Generic Speedster Supplement

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Speed! One of the main statistics in fictional battle speculation is speed, and if one combatant has more than the other, they'll likely win instantly. Some of the most overpowered people in fiction are powerful specifically because of how unbelievably fast they are. These characters are often known as "Speedsters" and you, Jumper, are about to join their ranks.

(This may be helpful on your journey)

Take **+1000** *cp* ("*c*" like the speed of light, get it?) to use in this Supplement only. Up to 800 cp left over can be transferred to the main Jump at a 2:1 ratio (ie 100 cp here to 50 cp there).

Speed

Every Speedster has a lot of this, although "a lot of speed" can differ in magnitude from Speedster to Speedster. Note that the Speedster abilities gained in this Jump will stack with any amount of speed you already have according to standard Jumpchain stacking-duplicate-abilities rules, so you'll likely be slightly (or not so slightly) faster if you already have abnormal speeds compared to a normal person.
You can turn cp into sp (speed points) at a 1:2 ratio for use in this section only. You must have the previous Rank in a power before purchasing the next Rank so the prices will add together.

Movement Speed
This is likely closest to the type of superspeed which you would likely think of when you imagine a Speedster. The ability to run around really fast. To be clear though, this doesn't just speed up your actions, so you can't really use it to write or solve a rubix cube at superspeed. This is mostly just effective in letting you go from one location to another quickly (usually by running). You can use this to try to perform other actions as long as they are repetitive and simple (such as simple punches or cranking something). WARNING: Make sure to have an equivalent Rank in either *Thinking Speed* or *Reaction Time*, or else you won't be able to direct yourself properly while you are running, and you do NOT want to run several hundred miles per hour into a wall.

> *Rank 1* ***[100]***
> You now move twice as fast. This would make a normal person run as fast as an incredible athlete, and a peak human would run over 50 miles per hour. This boost isn't much compared to most Speedsters but it can easily make you many times more dangerous if you already have abilities, but even without that you'll undoubtedly be able to beat any normal person in a fight.

Rank 2 ***[100]***
You can now move ten times as fast. This means even your walking speed is faster than an athlete's sprinting, and your running can outpace cars at 150 mph. Your combat ability is now significantly above human.
Rank 3 ***[100]***
You can now move one hundred times as fast. This allows you to break the sound barrier, and run around Mach 2 if you push it. You can dodge the fastest crossbow bolts, although bullets will still be a little too fast to dodge unless you know they are coming (and even then, it'll be hard).
Rank 4 ***[100]***
You can now move one thousand times as fast. This clocks your walking speed in around Mach 4 and your running speed around Mach 20. Able to cross four miles in a second, you can get from one end of a city to another in less than a minute, even assuming you don't take a direct route.
Rank 5 ***[100]***
You can now move ten thousand times as fast. Even the fastest bullets now move in slow motion through the air. And running at over 40 miles per second is pretty impressive too.
Rank 6 ***[100]***
You can now move one million times as fast. You can now run the length of the equator in seconds. This is really as fast as you'd ever reasonably need to go, even lightning is slow in comparison to you.
Rank 7 ***[200]***
You can now move FIFTY million times as fast. This brings your top speed to (hypothetically) just above the speed of light. Of course, without certain options in the Powers section, you won't actually be able to break the FTL barrier, though you will be able to reach the speed of light relatively

easily. Nothing but light and radiation can beat you in a race now, and even then, only with a head start. Surely you're satisfied now?

Rank 8 ***[200]***

You can now move a staggering BILLION times faster than before. Without the *Massively FTL+ or Something* Power, this is basically useless, as even walking can be multiple times faster than the speed of light. Your running speed now tops out around 20 c. Nothing in the mundane universe can travel faster than you can. At any reasonable distance, you could be mistaken for teleporting. Only other FTL beings and vehicles can match pace with you at this speed, and interplanetary travel is the only way you might break a sweat.

Rank 8+ ***[50 each]***

In case you need to lord over even those with FTL capabilities, and travel the universe in an instant, you can increase your Speed past *Rank 8*. Each purchase will give you another little + at the end of your Rank, and multiply your speed by another 10 times. FYI, it'd take about 12 additional purchases of this to reach the speed which would let you cross the observable universe in a couple minutes assuming you could fly at your running speed and didn't have any other speed upgrades.

Thinking Speed

Thinking Speed affects how fast you can think. You can imagine this like a scroll wheel in your mind that can slow the world around you. Of course, without appropriate *Movement Speed*, your body will also be just as slow, but that still leaves plenty of applications. Not only is this great for planning, but also lets you do things with impressive precision. Certain abilities, like psionics, will also be able to function at superspeed. This makes

Reaction Time obsolete in some ways but not in others. After all, if someone shoots you without you being prepared, you won't have time to speed up your thinking from normal to bullet dodging speed before the bullet hits you.

Rank 1 ***[100]***

You now think twice as fast. This means you can experience each moment as though it were twice as long. If you're trying to come up with a solution to a problem, nothing is better than having double the time to think about it. Additionally, your skill in combat will increase significantly from being able to watch your enemies' attacks come at you at half speed.

Rank 2 ***[100]***

You can now think ten times as fast. These Ranks are a little easier to conceptualize than *Movement Speed* so the descriptions will probably be shorter.

Rank 3 ***[100]***

You can now think one hundred times as fast. All but blink-and-you'll-miss-it fast things will be in slow motion to you. Additionally, each second will be almost two minutes long. This means each minute is almost two hours long, letting you think as much as you need to before performing any given action. Now seems a good time to remind that this speed of thought is not a toggle but a slider.

Rank 4 ***[100]***

You can now think one thousand times as fast. Most projectiles will slowly glide through the air from your perspective.

Rank 5 ***[100]***

You can now think ten thousand times as fast. Even the fastest bullets now move in slow motion through the air. Each second can also stretch out to almost three HOURS. You don't really need more thinking time than this unless

you want to use *Flashtime* below at ridiculous speeds but that would really only be useful against other Speedsters.

Rank 6 [100]

You can now think one million times as fast. This means each second lasts a full eleven and a half days. Light now moves at the speed of sound from your perspective, meaning there will be noticeable delay from distant objects.

Rank 7 [200]

You can now think fifty million times as fast. One second lasts one and a half years. Light moves at a brisk running pace of about 6 meters per second. Your thoughts are now fast enough to process things moving at the speed limit of the universe.

