Tiger and Bunny Jumpchain

Version 1.0



*Bonjour, Jumper. Welcome to the city of Sternbild. 45 years ago, NEXT (**N**oted **E**ntities with e**X**traordinary **T**alents) began appearing, humans with special, some might even say **super**, powers. Feared and hated for their differences they were still able to carve out for themselves the role of heroes, in no small part due to the effects of Hero TV a show which broadcasts their activities to fight crime throughout Sternbild City while awarding them points based on rescues performed and villains arrested.*

You will be arriving in this world, and the city of Sternbild, as the show begins. The current season of Hero TV is coming towards its end. One hero's sponsoring company is dropping from its role, leaving only the 7 major companies to sponsor heroes. If your arrival doesn't change things, the veteran hero Wild Tiger will be taken on by Apollon Media and paired with the new hero Barnaby Brooks Junior who happens to have the same power as Wild Tiger.

This will begin a series of events which will see a criminal conspiracy operating in the shadows of Hero TV revealed and destroyed. The heroes will become aware of the existence of an even bigger criminal organization. Oh and Hero TV will get its highest ratings in history. That's probably the most important bit. Oh, and 2 years later it will have introduced a buddy system where all the heroes have been put into teams and 4 new heroes have been recruited.

Of course your presence here will probably change the course of events at least somewhat. And to help you do that, here have some Choice Ponts.

+1000 CP.

Background:

What will you be in this world? Select one background, though any background can be taken as a Drop-In. If you take a background as a Drop-In you gain no new memories, or history in this world, simply appearing out of thin air.

Veteran Hero: You've been in this job for a while. You've been a hero for at least several years, possibly even longer than Tiger who has been at it for a decade, and have a reputation of being past your prime. For you, being a hero is not just a job, or a means to get popularity, it's a calling where you save those who are in danger no matter what stands in your way.

Popular Hero: While you might not have just started on the job, you've not got the long history of a Veteran Hero. That doesn't mean you're inexperienced or incapable. You know how to do the job of a public hero, have the approval of the Justice Bureau, and ensure your popularity and points in the rankings, likely making you a rising star.

Vigilante: Instead of one of the shining public heroes, you are a dark hero dispensing your own brand of justice. Bringing the judgment of Thanatos to those who the lack of capital punishment would allow to go without their just deserts. Well the killing is optional, but you are not a licensed hero, though you still have powers you use as you see fit.

Villain: Maybe you're not on the side of justice at all. You are a criminal, possessing superhuman powers you use to help you commit your crimes. You could be a member of Ouroboros or a freelance agent, but if you show up on Hero TV it's probably not the best for you.

Producer: Maybe you're not in the world of super powered adventure. You're someone more behind the scenes. Perhaps you are part of the team that makes Hero TV, perhaps you are part of the corporate structure that sponsors them, or maybe you're part of the technological base that provides them with their gear and suits. It's theoretically possible you're a mad scientist building killer robots in your garage if that's what you'd like.

Location:

While the new 2nd season shows some other places briefly, 99% of the action takes place in Sternbild Season so you get to start there as well. Choose any non-secure place in the city and you begin there.

Age and Gender:

You may be any age or gender as appropriate to your background. A producer or vigilante will probably be at least in their twenties, a popular hero might be as young as a highschool student, a veteran hero will likely be in their late 20s at the youngest. A villain could be nearly any age.

Perks:

All perks are discounted for their associated background with 100 CP perks that are discounted being free. General perks are not discounted for any background.

General:

Heroic Driving (100 CP): There's a decent number of high speed chases in this series, and they involve some rather dangerous driving. Weaving through traffic in motorcycles, driving after tanks, avoiding crashing trucks. With this perk you've got the skills needed to drive in high speed chases, weaving through traffic, and all in all driving like some sort of Hollywood stunts except unscripted and live.

Heroic Physique (100 CP): These heroes are all pretty fit. Even Blue Rose, who can pass as an ordinary school girl in her civilian identity, is surprisingly fit, and they all do things that border on the superhuman even without their powers. It wouldn't do to have you be left out. You are now approaching peak human in your physical capabilities across the board. You won't be breaking world records in every physical event, even with proper technique, but you'll be coming close to them. And as a special benefit, since your Body Mod likely already surpasses this in many if not all fields, your fitness won't force you out of your preferred body type; you can be lean muscle, big muscle, or feminine softness and still be just as strong.

Idol (100 CP): Well maybe not an idol, but you've got talent. You have the skills and abilities to be a professional musician, able to sing, dance, and play an instrument of our choice. These won't make you top tier on their own, you might not even be able to get a record deal without a gimmick, but you can perform if you can get your foot in the door.

Martial Artist (100 CP): All the heroes, and some of the villains, know something about how to fight, but to be honest most aren't particularly skilled. You on the other hand have the skills (and muscle memory) of a professional martial artist, and a rather talented gymnast as well. You might not have the physique for it, this doesn't give you that, but you know how to fight.

Photogenic (100 CP): While Hero TV is a reality TV show and not all of the heroes on it are particularly lookers, it's still a TV show so it helps to be good looking. Your physical appearance is increased to the point that while you might not be able to make it big as a model or a movie star on appearance alone, you could make a living as a model or an actor/actress on the basis of your looks.

