RATMAN:

The Smallest Hero!

Jumpchain by Deaderthandeath



Meet Shuto Katsuragi: the ultimate superhero otaku and would like nothing better than to become a hero like his idol Shiningman. However, due to his short height (which is quite the trigger button for him) being constantly ridiculed by his classmates, Shuto believes that he may never get a Hero's License. However, in a chance encounter with the secret 'evil' organization Jackal, he becomes the dark hero, Ratman! Of course, nothing is as it seems, as Shuto stumbles down a path that shows him the truth behind his idol, the modern-day hero, and even his own memories!

You arrive the morning of that Shuto's classmate Mirea is 'kidnapped' by Jackal, and the start of a very dangerous few months. Here, take this:

+1000 CP

Origins:

- Gender and age can be freely chosen, though within limits.

-Civilian | Free
A normal if otherwise quirky person, you are not really big on the whole 'superhero' business. Or maybe you are, but regardless you aren't on the front lines. Living a comfortable, if middle-class life, you have the feeling that something is going to change soon.

-Vigilante | Free
You saw the darkness in the world, the corrupt heroes who act more like celebrities than what they are supposed to represent. You decided that if they couldn't do their job, you would take justice in your own hands. It also seems that you aren't the only one, if that Ratman is anything to talk about…

-Licensed Hero | 100 CP
One of the, quite frankly, *many* heroes around here. Sadly, a vast majority of these so-called heroes are only in for the money and fame, with only a few actually living up to the name. While it's up to you if you are a true hero or not, regardless people look up to you. You get 150 CP to spend in the Power section.

-Experiment | 200 CP
Some people seek power no matter the cost, that's a fact in life, and sadly you were a sacrifice to those who sought it. Ever since you were a child, you were used as a test subject for various experiments, and while eventually you escaped, the scars are still there. What happens next is up to you, but if you seek help I'm sure there are others like you. You get 250 CP to spend in the Power section.

-'Evil' Organization | Free
While the whole “villain” thing might just be a moniker that those fake Heros label you with, don’t let it bother you. It's true, after all! Or maybe not? Regardless, you find yourself a member of Jackal, or another burgeoning evil organization. You are just another minion, not high up the ladder, but depending on who you join that might not matter as much.

Perks:

- 50% discount on everything in your origin's section, with 100s becoming free.

General:

-Mechanical | 300 CP
Behold, the eternal nature of steel! A being of metal, wires, and coolant and mind capable of so much more than a humans, you are the science-fiction definition of a robot. Aside from a slight boost to all physical abilities and increased survivability due to being a robot, you have an infinite battery and an extra 200 CP to use in the Power Section, where anything bought can be installed as a part of your body.

-S-Gene | CAPSTONE BOOSTER | 400 CP
Within your body lies incredible potential, signified by a small oval gem in the center of your chest. An artificial creation that was done in an attempt to create 'true' superpowers, the S-Genes grant incredible physical capabilities and powers beyond current human technology. However, the power the S-Genes grant is not to be taken lightly, as they are more in tune with the dark side of humanity, bringing out more and more power the more the user loses themself to negative emotions, most commonly anger.

Enough of the depressing talk though, let's move on to the benefits! The power of the S-Genes that suffuses your body grants a superhuman boost to all physical abilities, even enhancing powers connected to the user's biology. You also gain 300 CP and two discounts to use on the

Powers section in this jump, and you can choose to have said powers become a part of your inherent biology instead of something separate.

Civilian:

-Minor Character | 100 CP
You don't really stand out much. In a good way, I mean! Regardless of your physical appearance or social status, should you choose to do so you can blend into the background of society. Muggers don't go after you, special mentors don't see anything in you, evil organizations won't drag you into their plans, etc. With this, you can live a normal life, but the effect will break if you do something to become important or big and draw attention to yourself.

-Formal Training | 100 CP
Despite being a civilian and not being expected to go into live combat situations, you saw fit to train yourself in combat. Specifically, a single real-world martial art, and after years of blood, sweat, and tears, you have earned the black belt or the equivalent in it. There is still a long way to go, however, and you don't have much experience in fighting in real-world battles.

-Backyard Salvage | 200 CP
Alright, imagine this: an genius, if otherwise ordinary man living in an alright apartment with an okay job, somehow manages to build a fully-functional sentient robot capable of going toe-to-toe with most heroes. Much like him, you have an exceptional talent at finding useful parts and mundane materials on the fly. The more exotic stuff however? That's gonna need a bit more work to get, depending on how rare it is, and this doesn't make it easier to get money. Maybe sell some of the stuff you've made?

-Hero Fanatic | 200 CP
Growing up around heroes, is it any wonder you are obsessed with them? Okay, maybe not, but your mind is exceptionally good when it comes to all things capes and spandex. Figuring out a hero's backstory, powers, and general personality is easy as just looking at them, and running an entire business centered around hero administration is only a few weeks worth of work.