Rank 8 [200]

You can now think a staggering BILLION times faster than before. You could spend a whole decade of your life in less than a second. Light moves less than a foot per second from your perspective. This level of quick thought is only really useful against other Speedsters with this level of *Flashtime*. However, even then, you can arguably just get away with high *Reaction Time*, most things that move this fast are not so precise as to require significant thought.

Rank 8+ [50 each]

In case you need to spend centuries in each second or eons in each day, you can increase the pace of your thoughts past *Rank 8*. Each purchase will give you another little + at the end of your Rank, and multiply your speed by another 10 times.

Flashtime
[Free]
"Flashtime" refers to when a Speedster's actions, thoughts, and perceptions are sped up in tandem, producing an effect which (from their perspective) looks like time has slowed. This is what produces those famous scenes of Speedsters running around in slow motion. The lowest Rank between *Thinking Speed* and *Movement Speed* is your Rank of *Flashtime*. Unlike *Thinking Speed* or *Movement Speed* alone, *Flashtime* allows you to take delicate or specific actions while thinking quickly, since you are able to move normally from your perspective. See Notes if you don't understand.

Reaction Time
The ability to react automatically to something. Even if you have a high *Thinking Speed* Rank, unless you plan on living in an impossibly slow motion world at all times, you won't be able to react fast enough to speed up before, say, a bullet kills you. Hence, you need this, to automatically activate *Flashtime*, duck and weave around buildings and cars while running in a city, or dodge lightning.

> *Rank 1* ***[50]***
> Your reaction time is halved. This instantly gives you peak human reaction time, being noticeably quick on your feet.
> *Rank 2* ***[50]***
> Your reaction time is divided by ten. This is truly superhuman reaction speed. Your gamer skills will of course also be off the charts. You can also react to bullets before they reach you as long as they're fired from guns you can see and are farther than about 25 meters.
> *Rank 3* ***[50]***
> Your reaction time is divided by one hundred. Melee attacks will basically never hit you assuming you can actually dodge

them. From a little over 15 meters, you'll be able to hear the sound of gunfire from some guns and react before the bullet hits you. Some guns have bullets faster than the sound they produce though, which this can't really help with without certain options in the Powers section. That being said, if you can see the gun go off, you can react to bullets fired at you from about 3 meters away.

Rank 4 [50]

Your reaction time is divided by one thousand. You can react to all guns from sound (except for when the bullets are faster than sound) or sight at almost any distance.

Rank 5 [50]

Your reaction time is divided by ten thousand. You could react to the sight of lightning.

Rank 6 [50]

Your reaction time is divided by one million. These last levels of reaction speed are only really helpful in using your Speedster powers or reacting to others with Speedster powers.

Rank 7 [100]

Your reaction time is divided by fifty million.

Rank 8 [100]

Your reaction time is divided by one billion.

Rank 8+ [50 each]

You can increase the speed of your reactions past *Rank 8*. Each purchase will give you another little + at the end of your Rank, and divide your reaction time by another 100 times. Importantly, since this divides by 100 instead of 10 each time, *Rank 8+ Reaction Time* is enough to handle *Rank 8++ Movement Speed*. The same is true for *Rank 8++* and *Rank 8++++* of each, and so on.

Powers

You may think that the only power you need to be a Speedster is super speed. However, you'd be incredibly incorrect. There is *soooo* much cheating that a Speedster has to do to function at high speeds, let alone not instantly explode with their physics-busting speed.
You get an extra 400 cp to spend in this Section.

Speed Trail
[Free and Mandatory]
You have a fun trail behind you as you run around. You can customize it however you want although lightning and/or general blur are the standard. No matter what you choose, it's merely a harmless aesthetic effect.

> *Rank 2* ***[50]***
> This *Speed Trail* effect is now toggleable. This is helpful if you can move faster than people can see and want to be stealthy. Especially good with high Ranks of *Flashtime*.

Speedster Safety Starter Pack
[Free]
Thinking too hard about how moving around super fast works when you actually account for the air and other forces has too many problems to give safety Powers for each of the many issues which will arise. Instead, taking this will solve: insane levels of friction, air resistance, and breathing while moving fast. Air will harmlessly pass around you, and you will be able to magically breathe as though from a pocket dimension of superfast air while you are using your Speed and are surrounded by air. The air you breathe will be the same as the air around you, so if you are surrounded by poison gas, you'll still be breathing magically produced and gotten-rid-of poison gas. This

is basically required (that's why they call it "*required* secondary powers").

> *Rank 2* ***[50, Free with at least Rank 3 Movement Speed]***
> When humans approach certain speeds, our senses start to fail. Specifically, hearing (which relies on vibrations in the air) and sight (which relies on light entering the eye) will start to be unusable when approaching or surpassing the speed of sound and light respectively. This will stop that from being a problem, as you will be able to (on a toggle) hear things instantly with no delay, and see things as though light were moving normally relative to you (it isn't but you'll be able to see as though it was).

Physics for Thee but Not for Me
[50, Free for at least Rank 4 Movement Speed]
"For every action, there is an equal and opposite reaction." Or at least that's what an old guy said once. Unfortunately for you, that means that if you punched someone in the face going 100 mph, it will also feel like your fist got headbutted at 100 mph, which is not ideal. This basically means you'd have to not to actually attack anything while going fast. At high enough speeds, even touching things to move them around could be dangerous. With this Power however, we equalize the force differently. Instead of you giving and receiving force as though you were going at the insane speeds that you do, you instead give and receive force as if you were going normal speeds. This means if you punch someone with a 100x speed multiplier, your punch will feel like it went 1% as fast as it actually did, aka a normal punch. Still, it means you can attack 100 times in a second without turning your hands to paste and are also safe from accidentally running into someone and instantly exploding, so it seems like a pretty good trade off. You'll also be able to safely pick up and move objects, as long as you could normally pick it up, so

probably not people (and even then, you'll cause some intense nausea to living beings you can carry). Just remember that this doesn't give you super strength.

Rank 2 ***[150]***

Now this is cheating. Your protection from the insane forces you should be putting out is now optionally one way. This means that (on a toggle) you can throw a punch at 100 mph that feels like it's a normal punch for you and feels like a 100 mph punch for your unfortunate victim. At higher *Movement Speed* Ranks this swiftly goes from deadly to comically unnecessary, but you already knew that. Thankfully it's togglable if you want to interact with things at superspeed without ripping them to shreds. This DOES basically give you super strength.