Veteran Hero Perks:

Your Power is Meant to Save People (100 CP): When you decide upon an idea of justice or morality you find it easy to stick with it even in the face of hardship. If you believed it was right to dedicate your life to saving the lives of others, you could stick to such a dedication in the face of immense financial hardship, being fired from your job as a professional hero, or any other social pressures. This doesn't force you to choose to dedicate yourself this strongly to an ideal, but you will have the strength of will to choose what you believe is right over the acceptance of society.

Buddy Heroes (200 CP): While you may not seem like it, you are actually an excellent team player. Oh you may not get along with your teammate, but you can fight together. While it's not instant when you train or fight alongside another you will quickly learn to fight as a team, and develop this ability to the point that it can almost seem like telepathy as you can communicate plans without words, but just your deep knowledge of each other's behavior.

Life Changing Friendships (400 CP): You do not have the charisma to make yourself a star with the common people, at least not from this perk. What you have is something that is perhaps far more valuable. You have the ability to create bonds of friendship with others which see them growing and improving as people. Those who you work closely with will mature emotionally, influenced of course by your beliefs and actions. This won't make them your minions or your servants, but it will help you stir in them those traits and ideals you possess, and help them reach their full potential as human beings.

Endurance is my Good Point (600 CP): You are resilient. However durable or tough you'd normally be, you find yourself more so, even as an unpowered individual you are able to take blows and beatings which would put many heroes to shame, you might even survive a plasma rifle that just burned through a super powered android… with some armor and a said android serving to absorb most of the energy. Of course even this endurance has its limits, you can be beaten half to death to the point where you should not be able to stand. And that's where your equally resilient will comes into play. You have the strength of will to push yourself to continue on no matter the odds or the damage you have suffered, struggling onwards even when your body should be beaten beyond repair and pushing yourself to do what needs to be done. Of course when you're broken there's only so much that will can do for you, but when you continue to fight against the odds you will find that you inspire those around you, helping them to find the will to fight on and to rise above their normal limits to meet the occasion.

Popular Hero Perks:

Your Crime Has Been Completely Put On Hold (100 CP): A catchphrase can be a very useful tool for a hero, it can work to help create a brand and image for a hero, something that the public can latch onto. You are skilled at creating catch phrases, or verbal tics, that quickly become associated with your public image. Not only does this help make you memorable, when you speak your catch phrase people will feel strongly those feelings associated with you whether they are hope or fear.

Time Your Entrance (200 CP): If a hero wants to be popular they have to know how to sell themselves for the cameras. And you certainly know how to look good on camera. You are skilled at making yourself look good for the public, knowing how to add a touch of theatrics to your actions in public, and sell a celebrity persona. You are particularly good at figuring out how to perform a dramatic entrance.

It's Called Inference (400 CP): You are skilled at figuring out situations. You are alert for little signs of people's powers, able to easily make inferences about their capabilities. Perhaps you notice that a teleporter's eyes always glance in the direction of where he is teleporting beforehand and catch on that he must look where he's teleporting first, or that the animated statue which is carrying a child is more likely being animated by the child than abducted the child. This helps in other aspects of a hero's work as well as you note the little clues in a situation like: remembering an oddly clean elevator repairman who claimed to have just been greasing cables when there is a bomb threat and the realization that he was likely hiding the bomb; noticing how the criminal in your partner's memory had a tattoo which he did not have in the present; or realizing that your abducted ally with lightning powers can produce a temporary blackout if pushed hard in a fight and using it and social media to find them the moment part of the power grid is taken offline.

King of Heroes (600 CP): You might very well have what it takes to become the King of Heroes. At the very least you find you're competent at the job of being a hero. You're skilled in rescue work, know how to disable bombs, and could pass as a professional in the field of search and rescue. You have an easy charisma which is at its best with the masses. But the real power here is that you find yourself simply a little more **competent**, your skills are a little sharper than they would be otherwise, you're a little more talented, you fight a little better. This doesn't directly increase your powers, or your strength, durability, and the like, but instead improves your situational awareness, tactical talents, situational intelligence, and skills slightly across the board and how well you **use** your powers and strength.

Vigilante Perks:

Legal Experience (100 CP): You possess the training and skills of a professional in the legal system. With this training you could easily find a job in this world's Justice Bureau, or as a judge or D.A. in another legal system.

This legal training updates to include the necessary training to function as a legal official in the legal apparatuses of other jumps when entering them.

Hand of Justice (200 CP): For all their success in catching villains, the heroes always seem unable to actually capture Lunatic. Maybe it's because he never actually goes out to harm the innocent. As long as you keep your criminal activities directed against those who are themselves guilty of the same or worse, you will find that heroes, and the forces of the law have extreme difficulty in capturing or killing you. They can still defeat you, or prevent you from fulfilling your mission, but either through their own hesitation, or sheer luck you will get the chance to escape to fight again another day. This doesn't apply against villains, or the corrupt.

Overlooked (400 CP): You'd think that even after 10 months of being repeatedly stopped by heroes from taking another life, people would remember that there was a particularly powerful NEXT killer vigilante still on the loose in the city. Yet a serial killer came to town completely overlooking it and even tried to surrender to them, and Mr. Maverick overlooked their civilian identity who - as the judge who acted as liaison between the Justice Bureau and the Hero system - had reason to be somewhat aware of Wild Tiger's secret identity when he was removing the memories of those who could upset his plans.

