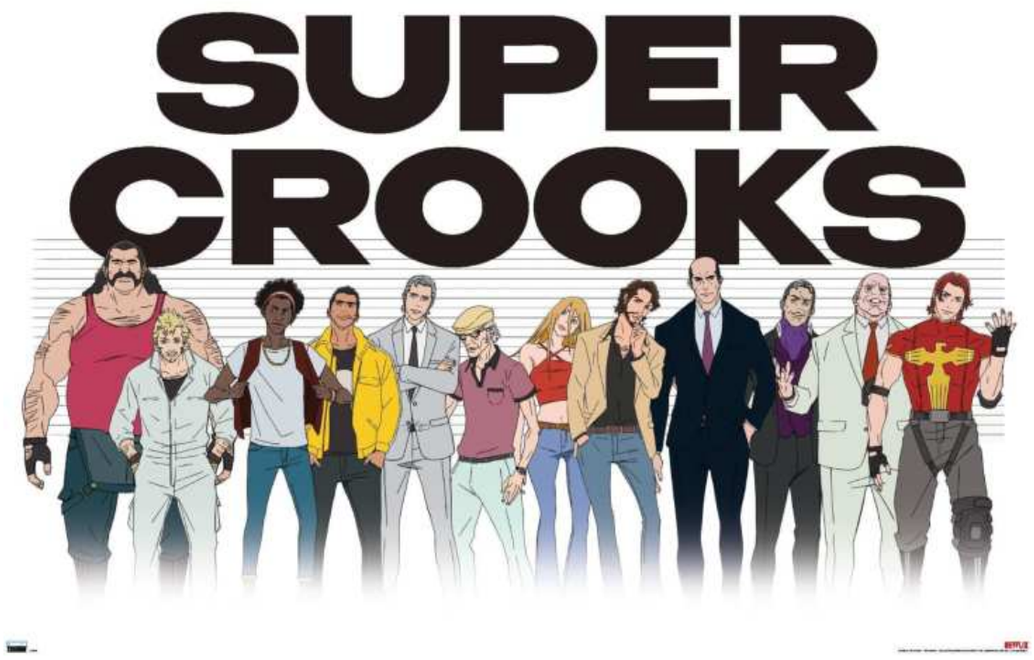


Comic by Mark Millar, Jump by Aehriman

One last heist. That's what they all say, right? Just one final score, and everyone can retire and take up fishing. Thing is, the jails are filled with supervillains who thought the same thing, and got busted. But the Heat is in trouble, with the kind of debt that always gets paid, in money or blood, and his protege Johnny Bolt plans to see him out of the hole. Bsides, his girlfriend is always telling him to make one big heist and then retire....

The job is in Spain, the fabled land of no superheroes with a ban on powers. The target is the Bastard, a psychic, retired and the most powerful and vindictive supervillain in the world. The last time anyone ripped off the Bastard, he got to watch every person he ever cared about come down with a case of exploding head syndrome.

Have **1,000 crime points** (cp) to get you started. If you want a happy ending, best be prepared to wrest one from an uncaring world.

ORIGIN

Supercrook - Not all people with powers use them for good, y'know. Some just want money, or power, or thrills.

Superhero - Some are called to a higher purpose. You serve the public as a superhero.

Civilian - Some people, even ones with powers, just want to live a normal life.

PERKS

Well Drawn (Free All) It's a comic book, you and most others look just fine, 9/10 on a bad day.

Zero Bodycount (Free All) Funny enough, the first rule of being a superhero and a villain are the same. No killing. Fortunately, you are an expert in restraining yourself so even if you throw a person thirty feet, no broken bones if you don't want them. If you shock someone, they'll pass out harmlessly, even if they have a pacemaker or a heart condition. You can override this instinct, but at least you'll never kill anyone by accident.

Street Crime (-100 cp free Supercrook) You know how to pick pockets, pick locks, disable a basic alarm, crack a safe, let yourself in through a third-story window, cheat at poker and otherwise make a quick buck.

Hacker (-200 cp, discount Supercrook) In the 21st Century, you practically need a computer science degree to get around some security systems. Fortunately, you do, and are especially skilled at circumventing high-tech systems. The more they overhaul the plumbing, the easier it gets to stop up the drain.

The Con is On (-400 cp, discount Supercrook) You have the easy confidence of an experienced grifter, know all the games and the tricks for worming your way into a mark's confidence, cold-reading them. As a nice bonus, it's really hard to trick you.