The Key to a Marathon

[50]

You may be able to run around the Earth in seconds, but you'll still be as winded as you would be if you were running for a long while. With this, you have a stamina multiplier equal to your *Movement Speed* multiplier.

Rank 2 ***[100]***

You instead have endless stamina.

Relatively Special Relativity

[50, Free with at least Rank 7 Movement Speed]

Nothing in the universe can go faster than the speed of light. But velocity is measured relative to an observer, so how could there be an objective cap on speed? Well, to pull this off, the universe pulls a funny trick on reality called time dilation which (in simple terms) slows down time for the fast moving object so that it never quite reaches the speed of light relative to other observers. This, however, can be pretty inconvenient for

Speedsters, especially those that actually approach the speed of light, since it means they end up very jankily time traveling to the future when they move too fast. This is no longer the case for you, as you are now (on a toggle) immune to speed-based time dilation. You'll just end up not being able to physically move that fast relative to either the gravitational body you are currently on or the center of the universe, whichever is more appropriate at the time.

Rank 2 ***[150]***

Or maybe you want a bit more special treatment. Now not only do you not have the janky form of time travel provided by time dilation, but you can actually time travel into the future on purpose. Once you hit ~~88 mph~~ 0.88 c you can choose to travel instantly forward in time by however much you want. Although without practice and/or some sort of guide, you'll be rather imprecise. Just make sure to remember that you could end up like 20% earlier or later than you wanted. Also no going back in time.

Rank 3 ***[100]***

You can now go back in time as well, although this is quite famously usually a bad idea. Still, in most settings which involve time travel, this will be a great boon. It's also equally inaccurate without practice as the previous Rank though so be careful.

Rank 4 ***[100]***

Even without the aid of practice or guidance, you can perfectly time travel using your Speed. You can also travel across timelines if there are several concurrently. You're also immune to changes in time, remembering both timelines and surviving even if you should have been erased from time.

Massively FTL+ or Something
[50, Requires Relatively Special Relativity]
You can now break the universal speed limit (assuming you can go that fast). Careful not to nuke yourself.

Reality Hopper
[150, Requires Relatively Special Relativity]
Space and time begin to bend when you go fast enough, and with your abilities, it will break entirely. Once you hit 0.88 c you can punch a hole into another universe (if there is another one in the Jump you're in), traveling to the equivalent space in that world. If there is no equivalent then it places you at a random relatively safe location. You cannot get into pocket dimensions/realms with this Power (although you can get out of them). If you are in a Jump where universes are in a specific order (usually numbered as such) then you can only go sequentially through them one at a time. If they are not in any particular order, you can go to generally the universe that you want, within one or two universes. Your accuracy is improved with practice and focus. You'll always be able to return to whatever universe you started the Jump in.

> *Rank 2* ***[50]***
> You can also warp into pocket dimensions/realms that you try to get to, with similar accuracy.
> *Rank 3* ***[50]***
> Your accuracy in traversing worlds is now perfect.

Lightning Throw
[100]
Your *Speed Trail* must be electrical in nature to purchase this. By running in a circle at at least 60 mph for a few moments, you can build up an electrical charge. By stopping suddenly after this, you can throw the charge out as an electric projectile. This

projectile is not as fast or powerful as actual lightning but it is still incredibly dangerous and can mess with large machinery, or power devices made to handle that much power.

Rank 2 ***[100]***

Your lightning is now optionally as powerful as actual lightning and/or up to as fast as your max running speed.

Rank 3 ***[50, Requires Vibe Check]***

By vibrating your molecules in a specific way, you can replicate the effects of running in a circle to gather charge in each of your cells. This allows you to perform the lightning throw from a standing position. You can also build this charge in yourself for a little bit to unleash it as an omnidirectional lightning attack.

Rank 4 ***[100]***

You have mastered the electricity manipulation to the point that you can generate lightning instantly for as long as you want from any part of your body at any lower intensity. This means you could charge your phone with your hand, light a fire with your finger, or even defibrillate someone. You can also absorb electricity, although not an infinite amount, and it still hurts like hell.

Rank 5 ***[100, Requires at least Rank 6 Movement Speed]***

You can now temporarily turn yourself into sentient lightning this makes you very vulnerable to any energy manipulation obviously but it also allows you to travel through places you otherwise couldn't and phase dangerously through attacks.

Surprisingly Stealthy Hypersonic Travel

[100]

Speedster Safety Starter Pack will help with all of the obvious air problems, but you'll still make sound when you move (about as much as most Speedsters in fiction) no matter how fast you

move. With this, your movements will be completely silent if you want them to be.

Speed Stealing
[200]
You can now, by touching someone, absorb their speed. This slows their *Movement Speed* and *Thinking Speed* down to about half of a normal person's. You then temporarily gain a multiplier to your *Movement* and *Thinking Speed* equal to how much you stole from the target. The Speed multipliers are added to your multipliers from your Ranks in the Speed section (so if you slow down someone who is twice as fast as a normal person down to half as fast as a normal person, and you had *Rank 2 Movement Speed*, you would gain 4 to your multiplier of 10 to become 14x). It only lasts about two real time minutes before dissipating but it is very helpful in that time.

> *Rank 2* ***[100]***
> As long as your targets are willing, you can now receive Speed from people at range. That range being infinite. You can be the spirit bomb of Speed.

Speed Reading
[50, Requires at least Rank 4 Thinking Speed]
Without actually increasing the speed of your thoughts, you can choose to take in information really really really fast, as though you had sped up your perception as per the *Thinking Speed* description. This is mostly helpful for reading things very quickly.

A Million Years In a Second
[100, Requires at least Rank 5 Thinking Speed]
You may be able to beat up a whole army in less than a minute, but god is it going to be boring. Not anymore though, as you have an incredible resistance to boredom. The ONLY way that you will

get bored now, is if you either do literally nothing for a long amount of time or if you do something that makes no progress to anything (so fighting the same guy over and over for no reason would get boring but fighting the same guy over and over because he will truly die after the millionth kill will not be boring). The only other exception is if enough time passes in real time that you would have gotten bored.

Speed Healing
[300, Requires at least Rank 1 Movement Speed]
Your regeneration is now constantly enhanced with the same multiplier as your Rank in *Movement Speed*. This does not stack with you being in *Flashtime* or anything so if you and another equal Speedster were fighting, your regeneration would be normal from their perspective.

