying perk to defy fate because it's incompatible with **Determined By Whom?**) then you will gain a net **+100**, not **+150**, or **+0**.

-Sorry that this note is long but, for further clarification on what happens in closed loops with **Determined Fate**, you can basically think of it as there being several different internally consistent possibilities when you see the future (/time travel but I'll keep with "see the future" for simplicity). There are many possibilities of visions you could see which would lead you to making those visions come true (and therefore avoiding paradox). Unless you're the type to just blindly follow whatever your visions say, visions will probably already be narrowed down to things which you'd see and then want to replicate (you probably wouldn't want to kill a baby even if you saw yourself do it in a vision, therefore it would cause a paradox and isn't a valid vision). Of the visions which are *possible*, the one which you'll see is the one which works out best for everyone involved in the vision, although the will of the person seeing the vision has priority over the others. This doesn't give anyone obscene luck (no lightning striking down the danger just because that would "work out best") because it can only affect the actions of those who see the vision and only

within the bounds of whatever instructions they would follow. So for example, seeing five seconds into the future when in a fight would probably see you dodging out of the way, which you could then replicate. However, you couldn't necessarily do the same thing to see yourself five seconds into the future filling out a winning lottery ticket. This is because it can only make the future work out best for the part of the future you actually saw. In between the present and the vision, as well as in between the vision and future, it all just works out however works out. So instead you'd just see yourself fill in whatever lottery numbers would be the most in character for you to do.

-Of course, if you have **Determined By Whom?** then throw a lot of the above out the window because now whichever force you've decided to be in charge of fate will personally decide between the possible visions.

-If you don't know how **Hyperdimensional** works, don't worry about it, just leave it for the nerds who do know how it works and for some reason want to enable it.

-The "real" Jumper, in regards to **Inconvenient Time Travel** + **Jumper: Into the Jumperverse**, is the one having the continuous experience from the beginning. If you, Jumper A, go back in time, your past self will be there (Jumper A -> B) but you will count as the prime Jumper. If both of you hang out for two minutes and then go back in time a minute, the two past versions of you (Jumper A -> C and Jumper B -> D) will be there, hanging out, but Jumper A (not B or C or D) will still be the primary. Hope that makes sense.

-I have no idea how one would consistently win **There Can Be Only One**, considering alternate universe versions of you are inherently of roughly equivalent power, and any advantage you have, most if not all of them would also have, but have at it.

-Default **Gods and Monsters** is meant for lots of creativity. You can have almost useless gods of the multiverse like in Konosuba, or more direct gods of certain aspects of the world, or classic greek-style gods, or whatever else. You can have Pokemon, creatures of myth, hyperdimensional creatures, or whatever your

mind can imagine. The upgrades (**Spiteful Gods** and **True Monsters**) are mostly for if you were already wanting to get especially dangerous gods or monsters, so that you can get some appropriately earned CP for it.

-On the limits of what kinds of Abilities you can create:

-As stated, it cannot directly affect or be affected by other Jump mechanics, which includes: CP, Perks, Drawbacks, Jump time limits, Scenarios, etc. "Directly affect" means your Ability cannot "multiply all Perks by ten", "negate Drawbacks", or "make this 1-Up recharge faster". It still can "increase all my physical, mental, and spiritual power by ten", "use luck to decrease danger I'm in", or "bring me back to life when I die". "Directly affected by" means your Ability cannot "activate whenever this specific Perk activates" but it still can be activated by the indirect effects of the Perk (like triggering when near death if it's a last stand Perk). It also cannot mess with this Ability Creation process (fourth-wall breaking/narrative manipulating will not be able to pierce out of the hypotheticals for example).

-The Ability cannot have clauses built-in to make you weaker during these hypothetical Battles. This means you can't say "my Ability will instantly make me lose any Battle during the Ability Creation process of this Jump and makes me god in every other situation" or even a more general "my Ability makes me god except during situations which are hypothetical in which case it does not work". Any way of getting around this and making the hypotheticals different from what would actually happen if they really occurred will not work (there should be NO DIFFERENCE between one of the Battles you imagine against a User and actually showing up to fight that User with only your bodymod etc).