Mastermind (-600 cp, discount Supercrook) To plan a heist you need to be able to think a lot more than three steps ahead, to anticipate the responses of a number of different parties to different stimuli, you need a broad base of knowledge of potentially relevant factors, expert timing, to know your team and their quirks and interactions inside out, to have contingency plans and just a little bit of insanity to come up with the angle nobody could see coming. Luckily, you can easily do all of that.

Quick Change (-100 cp free Superhero) No one will ever tumble on to your secret identity, as you transform in the blink of an eye into your costumed persona, besides a thousand other tricks for keeping your face, and loved ones, safe. Never will you have to fear being catfished and blackmailed into a heist.

Clean Fighter (-200 cp, discount Superhero) Big cinematic dust ups look cool, until you get the bill for flattening buildings. You are a master of limiting collateral damage, like never throwing somebody's car when more effective projectiles are around. Also, people you save never suffer from whiplash.

Eleventh Hour (-400 cp, discount Superhero) A hero always arrives in the nick of time. No matter how desperate the situation, you can get there in time to save everyone. And there will always be a way to save everyone. Show them what a hero is.

The Code (-600 cp, discount Superhero) As long as you are true to your code, and you have an iron will to do so, you inspire others. You could bring Silver Age morality to Supergods, the Boys or Worm, as the effect of your good deeds ripple out and force other would-be heroes to take a hard look in the mirror. Even villains will soften, and you can easily tell the truly depraved from the mad from the misguided who just need someone to talk to.

Survival Instinct (-100 cp, free Civilian) When the going gets tough, the tough they get going. You have a pretty good sense for when a super brawl is about to break out or a situation is gonna go south, now get outta here.

Potential (-200 cp, discount Civilian) You look like just... a prime candidate. For whatever people are looking for. A new manager, an apprentice, a lover... you always seem to jump to the head of everyone's list unless that would be bad.

Stable (-400 cp, discount Civilian) You don't go crazy dwelling on the past. In fact, you're an insanely well-adjusted, mentally resilient person. So much so that no psychic can get a toehold in your brain.

Toast of the Town (-600 cp, discount Civilian) You have a way of making connections and friendships, with important people. You've learned how to quickly raise money, and influence, and your public profile, and use any of these to boost the others. With a little effort, wild success in business or politics will come your way.

POWERS

Get +400 for this section.

Self-Sufficiency (-100 cp) You don't need to eat, drink, breathe or use the toilet anymore. You can survive the vacuum of space in no more than mild discomfort.

Caffeine (-100 cp) You can function indefinitely without sleep.

Longevity (-100/200 cp) You age very gracefully, about one year for each five that pass. For an extra hundred, you simply don't age and could live for thousands of years barring an accident or violence.

Flight (-200 cp) The dream of every man, or at least every kid. You can fly with speed and agility a bit better than a helicopter, and yes you can hover too.

Lie Detection (-200 cp) Whenever someone says a deliberate falsehood in your hearing, it jars like nails on chalkboard. Doesn't do so great at half-truths or the subject being sincerely wrong.

Me & My Shadow (-200 cp) You were probably a very lonely kid, played all by yourself a lot. Not an issue, as it happens, because you can split into five people. If one duplicate dies, you sense it and can spawn a replacement. If the 'original' dies, the oldest clone becomes the original for Jumpchain purposes.

Mountain (-200 cp) You can grow to the size of a skyscraper, ready to throw down with King Kong. Few substitutes for brute force, but it's not terribly stealthy and you make a mighty tempting target.

Precog (-200 cp) You're a class four psychic (precog) meaning you can consistently see thirty seconds into your future. Great fun at the roulette table, if they aren't equipped or sharp enough to catch you at it. Your gift triggers automatically if your future includes being injured or killed, now the question is, will thirty seconds' warning be enough to save you?

Rubberball (-200 cp) You can make your body rubbery at will, great for dealing with blunt force or electricity. You can even expand your body into a super-bouncy ball and bounce and roll all over without getting disoriented.

Chill (-300 cp) You seem like an ice person. Whoa, cool off! You can shoot freezing blasts from your palms that encase a target in ice. Puns optional.

Draconic (-300 cp) You can breathe fire, and not a small amount. Just remember that you'll be largely facing two kinds of opponents, ones who are extremely heat resistant, and ones who easily die or suffer debilitating lifelong injuries from flames.