> *Rank 2* ***[100]***
> You can now heal away any non-fatal injury, allowing you to regenerate limbs and such. It can also heal you better from diseases and other physical afflictions or disorders you have.
> *Rank 3* ***[100]***
> You now age slower by the Speed multiplier of your *Movement Speed*.

But Could Jesus Do This?
[50, Requires at least Rank 2 Movement Speed]
You can now effortlessly run across water. It's easier than it looks. With higher *Movement Speed*, you can probably do this anyways but it won't be nearly as smooth.

> *Rank 2* ***[100, Requires at least Rank 3 Movement Speed]***
> You can now run across any surface, including across walls, up buildings, and even upside down (for about three real time seconds at a time).

Rank 3 ***[50]***
You get an insane boost to your parkour skills at every speed (so regardless of whether or not you are using your powers).

Running On Sunshine
[50, Requires Rank 4 Lightning Throw and at least Rank 2 But Could Jesus Do This?]
By throwing lightning in front of you, you can create temporary electrical platforms in midair that only you can step on with your Speed. This allows you to run on air for as long as you throw platforms in front of you. This is obviously going to be a little slower than just running, but still, it basically allows you to superspeed fly without having flight.

You're a Huge Fan
[50, Requires at least Rank 2 Movement Speed]
If you run around in a circle, you can create a mini tornado. This can be used to suck the air out of the eye of the storm, or just for the chaos that ensues around the tornado. Remember that this kind of thing can't really be sped up further since while you can move as fast as you want, the air is only going to move so fast. This makes this an ability which has to work in real time.

Rank 2 ***[50]***
The tornados can now be made easier, as well as smaller or bigger. They can also be directed and maintain themselves for long enough to be used as a ranged attack. They're also far more deadly than before.

Rank 3 ***[100]***
You can now spin your arms in a circle really really fast to produce wind. It can be either a push force or pull force. The wind speed is up to however fast you can run. It can (on a

toggle) have recoil meaning you can fly with this at certain *Movement Speeds*.

Rope Burn
[100, Requires Rank 2 Physics for Thee but Not for Me and at least Rank 2 Movement Speed]
You can now toggle on the friction that is normally ignored for you. It still doesn't affect you negatively, but it can affect other things, usually by setting them on fire. Rubbing anything at high speeds will likely set it on fire or shoot out sparks. Careful not to use this at speeds that are too ridiculous though. You may be okay to avoid the fires you start but you (probably) can't dodge a nuclear explosion.

Rank 2 ***[50, Requires Rank 2 Speed Trail]***
Your *Speed Trail* must have a fiery element in order to purchase this. Your *Speed Trail* can now (on a toggle) leave a fiery trail behind you.

Ballin
[100, Requires at least Rank 2 Movement Speed]
You can now roll up into a surprisingly spherical ball form (looks less weird than you'd think). You can sense your surroundings as well as you could if you were not spinning really fast in a circle like you are. Downhill, you can move 20% faster than your max speed. Uphill, you move 20% slower.

Rank 2 ***[100]***
You can now spin up in the air and do a homing attack on an enemy you can see within range while in ball mode. 'In range' is 'within a second of movement real time'. You hit with *Rank 2 Physics for Thee but Not for Me* even if you don't have it. The force of your attack is also about 10% more than it should be. You also home in on your target quite aggressively, within the limits of your speed (+20%).

Vibe Check

[50, Requires at least Rank 3 Movement Speed]

You can now harmlessly (or at least harmless to yourself) vibrate your body or any part of your body. This can be used for fun, for massages, or to enhance your attacks. Although you will have to move whatever you are vibrating slower if you want to use some of your Speed on vibrating like this. This will reduce your max *Movement Speed* by three Ranks (roughly 1000x) on the body part(s) that you vibrate. If you are great at multitasking and/or practice with it, it can reduce it only by two. If you are especially good at multitasking (through Perks or something) or have many years of practice then it only reduces by one.

> *Rank 2* ***[50]***
>
> You have much better control of your vibrations, allowing you to produce certain frequencies. You can't use it to mimic anything precise (like a voice) but with practice, you can probably imitate certain sound bites.
>
> *Rank 3* ***[100, Requires at least Rank 4 Movement Speed]***
>
> You can now use your vibrations to make any sound you can imagine, with some practice. You can also make it really loud. Like dangerously loud, enough to be an attack of its own. Higher Ranks produce louder sounds.

Anonymity

[50, Requires Vibe Check]

You can now use your vibrations to perfectly mask your face and voice at will under an indecipherable blur. This is more effective than it should be for you.

It's Not a Phase
[250, Requires Vibe Check and at least Rank 4 Movement Speed]
By vibrating very carefully, you can have your molecules move past the gaps between other molecules (it... probably makes sense) allowing you to phase through physical matter. Stopping this vibration while inside something will cause you to violently eject from that thing. This does significantly more damage to you than to the thing you overlapped with so I would recommend against this. You cannot selectively become intangible with enough precision to phase through and touch the inside of something. This has the same restriction as Vibe Check when it comes to making you move slower while you do it, although it makes you slower by one more Rank of *Movement Speed* than Vibe Check (so a total of about 1000x slower movement).

> *Rank 2* ***[100, Requires at least Rank 6 Movement Speed]***
> Somehow (don't ask me) you can now use *It's Not a Phase* to phase through energy attacks. Odd, but helpful.
> *Rank 3* ***[50]***
> Okay this one *definitely* doesn't make sense. Your intangibility is now optionally able to attack other intangible things like ghosts, or those who manipulate their own density for intangibility.

Textbook Durability Negation
[300, Requires It's Not a Phase]
You can now selectively use your intangibility with enough precision to touch the inside of something, allowing you to punch someone's insides from the outside. If you think a concussion is bad, try getting punched *in the brain directly*. Not great.

Afterimages

[50, Requires at least Rank 4 Movement Speed]

By moving rapidly between two or more places, you can appear to be in multiple places at once by leaving behind an afterimage or several. Okay this is technically how it's supposed to work, but could you imagine running to one place, standing still, then running to the second place, standing still again, and doing that all again like a hundred times just to produce this silly afterimage effect instead of just speed blitzing the target??? Yeah no, you can just summon afterimage illusions when you are moving fast, up to your *Movement Speed* Rank number (so at *Rank 4 Movement Speed* you could create up to four). While maintaining the afterimages, you and the illusions move four Ranks slower (so about 10,000x slower). They spawn out from your location and can only be as far from you as you could move in three seconds real time (accounting for the fact using afterimages makes you slower). They instantly disappear if you are cut off from them (ie, could not reach their location). This does not work on those who can perceive your movements at whatever speeds you are moving (not accounting for the fact using afterimages makes you slower).