-Your Ability and any part of your Ability cannot be made to *only* do *anything* with the rest of your powers. So if you have Chaos energy, you can't just choose your Ability to be infinite Chaos energy amplification, and take the **+600** from Step One and Two for your insane Ability. Everything your Ability can do must be *somehow* helpful to normal bodymod you to be valid. I can't define terms too rigid in this

regard but as a rule of thumb, if you have **+600** from Step One and Two and in Step Three around **-2000**, then you're probably abusing the system, intentionally or not. We're all for synergy here, but we aren't for you making an uncreative Ability only meant to further your power for cheap.

-In the same vein, you can't have an Ability or part of an Ability which will only be useful to you *after* this Jump. This wouldn't show up in Step Three because you wouldn't have the power yet but if you knew you were going to get Chaos energy in the next Jump and made your Ability or part of your Ability infinite Chaos energy amplification, that would be cheating. As long as every part of an Ability is useful to you in some way NOW it's okay if it becomes more powerful LATER. So if you have general energy amplification and electricity then that's fine even if you are doing it because you plan on getting Chaos energy next Jump, that's fine.

-Anything else that would make you pay less for an Ability than you should will not work. Seriously, you can do whatever you want with your Ability as long as you account for all of the things you want to use it for in the creation process and pay for it appropriately. Trying to abuse the system will not only fail but also result in a brick being thrown at your head.

Other than that, you can almost literally make anything you want! Narrative manipulation, perfect deception, mega-destructo jutsu, the Omnitrix (**Itembound: Magical Girl** or **Itembound: Technological**… hmmm), robotic irresistible sexiness powers, ultra-complicated four page wiki entry powers that only make sense after twenty hours of straight contemplation, whatever the heck you want! And combinations of whatever the heck you want! Trust me, the **2000** CP limit on power is a lot harder to hit than you think, especially if used in a Jump like Medaka Box where you can still get your ass beat in the Relativity Step. Just make sure that you don't make it stomp the verse, destroy half the Icosahydra, and kick your own ass no matter what levels.

-"Those who could reasonably compete with Ability Users" is definitely subjective, but think like Zenkichi Hitoyoshi from Medaka Box, Kenshiro the former strongest man from Danganronpa,

and Pillar Men from JoJo (though you don't necessarily have to include them depending on if you go to Part 3 or whatever and don't want to). Just try to fanwank responsibly and consistently on who counts.

-Examples of people you would not have to Battle: a baby that can turn invisible, a normal man with the power to make food taste really really good, a lady with the Ability to stick two enemies together and kill them both (unless your Ability grants you allies, there isn't really a fair way to judge whether or not you can beat them, which is why there is requirement that the enemy is able to fight one-on-one), and Pineapple Man who shows up once with a pineapple for a head in a flashback.

-Okay time for the chunk of notes about Battles:

-If you're ever confused about whether or not your Ability would be able to do something or if it would count for such and such of another Ability then here's how you resolve it: just decide how it works. If you're wondering if your time manipulating power could let you move during stop time, then decide whether or not it would. If you're wondering whether or not someone who copies your aging beam Ability will inherit the immunity to your own aging beams, then decide how it works. If you're wondering if your fiery bodyguard ghost Ability is fast enough to block bullets or if it can react to bullets that it doesn't see coming, then decide whether or not it's fast enough. As long as your answers to these questions are consistent, answering these questions will allow your Ability to flourish, its heights and limits defined, its strength and utility explored in so many interesting ways, and then fairly paid for through the very same system. But yeah, as long as the uncertainty over the R-Score is not because of a rule in this Jump's system of judgement or because the Ability from the source material is unclear in some way, you should resolve it in whatever way you think is best for the Ability which you are trying to create.