-Business Acumen | 400 CP
Money makes the world go round, and you are a fair hand in the money-making business. You got plenty of business know-how and practice, from financing, to hiring, to PR. And yes, while you may be a jack-of-all-trades and master of none, you're good enough that anyone would be happy to have you.

-Mad Scientist, So Cool! | 400 CP
But what about being an actual genius? While you are no Renaissance Man, your high IQ combined with plenty of knowledge in the mundane sciences makes you pretty close. Especially in a single scientific field, where your skill and knowledge allow you to pull off some low-end comic book stuff like building a fully-functional and sentient robot out of scraps.

-Mass Produced Superpowers | 600 CP
Now this what you came here for! You may not have the genius of a Mad Scientist or supreme business acumen, but you are a part of the guys who actually make the 'superpowers' here. You have plenty of knowledge on the subject, from the inner workings, theoretical information, modifying and even creating them! Please note that these aren't actual superpowers most of the time, merely advanced technology, though that line does tend to blur.

- Wonders Of Biology (Capstone Boosted)
  Maybe you were a part of the scientists who created Shiningman or maybe you just stumbled on their work, regardless you are on the cusp of something greater. Whereas before you were merely limited to advanced technology, you have both the information and skill to create actual superpowers! Though they may be crude and weak right now, with plenty of time and research, maybe even something surpassing the great S-Genes will be in your grasp!

Vigilante:

-Back Alley Brawling | 100 CP
You didn't have the time or money to get a teacher, so you learned the hard way. Though you lack training in any specific martial arts, your fighting style is a combination of brute force, dirty tricks, and whatever moves you picked up from your enemies. You have plenty of real-world battle experience, making it easy to think on your feet.

-Dark Is Not Evil | 100 CP
It's a sad thing, but everyone judges someone based on their appearance, even if they don't mean to. This is far worse for those like you, who often end up looking like the very crime they fight. Thankfully for you, people are actually more inclined to think of you based on actions, instead of appearance. Not that they can't, but it's pretty rare.

-Using Your Height To Our Advantage | 200 CP
But sometimes appearances can help! After all, nobody would suspect a six feet tall and absolutely ripped vigilante would actually be a five foot high schooler with wimpy arms! Much like Shuto, people have a much harder time connecting your actions to your other identities, and figuring out your secrets in general. Naturally, the more of a disconnect between them the better this works!

-Keeping A Secret | 200 CP
And yet sometimes those secrets are found out, and instead of spreading it or taking you to the authorities, others end up keeping your secrets and the secrets of those who you care for. Though naturally, this won't work if the nature of the secret goes against their moral code or if they *really* hate you.

-Aren't You Supposed To Be A Hero?! | 400 CP
You have a natural charisma that uplifts and inspires others, even those who believe the opposite of you. Your words have weight to them, throwing your enemies off their game and

inspiring allies. Your words and actions can even ignite the spark of heroism in those that lack it, showing them they can be better. Of course, sometimes it may take a few beatings to get them off their high horse and their heads out their asses.

-Imitation Is The Sincerest Form Of Flattery | 400 CP
A real fanboy, eh? Well, through continuous imitation, you can eventually replicate the abilities and techniques of others. That may sound powerful, but your copies are perfect, more of your own version of them, and it's not instant either, taking time and practice. Plus, you have to have the capacity for them in the first place.

-Berserk Button | 600 CP
They won't like you when you're angry. At your command, you can enter a berserker state where all physical limits are removed and any powers are used without anything holding them back. However, during this transformation it's incredibly hard to think and direct your actions, not to mention this damages your body with each use. Thankfully, you can snap out of it before you do anything you would rather not do.

- One-Winged Rat (Capstone Boosted)
  You know what? *Screw it, everyone dies!* It appears that with the presence of your S-Genes, you've awakened to a secondary state, one always 10 times stronger than you, but it can't be consciously activated. Instead, in times of extreme stress when everything is on the line, it activates, mutating your body and powers into a far stronger but monstrous state, with your mind almost completely gone. And, unlike before, there is a very real risk of permanently losing yourself.

Licensed Hero:

-PR Friendly | 100 CP
Quite possibly the most important part of being a hero, Personal Relations! You are a fair hand at the intricacies of PR, selling your image in the best possible way. You've also been doing it for a while, giving you excellent acting skills.

-Combat Experience | 100 CP
The best of both worlds, formal training with real-world experience! While not as skilled as someone with formal training nor as experienced as a back alley brawler, you have plenty of skill in both and some minor skill with using your powers as well.

-Getting Away With It | 200 CP
As long as you can actually pull it off and be moderately successful, you can do morally dubious things and commit actual war crimes without anyone connecting the negative parts to you. Careful though, fail at what you were trying to do and thus won't protect you from the consequences.