> *Rank 2* ***[150, Requires at least Rank 5 Movement Speed]***
> You can now maintain twice as many afterimages. Instead of making afterimages though, you can instead make an afterimage clone. Unlike the afterimages, which dissipate after interacting with things and are mere illusions, the afterimage clone is physical. You can see, hear, talk, and act through the afterimage clone. In fact, there's no real difference between you and the clone, meaning you are literally in two places at once. You can make more than one clone if you are faster, up to your *Movement Speed* Rank number minus four (so at *Rank 6 Movement Speed* you could create up to two). While maintaining the afterimage

clones, you and the illusions move five Ranks slower (so about 100,000x slower). They spawn out from your location and can only be as far from you as you could move in five seconds real time (accounting for the fact using afterimages makes you slower). Like the afterimages, they can fail if something is put between you and the clones, and people who can perceive fast movements could see what antics you are pulling. When the afterimage clones disappear (either due to failing or you ceasing to maintain them) you can choose either yourself or your afterimage clone to stay, while the other one disappears. If you/your clone gets knocked down/knocked out or otherwise is unable to move at the speeds required for even a moment, you will be forced to be that version of you, as all others disappear.

Quick Change
[50, Requires at least Rank 5 Flashtime]
You can now perform very simple actions (like swapping out clothes, putting stuff in drawers, shuffling a deck, etc) really fast without having to actually go into *Flashtime*, similar to the *Speed Reading* power. This only really works in combat when you vastly outpower a foe.

You CAN Outrun Death
[200, Requires at least Rank 8 Movement Speed]
It turns out all those people who said you can't outrun death were wrong. They just weren't fast enough. Once per Jump, or once per five years (whichever comes first), when you die, you will be put into a reality within your soul. There, death itself (not any particular incarnation or representation of death from any particular setting, but instead the concept of death which exists across all Jumps) will chase after you, and you have to run back

to the light at the end of the tunnel before it catches you. It is just as fast as your max speed, so by all means, you should be able to get to the end before it gets to you. But you cannot slow down. You cannot look back. Even a moment of hesitation will cause you to succumb to the cold. It's right behind you. It feels inevitable. It will breathe down your neck in the silence of your soul's darkness as you run, tormenting your mind with silent images of loss and death from your past. Things that you never got back and never would. You must successfully run at maximum speed for 30 seconds to escape. Escaping successfully will have you reappear naked, with a newly regenerated body, in an isolated safe location somewhere in the Jump. You will be icy cold for several minutes at least and those who can sense supernatural things that are similar to this will be able to tell you have come back from the dead in some unnatural way (this second effect will slowly dissipate until this Power is off cooldown). You also won't be able to use superspeed powers (from any Jump, not just this Supplement) for a while, with them slowly returning over the course of a month.

Speed Sharing is Speed Caring
[Free]
Plenty of Speedster powers would benefit from a bit sharing. For Free, you can very minorly share your basic protection Powers (*Speedster Safety Starter Pack*, *Physics for Thee but Not for Me*, *Relatively Special Relativity*, and *Massively FTL+ or Something*) with your clothes and generally make them immune to your own powers like *Lightning Throw*.

> *Rank 2* ***[100]***
> This Power gives you the ability to share certain other abilities in this Supplement in certain ways. Think of it like a Capstone Booster. The specifics of which ones and how

they are shared are listed below the Rank upgrades for this Power.

Rank 3 ***[100]***

You can now directly share your Speed and Powers with your allies! You can give others Ranks of *Movement Speed*, *Thinking Speed*, *Flashtime*, and/or *Reaction Time* up to the Rank you have in each, as well as any of your Powers at any Rank you have (except for Rank 3 and above *Speed Sharing is Speed Caring*). This only works while you are in direct physical contact with them though.

Rank 4 ***[400]***

You no longer have to maintain contact with them to maintain their Speed boost, although the effect is temporary. The temporary Speedsters can last between 10 minutes and 10 hours, proportional to how much you and your target have a connection. Two people who despise each other could share for 10 minutes while two people who are soulmates could share it for 10 hours. It can be pushed up closer to 10 hours if the two have a shared goal even if they don't like each other very much. You can choose when you give them the powers to have them last a shorter amount of time than whatever the limit is if you'd like, although you cannot take it away manually after you've given it to them so hopefully you didn't make a mistake in that.

The Power applications afforded by *Rank 2 Speed Sharing is Speed Caring* are as follows:

+Speedster Safety Starter Pack

You can toggle on the same air resistance safety as you and your clothes have on anything/anyone you're holding while you are holding it/them.

+Physics for Thee but Not for Me
You can toggle on this Power for anything (but not anyone) you're holding while you are holding it.

+Rank 2
Same as above.

+Relatively Special Relativity
This Power affects anything/anyone you're holding while you are holding it/them.

+Massively FTL+ or Something
This Power affects anything/anyone you're holding while you are holding it/them.

+Surprisingly Stealthy Hypersonic Travel
Things that you are affecting in *Flashtime* are basically silent, at least while they're moving.

+Speed Stealing
You can slow or even stop the velocity of any object you put your palm/fingertips on. How fast you can do this depends on how fast you are, with you being able to decelerate things as fast as you could accelerate. You do not gain Speed from this.

+Rank 2
You could do this at range now. You have to focus on the object, point your hand or hands at it, and it has to be within one realtime second's run of you. It will also have a visual effect between your hand and the object similar to your *Speed Trail*.

+Speed Reading
You can cause computers and other similar devices to function at the same speed as your *Thinking Speed*. Doesn't work when it comes to connecting to the internet or other devices obviously.

+Running On Sunshine
Your lightning constructs last longer and are safe for other people to interact with too.

+Ballin
You are much better at throwing balls.

+Rank 2
When you throw something, you can cause it to home in like your homing attack, with homing intensity depending on how fast you throw it.

+Vibe Check

+Rank 2
You have perfect pitch and are much better at mimicking specific sounds or frequencies.