Kismet (-300 cp) You can curse people with bad fortune. I'm talking impaled by an icicle dropped from an airplane bad luck, or crushed by a shark.

Super Engineering (-300 cp) You can advance any field of science and technology, from computers to material science, medicine, astronomy or architecture, by 50 years, maybe a century if you really apply yourself or can get an extraordinary research budget. You can't just shrug off physics for things like shrink-rays, but a working jetpack is easy and with time to study superpowers, things like the detectors and suppression tech are within your grasp, and maybe emulation of powers. You'd think it'd be easy for you to make legit money.

Teleport (-300 cp) You can teleport up to a mile in any direction. If you telefrag someone, they will be hurt and you will not.

TK (-300 cp) You have basic telekinesis, a versatile power. You can't lift more than three objects at once with a combined weight of around 300 lbs, but you can be superhumanly quick and precise.

Electro (-400 cp) You can control electricity, shocking, I know. Besides you base electric blasts or even levitation, you can control most electric and electronic equipment after a short bit of trial and error.

Intangible (-400 cp) The power to phase through solid objects. Obviously of great interest to thieves. Just watch out for energy weapons and electrical wiring.

Indestructible (-400 cp) Whether you're physically invulnerable or just regenerate so fast you may as well be, it's all but impossible to put you down for more than a moment.

Speed (-400 cp) Faster than a speeding bullet, a blur to your enemies or cameras, if that! Not... always the best at cornering, but you're resilient to heat from friction and durable enough you can wipe out at hypersonic speeds and hurt nothing but your dignity.

Forecast (-600 cp) You can control the weather, and not like Storm who needs to massage things and set up the biggest moves. If you want someone struck by a bolt from the blue or a sudden downpour, it will happen.

Gladiator (-600 cp) You have the strength to flip over a main battle tank, and the resilience to walk right up to it. You are effectively invulnerable to anything but a prolonged beating from other supers wearing you down.

Magic Man (-600 cp) It's... really unclear just how much magic can actually do in this setting, but some people just gotta play the wizard. You are at the level of Count Orlock, near the heights of what a local sorcerer can accomplish, on the level of a Dr. Fate or Strange.

Praetorian (-800 cp) In the comic, Praetorian has 27 largely unspecified powers, and they're all unfair. In the anime, he has well over two hundred, but has access to a random one each day. Like Animated Praetorian, you get one slot with a largely random power each day, but I promise it will be formidable, and it will prove useful at some point in the day.

Psychic (-800 cp) You sit on a plateau of psychic power only approached by the likes of Brainwave, the Bastard or Kasey. Scanning someone's thoughts and memories is trivial for you, you can kill by wanting it badly enough, or build entire illusory mazes

in the heads of your victims. You're as capable of defending yourself from mental attack as any of them.

Utopian (-800 cp) You knew this was coming, the knockoff Superman package. Fast as someone with speed, stronger and more resilient than Gladiator, to the point physics kinda breaks down and you can lift a jet-liner or a ship. Flight, laser eyes, super-senses, resilience to pisonics. If Utopian can do it, so can you.

ITEMS

Take one 100 cp item free, and one 200 cp item at a discount.

Bike (-100 cp) A tricked out, souped up getaway vehicle, made for dancing nimbly through traffic. Fuel and maintenance sees to itself.

Pad (-100 cp) A small house or apartment. Be it ever so humble, there's no place like home. At least you don't have to sweat rent or utilities, nor will the authorities or the Network ever come looking for you here.

Harness (-100 cp) A torso harness that suppresses superpowers. May smell a little rank after enough time on someone.

Wardrobe (-100 cp) Some fly outfits, even things like Johnny's signature tie in the comic you couldn't get elsewhere. Also costumes for a wide variety of heroes and villains. Wanna frame someone?

Heat Ray (-200 cp) A heat ray, great for setting things on fire, or melting your way through a vault door. It can, of course, also do absolutely ghastly things to people.

Power Detector (-200 cp) It goes ding when it sees a super! In future Jumps, can react to mages or other supernatural or empowered beings.

Space Case (-200 cp) A slim metal briefcase that's bigger on the inside, with more space than your average suburban house.

Tentacles (-200 cp) You have a quartet of metal tentacles attached to a large belt. You can control them mentally without issue.

Wheels (-200 cp) You may laugh, but this nondescript windowless white van blends in. In fact, it has an SEP field effect that diverts attention as long as you aren't actively speeding down the freeway, tossing lightning bolts out the back. Never needs maintenance or refueling.