-Starting From The Bottom Again | 200 CP

Sometimes you will fail, and all your dirty secrets are left out. With this, once per ten years after an event such as this, you can start all over again right from the bottom. It will be hard to get to where you were before, but by starting again people will forgive you, seeing as you're obviously trying to be better this time. Break their trust again, though, and it won't be fun.

-Just Another Job | 400 CP
It's true, in some way, that being a hero is the same as any other job. You have plenty of experience with the ins-and-outs of hero society and the Association, making it easy to manipulate other heroes and the higher-ups, and work behind the scenes to get what you want. In other worlds, this knowledge can change to match a specific job.

-Because I'm A Hero | 400 CP
Despite that most 'heroes' are just people seeking fame and fortune, some are actually true heroes seeking to do good. Much like those rare few, heroism comes naturally to you, as well as learning the skills needed to save others. Inspiring hope, search and rescue, investigation, fighting, arresting, etc.

-A-Class | 600 CP
You aren't just any hero, you are one of the best of the best. With years of experience in all forms of hero work, you are incredibly skilled and popular, with access to all kinds of resources! What's more, this position follows you into other worlds, changing itself to match ensuring your always on top.

- S-Class (Capstone Boosted)
  Unknown to society and nearly all heroes, there is a rank above A. S-Class, or Social Order Secret Security, which you are a member of. In exchange for being near unknown to the public, you are far more skilled than any A-Class with access to far more expensive resources, and most often illegal or dangerous. While in this position you will often be sent on dangerous missions, the rewards will be worth it. In future jumps, this position will change to match the world, though you can choose not to take it at the start of the jump.

Experiment:

-Just A Tad Unstable | 100 CP
It was inevitable, really, after all these years and experiments. Thankfully for everyone, despite your insanity, you have a strong sense of self and mind, just making you a tad bit kooky sometimes. This also has the benefit of making it harder for mental trauma to stick!

-I've Felt Worse | 100 CP
Years of experiments have left their toll on your body and mind. Not all are good or pleasant, but you've managed to pick up quite a good amount of pain resistance. While you do have limits, you can power through even lethal and debilitating wounds. Please be careful though, as ignoring your injuries until it's too late can be dangerous.

-Psychic Psyoldier | 200 CP
After all, most of these experiments *are* to make soldiers. While you have moderate military training, most of your time was spent honing your powers to lethal extents. As such, you are extremely well trained in usage of your abilities, moreso the parts for fighting. This also applies to your otherworldly ones as well, allowing you to quickly figure them out and bring forth their destructive potential.

-No Strings On Me | 200 CP
Taking some advice from a certain rogue AI, you won't let anyone chain you down. Your mind and body cannot be restrained or controlled by any outside force, nor can anything keep you held for very long. You make your own destiny, and you won't let anyone take that from you.

-Karma Houdini | 400 CP
Once per ten years, when you perform an action that is seen as criminal or in need of a karmic comeuppance, you can choose to escape the negative consequences of such. What's more, anyone who was affected by the event is affected by this as well. Those you kidnap forgive you, the person you're trying to kill sees that you are just lashing out in pain, etc.

-Receptive | 400 CP
You have a body any scientist would want, one extremely receptive to all kinds of experiments, surgeries, and drugs. Your constitution will allow you to always survive such things without any long-term consequences or side effects, and makes it more likely for you to reap some sort of benefit from it. Of course, just because you lived doesn't mean you are unscathed.

-J-Genes | 600 CP
Within your body lies incredible potential, signified by- wait, wrong script. Within your body lies an incredible power, manifesting as an ability to share your powers with those who have your cells inside of them. This is not perfect, however, rather they gain the potential to develop their own abilities based on what you shared. Also, your given powers are permanent until you choose to take them away, something that requires only a thought from you provided you can touch them.

- A Little Bit Of Me In Every Body (Capstone Boosted)
  It appears this power has been enhanced further due to its compatibility with the S-Genes. Those who have your cells are subject to your control, allowing you to use such abilities on them even from far away. Even without such powers, you can do multiple things to your victims: force them into a berserker rage, alter their personality little by little, block memories, and more to be seen…

'Evil' Organization:

-Team Mom | 100 CP
You don't always have to be related nor be over 18 to be a mother. Or a father. Regardless if you have children or 'children', you are remarkably good at various household tasks like cleaning and cooking, as well as being a shoulder to lean on.

-You Aren't Very Good At This | 100 CP
It wouldn't be right to call you pure evil, or even semi-evil, your basically the diet coke of evil. Or maybe that's what you want others to think? Regardless of your true abilities, you are very good at pretending to be weaker in general, hiding the true extent of your abilities and even your intelligence!

