WIP 0.9

by stomper



**The Authority**

Things have got to change, things are getting worse in the world, they got too big for the other heroes and you wish you were there. There has to be someone left to save the world. And Change it.

Welcome to the earth of Wildstorm Universe (before they are absorbed into DC), in here things seem more bleak and dour compared to the normal fare. Certain notes hit geopolitical tones and the run happened before but mostly in a post 9/11 setting. Villains don't kid around, and they will come for the women and children.

Heroes here kill when necessary and that is common, if a villain escapes can you live with the knowledge that you had just damned

thousands to their death?

You start off with 1000 cp

## Age & Gender

Doesn't matter what it is, the multiverse is a big place and alternate reality gender-swapped versions are commonplace here.

## Backgrounds

Drop-In (free) - you might be someone from the SAS or someone else with military background that would better belong in another series.

Hero (free) - you still share that glowing optimism that would be better suited for a title in the Big 2.

Villain (free) - if you like causing mayhem and malice then this is your choice.

The System (200) - let them fight on the weekends while you rake in your revenue from exploiting nations.

Changer (200) - you are fed up with the capeshit and decide to make real change by re-aiming your guns at those who pull the strings.

**Location**

1) New York, the big apple where shit tends to go down for most of the time. Starting here gives you a heads up for when city smashing forces are about to barge in so best to get ready

2) Paris, launch it to space! Also known for violent invasions from murderous supers but besides that it's quite a nice place to hang around

3) Rio Janeiro, hoo-ha! This place contains a very large city that may or may not be used in a big battle by a certain shaper of cities.

4) Kaizen Gamorra, watch out since these guys are xenophobic and overprotective of their high tech utopia. This place is domed inside a protective forcefield.

5) Singapore, may or may not involve avengers knockoffs who are hell bent on retrieving a special child. On the plus side the street food are out of this world.

6) Harmony, look at the fellows with flag masks and other features of a standard 1950’s idyllic town find in propagandas. Maybe there is something behind this quiet town.

7) Oval Office, you are in the white house with the POTUS right in front of you and his secret service asking what the fuck are you doing here and how the fuck did you appear.

8) The Carrier, I hope you can explain why you are here because on the best of days the occupants tend to be dicks. The ship however seems to be friendly to your Jumper presence.

## Perks

You would need some if you wish to enter this setting, anything else would be unusually cruel. 100 perks are free for their origins.

## General

**Reskin** -100

The multiverse is a big place and over the stories there have been various looks for the team, maybe you want to be a canadian singer with wings, a samurai with swords, a man in green nanoskin or even a long necked alien…

This is freedom to pick your aesthetic appearance, doesn't change your powers or perks just how you look. So if you want to be the Night's Bringer of War and look like a green Xenomorph go nuts!

Can be purchased more than once for cosmetic alt-form and accompanying styles. For example Pterosaur wings for 'Winged Huntress'

**Beautiful Bastard** -100

Was it your golden hair? Perhaps it's the way you look at them, however one thing is certain. You are goddamn gorgeous and may become the target of less savory soldiers. There isn't a flaw on your body, they would have to carve you up to make one.

**The Sun and The Moon** -200

Your relationships will be a wonderful experience where your hearts will connect deeper than before, it might not be the best relationship out there but it is one that works. Through and through, in sickness or in death you will find your partner to be there for you as they will find you doing the same.

So long as you mean it there will always be a possibility of love, just be sure to reciprocate.

**Human on the Inside** - 200

The thing about it, the thing is: the human body can take a lot of damage. Even when you crush its spirit it'll keep going like some kind of... Well, like something that isn't human. But I believe, at least I've come to believe, in everyone there remains the light of humanity. And for it to burn again, all that needs is a spark.

You are really good at reaching into their hearts, whether it’s to bring someone who lost all hope to see the light or to convince a killer that’s not worth it. You may not be as strong as they are but you can reach them where it counts. A hug can say more than a thousand words.

**A third option** - 400

Maybe you don’t want to slap your dick at the president’s face when you declare yourself as king of the world forever, there is always another way to save the world. This gives you insight to do that without knocking over governments, sending the POTUS into Iraq, proclaiming yourself as the higher power and telling the civilised world to bend over if they don’t like what you have in mind. Humans are easily scared and governments may consider you a threat.

This is the boyscout option, you will inspire others, talk with

them to sort thing out, have a nice feel about you and come out with methods to get what you want across. Methods that can fix complex religious/cultural/geopolitical issues without a decapitation strike

**The World Will Be A Better Place** - 600

After rather successful a coup d'etat to remove an administration you (and your companions) are now for all intents and purposes the new government body of the United States of America with all that implies. Carries over to other worlds.

Unlike the Authority there will be an assurance that the remaining politicians would be competent enough to keep the country running. If there is no USA then you take over the closest equivalent.

For an additional +400 cp you get to bring the USA in a pocket dimension along your travel or to occupy a world that you have.

## Drop In

**“Oh dear god please don't kill meee…”** -100

You are so pathetic that more often than not your enemies would rather let you live than actually wasting more time and staining their clothes with your viscera, if you beg on your knees this becomes more effective.

May save you from an accidental slur or even murder, but don't push it too far...

**Behave yourself** - 200

Tell them to shut up after you wronged them, just like how Kev did

after he fucked a man's wife. Anything short of the serious things like murder, rape, torture is doable. Be a dick and double dip your friend's favorite dish.

**SAS selection** -400

You are in good shape, have your shit together, are smart enough to qualify and a bit of imagination. You are not cannon fodder, this gives you special forces training and combat experience. You are good in martial arts, effective enough to defeat an experienced soldier with them.

Your sanity is surprisingly more resilient than usual for a mortal to engage with a pantheon of post-humans, encounter strange aliens and being inside an extra dimensional vessels then going on as if nothing is going on is quite impressive.

**Soapbar** - 600

Your luck is off the charts against assassinations or planned attempts against your life. Your assassins might even encounter other hired assassins who are sent to kill you and instead fight amongst each other for the cash or find that a bar of soap is just there to trip them. They may crack their head open against a toilet seat.

It's a fortunate save that counts as single use 1-up each jump when you absolutely need your opponent to make a mistake so that you can exploit it to attack or escape. Somehow the bar of soap will be there… waiting.

Can be a banana peel for cosmetic effect but it still has the same results.

**Hero**

**You do it because somebody needs to** -100

Fight people, go to war, things that need to be solved or people die. When it comes to your objectives you will always have the drive to move you along.

Is the determination to push you forward.

**Multimedia millionaire by twelve, dot-com billionaire by twenty one** -200

You are resistant to the temptations of higher power because your material needs are fulfilled, it also helps that you are wealthy. Near superhuman willpower to resist any temptation, not immunity, just great resistance.

Mostly because your earthly needs are fulfilled.

**Time Police Department** -400

You may have rhino genes, and other bits of pieces from a 69th century process. The time police owe you a favor so once in each year they can keep the time stream in freeze frame for you.

The range is about a World War 1 battlefield, and the duration is about five minutes.

**The Most Bloodless Coup In History** -600

Target communications systems and machinery, not people. The only fatalities occurred through their troop mobilizations. Women and men who defend the nation are not your enemy. The worthless bastards who lied, schemed and cheated into power are the ones you are after. It is a surgical strike to remove criminal elements

that are threatening future society. Let them ask where their loyalties lie, the government? the country? or the world?