+It's Not a Phase
You can cause other objects you are touching to phase with you. They will harmlessly eject from anything you stick in if you let it stop phasing. You can do this to people too, although they aren't immune to harm if you stop them from phasing while they are inside something like the objects are. Depending on your *Movement Speed*, you can phase more and more of your surroundings. You can phase as much mass as you can comfortably hold (not accounting for any Speed-related strength from this Supplement) times your *Movement Speed* multiplier.

+Rank 2

You can phase energy assuming you can physically interact with it.

+Rank 3

Things and people you phase can be optionally able to attack other intangible things like ghosts, or those who manipulate their own density for intangibility.

+Textbook Durability Negation

Now objects will not harmlessly eject from things when you stop them from phasing while they are overlapping with something else, they will have the same violent reaction as you and other people would.

Companions

*Import **[200]***
You can Import any Companions which you Imported into the main Jump. They get 600 cp to spend.

Drawbacks

No Drawback Limit. Drawbacks are removed at the end of the Jump by default. If they have a second price listed in curly brackets {} then you can take it for that much in exchange for it never going away.

Time Dilation
{+0}
Your powers now function by dilating the speed of your time compared to the world around you rather than you just speeding up.
Advantages: If you have other time powers or boosts to time powers, they will synergize with these ones. You will also get *Relatively Special Relativity* and *Massively FTL+ or Something* for Free.
Disadvantages: Those who manipulate time will be able to detect and possibly mess with your Speed.

Speed Energy
{+0}
Your powers are now fueled by an energy source known as Speed Energy (you can call it whatever you want though) which is its own type of energy that you generate at a rate which allows you to access all the abilities in this Jump (the Speed, Powers, and any Drawbacks that are active from this Supplement besides *The Reverse*).

Advantages: If you have some way to produce more of the Speed Energy from a sample, or just multiply the amount inside you with some other power then you can get even faster (although this doesn't multiply any other Powers you get from the Speed Energy).
Disadvantages: If someone else gets their hands on this Energy and/or finds a way to produce it themselves, they could replicate all of your Speedster powers. Some people may find out how to access the Energy by accident, via mutation or random experimentation. You could also get your Energy taken from you or nullified in some way by advanced technology/magic/psionics which interact with energy.

Run Jumper, Run
[+50]
You have a catchphrase (or a phrase that other people like to say to you). Used a couple times it might be kind of endearing or even cool, but goodness it just keeps happening and sometimes in times where it's not appropriate. By the end of the Jump, it will be unbearably corny, cringe, and/or groan-worthy to everyone who hears it multiple times.

VSBattles Brainrot
[+50]
You seem to have a habit of overestimating your and other peoples' speed, even more so with those you like. If they move out of the way of a gunshot which they saw coming, you'll assume they are faster than all bullets (even if it was clearly just that they moved enough for the shooter to miss), if you see someone dodge a magical lightning or laser attack that is clearly slower than light, you will still assume they are FTL, etc. You can't really be convinced otherwise but you can be convinced not

to test your theories by shooting people with laser beams during training.

Tripped Up
[+100, Requires at least Rank 3 Movement Speed and the same in either Thinking Speed or Reaction Time]
The whole point of being a Speedster is that you are faster than your opponent. You can act faster, you can react faster, and... you just got tripped. How??? Somehow, no matter how slow it's moving, you will be unable to perceive any attempt to trip you up or clothesline you until it's too late. Whether it's ice or a banana peel on the floor, the classic leg/arm out in front of you, or even the smash on the ground shockwave, you are gonna get screwed up by this.

Hit and Run
[+100]
{+200, Incompatible with Rank 2 Speed Trail}
Your *Speed Trail* is no longer just aesthetic. You can't turn it off while you are using your Speed, even if you have *Rank 2 Speed Trail*. Your *Speed Trail* will now cause damage to the environment, especially if you hang out in the same place for too long in *Flashtime*. This can be somewhat advantageous in combat and incredibly inconvenient otherwise. Your *Speed Trail* must be something which would be at least as dangerous as fire or electricity to take this.

Mega-Metabolism
[+100]
{+300}
Did you think all this Speed comes from nothing? Well, yes, it does, but not anymore. You now have a (non-physical) energy pool within you that all your powers from this Supplement are

fueled by. Using your powers for too long and too intensely will result in you running out of juice. Specifically, it will take around 3 hours of using your powers or like 1 hour of maximum usage, both realtime. The only way to recharge this pool is with food. If you use your powers throughout a day to the point that it would exhaust your pool then you would have to eat about five times as much as a normal person would to have your full pool again. It won't make you sick because all excess food that gets sent to recharge your pool does not actually get digested. This also means that even if you don't eat/don't have to eat then you still would have to to recharge your pool. If you have some substitute for food eating (like being a succubus) then you can do that five times as much instead. You cannot use a substitute if it is trivial for you to get. You can instinctively tell when you are above 95% full, and when you are under 5% full, but other than that you won't be able to tell. You might be able to track it manually if you are incredibly smart and/or have incredibly precise tech to track how much Speed you are using and therefore how much your pool should be at.

CW Syndrome
[+150]
All three of your Speed stats are lowered by one Rank (minimum none, it doesn't go into the negative even though that would be funny). When you are upset or otherwise dealing with something emotionally, your Speed stats are lowered by one more Rank. You can only reach your one Rank higher Speed when inspired. You are also guaranteed to go through emotional turmoil (although usually some random interpersonal drama) at least once a week.

Writing Speedsters Badly is a Skill Issue
[+200]
Your powers are now annoyingly inconsistent. If you ever face someone who doesn't have a way to defend against your Speed (mostly if they aren't Speedsters), there is a 50% chance that one of the following random nonsensical debilitating effects will occur:

- You temporarily come under the effects of *First Strike Advantage* and *Tripped Up* (you cannot roll this effect if you already have *First Strike Advantage*).
- Your *Reaction Time* is reduced to normal levels (requires at least *Rank 2 Reaction Time*).
- Your *Movement Speed* is reduced to twice your opponent's when actually interacting with them (you cannot roll this effect if you are already that slow).
- Your opponent will somehow be able to react at superspeed to at least one of your attacks and it will last long enough to attempt a counterattack. They will not suffer any consequences from moving this quickly.
- Your opponent will find that they can use their powers in a new way to somehow make you slower, even if it really shouldn't be able to (their cold aura slows you from lightspeed, their luck powers cause you to impossibly trip up despite your *Reaction Time*, they found a frequency of radio waves that stops your brain from being able to activate your powers, etc). This application of their power only lasts during the fight (you cannot roll this effect if your opponents have no abilities which could feasibly do this).