Now your potential enemies have a tendency to overlook you as well. As long as you have not directly acted against someone, and are not directly affiliated with their main target(s) your presence as a wild card will be overlooked by all but the most meticulous planners (and maybe even by them). And when you have been overlooked by an enemy you find that circumstances align to ensure your actions even if minor have a potential to create a large impact; you might save the target of a conspiracy and then leave but still allowing them to unravel the whole thing, or you could arrive to help one side and in deciding to give the other side a chance drop the hero straight onto the other vegeance obsessed seeker of justice and have brought them to the very point they would need to be without having expended their limited use power.

Superior Flames (600 CP): Lunatic and Fire Emblem both possess the NEXT ability to produce flames, but Lunatic's fire is simply stronger than Fire Emblem's. Now, like Lunatic, your NEXT power is simply **better**. The exact details are up to you, but it is on the same general scale of increase as Pyrokinesis to Blue Flames, Barrier to Force Field, or Iron-Man to Mechanical Beast. If you had Invisibility perhaps you would no longer need to hold your breath to use it, or perhaps it would also negate the sounds you make while using it. If you had Hundred Power perhaps it would be closer to Two-Hundred Power making you an absolute beast during its 5 minutes of activity, or perhaps it would be able to remain active at 10% power indefinitely, only needing to be recharged if you pushed it to its full power (which still might be a bit more than 100% maybe something like 120%). Wind Manipulation might allow for flight without a jet pack, and stronger winds from more directions. Sand Manipulation might allow you to transform part of the surface you have merged with into sand that you could control and manipulate even launching as weapons. Whatever NEXT power you possess is now **substantially** stronger, and possibly has obtained new functionality.

And superpowers you possess from other worlds will also be improved. While they will not see the same level of increase they will be noticeably better.

Villain Perks:

This is Your Punishment for Killing Mr. Jake (100 CP): You're a criminal, sharing information explicitly to make someone suffer and yet… it's strangely hard to dismiss it out of hand. When you tell the truth, you will find that even your enemies have difficulty ignoring it as pure fabrication. This isn't some supernatural absolute sense that it is true, but people will be inclined to double check your story, and believe the possibility that you might be telling the truth even when the circumstances would make it definitely possible that you are just trying to psychologically torture them.

Being Mysterious (200 CP): When it comes to hiding your powers you are an expert. You are skilled at figuring out ways to misrepresent your powers, and misguiding people about their nature. Maybe you use a mixture of lying and finesse in using your power to misrepresent your teleportation as invisibility, or you avoid calling someone by their secret identity's name and thus do not reveal your ability to read minds. This isn't foolproof - it's a skill not a reality warping mental block after all - but it'll give you a leg up in dealing with those pesky hero types.

Cult Leader (400 CP): How did Jake maintain his followers? He killed his own followers, was in prison for well over a decade, and yet there was something about him which bound people to him. He had a charisma which made even some humans join his vision of NEXT supremacy, and now you also have a similar ability to forge cults of personality around yourself. You might be able to turn abducting a neglected child into recruiting an extremely loyal lieutenant when they choose to follow your ideology and turn against the society that has rejected them.

In His Wisdom Blessed Me With Two Powers (600 CP): NEXT only have a single power each. This is an absolute rule. Or so it is normally believed to be. Jake however uniquely had a second power. Now like him you have been blessed by the almighty God with a second power. You may buy 2 NEXT powers and gain an additional +200 CP stipend to purchase this second power with (if you are a Producer and did not get the initial +200 CP stipend you can use this stipend on your first power).

In future jumps whenever there is a power that is unique to the individual and people can only develop a single such power (such as Stands, Semblances, Bankai) you possess the potential to possibly manifest a second power. If you could normally purchase such a power with CP but only 1 you can now purchase a 2nd power of that type, but you will not gain any stipend to build it a second time.

Producer Perks:

If You Don't Like It You Can Quit (100 CP): You have a sense for how much leverage you have over your employees, able to easily get a feel for how far you can push them before they will quit their job or begin to harbor thoughts of disloyalty.

The Show Is Getting More Exciting (200 CP): Like Agnes you've got an eye for entertainment. You know what makes good TV when you see it, and how to best take advantage of it. This works at its best with unscripted reality TV, but will still leave you an expert at identifying what will make good TV or movies in other situations.

Business Tycoon (400 CP): Money is power. And you know how to make money. You have the skills of a successful businessman and CEO. You have all the skills necessary to keep a successful conglomerate **successful**, or to even build a startup into a smashing success of its own. You are particularly skilled at using criminal means and illicit methods to build your business; just be careful as criminal deeds have a tendency to eventually come out into public view.

Support Scientist (600 CP): Did you perhaps study under Saito or the Barnaby Brooks Senior and his wife? Either way you have a talent for the creation of the tools and machines needed to support heroes. This gives you extensive knowledge on how to create suits designed to support superheroes - working with their powers and providing protection in dangerous situations - and the various vehicles and tools used by heroes in this world.

Or maybe you'd rather replace heroes than support them. With these skills you are also able to create advanced androids and robots such as the exo-suits used by Jake Martinez's supporters, or given enough time and resources Cis, or even something like the monstrously powerful robot H-01.