They won't get a second opinion.

You are frighteningly effective at regime change, and when it comes to peaceful transition of power you are so good that they might as well have no infrastructure at all. When you want to take down an organization, even one that emcompasses several systems you will know the most effective path to dismantling them without bloodshed.

**Villain**

**Only one of the capstones will be discounted, pick wisely**

**Embrace that destiny at my side** – 100

Don't think twice about going deep, you are halfway there. Whether it's killing an infirmary to find that other baby you need to kill, turning a country into your personal rape camp or murdering royals in a wedding the effect of morality have no sway over you.

This is toggleable if you do not want to go into the deep end, also you have an attack and damage modifier when going against victim/disadvantaged groups like the elderly, children, the disabled etc. (pick on people who are not "your own size").

**Easter Bunny** -200

You are the master of stealth technology, as your kind have done centuries of home invasions undetected by their victims. Stealth perks you have can be applied to your underlings.

**Caller** - 400

When it comes to racketeering and running dirty business you are up there with the greats. You can run an inter-dimensional Las Vegas off world. Comes with the skill-set that is implied when running an organisation of such scale and complexity.

The multiverse is full of destitute gamblers.

**Planned for it so well** -600

You are the original bastard, perhaps your last name is Bendix, you are a military specialist and a formidable tactician who is able to lead a group of superhuman.

Your political clout enables you to write resignation speeches for heads of state, you can devise means to capture the life essence of a fallen foe, with prep time you can even turn their headquarters or sacred ground against them as if it was meant to be yours.

You can have a minion kiss your target to transfer nanite override so when they link with their technology you have full access, enjoy as they fail and their world turns against them. For you this is easy, killing a world leader is easy and you are the one who will give them peace through corporate control and ignorance through mindless consumerism.

Save the world as much as you want, and conquer it too. Making an AI patterned after your personality, able of independent thought, action and planning is within your capabilities. So is mapping the human genome to change it and add superhuman abilities.

**Dr. Kriegstein** -600

Now you can create all your favorite comic book characters since you have the most powerful imagination in the world. Create super

characters unlike anything mankind has ever seen before. With this you can come up with superheroes, hundreds of them. Because of you every major city in the United States will be defended by an untraceable hangar stacked with american super soldiers. This knowhow can be used to build utopia enforced by superhumans and a society designed to your specifications. With proper resources you can launch an international attack to target every world major capital simultaneously. They are planet threatening in scale and no two appear to be the same, and this is due to volume not individual power.

Using your unorthodox notes they managed to scoop out parts from a slurry of Majestic Class superbeing to create ICBMs filled with flying bricks that ended the world. If you have spare parts of a superbeing maybe you can create Project Reaper the way it is meant to be done (preferably without Daemonite infiltration). These superbeings are not made to inspire hearts but to teach the masses what they get when they step out of line. To you super people are a dime a dozen. If you feel so inclined you may set up a bloodless swift revolution where governments of the world are simultaneously erased and replaced with hand picked executives. Devise post human concepts to hammer the world into submission by supper time.

Create a giant like Titan who uses concentration do disconnect foes from their radio-telepathy channels and other 'considerable' activities like the ones that makes them the Doctor, or a Storm-God that generates an Ionised-Particle strike to eat a chunk of their solar reserves. Make superbeings with impenetrable hides that the Maker had to exit the atmosphere just to kill, reconfigure vibrational frequency to take a walk in the dreamtime and eventually make a unit like "The Americans”, maybe your version is not filled with eager rapists and psychopaths. Your original notes and concepts can easily be used to create lesser knock-offs like the New Authority. Beings such as Teuton, German Bio-Engineering; Last-call, Fighter enhancements; The Machine, Japanese Pico-Tech; The Surgeon, 21st Century Alchemist; and

Street, King of New York.

Beyond SPB engineering you can make other wonders too, try shielding them to withstand AoE from an infant Century Baby with Quantum Powers, regrow the limbs of your soldiers back at base after a fight with the Sun King, and even dispatch groups of super assassins back in time to disrupt the formation of organizations. You are so valuable that even your old laboratories have dangerous gadgets, such as a power armor that can emit blasts of weaponized cold creating absolute zero to hurt and block abilities to absorb solar rays. A vial nano-aids to fight nanite blood, with that brain you can even make a doomsday bomb that can be sunk into the earth's core to bully the Earth. Your skills with cybernetics is top tier in regards to the standards of this setting, while you are not Henry Bendix he is not you, the best way to compare is quality vs quantity. He may create heroes as a prototypes but you are an industry compared to him.

**Changer**

**Frenemies** – 100

There is always a moment of cordiality between people, even when you have killed them once or if they decided to modify your body to kill your friends. Even in life or death situations you can always get chummy with them and trade banter, it may not change their opinion or your resolve but at least there is fun to be had.

**We Want You To Join Us** -200

Sometimes you may face an opponent that is more useful alive than dead, they obviously have got a lot of brilliant ideas so arrange to see them applied. Whether or not their name rhymes with Kriegstein or Carlton, you can redeem villains.

Villains may not initially want to redeem but that is your job, but when they do you can guide them to more beneficial pursuits. The guy who can turn people into dinosaurs may be the one to end Cancer, the person with doomsday devices may even solve global warming, with this you can experiment.

You can also use this to taint heroes to join the other side, maybe they do have better cookies over there.

**“What civilized people would do if they find themselves in your position”** -400

Consider this the post-human take over plan, now you can change/save the world by kicking specific asses and have you actually Improve things despite the various complexities that would mean it could never happen that way in real life.

**“Drag the human race to the top of the mountain and let them take a good look at what they've done”** -600

You are the murderer of the status quo, you put permanence in your changes. When you affected a world beneficially these new improvements stay, and even without your participation they will spiral into developments that even you would be proud of

By providing tools for them to change, freedom for the people they have a choice and by the time they have a utopia you can disappear knowing that your seeds have grown.

## The System

**“Investment bankers, used to be evil assholes with imagination”** -100

You have a white collar job, it’s not Warren Buffet or Jeff Bezos but it’s enough to get you places to hire supervillain muscle or bid on the technologies of mad scientists. It opens the door to the world of organized crime, work in deeper and you might find yourself brushing shoulders with the movers and shakers.

Always have one as a minimum, at the worst of your financial condition you will always have this to fall back to.

**They Picked Us** - 200

The powers that be like you, whenever you take down those who have grievances against the system or whoever it is that runs the show you will be handsomely rewarded. Kill an activist and you may have new wheels in your garage, kill an up and coming politician and they might arrange you a spot in a lucrative job but when you kill a hero that seeks to undermine their plans? The sky is the limit, and by that we mean their budget.

You also gain insight on how things really are, at least on the genre conventions that cover the world. Unlike the Colonel though you can point this out to anyone.

**Killed the Idea** - 400

You pay obscene money for an idea that you don’t trust and bury it in other crap until the original idea is nowhere to be found. The thought of dangerous memetic weapons, ideas, knowledge that man was never meant to know doesn’t apply to you since you can just steal it as IP and create bad versions of it for mass consumption.

An eldritch tome might as well become a romantic YA novel about teenage girl in Ry’leh for you. Information cannot kill you just by merely connecting, you do to infohazards and cogitohazards what Disney did to the American copyright system.