-Defeating someone doesn't necessarily mean killing them. Alternate ways to defeat enemies are as follows: permanent mind control, permanent incapacitation, or permanent banishment. "Permanent" in all three really means "until

the opponent would reasonably concede or be dealt with". This depends on the opponent, as certain determined Users won't mind being incapacitated for hours and certain immortal Users will not mind being incapacitated for years. Literally permanent will also count as permanent of course. Mind control also includes super-charisma and otherwise making them your ally forcefully. Banishment does not count moving them far away, it only counts moving them to places from which they cannot return (also depends on the opponent).
-If you (or your opponent, all of these apply to both combatants but I won't write it as such for simplicity) can only win by using some very limited resource then that might lower an R2 to an R1 or R1 to R0, since you may hesitate to use that resource for long enough to be defeated.
-If you can *only* win by self-destructive means (i.e. you can only defeat the enemy in a way which defeats yourself) but you would definitely win if successful, that would still only be an R0. If it's not entirely certain that you will succeed in the attack, or that the attack would defeat your enemy before it beats you, then it would be an R-1 since you only have a chance of sorta defeating them.
-For something to be a proper stalemate, there has to be no reasonable way for either of you to defeat the other. "No reasonable way" includes: having to fight for more than several straight hours (unless one of you are specifically able and willing to fight for that long), needing a specific item or scenario that is completely unreasonable to defeat one or the other (this has to be very unlikely in both directions), or both simply having no method of defeating the other.
-If you technically have a reasonable way to defeat them (even if it's quite unlikely) and they don't have any reasonable way to defeat you then that's an R1 or R2 depending on if your victory is likely or just possible.
-If your Ability / skill set is specifically catered to ambushing / catching someone in a weakened state / Battling under extreme circumstances, and that's the only way you can win, then instead of the usual R-2 that would fall under, do R-1, since it's more likely for that to be a real

situation. Maybe even R0 or higher if it's a very high chance of you getting the ambush (like absolute invisibility could be an R2 if that would win you the fight).
-This is probably obvious but in case it wasn't: both combatants will be going all out to defeat each other, they do not have a particular reason besides being the hypothetical they're in so don't try to convince them or something unless your Ability is ~~mind control~~ a charisma enhancer.

-Fun fact, if you treat the R-Scores as 0%, 25%, 50%, 75%, and 100% respectively, you can average it out to get your win chance! It's normal and expected for an Ability to have between 35% and 65% win chance. Intuitively, you may assume that 50% or lower Abilities suck and Abilities only get good around 70%, but really, 70% and higher is for suuuuper powerful Abilities and 80% and higher is basically "the best Ability in the Setting" kind of power.

-Refer to the above when doing the non-Supplement Mode version of the Relativity Step. Having 10% of the Setting be able to beat you most of the time is normal and expected. Load up on a bunch of R-1s instead of R-2s if it makes you feel better though.

-Shoutout to u/Hyperion_Industries for helping me find the only word that starts with an R and is even slightly related to Step Two (Recalcitrance).

-To be clear, "Abilities which rely on identity" include Abilities which rely on the gender of the target (obviously) but also Abilities which rely on the personality traits or desires of the target.

-Notes on ~~my babies~~ the Icosahydra, formatted as such:
[#]
Name: [My explanation on their strange names]
Author's Notes: [My silly headcanon on what they're like which is very much not necessary for you to read but I wanted to share. You can use these if you're using one of the Drawbacks

which make the Icosahydra manifest, or use your own headcanons. If you use an Ability which makes use of identity, you should technically randomize it for fairness but I won't enforce that because it could be unfun and it doesn't really matter that much. Just don't abuse it Jumper or I'll tell Jumpchan and she'll throw a brick at you.]
Additional Clarification: [This is just for in case the Notes section of the normal page wasn't enough for you to fully understand all the possible counters to the Ability and stuff. Might be empty for some of the simpler ones.]