NEXT Powers:

*You may only take 1 NEXT power unless you have the **In His Wisdom Blessed Me With Two Powers** in which case you you may buy a 2nd power.*

*Veteran Heroes, Popular Heroes, Vigilantes, and Villains get a **+200 CP** stipend to buy a NEXT power with.*

Invisibility (200 CP): Like Lionel Hawke you are able to turn yourself invisible for as long as you can hold your breath. You can even turn objects you have with you invisible, the limit is probably somewhere around a moped or a motorcycle.

Shrinking Objects (200 CP): You have the ability to shrink an inanimate object near your hand. This can reduce a large briefcase down to a size that the naked eye couldn't see it from across a room and this reduction happens at a speed that to the naked eye it could appear to have been teleported away. You will have difficulty affecting objects much larger than a car, but even then you could reduce a car to about the size of a Hot Wheels toy. This power will eventually wear off, and you can end its effects early.

Smelling Things (200 CP): Select one of danger, lies, or wealth. You now can smell it when your next powers are active. If you chose wealth you could detect in general terms how much money someone possesses by scent alone. Similarly with danger you would have a general idea of how dangerous an opponent was from their scent. Lies would let you smell when someone was lying to you. You may buy additional options for 100 CP each.

Stretchable Limbs (200 CP): You can really put your neck out there. Your power allows you to stretch a single part of your body out to a length of several times its normal length. This only increases it along one dimension, and only works for either one body part or a pair of symmetrical body parts at a time; you could stretch both your legs at once but not a leg and an arm at the same time. Stretch your neck to peer over barriers, stretch your legs to increase your gait, or stretch your arms to reach distant objects.

Super Jumping (200 CP): You really are a jumper aren't you? Well you can definitely make great bounding leaps now. Your power allows you to jump. You might not be leaping skyscrapers in a single bound, but you can leap to the roof of a large apartment complex, or easily bound from rooftop to rooftop.

Water Manipulation (200 CP): Like Magic Cat you are able to produce a powerful stream of water, similar to that from a fire truck enough to knock people flying or produce a strong stream of water to put out a fire.

Barrier (300 CP): Like Mr Black you are able to produce barriers fueled by your focus. These barriers can be used to stop speeding cars, block bullets, and cushion falls by creating barriers that will take most of the impact without causing a complete stop (which would be painful). You can create a barrier from each of your hands, but as the power of these barriers is based on your concentration and focus this typically results in weak barriers.

+Force Fields (200 CP): Or maybe you prefer Jake's version. Your barriers are now stronger and easier to maintain - able to withstand the full force of Hundred Power fueled blows - and can be used offensively, turning them into cutting weapons. You are also much more versatile in how you can shape them, creating small bullet like projectiles, cutting discs, and more.

Booming Voice (300 CP): You are able to imitate sounds with your voice, replicating the likes of bird song with ease. Perhaps more importantly you can produce powerful shouts which can shatter glass, send people flying, or even destroy walls.

Diamond Skin (300 CP): Like Paully, you may transform into a state of living diamond, coating your skin in a layer of diamond to work as nigh impenetrable armor. Of course this is just as tough as normal diamond, but diamonds are rather hard.

Impenetrable Skin (300 CP): Like Rock Bison while this power is active you become relatively invulnerable, at least resistant enough to take machine gun fire, being hit by high speed car crashes, and take at least a single hit from Hundred Power; though Rock Bison's durability has been overcome fairly often in the past. This power seems to increase your strength as well while active, though not nearly to the extent of Hundred Power, still enough to drive a high powered drill quickly through a metal door.

Gravity Magnification (300 CP): Like Golden Ryan you may create an area of increased gravity by planting your hands on the ground. It's easiest to create this amplification effect in a hemisphere centered on yourself, and you are unaffected by it, but with training you can shape it in other ways, or center it somewhere other than yourself.

Hundred Power (300 CP): Like Wild Tiger or Barnaby you now possess the Hundred Power. This power boosts the users physical abilities (endurance, strength, speed, etc) to

100 times their normal level. Or at least that's what they describe it as. It has also been shown to boost hearing and eyesight while active, makes the user tough enough to take point blank shots from pistols without any serious injury, weave around bullets from Gatling guns, bend the rails for monorails with relative ease, or speed up your natural recovery to heal wounds quickly. Unfortunately it only lasts for 5 minutes before requiring an hour to recharge.

This will not boost your strength to 100 times whatever superhuman strength you possess, but it will grant you an increase to your physical abilities equal to the increase gained by Tiger or Bunny when they activate it. If you want a true multiplier you need the upgrade below.

+Hundred Power Jumper Version (500 CP): And this is something that couldn't quite exist in this world. This is a true multiplier, though still not a x100. But now when you use your Hundred Power all your bodily abilities increase to x10 whatever they'd normally be - or the amount that Hundred Power would normally boost them to whichever is higher - and so do your other powers and abilities as long as they are vaguely related to your bodily abilities. It still only lasts 5 minutes, but this should be a potential power far beyond this world's limits.

Ice Manipulation (300 CP): Like Blue Rose you are able to generate large quantities of ice, shaping it with your will. Despite the name, this does not allow you to deconstruct or reshape ice you have already created, but you can use water or freezable fluids in the surrounding area to increase the quantity of ice you can create.

Iron-Man (300 CP): You are able to call loose junk and metal around you into the form of a mechanical suit. Wrapped around your body it provides you with increased strength and durability, as well as minor technological tools and powers; perhaps it grows mechanical wings with rocket jets, or a weak energy blaster.