**“Nothing compares to crushing the spirit of an a-list superhero”** -600

After you have defeated someone you can arrange them to have a really, really, really bad time. Provided you defeated them soundly, or kill them you can have them ‘modified’ instead of outright having them die.

Those you have defeated can be conditioned to serve you, or have their situations drastically altered for the worse. At your whim, you can remove basic skills such as reading or walking.

## Powers

You must have at least one to complete the jump, no buts or ifs. Hero & Villain background has 200 cp stipend, while The System & Changer have 400 cp stipend to be used here only.

Companions only get half the stipend for their chosen background.

**Dr. Dee** -200

Generic energy beams from the palm of your hands. It’s a pretty standard fare in a superhero setting and you might want to train so they are not as easily dodged. These are magical.

They will be as destructive as grenades.

**The Winged Huntress** -400

You came from a fabled egg in Tibet, and they believe that you are one that would usher mankind in a golden age of love and peace. You have large bird-like talon on your feet sharp enough to rend metal,and wings that can propel you through the sky at impressive

speeds, fast enough you could actually put yourself out should you be lit on fire. Beyond simply having wings you have a connection to the ecosystem; birds follow where you go, and the atmosphere is yours to read. You can even use it to divine the future from its flows and swirls. This gives you a great degree of aerial maneuverability, to the point that a winged humanoid such as yourself is relevant in a fight between high powered super-beings.

You see through a unique visual spectrum, and your senses are better than thermal imaging, and are a great help if you want to find someone beneath rubble during rescue missions, or in stalking prey from anywhere in the world. To that regard you are THE finest pathfinder in the world, and worlds after this as your ability allows you to navigate even The Bleed between realities, though you'd best acquire some protective measures before traveling to such places.

Feel free to retract them like Swift.

If you are not a fan of the winged aesthetic you can take the "Johnny Rocketman" look. Being a self propelled flyer, instead of wings and talons you have a helmet and a suit that shreds flesh at a hundred miles per hour.

**Last Call** -400

Your stubbornness is the stuff of legends, and one particular belief of yours that you consider sacred or inviolable.

This belief could be a virtue, or something less positive, such as homophobia, or another form of bigotry. It can undo the effects of corruption and even reality warping that has affected you. It will ensure that you break free and get a chance to counterattack, should you be within range.

The more stubborn you are the stronger this effect.

**Eidolon** -400

As a human who was not allowed to fully die you have walked from the regions between life and death and returned with a message. Your 'God is Dead' or whatever revelations from the beyond can shatter beliefs held by others. You can even feel the genocide of humanity, souls flooding the afterlife in an armageddon event. You have a healing factor and your touch is deadly. In a way you have a 1-up.

Your oratory is good enough to convince others to form an army of psycho-freak hangers. A killing machine comprised of killers, rapists, psychos.

**Sister Voice** - 400

You have a voice like Chaka Khan and vocal cords laced with nuclear weapons. To make it simple you can sing a city away using whatever style of music you like. You have the freedom in music so long as you are singing and the effect is the same.

Scream with the force of an atomic explosion. If that musical genre isn’t your thing you can always switch to a preferred genre, perhaps you would like to cause nuclear holocaust by beat boxing?

**Rage Cage**- 400

You are a rather savage type, with gnarled teeth, long claws, and spines growths from your back. You also have a remarkable ability to heal, needing what would be a mortal wound for baseline humans every couple of seconds to be brought down. Just don't stand in the way of collapsing buildings, as this doesn’t help you squeeze out of whatever tiny hole your remains may be trapped within. Growing limbs is within reach but don't lose your head (you need at least 60% & of it to live). It’s the good regeneration that allows your brain to fix itself in 2 seconds after a headshot.

You have two options, either pick Stalker or Evolutionaries. They

are a part of the Rage Cage branch.

+ Stalker

You can change shape (conservation of mass applies) and your form can be altered in almost unimaginable ways to the point of changing scent and DNA structure.

+ Evolutionaries

Precognitives cannot see your moves in combat and you can become invisible.

or you can purchase both.

**Rakulai** – 400

You are a green disgusting piece of shit (at least in this jump), with the odd powers like B'eeef you can raise the dead in a small location around yourself. Like a bug not die unless they squash your head (powers still work) and you can shit on their soul to damage it to the point of putting a Majestic Class being in spasms.

If your Jumper has diarrhea it could be even worse.

**Paul Revere/Maiden America** -400

Strength of ten men or strength of ten women  and super charisma. Besides your augmented strength you come with peak human physicals to cover the rest.

In this settings it allows you to rack up some damage on the not fully powered resident majestic class.

**Dyno-Mite** -400

Human hand grenade. Explode any part of his body and the atoms reassemble a few moments later, allows for fine control. You can reskin it to “Shock & Awe” if you prefer aural triggers.

By grenade we mean an explosion able to damage superbeings under majestic class.

**Fallout** -400

You can emit radioactive gas that is lethal, project this to kill large crowds of people and your body may violently detonate upon death. So make sure that doesn’t happen.

However you can choose the Adam Bomb alternative where you ditch the radioactive emission and focus on the explosion. Because you are the first bio-atomic weapon history with a very simple internal structure. Within you is a biologically combustible organ system, build up a charge and let it loose. Make a mushroom around you at will.

With Dyno-Mite you will have more options.

or you can purchase both.

**Spangle** -400

You emit a Psionic distortion field to scramble their brains and disorient them in combat. You can cover an entire street with this but concentration is needed.

This will mess up their use of powers.

**Rosie** -400

You are a hunk of metal, that’s also fully able to move like a human. Comes with expected brick powers like enhanced strength and durability. Please stay away from electric hazards.

If you have access to unique metals you can apply their effects to this form. One type per purchase.

**Lamplight** - 400

From eternal darkness, the lamp is lit once again and the light burns with vengeance. You are one space’s police men/women. You wore a lamp that glowed a perfect blue, the light of reason that should be shone upon the world. It is your badge of office, your defense, your tool, the light of the blackest night. A mind powered weapon. With this you raise the dead or facsimiles of them. Other applications include lasers and holograms.

Otherwise known as the Green Lantern ring-lite option.

**Assassin8** – 600

You have boosted competence, as knowledge strategically applied is power. Your form is of the eighth in a generation of assassins each specifically bred for functions. Thought and action become one and the same so there is no lag.

You can emit a Carrier immune nerve toxin by sweat (takes people down in 30 seconds of contact), have biotech retinal implants with flash pattern neurological disruption to induce comatose state, your teeth can be used as a flashbang to cause a 0.7 window of opportunity against Majestic Class. For socials you have pheromone implants keyed to sexual response, subconscious distraction in battle. When a mission needs to be done you have direct cerebral feed for operational data.

**Erinyes** - 600

The divine option, be a fourth member of this group. You are now a mythical punisher of sinners, administering appropriate judgements against those who transgress. As long as there is sin in the world you cannot be banished/teleported against your will.

This magic only works against those with super-power(s), and is more effective against those who think themselves as gods (without divinity).

You infect them with the disease of human nature, remind them of their humanity, what they fear, attack with their weakness, their frailty and their folly.

The effect may seem touch based at first but it can be applied to your powers.

**Misery-Man** - 600

You have access to sufficiently advanced technology indistinguishable from magic. By saying slash, punch or shoot you can emulate those effects through imperceptible vectors. Consider this a new interface to blend in your magic and technology, if something targets only magic/science they won't work. You need to target both.

Lets you load your magic into your teach and vice versa.