1
Name: Rudo Zawa -> Zawa Rudo -> Za Warudo aka the thing that a certain famous Ability User shouts while stopping time.
Author's Notes: Looks like a protagonist, though with slightly browner hair. He takes things seriously and doesn't underestimate his opponents. Despite not being the oldest or (arguably) the most powerful, he's respected by the others as #1, the head of the family.

2
Name: This just kinda sounded right. A lot of them are like this. I was just having fun with them.
Author's Notes: Looks like a stereotypical white blonde army man. Wears camo tank top and cargo pants. Is actually a wonderful himbo who will help others get into shape.
Additional Clarification: Don't underestimate the aoe of being very very strong. That being said, Jon probably won't go planet-level or similar on purpose. Although he'll survive, he'd suffocate afterwards (Goku style). Still, he can and will punch a 50 km crater out of the Earth to defeat you if you don't get him fast enough.

3
Name: Vita as in Vitality, K. as in Kars the Ultimate Lifeform from JoJo (who has a similar powerset), and Shadow as in Shadow the Hedgehog (cause he's the Ultimate Lifeform? You get it).
Author's Notes: I have no specific headcanon for Vita, but they are cool.
Additional Clarification: While the regeneration and shapeshifting is all super impressive, don't forget that Vita

has access to all Earth creatures' biology. Pistol shrimps, venoms / neurotoxins (including those mega painful hell plants that are like the worst experience you can have), and can just shoot out projectiles with offensive shapeshifting.

4

Name: Daniel is Not Danny Phantom. I tried to find a last name that would be like Phantom but not too on the nose but the show itself already has "Fenton" and I figured just "Daniel" would be more funny anyways.
Author's Notes: I have no specific headcanon for Daniel, besides looking pretty normal and being a bit of a prankster.

5

Name: Death's Intern is self explanatory. I imagine they prefer D.I. be pronounced "Die".
Author's Notes: Has a black cloak. Maybe a staff, for funsies. Can't decide if I like skeleton DI or very pale human with night black hair DI more. Probably the latter but they like to burn off their face for the skull look occasionally.
Additional Clarification: D.I. is probably one of the weaker Icosahydra (which is why I gave them a gun lol) but they still can and will instantly kill you if they have some time (mostly if you roll them from **Icosahunter**).

6

Name: Kenny is nice alliteration for "Crumble" as in "crumbles you to dust instantly by touching you lmao gottem".
Author's Notes: Kenny is a jittery teen with a stutter problem. Only stops jittering nervously when he feels comfortable (rare unless he's around those he cares about) or is in combat (becomes laser-focused physically but still nervous on the inside). I like the idea of him weakly reaching out to someone in order to kill them. Likes chicken nuggies.
Additional Clarification: For those familiar with the JoJo character with a similar power, Okuyasu's "The Hand", Kenny Crumble cannot do what Okuyasu does and "delete the space" between themselves and their target to teleport forward.

7

Name: Luz is nice alliteration. I pronounce it "Looz" like it'd be in Spanish.
Author's Notes: A short dark-skinned hispanic girl with floofy brown hair around 15. Likes multicolored clothing, pastel hair pins, and those crappy little dum dum lollipops. She's a pretty content person (thank god, or the universe would be in a very different state) and enjoys having little bits of fun and pulling pranks. Arguably the most powerful of the Icosahydra, it's a good thing she's chill and easygoing.
Additional Clarification: Luz's luck power is very strong and all-encompassing but its method means that it can't set things up before entering the Battle / Jump (if you took **Icosahunter** etc). Luz can only affect things over time so "insta-lightning bolt at the beginning of the Battle" is more like "over the course of a couple minutes, a thundercloud forms and then lightning bolts you 27 times in the chest" which is still powerful but not fast. Having perfect knowledge of your surroundings will counter the *active* and *direct* effects of Luz's Ability which would stop it from giving you a heart attack or breaking your technology, but it won't stop it from sending a conveniently malfunctioning car careening towards you or striking you with lightning. On a more useful note though, certainty on a more general level is also still helpful like if you just checked that your health is good, then you can't die of a heart attack instantly since you can't reasonably have had your health instantly deteriorate within 10 seconds of having good health even if you were very very unlucky. Still not great, nor is it immunity but it helps. Good luck against tha- er… well… ya know.