Fastest Jumper Alive... Except For-
[+200]
{+350}
You think you're the fastest thing alive now? Think again as this is now demonstrably false with all these other Speedsters running around. In your Jump you will find yourself either facing off against Speedsters which are already in the Setting (those who would normally be your allies will come into conflict with you through misunderstanding at least once), random civilians from the Setting who become Speedsters (through a way that is appropriate for the Setting), and/or characters from the Setting who will become Speedsters in the same ways (no one who would become essentially undefeatable by you and your allies if they had Speedster powers will gain them). You will fight at least five of these Speedsters during your Jump and at least three of them will be faster than you (although not likely by a full Rank).

First Strike Advantage
[+250]
Despite being one of the main advantages of being a Speedster, you will find yourself constantly giving up the first strike of a battle to your opponent. Unless their ability would instantly kill you or give you no way to stop them from killing you (so knocking you unconscious for example, assuming they could kill you from that point) you will have a 50% chance in any given encounter to stop and talk to your enemy instead of instantly defeating them and then fail to dodge their first attack.

Safeties Off
This is a group of Drawbacks taking away some of the safeties and conveniences given by this Supplement. You'll notice most curly-bracketed cp amounts are the same as the normal

bracketed ones, this is because if you are taking the Drawback permanently, you definitely have a way of dealing with it.

No Thinking Speed Slider
[+50, Require at least Rank 4 Thinking Speed]
{+150, Requires at least Rank 4 Thinking Speed}
You can normally speed up and slow down your perception from normal to your maximum and any level in between. Now, you instead have your *Thinking Speed* on a toggle. It is either at max speed or it's off. This means you'll be doing a lot of waiting for things moving at speeds significantly lower than your *Thinking Speed* but significantly faster than your normal speed of thought can keep track of. Either that or you can do the dangerous game of flicking this on and off over and over for a fast object to get close enough for you to touch it without it completing its journey.

No Speedster Safety Starter Pack 1
[+100, Requires Flashtime]
{+100, Requires Flashtime}
You no longer get a breathing pocket dimension. This means that as you move at faster speeds in *Flashtime*, you will have more and more trouble breathing, as the oxygen refuses to rush in to the air around you, or worse.

No Speedster Safety Starter Pack 2
[+200, Requires at least Rank 2 Movement Speed]
{+300, Requires at least Rank 2 Movement Speed}
You are no longer immune to the effects of your Speed on the air around you. At car speeds, this is mostly just annoying. Past that, the wind speeds will become uncomfortable, and then the friction will become unbearable. At a certain point you'll catch fire similar to

something reentering from space. At relativistic speeds your atoms will start breaking apart and fusing violently together with your environment, causing a nuclear chain reaction through your body, among other things.

No Physics for Thee but Not for Me
[+50, Requires at least Rank 4 Movement Speed]
{+50, Requires at least Rank 4 Movement Speed}
You'll basically not be able to use your Speed to physically interact with... well anything besides air, at least at full speed. Now, granted, this still means your Speed can be used for dodging, thinking, and various other Powers from the Powers section. Assuming you don't have the durability to survive moving at those speeds anyways of course.

> *Rank 2* ***[+150] {+250}***
> Even if you do have the durability to survive it normally, your Speed removes that durability for this purpose.

No Speed Sharing is Speed Caring
[+100]
{+100}
Your clothes are no longer immune to any of your Speed or Powers. With *No Speedster Safety Starter Pack 2* this is worth half as much.

The Reverse
[+200]
You can gain some extra cp here Jumper. However gaining cp in this way seems to have spawned an inversion of your Speed. By choosing this Drawback, you summon an enemy somewhere in the Jump you're in, and they will have 1000 cp to spend in this Supplement, as well as the Power Section Stipend. They will know about all your Perks, Items, Drawbacks, and Companions. They will spawn at the location which is most advantageous to them. They will be whatever race is typical for the Setting. They will try their best to kill (or at least Chain Fail) you. They will spend their cp on matching your Ranks in *Reaction Time* and *Movement Speed*. Then they will try to match your Rank in *Thinking Speed*. The rest of their cp will be spent on whatever would be best to defeat you, whether that's just more Speed Ranks or some of the Powers.

> *Rank Up* ***[+50 each]***
> This Supplement offers a lot of power for just the 1000 cp that you start with, but you can't buy everything, and some Speedsters in some Jumps are going to be that powerful. So what is a Jumper who doesn't have enough cp supposed to do? Well, with this Drawback, you can get an endless amount of cp in increments of 50. But of course, there's a catch. Your nemesis will get 150 more cp for every 50 cp you get out of this Drawback. Drawbacks other than this one which enhance your nemesis do not also give them more cp for this Supplement.

Hate. Hate. Hate.
[+50, Requires The Reverse]
By default, your nemesis will have the goal of stopping you and they cannot be convinced otherwise. Still, it's not necessarily an emotional goal, just a fact of their life. Now, they have an

unfathomably strong hatred for you based on something you've done in the past. Their hatred will be so comically powerful that they'll be able to master any emotion-based power in the Setting when using it to stop you, as well as being immune to any mind control that would hinder their attempts to kill you. They'll have infinite willpower as long as it's used to try to kill you.

An In-Context-Problem
[+50, Requires The Reverse]
Your nemesis now gets imported with 0 cp into the main Jump. This means they get anything free, anything discounted to free, and anything they can pay for with stipends. If the Jump has no stipends and less than four free options, then they get 100 cp to spend. They cannot purchase Companions.

> *Rank 2* ***[+100]***
> Your nemesis instead gets a full 1000 cp build of the main Jump (or however much the Jump gives you by default).
> *Rank 2+* ***[+300 each]***
> Your nemesis gets an additional 1000 cp to spend in the main Jump. Sounds awful. Can be taken up to 3 times.

I Always Come Back
[+200, Requires The Reverse]
Your nemesis, no matter how many times you kill them and no matter how you do it, will always somehow persist or respawn somehow. They'll be dead for at most a year of your life at a time before returning by possessing someone or reincarnating and coming back through time or being brought back from the dead by another of your enemies etc etc etc. It's kind of funny honestly.