**Rose-Tattoo** -600

You are pure and ageless, you are an idea, a spirit. You have been here forever, and you are featured in the myths of most cultures. You are death. You are the living spirit of murder the greatest

killer in history. Your touch is so deadly, even machines such as nanobots would die the second they came into contact with your body.

You are also a superhumanly expert shot with a variety of weapons of your own design. You never miss (though your projectiles may be too slow for some opponents and could do with some more penetrating power against certain defenses) and given time you can kill anything. Perhaps you'll simply shoot them, or maybe you will give them an overdose that would take out an entire rock band. When the spirit of death looks upon them with disfavor what else is there but to die?

Due to a certain procedure by a Shaman you are also the spirit of life, thus you are pretty good at healing the sick and the wounded. As an immortal spirit, a concept given human form, the laws of nature don't quite apply to you. If you are killed you will be reborn, though this is limited to once per jump during the chain.

This deadly power functions in all your forms.

**Impetus** -600

With this kind of speed you can do perimeter checks, and when you board the Carrier you can be everywhere at once inside the Colossus, by sheer speed alone. Esoteric applications of speed comes as well with being able to uncage a caged baby universe.

You are the fastest thing Midnighter has ever seen with reflexes as fast as your feet. Against most you can move faster than they can think. Just avoid moving in predictable patterns.

Move at the speed of thought.

**Meantime** -600

You have a small space of Pocket Reality or a miniature quantum domain no larger than a neighborhood block. Inside you are free to realign reality at will. This is done by time manipulation to insulate yourself inside a world you feel comfortable, but it is just fake a reassuring reality.

You can weaponize time as blasts or open portals to times past to summon warmachines and scary lizards. Effects stop when you die.

**Sun King** -600/400

Welcome to the big leagues, you are what this setting calls a Majestic Class superbeing. In layman's terms that means you are superman-tier in your flying brick powerset. You don't breathe, nor combust upon re-entry and can enjoy a nice dip into the earth's mantle should you wish to deactivate volcanoes.

You are bio-engineered by Henry Bendix, and also combat trained by the madman. Energy from solar conversion fuels your flying capabilities, strength enhancement and commensurate structural augmentation. At steady charge you emit a kirlian aura around your body, resembling a halo. Spaceships hulls might well be paper when faced against you.

You can kill by looking at things since your eyes are designed to lase, at high settings you can sterilize life on the moon but at finer settings you can toast testicles like marshmallows (besides the smell of roasted pubes) and crank up the heat. If you like to blow feel free combust all matter with thermobaric shockwaves from your solar reserves. Weaker foes tend to die in combat with you.

As far as they are concerned you are a walking atomic bomb; using your body as a kinetic kill vehicle is within your abilities and

is encouraged if you want to bodyslam the earth from outside orbit. You are faster than a speeding bullet and for larger targets you are functionally the same when you create gaping exit wounds by flying through them.

To top it all off you have photographic memory.

If you want to save cp you can be like “Dawn” from the Anthem team, which only costs 400cp but you are limited to flying brick settings. A biological solar battery. With meteorological limitations. Consider yourself Apollo lite (stats slightly above Night's Bringer of War), and stay away from the vacuum of space. Get a weaker version of the halo.

**The God of Cities** -600

In a possible future the world is covered in cities, from the depths of the seas to the tops of the mountains. People travel within these colossal constructs like blood vessels in an organic organism, appropriate, as these cities did indeed come to life, and on many occasions fought each other.

Now, due to an extensive set of alien organ transplants that have replaced your innards with things people don’t even have names for, you are able to speak to the spirits of cities, asking for help and receiving a plethora of benefits in response. While within a city you do not need to sleep, nor eat, and you can fall from great heights uninjured. You can access the cities memories, seeing what every window has reflected, knowing every footprint on every footpath, floor, or step. The city itself will guide you to where you want to go, or places you might like.

Beyond knowledge, and an instinctive awareness of cities, you can ask for more direct help. Perhaps you’d like the buildings on either side of your foes to move next to one another very quickly?

The city would be more than happy to oblige. That road being a dead end would help you catch a fleeing foe? Not a problem. You can slap someone down with an entire building, or shift sections of the city to trap or destroy your enemies, even form transit wombs to travel across the city in moments or have the city itself swallow your foes whole, dragging them kicking and screaming into walls and floors to their deaths.

At your full potential you can awaken the living cities of the far flung future, causing the entire urban landscape to rise up as giant power armor. Each city is different, and moving to a new one is like discovering a new flavor; each will react differently to you, and you may find some cities excel at actions relating to people's perceptions of that city - almost as if it has taken on a personality bestowed upon it by its people.

You can companion cities which you are in a friendly relationship with, and yes you can engage in meaningful conversation besides merely asking for help.

This power scales with other cities in new settings and older ones if you have means to access those.

**The Maker** -800

You have nine pints of liquid machinery instead of blood, an army of nanobots that respond to your will. At your direction the nanobots will coat your skin in body-temperature metal, and they can fashion almost any technology from this reflective surface in seconds. You could form plasma cannons on your arms, rocket thrusters on your feet, and articulated limbs carrying a cavalcade of weaponry in moments.
The information retention and distribution potential of your nanobots is immense, able to infiltrate computer systems, store the entire contents of the global internet, and connect people around the world with radio-telepathy to create virtual-hiveminds,

sharing as much, or as little, as desired between participants.

By converting material around you, including air, into more nanobots, you are able to form large constructs, even forming duplicate bodies under your complete control, though it will be a while before you can control more than 82 simultaneously without suffering personality dissociation. Even without creating more nanobots, the volume in your veins is enough to surround you in a sphere of nanoscopic wires that cut things apart on a molecular, possibly even atomic level.

It’s not enough to simply have these nanobots though, you know them, inside and out. You can make more, and create and program electric gardens like the first Engineer, within which basic needs, including, food, energy, appliances, and protection are free. You could seed nanotechnological oases across the planet create cornucopias that can grow almost anything, from clothes to cars to computers, in minutes. Each tree could be a huge nanotechnological factory capable of building anything from dirt and garbage. With time you can learn how to recreate almost any other technology you can make with nanobots, and then do so in a matter of moments. You really could build a better world with tech like this.

You also have some associated knowledge, a thorough understanding of how your nanobots interact with biology, enough that you could perform surgery on a nano level, and even use them to study, and possibly develop cures for, the ills of the flesh. Creating liquid metal organ replacements is easy, and you could do so quickly enough to manufacture lungs out of nanobots inside your own lungs to protect you from deadly airborne contaminants.

With time you can upgrade them to picomachines, and perhaps even more.

**Godhead** -800

Like Reverend John Clay, you can carry the strength of two hundred men and the faith of 13 million, punch a Majestic Class to send them flying around the world in 8 minutes or punch them into orbit where they have to be dug out of mount Kilimanjaro when they re-enter the atmosphere.
So how the fuck does a pencil-necked-ninny do all this? The solution is simple. It is done with a neural virus that manipulates the minds and spread through physical contact.
This hijacks the nucleus accumbens region of the brain, a crossroads between dopamine and the limbic system. Firing up their brains to turn them into religious fanatics with yourself as Jesus. Should you start a religion they wouldn't might signing a quarter of their earnings to you, your faith will be the fastest growing religion in short time with at least 13 million disciples around the globe with influential politicians, A-list celebrities and superhumans. Soon they won't ask about your re-education institutes, purification centers and redemption camps.