8
Name: Taylor Cosmic was a name in a Snapcube video whose context I've completely and utterly forgotten, but which instantly stuck with me as a perfect name for #8.
Author's Notes: Taylor's almost always in his cool armor. He has a neon blue highlight in his hair. He's friendly and likes to help whenever he can.

9

Name: The green themed teleporter is named Jade. If you know the reference then you have my condolences for having read the webcomic that shall not be named.
Author's Notes: The oldest Icosahydra member at like 40. She's a tall strong african american woman with curly black hair, green-jeweled jewelry, and wearing a very pretty black dress. She's the mom of the group obviously.

10
Name: Will Freeman -> Free Will Man.
Author's Notes: I can't not think of him as Gordan Freeman.
Additional Clarification: Again, unless you have mind control immunity or are *specifically* established to *already* hide your identity in most scenarios, he probably wins instantly. Even if you do hide your identity, he can still get you if he sees you. And even if you are immune to mind control, he can still control an army of people to fight you.

11
Name: Iota is a cool as hell name and Vector is obviously related to her Ability.
Author's Notes: Okay Iota is basically a brighter-haired, less tsundere (but still sassy) version of Tatsumaki from One Punch Man. Though unlike Tatsumaki, she is actually as young as she looks and also wears real person clothing.

12
Name: Kris like from Deltarune (I felt Frisk or Chara from Undertale would be too on the nose) and Orezer -> Rezero -> RE: Zero since there's a similar respawn system in that show.
Author's Notes: I have no specific headcanon for Kris, besides looking pretty normal-looking and cool-headed. Can't help but feel no fear except when he knows his opponent has something that can permanently harm him. Is very very stubborn when he actually wants to do something.
Additional Clarification: While Kris will *eventually* give up, assume that he will keep trying as long as he thinks it's possible. Like it'd take decades of loaded time for his superhuman patience (or obstinance) to run out as long as he thinks there is still a possibility of success and many times

longer than that if he feels he's making even a little bit of progress.

13
Name: Zoom pal fast. Your pal has the zoomies. Faaast.
Author's Notes: Zoom pal is a bit of a cute, dumb, helpful, cartoonish character in my mind. Has a "not the flash" dark colored super suit which he wears even when completely unnecessary. Mostly wants to go fast and be helpful.

14
Name: The Great and Powerful Trixie was an inspiration. Long majestic names for long majestic wizards.
Author's Notes: Has the classic wizard look going on except he's only like a 30 year old blonde man, so he doesn't have as majestic a beard as he wants. Has cool glasses though.

15
Name: "Ha ha I made the fire and ice one switch last names thematically and have the same first name reverse of each other I'm so funny and clever"
Author's Notes: Has fiery orange hair all combed to one side and soft whites and oranges in their clothes. Very androgynous and emo. Can you guess what I think Ayana looks like?
Additional Clarification: I don't really know how effective Anaya's freeze shield would be against physical attacks. Like if a bullet came at them and froze before it got to them, would it just like? keep going? Probably not. Assume not.

16
Name: I do kinda like their names unironically though honestly. Alliteration is a cheat code to good names.
Author's Notes: Has icy blue hair all combed to the other side and soft whites and blues in their clothes. Otherwise looks and acts just like Anaya. I don't care that it's uncreative, they're beautiful.
Additional Clarification: Ayana's defensive use of their Ability is a lot more effective. Even though I guess even if the bullets vaporized they would still travel very fast as gas towards them… just assume it works out anyways.

17

Name: Urahara means reverse or something in Japanese (I used google translate so it probably doesn't really but it's close enough) and Kumagawa is the nemesis of Medaka in Medaka Box. Since Medaka has a similar power to #17 (but hers even *more* powerful than his believe it or not) I wanted to include her but doing it by name was too easy so Kumagawa it was.