+Mechanical Beast (200 CP): Now your power has improved, able to become a true mechanical beast. The junk and metal will continue to wrap around your body as it grows progressively into the form of a powerful animalistic mech, potentially capable of flight, forming powerful energy weapons, and standing up to multiple heroes simultaneously.

Lightning Manipulation (300 CP): Like Dragon Kid you are able to generate electricity and direct it. While utilizing this ability you become immune to harm from electricity, though you need your hands to direct and release this energy. With time and effort you can learn to shape this electricity in more complex ways. In case you want to smite someone with a dragon made of electricity.

Mimesis (300 CP): Like Origami Cyclone you are able to change your appearance into that of another individual you have touched. You do not gain their powers or physical capabilities, beyond their appearance, though you do copy their voice. In fact you can copy voices without changing your appearance. With practice you can even take on the appearance of inanimate objects, such as a wanted poster on a wall.

Pyrokinesis (300 CP): Like Fire Emblem you are able to generate and shape fire, most easily from your hands. You can control its intensity and control its area of effect, but you cannot control fires from other sources.

+Blue Flames (200 CP): Your pyrokinesis has improved to rival Lunatics. Your flames are substantially hotter, able to incinerate a human in moments, and wound even a user of Hundred Power through a suit that could resist Fire Emblem's flames even without them using Hundred Power (though that was with a crossbow to focus the attack). You can also use these flames as impromptu jets propelling yourself through the air.

Sand Manipulation (300 CP): Like Edward you are able to turn yourself into sand and in the form of sand merge into stone, brick, and concrete surfaces and move through them. You can bring others - or objects - along with you when you use this power.

Super Hearing (300 CP): Your NEXT power has rendered your hearing so powerful and acute that you can hear the muscular contractions of others, giving you a split-second warning of their actions. Beyond that your hearing is acute enough to locate people from their heart beats, tell when they are growing nervous like a living lie detector, hear people whispering rooms away, and hear sounds that would normally be too low or high in frequency for human hearing. Be careful, though, that while this power is active you are potentially vulnerable to sensory overload.

Warping (300 CP): Like Mugan you are able to teleport to locations you can see. This ability is quick enough to be useful for dodging attacks, moving and disappearing across the battlefield. However it becomes useless if your sight is obscured.

Wind Manipulation (300 CP): Like the King of Heroes Skyhigh you are able to control and manipulate wind, creating gusts of winds, miniaturized cyclones, milder winds to slow people's descents, or compressed blasts of air for destructive purposes. This power can allow you to levitate, but on its own it does not allow flight; Skyhigh has to use a jetpack for that.

Master of Puppets (400 CP): Like Kriem you can animate dolls and stuffed animals by plucking out one of your hairs and planting them into the doll. This seems to be limited to

fairly small (not human sized) dolls, but you can control them from quite a long distance (although this control can be jammed) and even give fairly complicated orders. These dolls could each pilot small warmechs, though they do not seem to be a match for a human pilot.

Location Switching (400 CP): By activating your power you can switch places with anyone in your line of sight instantly swapping your location with theirs. This can also swap your spatial orientation if you choose; this choice is made with each use of this power.

Psychokinesis (400 CP): Like Thomas you are able to manipulate objects telekinetically. While you may manipulate multiple objects you can only manipulate objects you can lift with your own hands. Still this power has extreme versatility, and with the way a jumper's strength can increase potential for growth, and while the limit is a total mass you could lift with your hands you can manipulate large numbers of items, and seemingly move heavy weights with greater ease than with your hands.

Telepathy (400 CP): Like Jake Martinez you are able to hear the thoughts of others. This is less reading their thoughts and more **hearing** them, requiring no more effort or concentration than listening to their speech might. This allows you to predict their actions in combat well enough to be capable of dodging substantially faster foes while possessing no great physique of your own. It also makes it very hard to keep secrets from you as you can continuously hear their surface thoughts and intentions.

Ability Duplication (500 CP): Similar to Kaede Kaburagi you are able to duplicate the powers of other NEXTs. You may only hold 1 power at a time, but unlike Kaede you do not need to fear accidental contact swapping out your power, instead consciously being able to control when you lose a power to obtain a new one. In other worlds you will be able to copy a single superpower of an individual by touching them, again only holding 1 power at a time.

Attack absorbing (500 CP): Like Fugan you are able to absorb any attack, from regular punches, to gunshots, to NEXT attacks negating its effect on you and storing power equal to the force absorbed. You can later release this stored force through your hands. There is a limit to the amount of force you can absorb at once, and powerful enough attacks can overcome this ability.

Memory Manipulation (500 CP): Like Mr. Maverick you can produce a light from your hand which manipulates the memories of others. This light seems to require a mostly stationary target and some time to rewrite memories, and be much quicker and easier to

use to restore those memories already manipulated by this power. Memories manipulated by this power can be disrupted by proof of their falsehood. At full power this ability can be used to completely wipe a target's memories, by planting both hands on the sides of their head.

Self-Duplication (500 CP): You are able to create several duplicates of yourself. They move individually and possess your abilities, but are easily destroyed, unable to sustain any real damage. They almost must remain within a limited range of you; around a hundred yards.