Helm of Power (-300 cp) Doubles the power of any spell cast by the wearer. Not much use without magic, but if you do have it....

Residence (-300 cp) No small flat for you, you have a secure and palatial place to rest your head. Like the Bastard's ridiculously fortified mansion, a private island in the Aegean, the presidential suite at your own casino/hotel. Use your imagination.

The Take (-400 cp) The point of the whole caper. You have $800 million or equivalent (in 2012 money). This sum is renewed at the start of each Jump or decade.



COMPANIONS

Old Friends (Free!) Import any number of Companions with 800 cp of their own. Companions cannot gain more points from drawbacks.

New (Free!) Anyone you befriend on this outing can join you on your adventures, if you both agree.



DRAWBACKS

Which Way? (+0 cp) Lot of different details between the comic and the anime. Like the Heat being a washed-up joke in the former, and an elusive legend of the underworld in the latter. Pick whichever continuity suits you better.

Into the Millarverse (+0 cp) Most original comics stories by Mark Millar don't play great together. Kick Ass has no superheroes, until the protagonists, Wanted had supers but they were erased from history and so on. The anime combines elements of Jupiter's Legacy with Supercrooks, which doesn't translate well to "200 superheroes in the Tristate Area alone." Whatever, feel free to use this Jump to visit any Millar comic, heck, any comic book, as a supplement or standalone.

Adrenaline Junkie (+100 cp) You live for the thrill of it all, taking on greater and greater challenges... just like a lot of the guys in Supermax.

MacGuyver (+100 cp) You don't like guns. No matter how appropriate to the situation, you'll never use one.

Origin Story (+100 cp) You have one... a really embarrassing one that people will always associate with you. Maybe when you inserted into this world you fell out of the sky to land naked in a swimming pool at a celebrity's sweet 16. Maybe people will never let you live down the name and homemade superhero costume you debuted in when you were eight. Have fun being the butt of the joke every time someone recognizes you.

Record (+100 cp) You're a known super. Your picture and prints are in databases the world over, flagged for special attention. Some nations, like Spain, will object to your mere presence.

Here's Mud in Your Eye (+200 cp) You're an alcoholic, unable to get through the day without a drink or three. The more stress you're under, the more you drink. Hope you don't loudly spill the plan in public.

Nemesis (+200 cp) There's another super out there who is morally and physically opposed to you, with powers that seem almost tailor-made to be irritating for you to deal with, challenging no matter what you can do (they were.) You will encounter them a minimum of three times. Have fun!

The Classic (+200/400 cp) No man is an island, in himself entire. You have someone precious to you, a friend, parent, mentor, kid... whatever. This person keeps screwing up and getting in bad trouble, the kind that needs serious digging to get them out of, like ripping off a Vegas casino for twelve million bad. You might want to strangle them sometimes but you could never, ever leave them in the lurch. For an extra +200 cp, you chainfail if they get their fool selves killed.

Burns Holes In Your Pocket (+300 cp) You know how it is with us supercrooks. Every job is the last job but no matter how big the score, it always seems to evaporate a few

months later. Maybe you have gambling issues, or make bad investments, or impulse shop. Whatever the case, no matter how many times you resolve it'll be different this time, you never can keep hold of any cash for any length of time or even save yourself a small cushion for very long.

Robin Hood (+300 cp) You can only rob a morally 'deserving' target. If taken as an upstanding member of society, a civilian or a superhero, you will be unable to let any injustice pass unremarked and unopposed.

Most Wanted (+400 cp) You are heavily wanted, by all international law-enforcement agencies, by the heroes. Your mug adorns wanted posters the world over. Best of luck.

Powerless (+400 cp) Whatever you bought in the power section, you don't get access to it until after the Jump. Because this world can be dangerous, you'll be given three tokens, like carved sticks, you can snap to gain powers for four hours.

Grand Cosmic Theory (+600 cp) According to these laws of cross-time travel I definitely didn't just make up, an extradimensional being like yourself can only inhabit this universe if they leave behind all their perks and powers from previous Jumps. You can collect them on the way out.

Bastard's Ire (+600 cp) You've pissed off the Bastard. The last time somebody confused the psychic's getting old with going soft, 241 people died and the poor schmuck begged for death that the Bastard declined to give him. Good luck.

END

What now? Settle down? Retire? On to the next job?