A touch is enough to convert them into your way of thinking. They touch friends, family, anyone and boom! Domino effect. The minds of your disciples act as a gigantic personal electricity grid, draw on their collective psychic energies to give you powers.. The faith of the human race is what drives you. In that story he only managed to have 70% of the global population converted but maybe you can create the dream of a world united by one.

If you have access to a galactic civilisation or more then it can get crazier.

**The Night’s Bringer of War** -800

Like Sun King you are an artificial enhancile made by Henry Bendix, an effort to create the most efficient killing machine in the world. Your entire body has been enhanced, bones and muscles laced with carbon, your nervous system replaced providing twice as fast nerve induction, and every function of your body operating at

far greater than human capabilities.

These enhanced muscles provide enough strength to punch through a person, or rip his spine out by his skull, and increase how quickly you can run and react so quickly that, if you can see them coming, you can dodge bullets.

Fortunately for you your brain and senses have also being enhanced, to the point that you can detect the neural electricity in your foes brains and your neural-tactical wetware can predict their actions to such a degree you could simulate a fight from a million different ways before the first punch is thrown. You can easily determine where to strike your foes for the best effect, potentially even popping blood vessels or pinching nerve clusters to take down Majestic class beings.

The range of bodily enhancements have left you with rapid healing, antibodies just as tough as you, impeccable balance, a tongue that could fling your teeth at bullet-like speeds, the ability to switch your pain receptors off or survive for a short time in anaerobic environments, a nose that could track scents, and even a second heart.

Note that while you can hit far above your weight class with capabilities like this, you’re still able to be physically overwhelmed, and may find yourself against foes your strikes cannot injure. In these cases your mind is your most dangerous weapon, able to develop verbal attack patterns to throw enemies off balance and enable your escape, or a last ditch strike at a potential weak spot.

When facing beings in your power tier you can toy with them.

**The Six Billion Dollar Bastard** – 800/600 (Dr Kriegstein discount)

You are made by the guys who coughed up the billion dollars which

put the POTUS in the oval office. Your augmentations cost more than Operation: Desert Storm. You may not be a genetically modified hillbilly like Seth Angus Billy Cletus Bubba Jamie Clement Cowie but you have one thousand two hundred and four super-powers (super powers they don't even have names for) maybe with enough tinkering you can try fill up a four figure list of superpowers instead. The option to have three-willies by buying this is available.

So far the six billion dollar bastard has shown the abilities to retract liquid machinery, larynx freezing vision, defecate a thought in their minds so big that they need a lobotomy to remove it, x-ray strength, rainbow breath, speed squared, shame vision, and nuclear poop vision. This package is adaptation, management, branching and synergy of perks for the Jumper. It is the utilization of what you have to its potential, with the powers mentioned above you can deactivate augmentations, silence casters, shatter minds, overcome Majestic Class superbeings with your strength, have a multi-chromatic beam attack, blitz Majestic Class beings in combat, destabilize and imprint existential dread. You can reskin how your abilities look cosmetically as well.

If you have Dr Kriegstein you can turn someone into seth either by their consent or by abduction. If you know of a scientific field or methods of inducing powers you can apply them to your collection of powers. Your powers are like a tree, see where its branches might grow, where new ones can be grafted and with time you can grow delicious fruits.

It’s not planetary scale, but it’s great for teambusting, powers here don't stack but they are spread apart to fill any existing gaps in your abilities. When fighting superhero teams numbers don't mean a thing, you can pick them off one by one at your leisure or engage them provided you have the right powers (or perks from other jumps) to assist. Just watch out for prep time and planners.

In fact this gives you the initiative to attack first against superteams.

**The Shaman** (only one at a time, so either you or a single companion) -1200

In times gone by a shaman stood as protector of the world. Upon their passing another took up the mantle, and another, and another, down through the ages to the present day. Now, the new inheritor of this legacy, of the power of the Shaman, is you.

More than just a title, or a position, the Shaman is the recipient of a body of knowledge and power stretching back into humanities ancient past and the beginning of conscious thought. Your predecessors reside in the garden of ancestral memories, a spiritual place made up of everything good and bad about the human race. It contains every birth, every death, every idea, every triumph, every failure, every murder, every mutilation, every kiss, every caress, all the love, all the hate. In it you can learn from the greatest legal minds in history, or the greatest conmen, cooks, poets, religious figures, and more. Your racial memories contain every human language ever spoken. As the new Shaman you have access to such a degree of magical capabilities that, so long as you can properly visualize it, drawing a detailed mental picture, you can cause it to happen.

To your new abilities change is the essence of the universe, and thus, it is easy for you to change a door into air, a man’s bones into Calvin Klein for men, a woman’s body into that of a supermodel, and bullets into perfume, all with the click of your fingers. Showing someone visions of how others live is a quick visit to the Dreamtime, altering a mind is an effort of your own will, and visiting other dimensions, or sending people on one-way trips to them, is as easy as deciding if you want to go to a world made of gold, or send your enemies to a reality in which anything

moving more than 200 miles per hour is converted to music.

Your powers are potentially planetary in reach during this Jump, though performing fine work at that scale is at the limits of your potential, and drawing upon too much power can damage the however making shields that can withstand majestic beings, sprouting country-wide forests in moments, locking countries in place so the world turns away from them, or other such fantastic feats are all possible. Even time itself may bend under your direction, should you prove capable of turning your power thusly.

There are soft limits to this, of course, but - aside from certain things like resurrection being exceptionally tricky - those are mostly concerned with scope and complexity, and even that can be worked around in many cases. Perhaps with a mighty enough source of power you could perform feats as outrageous as eating the sun.

## Items

Every Background get to pick one item from each CP category for a discount

Tights & Spandex - 100

A general costume/outfit that works with your powers, will never impede in any way and always comfortable.

Henchmen - 100

Standard feature in any superhero book, these are rather disposable so that a posthuman badass like you can run a montage while kicking their ass. Can make entrances look impressive, for baseline humans they are a dangerous mob.

Each purchases gives a 100 of these goons.

Incursion Alarm - 100

You might want to know when strange beings from adjacent universes breach your location. Can be converted into an app for your Jumper gadgets too.

Mysterious Training - 200

When you wake up you are already donned in armor with a katana and wakizashi on your side. These items can be replaced with a trenchcoat and a collapsible staff.

These weapons compliment your power in use, and will always perform at their best.

Undersea Headquarters -200

Its a superhero cliché but it will be enough to house your band of merry super-friends, only downside is that your clothes end up stinking of fish. Enough space for Jumper and companions to roam around comfortably.

Gun - 200

Uses human brains linked to quantum computing frames to aim. Choose targets based on clothing, style, size, shape, even skin color and never miss. They came from the Nevada Garden.

But do remember that they may not do much if targets can tank the shots or are faster than the projectile.

Virus - 200

Good enough to infect alien systems like the carrier when you want to hack it, can be set with a trigger. If your jumper can hack or interact with the tech easily then it will work faster, if your

Jumper has difficulty then this will help bridge the gap.

Pleasure Droids - 200

They may serve more personal needs but these two can disable augmentations on contact. Now your bedchambers can be armed. First purchase nets 2, extra purchases grants multiples of 2.

Normally they would work on cybernetic augmentations, but since you purhcase this with CP they will fuzzle other abilities too.