Author's Notes: Urahara is the most normal fellow of the bunch. Just a 20-something Japanese man.

Additional Clarification: When physically manifested (via **Icosahunter**, **Icosahydra: The Sitcom**, and/or **Unnatural Twenty**), assume that Urahara can copy the physical capabilities of any User they copy the Ability of and assume that they can only copy the Abilities of people who are similar enough to the concept of a "User" in this Jump.

18

Name: Kick-Your-Ass-Bot is pretty self explanatory. The abbreviation "KYA" also sounds like a cute attack sound for a robot to make.

Author's Notes: Kyabot looks like Dave Bot from the even more cursed sequel to the webcomic which shall not be named. The exception being Kyabot's face which is three light panels in the shape of this =3. Their face lights up when they talk, green when just hanging out, red when in battle, and rgb rotating when they're feeling ~~like a gamer~~ cute. They say, "Understood" or "Now I understand" when they finish analyzing something and are about to incorporate it.

Additional Clarification: They can copy even biological techniques sometimes with some level of effort. The example I enjoy is witnessing Hamon breathing from JoJo (a technique which generates energy by breathing a specific way to energize your blood), piercing and suctioning the blood out of a civilian, creating an artificial air filtration which mimics lungs, and then trying every frequency of breathing within a predicted range to find the correct breathing technique. This probably wouldn't work very *well* mind you but it would be cool.

19

Name: I asked a friend of mine at like 1 AM what I should call a person with damage transferal and glass manipulation powers and

they said “Anna Knifehands”. They did not have an explanation as to why they thought that would be even slightly appropriate but the name was so badass that I couldn’t resist. Plus now whenever I read her name I think to myself afterwards “Note: Does not have knives for hands” which is good fun.
Author’s Notes: A late 20-something redhead with green eyes in a dress. She’s got bags under her eyes and looks crazed. Definitely sadomasochistic and always talks in a kinda breathy manic way. She is actually mostly normal besides that. Like she’s not dangerous she’s just quirky like that.

20
Name: One Trick Pony is a great expression regarding the Icosahydra, and it meant I had an excuse to make them a pony. Plus, the acronym is OTP which I think is really fun.
Author’s Notes: OTP thematically is like a combination of Pinkie Pie, The Mask, and Sans. I don’t have a specific headcanon for their appearance but I do feel they wear a Sans-like jacket and that they’re favorite weapon is a big fuckin’ hammer. OTP is the “knows more than they let on” type, mostly trying to keep the tone goofy, and only being serious when they feel the plot is going in a dangerous direction.
Additional Clarification: You need to be able to survive gunshots, bludgeoning, and explosives to survive OTP (at least for a while before they get more creative). Then to kill OTP you’ll basically just need a (preferably named) special / signature / final attack to defeat them. And make sure that it’s not funny, at most it can be funny in how over the top it is.

-The Perk priority list in the Reflection Step is probably a little confusing so here’s an example: You use a mind control power on Jumper. Jumper has a mind control resistance (resistance > power). You use your Perk which allows you to negate mental resistances against you (resistance piercer > resistance). It doesn’t matter that you negate resistance though because Jumper is outright immune to mind control (immunity > resistance piercer). Thankfully you have a Perk which allows you to use mind control powers on people even if they shouldn’t be able to be mind controlled (immunity piercer > immunity).

-This example above would probably be obvious enough to parse without my explanation but just remember that this can be applied to more seeming contradictions than you think. Before assuming that they cancel out, do try to think about whether they may fall into the above Perk priorities, even if they don't mention immunities, resistances, or piercing by name.

-Like many things in this document, don't try to cheese this Step by making a clause in your Ability be "does not work on self" or something. That stuff will not work and also probably isn't necessary given the amount of CP you can get in this Jump vs the amount of things to purchase. Like seriously go to the Generic OP Protagonist Jump if you really want, it'll take way less effort than trying to make your Ability silly in order to cheat out this Jump.