Statue Animation (500 CP): You are able to animate statues, dolls, and other representations of human and animal forms while touching them. There seems little limit to the size of statues you can animate, skyscraper sized statues are well within your power, and the statue will move like the animal it is designed after.

Items:

All items are discounted for their associated background with the first copy of 100 CP items that are discounted being free. General items are not discounted for any background.

Any item may have a similar item imported into them; and multiple items bought in this jump may be fused to combine their benefits such as buying multiple types of costume items to combine their effects.

General Items:

Lifetime Supply of Pepsi Productions (100 CP): Enough Pepsi products to stock a supermarket for a week delivered weekly to your warehouse.

Collateral Damage Fund (300 CP): If a hero damages property to save lives the city will pay for it. If a hero damages property and it's decided that the property damage did not lead to any lives being saved the hero has to pay for it themselves. Now you get a nice fund of the equivalent of $100,000,000 each year to pay for repairs incurred in any heroic activities you perform. This fund only works for collateral damage caused by your heroic activities, but it'll keep the sponsors off your back if you start acting like a certain Crusher for Justice.

Veteran Hero/Popular Hero:

Veteran and Popular Heroes share the same Item discounts.

Walking Billboard (100 CP): This is a costume for your work as a hero. This costume adapts to your powers and abilities without being damaged by them or hindering them. This follows your basic superhero costume rules: if you light yourself on fire then it won't burn, if you shapechange it'll change with you, etc. More uniquely, this costume has the logos and advertisements of your sponsor(s) upon it. When you publicly perform heroic deeds while wearing this costume you will find these sponsors paying you; the more publicly acclaimed the deed and the more apparent the sponsors' images, the more money you will receive.

In future jumps the sponsor(s) will update to become companies and businesses from the new setting.

Hero Vehicle (200 CP): You possess a high end personal land vehicle like those possessed by many of the heroes in this world. While this vehicle will not have substantial armor or weapons, it will be high performance, match your heroic aesthetics, and may possess tools or gimmicks to aid you in your work; like the music stage which unfolds from Blue Rose's van, or the person-launching catapult in Rock Bison's truck.

Flash/Sonic Grenade (400 CP): Which one is it? Whichever you need at the moment. Once per day you can reach into a pocket, or other container, and pull out a grenade. This can be a flash grenade producing a blinding burst of light enough to momentarily stun a person who is looking at it, a sonic grenade producing a deafening explosion of sound to stun those nearby without ear protection, a stun grenade which combines both effects, or can be designed to release in a wavelength of light or frequency of sound which lays outside of the normal human range allowing you to blind and/or deafen an opponent with superhuman sensory range without affecting your human allies.

Saito Suit (600 CP): There's your old trash costume, and then there's this. Like the **Walking Billboard** this suit functions with your powers and abilities, but this suit is something more than that. It's able to stretch out enough to fill a room, survive flamethrowers, resist machine gun fire, stabs, and most other forms of harm. Beyond being resilient, this is functional armor helping to protect you from various weapons and attacks; it won't make you completely bulletproof but it will provide significant protection against a mechanical exo-suit with three Gatling guns, or the fire powers of a pyrokinetic NEXT. Importantly no matter how tough you are, this suit will always be tougher. It scales with your durability and resistances so that it is always noticeably more

durable than you, always providing you with substantial protection. Even if you could take blows that crack planets this suit will increase the level of abuse you can take undamaged.

Vigilante Items:

Identity Concealing Costume (100 CP): When working as a vigilante you don't want to be identified. This costume covers your entire body, especially your face. This costume adapts to your powers and abilities without being damaged by them or hindering them. This follows your basic superhero costume rules: if you light yourself on fire then it won't burn, if you shapechange it'll change with you, etc. More importantly while it is worn, as long as the mask is not destroyed or removed, it becomes extremely difficult for anyone to recognize who you are, and forensic evidence you might leave behind will be reduced and obscured. Even high tech voice recognition, or magical means of identification will be hindered by wearing this costume.

Crazy Crossbow (200 CP): This crossbow is able to launch normal bolts, but that's not its primary function. If you are able to produce any form of energy, or elemental effects, you can use this crossbow to create a special bolt made from them. This bolt will function as a concentrated form of their energy, and launch it further than you could normally fire the energy.

Chakrams (400 CP): You possess a pair of chakrams. These throwing blades are absurdly sharp, able to cut through concrete pillars, walls, and chains with ease and they move seemingly according to your will and desires, moving and weaving through the air in an almost absurd manner before returning to your hands.

Judicial Authority (600 CP): Not an item so much as a position. You have a job waiting for you jumper in the legal system, one with a lot of power and influence. In this jump, and each future jump, you may choose to have a high ranking job in the local legal system such as being a high ranking judge, a prison warden, or a similar position.

Villain Items:

Taser Gun (100 CP): This handheld weapon looks much like a taser, however its function is slightly different. When fired it shoots a spear-like shaft of electricity out. This can be used to stun targets at a range, or knock them out when pressed against their body.

Armored 'Car' (200 CP): This large vehicle, while fast enough to be involved in a high speed chase, is armored enough to be comparable to a tank, and possesses a heavy machine gun turret on its top. If damaged or destroyed it will be restored in 1 week.