You'll Never Get Rid of Me

{+400/700/1000/1300 per Jump, Requires at least Rank 2 An In-Context Problem and I Always Come Back}

This Drawback is special in several ways. One, it gives you cp for the main Jump, not for this Supplement. Two, it will continue giving you cp during every non-Gauntlet Jump in the future. In exchange, your nemesis will continue importing themselves into those Jumps as well, keeping everything they gained from this Jump and in every subsequent one. If you take higher Ranks of *An In-Context Problem*, this grants +300 more cp each time. You can forgo gaining the points once every three Jumps which will make sure they don't show up in that Jump.

Notes

-Thanks for the help from u/Hyperion_Industries as usual.

-You cannot take this in a Jump where you do not have your Out of Jump abilities (so Gauntlets and Jumps where you've taken a Power Loss Drawback).

-I allow you to transfer 800 cp here to 400 cp in the main Jump to encourage more focused builds. Like you can get 400 extra cp to play with in the main Jump and then get Rank 2 Thinking Speed and Rank 4 Reaction Time. Just not even getting Movement Speed. Or maybe you can take extra Drawbacks just for that little bit of extra cp for that Perk or Item you really want in the main Jump. I just think that's neat.

-I tried my best on the speed comparisons, apologies if it's inaccurate in any way.

-Your Speed Rank in each category can be raised by superspeed you have from other Jumps of course, but only in practice, and for the purpose of other Powers which have varying effects depending on your speed. It doesn't count for any requirements in this Jump though so although you have Quicksilver powers from another Jump and you'll be able to make more afterimages with the Afterimage Power accordingly, you still won't be able to get Physics for Thee but Not for Me for Free without purchasing Rank 4 Movement Speed in this Supplement.

-Movement Speed affects any other modes of travel you have that operate under your own power (so driving or flying with a jetpack or spell wouldn't work but being a transformer and driving yourself or flying with Superman powers would be affected).

-Yes I did skip 100,000x speed and go straight to 1,000,000x for Rank 6. 100,000x didn't seem meaningfully different from Rank 5 so I skipped it.

-You do not actually need to notate "Rank 8+" Ranks as Rank 8++++ etc, it was just a suggestion. Another fun way if you have

an extreme amount over Rank 8 is Rank 8+[however many Ranks further you bought] so like Rank 8+12. Or maybe just Rank 20 or Rank 8+ (x12).

-To make explicit what is implicit for Speedster powers in Jumpchain: the Jump timer for each Jump is not affected by your Thinking Speed. You can spend a decade in Rank 8 Flashtime but that won't count as spending 10 years in a Jump.

-Your Rank of Flashtime determines how slow the world around you appears to be while you have Flashtime enabled. Specifically, the world will be as many times slower as that Rank's multiplier in both Movement and Thinking Speed dictates.

-I did some fun back-of-the-napkin desmos-fueled math to figure out how far away things would have to be with Reaction Time. I warn that that math may be wrong but I think it's probably right give or take a little.

-You do not have to fully steal the Speed from your targets with Speed Stealing. And you probably shouldn't either, assuming you are their ally as is implied by Rank 2 since they'll be stuck in slow motion for 2 minutes.

-The approximations for how much slower Vibe Check and Afterimages make you are kinda off, just because Rank 1 isn't a power of 10. Prioritize what the Ranks say rather than the multiplier.

-You can generally assume that the various safety Powers in this Supplement protect things however is most beneficial and least exploitable. They are vague on purpose so that neither of us have to think about the exact mechanics and give ourselves headaches. Speed Sharing is Speed Caring's protection of your clothes is similar.

-Drawbacks in this Supplement are a lot harsher for a lot less cp than I would usually give them. This is because 1. Being a Speedster is crazy powerful and you shouldn't be able to get this power easily 2. to encourage you to use The Reverse in desperation for your hubris.

-(Feel free to ignore this Note, I'm just ranting). Yes I made fun of the rampant speed wanking on VSBattles wiki (fitting in with all the *other* statistic wanking on the VSBattles wiki). If this offends you, I apologize, but goodness gracious have you seen some of the insane takes people have about characters 'clearly being Massively Hypersonic I swear' despite no one in-universe bothering to point out how odd it is that they can move faster than a jet engine casually. And the 'dodged a laser beam so clearly FTL' crowd are even more embarrassing than that. The fact that they didn't combust with the intensity of an atomic bomb upon dodging that laser beg to fuckin differ. Again, I apologize, but also, goodness gracious.

-The mechanic in the Flash (2023) that became Mega-Metabolism is actually one of the only mechanics I enjoyed in that movie because although he never really had to worry about it after the first scene, it did give an excuse for him to not just use his power CONSTANTLY for every little thing. As such, it is similarly something I recommend to you unless you are just power-gaming here (perfectly respectable if so).

-Trivially regenerating your food supplies for Mega-Metabolism means like if you could feed off of energy and had strapped Chaos Emeralds to yourself. Not exactly a challenge to be at full speed when that's the case. Things like photosynthesis as a substitute would probably work assuming it was relatively slow (enough to be comparable-ish to the time it would take to eat that much at normal speed) and not within seconds. Being a succubus and using your partner does not trivialize the substituting process since it still takes time and effort to do. That's basically the rule of thumb for food substitution, it works if it takes actual time and/or effort. It has to be a chore.

-Luck powers do not affect when or how often Writing Speedsters Badly is a Skill Issue triggers, nor which effect triggers.

-Fastest Jumper Alive… Except For- will prioritize getting Speedsters already in the Jump to fight you before having to spawn in more.

-Try to be honest about which Powers and Speed Ranks The Reverse would get that would be the worst for you. This goes for other things like An In-Context Problem too.

-If The Reverse would pose no threat to you no matter how much you use Rank Up on them then you are not allowed to use Rank Up (like if you could easily stop them with psychic powers, or you have a perfect aoe defense that they don't have a way of getting past, or literally anything else which would allow you to safely keep Ranking Up with no particular danger). This is accounting for every other Drawback you've taken to make them stronger of course (so in the psychic powers example you could still Rank Up if you gave them Hate. Hate. Hate. and it prevented you from using that) and also whether or not they could pose an indirect threat (like by destroying all of your stuff in a way that matters, killing your loved ones, messing with time to make your life hell, etc). Basically, no cheesing this for infinite cp.

-Have a lovely day and a wonderful Chain.