-I cannot stress this enough: DO NOT PAY FOR THE TIER IN WHICH *JUMPER* BEATS *YOU*. PAY ONLY FOR THE STRONGEST TIER IN WHICH ***YOU*** BEAT ***JUMPER***. I don't mean to treat you like you're dumb it's just a mistake that me and my playtesters made a lot while testing and I *literally made the system* so it's an easy mistake to make.

-In case you're wondering, I put the urls down as small plain text next to the links in case the links didn't transfer properly to pdf.

-Remember that Strength, in this case, deals with physical durability as well.

-The Strength examples are compared to peak human since I think most Jumpers are around that level even if they didn't spec into strength.

-To be clear, the VSBattle links are necessary for Strength and Regeneration but it's just helpful and optional for everywhere else.

-No I don't know how fast ten times regeneration would look like, but neither do you probably. Just use whatever feels in your heart like the right speed, that's probably right.

-Even if your Ability lets you beat “100% cooldown reduction”-Jumper, that doesn’t mean that it didn’t give them some advantage. Just because your power is strong enough that it doesn’t matter if they can spam laser beam attacks forever, or hard counters them, doesn’t mean you can skip the section as “non combat applicable”. Just try to be responsible about skipping the section.

-The Extra Lives section is very generous with how much it heals Jumper. Manipulating their soul, personality, memories, body shape, etc etc etc, none of it will stick between extra lives. Even magic evil knowledge (SCP or unknowable horror style) will simply be forgotten between lives.

-Keep in mind for Prep Time, that in the USA, it is pretty reasonable for a person to obtain one or several guns with only a light bit of effort within a month.

-A guide to the **Icosahydra Abilities** Section of the Reflection Step (because I can’t think of a better way of writing it down so I’m just going to shove some examples in here) with IA standing for Icosashydra Ability for simplicity (these are just examples, it doesn’t have to be specifically these):

> **If** you can’t beat Jumper no matter which IA they have
> **Then you pay** 0 CP
> **Because** even if they had the IA which gives you the most advantage, you would still lose and therefore your Ability is not OP.
>
> **If** you can only beat Jumper while they have OTP’s Ability
> **Then you pay** 0 CP
> **Because** OTPs Ability is arguably the weakest (or at least the hardest to judge in a fight) and therefore only counts for the higher tiers. If your Ability can only beat Jumper with OTPs power, your Ability is not OP.
>
> **If** you can only beat Jumper while they have Lucky Luz’s Ability
> **Then you pay** 100 CP

Because if they had the IA which gives you the most advantage, you would win and therefore your Ability is powerful.

If you can only beat Jumper while they have Lucky Luz's Ability or OTP's Ability
Then you pay 100 CP
Because if they had the IA which gives you the most advantage, you would win and therefore your Ability is powerful. OTP's Ability does not matter for the first tier of this section.

If you can beat Jumper if they have Rudo's, Jonathan's, Vita's, Daniel's, DI's, Kenny's, OTP's, Taylor's, Jade's, *or* Will's Abilities (that's ten of them if you don't feel like counting)
Then you pay 600 CP
Because even if they had the IA which gives you the most advantage of the least advantageous ten, you would win and therefore your Ability is very powerful. OTP's Ability *does* count for these tiers.

If you can beat Jumper when they have an IA, no matter which one it is
Then you pay 1000 CP
Because even if they had the IA which gives you the least advantage, you would win and therefore your Ability is OP as hell.

If you can beat Jumper when they have an IA, unless it's Rudo's Ability
Then you pay 1000 CP
Because there is only one IA Jumper could have that wouldn't let you win, and therefore your Ability is OP as hell.

If you can beat Jumper when they have an IA, unless it's Rudo's Ability or Jonathan's Ability
Then you pay 600 CP

Because there are two (more than one less than eleven) IAs that Jumper could have that wouldn't let you win, and therefore your Ability is very powerful.

Hope that helped

-Rationalize **Hereditary** however you want.