Powered Exosuit (400 CP): This two legged mech stands a multiple times the height of a man and carries 3 machine guns, a flamethrower stronger than the pyrokinesis power, is capable of movement over land at car like speeds, and strong enough to toss cars one handed. It's powerful enough to take a limited number of blows from a user of Hundred Power, though they will deal significant damage. If damaged or destroyed it will be restored in 1 week.

Power Augmenting Drugs (600 CP): You possess several doses of a drug which increases the superpowers of NEXT. This increase is similar to that from **Superior Flames**, including the ability to boost non-NEXT superpowers though to a lesser extent. However these drugs push powers above their natural limits and can be damaging to their user. The versions you possess last 1 hour, much shorter than the canon drug but given the side-effects it's probably for the best. You get 8 doses, and 1 dose refills each day.

Producer Items:

Cameras (100 CP): You possess a high end, high quality journalistic camera, as well as a more portable handheld video camera. Both of these cameras are highly resistant to harm and damage, as well as electrical interference, and will be repaired or replaced within 24 hours if damaged.

News Drones (200 CP): Your own personal fleet of news helicopters equipped with cameras. With this you could spy on a city, or film exciting confrontations between criminals and heroes all across it. These helicopters are decently sized and carry very high quality cameras. You also seem to possess the legal licenses needed to have these vehicles fly through city airspaces, even in future jumps.

Hero TV (400 CP): From now on you will have the chance to bring Hero TV along with you. You'll only be a shareholder of it in this jump, receiving a portion of its profits, but in future jumps this will ensure that a version of the show exists. You'll still be a shareholder getting a portion of the profits, but more important is that the TV show will continue to exist and sponsor heroes in a similar manner. They may not always be superheroes, but it will always provide some legal version of hero work if you should choose to pursue it.

Major Company (600 CP): The heroes of Sternbild City, and Hero TV, are sponsored by 7 major companies. Now there's an 8th, and you are its CEO and majority shareholder. This is a major company on the same scale as Apollon Media, Helios Energy, Helperides Finance, Kronos Foods, Odysseus Communications, Poseidon Line, Titan Industries, or Pepsi Co. Whatever line of work you choose for the company to be in it will make you a tidy profit even if you choose to step down as CEO and let someone else run it for you. This company will follow you into future jumps, of course.

Companions:

Import or Create (50 CP+): For 50 CP you may import or create a single companion which gets a background of your choice and 400 CP to spend as they see fit as well as a 200 CP stipend as appropriate for their background (i.e. Producers get +200 CP for items, and other backgrounds get +200 CP for a NEXT power). For 100 CP you may import or create up to 3 companions instead, and for 200 CP you may import or create up to 8 companions.

If you want a companion to get more CP you can pay additional CP to give a single companion at a time that much CP. If you want 2 companions to each get 200 additional CP it would cost you 400 CP.

Canon Companion (50 CP each): You may recruit a single canon companion for every 50 CP that you spend on this option.

Buddy (100 CP): This all-new companion is a partner designed to match you. Their personality contrasts with yours, if you're introverted they're extroverted, if you rely on intuition they rely on reason, if hot headed they're cool and calm. This contrast is not so strong as to make your cooperation impossible, in fact more than anything it seems to complement your own nature and work to enhance your ability to work together as if they naturally fill in the gaps in your personality.

This companion has a background other than yours. For any perk or item you bought with a background discount they have the same priced perk or item from their background. They also have every undiscounted perk or item you purchased and the same NEXT power as you have. If this would give them the same perk or item twice they get the perk or item of that price from your background. If you have 2 NEXT powers and they do not have **In His Wisdom Blessed Me With Two Powers** they only get one power (of your choice). If they have **In His Wisdom Blessed Me With Two Powers** and you do not instead of getting a 200 CP stipend they get one additional NEXT power worth 300 CP or less.

Daughter/Son (200 CP): Congratulations Jumper you're a father/mother. This all-new companion is your elementary school aged child, though if you have a companion that is already your child you may import them into this role. They gain a Background of your choice, 800 CP, and an additional 300 CP only for a NEXT power. They do not begin with any purchased perks but will develop them over the course of the jump. They are also your biological child and will gain access to any racial alt-forms you possess post jump and will possess any powers that being your biological child would give them.

J-01 (200 CP): Your very own killer robot. Designed to aesthetically resemble any costumed persona you have, this robot is comparable to the H-01, carrying a similar energized sword and powerful plasma cannon, but it has some improvements. Unlike the H-01 there is no built in code to shut it down to prevent it from harming humans (unless you want such a code), and this J-01 does not need a human operator to control it, but has an AI capable of roughly matching the human mind. Its personality and programming are entirely up to you.

Drawbacks:

Continuity Options (Toggle): Don't like the sequel season or the movie? Really like Tiger and Bunny the Beginning? You can choose which of the sequels or films (if any) are canon for this jump along.

Altered Memories (100 CP): Your memories have been modified by an enemy of yours. They may not be out to get you now, but they will be using your modified memories to take advantage of you in some way. Thankfully any evidence which contradicts these modified memories can shake them loose somewhat, making it become clear that something has been changed.

Unfortunately among the memories that have been particularly thoroughly modified are all of your - and your companions' - out of context knowledge and memories about the setting. You may remember details once they have already past if something stirs them (and these modifications will all be removed at the end of the jump), but you won't be remembering any major reveals before they happen or any events before they take place.