Great PR - 400

Not a villain, not quite a vigilante but something that the media loves. Whatever you do will be presented in the best light, and even if bad they will send their best writing team to make it look good.

Doesn’t stop personal vendettas though

Sliding Albion Tech -400

You have access to schematics and materials to recreate the things used by the Blue. Shiftships that move in and out of the Bleed, ability to open shifts and send bioweapons elsewhere.

With the know-how you can backtrack frequencies of teleporters to board their location. Maybe you can be like Regis and turn a continent into a rape camp or perhaps even the world?

Storm Door Forcefield – 400

Cold plasma defensive haloes that can be placed around strategic locations, it is good enough to turn Majestic Class entities who are reckless enough to charge towards it into bugs on a

windshield.

Purchasing this lets you apply this system to your buildings, if you are brainy enough to modify it perhaps it can be miniaturized for personal use.

Shimmer Suits - 400

Permits survival between teleportation doors without protection of a mother system like the Carrier. You can remain there indefinitely, moving freely and choosing your point of emergence at will

Can import armor for this feature. Synchronises with ‘Sliding Albion Tech’ in that you can ambush teleporting/portal frequencies you can sense.

Project Hercules -400

A bio weapon that empowers human beings with ten times normal strength, stamina and agility. If you have mooks/followers/minions that are not companions you can have it so that this procedure is safely and retroactively applied to them.

They will have comicbook hero build fitness.

Alien LeMat Revolver -600

This weapon is armed with dimension-sensitive ammunition which alters its own dimensional frequency until it pinpoints the level of existence at which the target is vulnerable, enough to slaughter a premier team of superheroes like dogs. You can import ranged weapons for this.

Body Double - 600

But did you die though? I mean was that really you ?

Consider this your one-up measure where you get to be ‘somewhere else’ instead of that dead guy who is somehow in your previous locations. Don’t ask the details, just be glad that your body is somehow in a safe location close to your Warehouse.

An Idea -600

It can be a sentence, an image or even a sound argument for the futility of life. Anyone exposed to it must pass it on before ending their own life. Back in its native reality it killed ninety million lives, and its creator the mad logician died to it as well.

Kaizen Gamorra Tech – 600

Schematics for a two mile long bioreactor that can pump out hundreds of superhuman clones. Splice superhuman traits into a selection of human genomes and program it to grow people at an accelerated rate. Comes with blueprints for a mass teleport system and teleport netting to return to base if you want to engage in terrorism. They flew like missiles (speed on par with Sun King) and land like missiles as well, after impact they will stand up and try to kill all they can see. Killing half a million humans is easy work.

If you bought storm door forcefield below you can encase an island or property that you own and make it fly. It’s an import option.

A Time Machine – 600

Works for a one way trip, this is the cheapest you will get to walk through time. Perhaps if you know your way with timey-wimey stuff you can modify it to go back?

Randlesham -600

This is UK’s Area 51, now it is yours. Here is a location where you can keep alien prisoners, dissect them and hoard crash findings within your reach. Nobody will ask about it and it makes a good post-apocalyptic stronghold.

The Hangar (Dr Kriegstein gets you five purchases free, other backgrounds only get 1 for free) - 600

An intangible military command center, forty two levels above presidential clearance. Comes with a global psi-satellite picture. This comes with 'unlimited military budget' and a brief to defend the USA. You will start with secret bank accounts, some super-soldiers, and codes (discounts) for all 5 invisible US hangars.

Viceworld - 600

It is a world sized casino and pleasure complex that caters to the desires and compulsions of higher dimensional beings. Houses shatterstar warheads that can each level half a continent.

**Companions**

Teammate - 50

The scheme is simple, you can get up to 8 active companions here. Price wise its 300 cp a pop to import/make eight companions, they each get 600cp to spend.

You can increase their collective cp by a ratio of 1:1. Idlers can

be put in a purchasable area if you bought them.

Local Companions - 200

Get some faces from this wacky setting to join you in your adventures. Could be Kev or the Hitler Youths.

Names - 400

If you want to get the stronger characters (Authority-member tier) with you then pay a bit more but there is a special caveat that if you pick someone who has a family then you get the whole package. Get the grumpy couple!

**Scenarios**

Only Jumper can take these

I plan to have you finish one scenario, then start over in another one in the same Jump. Kinda like groundhog day but different scenario, because mixing them won't make sense.

You can take all scenarios, think of them as episodes that are not connected (except the numbered ones). They all have a max duration of a decade, if you can solve them earlier then you can move ahead to the next one.

Outer Dark (1)

Start at beginning of 20th century as Jumper Sparks: The Spirit Of The Twentieth Century

You are electricity, you are a century old, you stopped aging at

twenty. Electricity is everywhere, it runs their suit, it runs the station and thus you have a foothold in everything. There is electrical current in the human brain, so you can subtract it from their brain, and that is the least that you can do. You have more influence than Hitler, Einstein, Kennedy and Picasso put together.

For the duration of this scenario *that is what you have to use*. Other powers (besides electric abilities) will be locked for the duration until the scenario is done.

The highlight of this section is Sliding Albion with Jenny's powers, you can correct it if you want but it won't be easy considering you are under the british government.

*Running Out of Time* (2)

This is something old that hasn't been around for a long time, your kind may inherit the earth but you don't own it. That thing blocking out the sun is the owner of the earth, and it is angry. Your kind has been messing its home long enough and it's time for pest control to begin. Starting with turning the environment to its pre human settings to thrive.

Don't think that it will be easy as well, God's mind directed the world's formation from the proto matter of a young solar system. It is larger than the moon and its organic.

To succeed you have to kill it, but there is also a 'lose' scenario here. Since God arrives on the coming of the new millenium you are endangered since you are the spirit of the 20th century entering the 21st which means that you need to kill it **before** the stroke of midnight.

Reward:

Yet things never really die, all energy ever does is change state and that includes energy in our bodies. Instead of dying you got reincarnated as

Jumper Quantum: The Spirit Of The Twenty First Century (3) - while keeping previous electric powers.

You make make your twentieth century version look like a spastic with a guide dog.

You are the actual spirit of the next hundred years, you are an entire century. Fashion the 21st century into whatever shape you desire. You are born with a cosmic spoon in your mouth and have power to destroy the world.

Now its each century but for a while its the general period until the spirit changed. Jenny Crusade was for three hundred years. You are more likely the last of them, to protect the 21st century. The odds are so long that you can't even see them.

Even as a baby you can psychically regulate temperaments to make them feel more relaxed, if you are ever bored and want to grow up you can always tune into future versions of yourself. You will know your younger self and remember as you replace them. Did you bring yourself from the future or did they appear because you needed to be older and more experienced?

Access to the “Infinite City”, where you can mingle with other other ‘Jumper/Jenny’s’ before you like Jumper Crusade, Jumper Steam, Jumper Revolution, Jumper Plague, Jumper Inquisition,

Jumper Stone, Jumper Fire, Jumper Ra etc. Infinite City exists after you thought about it after visiting the garden. In here you alter Jenny/Jumper Reality.

Engage combat by exploding tiny quantum bursts in their brain, seal gateways on a quantum level, sense environmental changes on a quantum level and shut them down, use anti-matter, and someday you may even take an expanding baby universe in your arms and take it somewhere.

With proper training and experimentation maybe you can be like Jumper Fractal who possess off the scale power, but unlike you s/he is immersed in an assassin program. Have hyper learning, and is raised in killing techniques and the art of war.