-"Immediate allies" means, like, the people in your party. If you want a more specific definition, try "up to a dozen people who you are within a mile of and who are all currently working towards the same goal". While I think you probably got it, I figure I'd specify this doesn't work on whole armies or people you like halfway across the galaxy.

-Remember that the R-2 for Users being weak against you in **One at a Time Boys** accounts for all your Perks and Items and stuff, as well as your current state vs theirs. Even if you would have an R0 against them in the Relativity Step, you could still have an R2 against them in an actual scenario.

-If an outside observer saw two people stuck in **Talking is a Free Action**, it would look kinda like one of those optical illusions where something looks like it's moving but never really gets anywhere. Or one of those moments in anime where someone is attacking, has a shit ton of action lines, and the camera is shaking but they just kind of hold that attacking pose until they finish what they're saying.

-Don't worry how **Talking is a Free Action** affects the world at large. It doesn't.

-You can't be intending to backstab someone if you want to use **Talk No Jutsu**.

-The **600** CP version of **Talk No Jutsu** can be used against sociopaths but still not inherently evil entities or those under the effects of mind control. You still have to kick their butts though.

-The ten minutes that #12 Kris sticks around during **Unnatural Twenty** are from his perspective but not including the time spent in loaded timelines.

-Companions are expensive because having Ability synergy is amazing. They have the same no-cheating rules as you, no making their Ability "give one bajillion super powers to those that I love" so that it only targets you, costs nothing, and is insanely OP or anything like that. Seriously, be fair about it, I gave you a huge inch, don't take a mile.

-Not seeing any way to lose due to **My Ability HAS NO WEAKNESSES!** doesn't *necessarily* mean that you'll just walk into Battle and get yourself killed. You'll still try to win, you just probably won't cover your ass or be careful or defend yourself at all. You also won't necessarily be cocky or egotistical unless you're that kind of person. You'll just be super confident in your combat abilities.

-I was going to have a note clarifying **Not So Hypothetical**, but I honestly already overexplain the heck out of it. If you still don't get it after re-reading it another time or two, fair enough, but just don't bother taking it. It's a silly one anyways.

-I truly hope that **Dis Ability** and **If I Beat That, I Can Beat Anything** didn't upset or offend anyone, or (more likely) sound patronizing. I tried my best to phrase it well and ran it by a very close disabled friend of mine. Know that I had the best of intentions at least.

-Luck powers cannot affect the d20 for **Icosahunter**, this is a real life thing that you, the author, should roll.

-**Icosahunter**s will have their own very small, default Warehouse (enough to hold whatever Items they got in the Jump) and will be able to altform shift if they got an altform from their Jump build.

-To be clear, you roll once for **Icosahunter**, once for each purchase of **Re-Roll**, and once for each purchase of **Prepare for**

Trouble. Each of them are unique (i.e. reroll duplicates). From the list of things you rolled, you must select one of them to be your hunter, and one more of them for each purchase of **Prepare for Trouble**.

-**Prepare for Trouble** gives a relatively small amount of CP because if you have R1s and R2s against a lot of Icosahydra, this is (almost) free points. That's also why you need **Cheat Level Synergy** to get more than five hunters, so that it's a challenge even to someone who is confident enough to get more than five hunters.

-Your Companions lose any metaknowledge you told them as well if you take **What Was Your Power Again?** and stuff. Can't use them as external memory storage. Can't write it down either, etc.

-If you can't complete **The Plot Beckons** then you cannot take **The Plot Beckons**. Sorry and rip.

-Gonna be honest, I don't know how broken or useless it is to take this as a Supplement again later, but I feel like it should be helpful.

-Thank you once again for reading, I hope you enjoyed it. Whether or not you enjoyed it, have a very pleasant day and an entertaining Chain!

Changelog

v1.1

- Added “(including Abilities which need time to build up or require resources to function)” to the section about Abilities which need set up
- Changed the JoJo example for non-Users in the Notes from Hamon Users to Pillar Men because it was more appropriate