As Usual… Can be Seen in the Background (100 CP): You have trouble standing out. Whether from luck or inability you will find yourself failing to perform well publicly. When the masses could see you, you'll always end up nothing more than a background character. Though this won't stop you from saving the day when the cameras are off.

Batman Backstory (+100 CP): Your parents were killed in front of you, but their killer(s) was never brought to justice. This has left you with trauma related to their deaths, and a desire to see justice be done at last. You can overcome this with time - or success in your quest - but it will haunt you at least for some of your time here.

> **+Lunatic (+100 CP)**: Or maybe you have no desire to bring their killer to justice because **you** were their killer. While you may be able to justify their death to yourself, you will still be haunted with guilt over it, and the memories of your action will haunt you and influence your behavior as well as your daily life.

Hero for the Sponsors (100 CP): You lose access to out of jump sources of wealth, housing, and food/drink. In fact you cannot obtain money without working as a hero, leaving you at the mercy of your sponsors (you can theoretically obtain housing and food in other ways).

It's Not Like I'm Planning to Remain a Hero Forever (100 CP): Whatever your current career, you have dreams in another field. If you're a hero, maybe you want to be a

professional musician. If you're a lawyer, maybe you dream of being a hero. Whatever job you desire, circumstances will ensure that it remains forever out of reach. This won't stop you from getting another job, but you will always have a lingering desire for your dream job that remains forever out of reach.

No Outside Voice (100 CP): You cannot talk above a whisper that is barely audible to those inches away from you at the loudest.

Unsteady Nerves (100 CP): Your superhuman powers and capabilities are now related to your self-confidence and nervousness, becoming drastically less powerful when you are unsure of yourself. This wouldn't be too bad except that you find that all the certainty and self-confidence born from your powers or experiences is gone, and your confidence has been reduced to that of a novice inexperienced in dangerous situations. You can rebuild your confidence and certainty with time but it will take time and new experiences.

Audun's Successor (200 CP): J. J. Audun is said to have been the most powerful NEXT of all, and famously defeated 17 heroes in his time as a renegade NEXT. You must do one better, defeating 18 heroes single handedly. You don't have to beat them 1 at a time, or kill them, but you must publicly beat 18 heroes to the point where they are at least hospitalized.

Crusher for Justice (200 CP): You find yourself unwilling to compromise on your heroics. You will recklessly destroy property, miss opportunities to show off, or pass up points without a moment's thought in the path of saving lives. Even if not a hero you'll find yourself compulsively going out of your way to save people when they're in danger.

Minute of Power (200 CP): All of your out of jump powers, perks, and abilities are locked away for the duration of this jump. For 1 minute you can turn on your full jumper abilities gaining all of these powers back for the duration, but after the minute you must wait an hour before activating them once more.

Rivals Not Allies (200 CP): In theory the heroes are rivals for points. Normally they would be heroic enough that this rivalry would be easily put aside in the face of the greater good. By taking this drawback you have ensured that your co-workers, whether the heroes or others, will treat you and each other more as rivals than allies, each trying to get ahead even at the cost of their co-workers, no **especially** if it somehow damages their co-workers' standing, and even if it endangers the overall mission.

You Always Break Your Promises (200 CP): When you arrange to spend personal time with another you will find that circumstances almost arrange themselves so that you will be unable to keep your agreed upon plans.

Framed (300 CP): At some point during this jump you will be framed for a crime. You will forget having taken this drawback, and not be aware of this until it is publicly announced at which point you will find that your closest allies, **especially your companions**, have had their memories of you altered to turn them against you, and you have had a robotic duplicate of yourself put into your place. You can eventually clear your name, but you will have to deal with being attacked by each of your companions at least once beforehand and must either defeat or escape them before you can convince them of your true identity.

Undisputed King of Heroes (300 CP): You have to get the most points on Hero TV and be crowned the King of Heroes for 3 consecutive years or you will fail this jump. This also means making sure that Hero TV isn't canceled before you do so. Gotta keep it entertaining.

Notes:

Jump by Fafnir's Foe.

Started writing this while watching the new season, then watched Rising, and then re-watched the original show. So perks and items are based on parts of all three, for example If My Deduction is Correct is actually inspired by various non-Wild Tiger heroes in the new season (and was originally called It's Called Inference) even though the examples are mostly drawn from the original show and Wild Tiger. King of Heroes was partially based on Barnaby, Sky High, and even Blue Rose in the 2nd season.

Generally tried to price protagonist level NEXT powers at 300 CP, those which were noticeably better at 400 CP or 500 CP, and powers that were noticeably weaker at 200 CP. Psychokinesis got an increased price due to it being called stronger in the show, and scaling off of physical strength. The Jumper version of Hundred Power was made because it felt appropriate, but due to being a power multiplier had to cost extra because it's sort of inherently much better than the other options. Some 200/300 CP NEXT powers were invented wholecloth to give some options other than just having one of the heroes' powers.

Superior Flames exact effect is up to you. It should be roughly similar to the change between Fire Emblem's Pyrokinesis and Lunatic's, Mr. Black's Barriers and Jake's, or Fugan before and after the power enhancing drug, but the exact details are up to you. It evolves your powers by a 'level'. The power enhancing drug is similar in that regard; one is just permanent and the other has a tendency to cause damaging overexpansion of powers but can be shared with allies (or minions).