But there is more, if you wish the “Time Runs Out” has two branching scenarios that can be picked, however you may only move on to other worlds with one of the options provided

> Skyfall
>
> You are an infant and so is that other you over there. S/he is roughly twice your everything. You may retain your skills, electric powers and non-psychic mental abilities. But all other powers except Jumper Sparks/Quantum will be locked (nothing is stopping you from emulating them though), since you will need every trick to survive this murderous you.

Reward:

Like before you can bend reality but now you can create fractures that tear the world apart. Re-assemble yourself atom by atom. Even time and reality are malleable to a being with your power, they are toys to be mangled and played with. The fractures can cause alternate universes (local multiverse in chain) to enter the plane

of existence that you occupy with cataclysmic effect, every nation affected, every city put to a fight for survival.

If you have access to the Carrier s/he can use it to act as a conduit for those powers, even force the (local) multiverse to implode, collapse upon itself with earth as the black hole center. Merging reality in the multiverse into one, prevent new realities from being formed while this happens. You get your powers back after.

-or-

> Fruit of Love
>
> You are a scared child running away from a broken world and now you form has been turned into an island by a mad doctor who broke as well when the world ended. So long as he stands on your ground you are powerless, except that you can reach out astrally for help. If he manages to conquer the world with his plant army then you lose. Hopefully you can reach out to a friend who can help.

Reward:

Jumper Rothstein

You are an island, you are born to protect the earth. You are linked to the earth's biosphere as an intermediary and the people.

You can escape to the astral plane when you are bound, and heal others because you are a physical manifestation of the earth. You

have power to save the world, reverse global warming and made famine history

“The Garden” is tied to the planet at its deepest level, tied to Jumper.

The wellspring, the center of the garden is the conceptual location from which all of the planet's (continues into other worlds) spiritual energy emanates. The garden has no geography, existing only in the collective unconscious. No more tangible or defined than a dream you might have.

In here the doctors have no corporeal form, pure concept. However they can be restored with magic.

or take both if you are feeling crazy enough.

**Anchor Off**

You get to 'be' the Carrier and have to ensure survival of the team, your only abilities and equipment are those possessed by the Carrier in Wildstorm continuity. You still have your mental skill (non-psychic) perks. You'll be pulled into the (mis)adventures of the Authority, as they struggle to protect the world from threat after threat, but now they have you providing support as the Carrier, with all the advanced technology that entails. To begin with, you will be 'anchored' to Earth, held in the space near it, and made to maintain time parity with it, that is, one second per second with time passing the same on Earth as it does for you. In time you may be able to break this lock, allowing you to fly freely through space in addition to your alternate dimensional jaunts, and others like the Engineer may be able to break it for you.

Unfortunately you can't use the Carrier's illusory constructs or

communication systems to talk to people, you can only communicate with your current 'pilot', and even then only while they initiate and maintain the connection.

If you dislike the team there are two alternatives

- Instead of guiding the team you have to serve Henry Bendix to undermine and overcome The Authority to cover the world in change by the machinations of corporate control. Only way to communicate is through Henry

or

- The crazy option in which you must guide Kev through your stay and fix his mess, now his ‘luck’ is turned off and you must substitute that to ensure his survival against all odds. Good luck.

As your reward you receive a Carrier of your own.

The Carrier

Over 80 kilometres long, 56 kilometres high, and 3 kilometres wide, this ship is a city unto itself, built around the source of its power: a caged baby universe. The Carrier sails the higher dimensions, crossing through the Bleed, and countless other realms, letting you sail ideaspace alongside schools of obsession fish, or pay a visit to universes in which any number of universal constants may be wildly different, or simply ones in which history progressed down very different paths.

Among its nigh countless rooms you’ll find palatial living chambers fit for royalty, armories ready to store your accumulated weaponry, holographic parks and gardens, currently empty shopping districts, residential accommodations with room for tens of thousands, and a whole host of other, empty or function specific

rooms. All of this set up with science fiction luxuries like a system that automatically tunes people's fitness while they sleep, hyper dimensional tv antennas, anti-matter toilets, nanite vacuums, quantum microwaves that cook things before they're put in it, and even automatic environmental adaption so life-forms can walk around in safe atmospheric conditions.

Due to being super positioned in other dimensions as well as around Earth, it is able to open golden portals called Doors anywhere around the planet it is 'locked'. The carrier could, if pressed, open enough doors to evacuate everyone on Earth into alternate dimensions in hours, should you have the need, authority, and organisation to do so. Doors can even cancel out forces passing through them, to a degree, such that should you fall through one you can land safely on the other end.

The Carrier has forests of cilia sensors, all invisible, intangible, and a millionth of a micron thick. With these it can sample the air to 'taste' chemicals present, detecting anything from pheromones or gasoline, to carbon and cordite. It can scan the world to interpret and extrapolate the environment, allowing its systems to deduce where resources should be deployed for best effect. Its "Map Room" is a global overview machine, capable of spying on anyone not protected by extremely powerful or obscure defences. If you feel greedy you can have it scan for materials in new dimensions, as it is able to locate fossil fuels, precious metals and gemstones, and more.

Originally a trading ship, the Carrier is no slouch in a fight, possessing a bevy of small energy weapons best used as point defense. In addition it is able to use the Doors offensively, transporting opponents and vehicles into dangerous situations, such as local stars, space, other dimensions, or dropping debris on enemies. Defensively the ship is layered with extremely durable metals, tough enough that if you flew the ship at a forcefield durable enough to turn a majestic class flier into a smear, the forcefield would come out the lesser with no damage to the ship.

This makes ramming the enemy a viable tactic, assuming you have a target big enough to need a ram that size, or don’t mind serious overkill. By partially entering the Bleed the ship can even withstand short trips through the sun itself, and a similar tactic could even allow the crew and… most… of its mass to survive a nuke going off inside it. The same holographic systems that form the garden can also be put to use in a more combat focused form, creating illusory duplicates, or seeming to turn a normal person into an unstoppable creature.

You are bonded to the ship as its pilot. Outside of very unusual circumstances you are the only one this living, sentient, and sapient ship will talk to, and obey orders from. It’ll even give you blueprints for a special chip you can put in your allies to give them access to the Doors and some basic ship controls.

If you wish to forego the scenario you can buy it by spending 1000 cp, Changer background however can purchase discounted price of 800 cp.

Yes, you can import your ship or even your warehouse into this.

The World in a Bottle

You have to dismantle the global military in less than 6 hours

Reward:

The Authority

A multicultural group without national affiliation, the rest of the world is well aware of the fact. Reprisals will be aimed in your direction. Even POTUS is in no position to define your jurisdiction. You defend the earth and won't sit back and tolerate humans rights abuses under your noses. You are not some comic book

super team who participate in pointless fights with pointless super criminals every month to preserve the status quo. This is a world worth saving that you will risk your life.

You carry as much weight as your average world superpowers. Presidents and prime ministers shit their pants when they hear your name. You are the only superpower on this world worth a damn. You don't need weapons of mass destruction, you are weapons of mass destruction and aim yourselves at the right targets.

This time you and your companions run your version of the Authority, the group only so if you want the members you have to recruit and if you want The Carrier you need to take the scenario. But this carries the weight and reputation of the group at its prime, and you have that with you. Perhaps you can improve upon this foundation.

Local superheroes tend to look the other way when you decide to make changes to the world order.

Open Borders, can be taken simultaneously with "Anchor Off"

You and your team liberated a southeast asian country, due to the state of their country after you are done they need somewhere to stay for the duration of the jump.

Luckily for them there will be you, if you want them to leave you need to improve their country.

Reward:

Re-Space

When the new authority took over they dumped third world refugees into this alternate universe, the people inside imagined a second

chance and the place made it happen. It is a realm of second chances where the natural laws are ratified by the will of the people.

Reimagine their treasure as yours to feed your bodies then firebomb them with your manifested Airforce. For them to exist you must want them to exist, in here dreaming makes it so. Affect them from this dimension.

There is a chamber where you can make a wish to change the world. Capable of feats such as retroactive total disarmament from gatling and up and making global political opposition to be more compliant. Affects another dimension at Planetary scope.

Can be imported to pocket dimensions or domains that the Jumper owns.

One Helluva Blowjob

It starts with suicide bombers that are modified with bombs to their systems from another dimension, as if there is someone engaging on a campaign of global genocide. Anyways their goal is to initiate terraformation to super-compress the world to convert it into a vast reserve of fossil fuels to be exported.

Who the fuck is doing that? Its you.

WildCATS, Stormwatch, Authority, Gen13 and every other hero on this rock will try to stop you. Watch out for Majestic.

You are a Triad between human, voyager and an insectoid species.

Voyagers exist on an intellectual and philosophical plane a million times higher than the human race. Traveling the (local)

multiverse, merging with primitive species, raising consciousness, advancing evolution and improving the nature of existence. But here they merged with a mobster in the roaring 20's.

Insectoids, are among the deadliest predators here. What you have is the modified version. Their real name would rupture eardrums and  overload their brain with terror stimuli

Reward:

Reality Inc.

If you succeed you will be given a fully fledged multiversal corporation, with multi billion dollar interests in thirty-six parallel universes. Unlike the story your revenue will be higher since having only multi billion earnings in 36 realms is pathetic.

March into less developed countries, slaughter the natives with superior weaponry and plunder resources. Except this time its realities not countries. Acquire dozens of worlds throughout the multiverse, terraform them for industrial exploitation.

Create pleasure worlds where beings from higher dimensions can screw themselves senseless without ruining reputations, and remodel existing society to fit the specifications of a client, a personal paradise. those already living are assimilated or shipped for mass labor, those too weak, too stupid or too ugly for slavery or prostitution gets wiped out.

Your headquarters are intersected artificial worlds concealed within a broken universe, an entire society founded on the oppression, subjugation and exploitation of other worlds and races.

Buildings and structures can be imported here.

**Drawbacks**

No Limits

Warped/Kriegstein Body +200

Congratulations, you look and feel like Jacob. Without the brains.

Kansas City +200

Two hundred miles in diameter, powered by fifty million brains. The future wants you dead and it will come when you enter the Jump. FYI this is a fully temporal mobile city armed with guns to bring down Kriegstein-tier capes and trivialise modern military forces in combat.

Go At the Real Bastards + 200

It’s not punching super villains no more, you have to use your skills to make meaningful change to the world. Problem is that the powers that be take notice, and they don't like your shit.

Marooned +400

In a  universe that cannot support your biology, you are monsters trampling the laws of nature until they break. The planet you are on is connected to an entity that feeds off the collective psychic energy of the people.

Leave before more notice your presence.

Before Christ, LTD. +400

You are locked in a privately owned series of temporal prisons where the most dangerous super criminals are locked up to twenty million years away from the 21st century. Its exist in a complex temporal bubble. So find a way to return.

The Main Man +400

Lobo’s coming to getcha, hell thinks he's too rotten and heaven thinks he's too rough. This one is banned from both and is hired to put an end to your Jumping days. Are you a bad enough dude to take on the Main Man?

Dreamwar +600/1000

It started with the Justice League, then the Teen Titans, followed by the Legion of Super Heroes and finally the Justice Society of America. Whether your nature is repulsive, heroism is flawed, your villainy is abhorrent, status quo is detrimental or your changes are simply too abrasive they will come after you.

Should this be too easy then the Villains of those teams will manifest, you may face the Clown Prince of Crime up to the beast that killed Superman. As if someone is bringing things to life

from their dreams, albeit that are twisted. This culminates in a Suneater. Villains add 400 cp

Too good for this world +600

Like Jeroen you have an addiction problem, in this drawback it is heroin. Your perks, items, warehouse, scenarios can't save you. The only thing you have for protection is your Bodymod standard. Stay off the needle and prepare for withdrawals.

Doomsday +800

The planet is off its axis. A hundred nukes detonated in the elliptical orbit. The moon is out. Cities are burning, flooded or both. Europe is blanketed in darkness, tropics are experiencing and ice age and the ozone layer is a cheesecloth with all the radiation. Every extinction event into a tidy little apocalypse. Posthumans are roaming loose and pissed off

Your task is to fix the earth, and your ten year limit for the jump is lifted. So are you a good enough dude to fix the earth?

Armageddon +1400

This one nets you a lot since you must prevent multiversal destruction. It won't be as easy as tanking it yourself since you need to ensure the survival of this one, you see Captain Atom had just arrived because of mysterious causes and there is something wrong with him.

Your job here should you take the drawback is to talk him out of it, if left unchecked it will result in total entropy. Its a reaction that cannot be stopped or reversed. It’s not just a galactic scale but a universe, all of existence going kaput. A million earths snuffed out, but its locked to this group of

universes. The one you are currently occupying.

But that was the easy part, talking him out of it will transfer the power to Void/Nikola who will cause the multiversal big bang. Unlike Atom who is only here for a few hours at most she lived her life in this place of suffering. As the Jumper it is up to you to convince her that they deserve a second chance and that pressing the reset button may have consequences. Failure to do so returns you home.



Ending

Go home, you have had enough grimdarkness for a while

or

Stay here to explore what this setting has to offer

or

Go on forth to make finer worlds

**Notes**

* You can combine “Dr. Kriegstein” and “Kaizen Gamorra Tech” for a superhuman army with a variety of powers while maintaining stronger baseline stats.
* Mixing “Six Billion Dollar Bastard” and “Assassin8” may have devastating results, brute power backed by chilling competence.
* If you have “Garden of Ancestral Memory” and “Infinite City” then you can have previous yous from past jumps and gender swapped versions of them mingle
* “Planned for it so well” and “Dr.Kriegstein” are different whereas the former is more suited for creating superhuman special forces the latter is for armies
* If you have blood manipulation power, alternative blood from other jumps their qualities/effects can be added to “The Maker”
* Not recommended for street-level jumpers or those who are just starting
* 'Authority' powers is “Winged Huntress”, “Sun King”, “God of Cities”, “The Maker”, “Night’s Bringer of War” and “The Shaman”
* In the achor off precognition based on calculation by mental math is fine, but outright seeing the future is not
* The Maker in the story is limited to what she knows, in jump it will be limited to what you know plus Angie and the first Engineer
* Impetus can run circles around Sun King easily, somewhere in the relativistic speed bracket

* If you have God of Cities and a city from a previous jump then you can equip that city as power-armor.
* When you get that Carrier you can try to find that location that Bendix said shows where they are made, if you find it then you may bring that knowledge to make Carriers to other worlds (with all that implies)
* Doctor and Jenny Quantum powers have potential to work on universal scale

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