-Not-So-Harmless | 200 CP
There comes times when you need to take the gloves off, to show those pesky heroes that yes, your *fucking evil.* While you are incredibly skilled at hand-to-hand combat, your true strength shines when fighting with others, working in such perfect unison that even a small team of somewhat-trained mooks could take down most C- and B-ranked heroes!

-Contracted | 200 CP
You are very, very good at manipulating people. Within just a few minutes of actual meeting a person, have them follow your orders that generally go against their moral code because they *signed a contract?!* Well, I suppose handing them superpowers is a part of it too, but *come on!!* Regardless, when it comes to manipulating others towards your own ends, you're very talented.

-Probably Mad, Maybe Evil, Definitely A Scientist | 400 CP
You may not be one of those mad scientists, performing crimes against morality for the sake of progress, but god damn are you close. Your IQ and general intelligence have been increased by half again, making it easier to solve problems and see potential solutions. But where you really shine is working with what others have made, like creating technology made to support or enhance the abilities of others, or working other's plans into your own.

-I'm Right Here! | 400 CP
Something about you just radiates calm, even in the most dire of times. But this does more than make you appear stoic, your very presence calms down those around you as well. When reaching an emotional extreme or finding themselves losing control, your mere existence acts as an actor to keep them sane. The more you care about someone and the more you care about them in turn, the more effective your aura becomes. At its peak, even a normal person could bring someone past the brink back into sanity!

-Hidden In The Shadows | 600 CP
You are no minion, Jumper. Nay, you run this place. You may not be truly evil or be good at evil things, but when it comes to running a criminal organization? Whoo boy, you're the best of the best. Even with only a few people (of questionable competency) you could become one the most wanted in a country. From hiring minions, acquiring funding, building hideouts without anyone knowing, dark charisma to rally your minions, you have it all.

- Leave It To Them (Capstone Boosted)
  You may be good at what you do, but your minions? Maybe not. Thankfully, it seems that your S-Genes have undergone a very strange mutation. All those who work for you (even if they do not realize it) obtain a fraction of your skills and traits. In fact, the higher

up they are in your organization, the more they receive. They don't straight up get any perks or abilities, but now all those under you won't be hopelessly incompetent.

Items:

- 50% discount on everything in your origin's section, with 100s becoming free.

General:

-Ratman Figurines | Free
By all rights, some of these should not exist. Yet what you have here is a collection of small plastic figures of every character shown in the series, plus any transformations or alternate identities they have. Also included is a free pristine copy of the original manga series.

-Transformation Trinket | 100 CP
A staple of Japanese heroism everywhere, this small device takes any shape you want, from a hair clip to a belt. This item grants you access to a sentai or magical girl themed transformation that mildly boosts all your physical abilities, around 20%. This also gives 200 CP to use in the Powers section, and anything purchased there will be made a part of the transformation, which also slightly boosts its capabilities.

Civilian:

-Hero Merch | 100 CP
I mean, this is to be expected but this is just excessive! What's likely literal *tons* of hero merch, it even has all the good stuff, like limited edition and signed! Every fanboy's dream, but this is a little much.

-A Really Big House | 200 CP
Well, more of a mansion, really. Despite its large size, you can find your way around easily and it comes equipped with staff to clean and cook. And just like any mansion, it also has its fair share of secret rooms.

-Jumper Fat | 400 CP
A middling business of your own creation, from clothing stores to restaurant chains. It's a good source of money, as you're the CEO, and it follows you into other worlds keeping all changes and blending it seamlessly.

-Heroes 'Association: Multiversal Branch | 600 CP
It seems that there isn't just one director now! With this, you become the co-director (for this jump) of the Heroes' Association, a massive organization with equally massive resources. Immense funding from rich donors, a headquarters with security greater than Fort Knox, great staff, etc. With all your resources, any aspiring hero would love to join up, in this world and the

next! The Multiversal Branch also retains any improvements done to it, with the exception of the heroes which you must hire every jump.

Vigilante:

-Shady Costume | 100 CP
A costume resembling Ratman's own, skintight and primarily black with metal mouth guard, though you can put any pattern you want on it. Despite this, the protection it offers is pretty good, stopping most mundane weapons such as knives and bullets from piercing it.

-A Normal Life | 200 CP
You are no Batman, every waking moment can't really be spent fighting crime. As such, you have a separate identity set up for you, divorced from your crime-fighting life. A mediocre, if somewhat successful life that has all bills taken care of and a job that doesn't care if you suddenly disappear or miss days of work.

-Crime Tracker | 400 CP
Patrolling is a long and boring process, and you might miss something because of it. That's what this is for! A small, radar-like device that shows all crimes in progress in a 10 mile radius around you.

-Append Gear | 600 CP
Taking the form of a wristwatch, this device is the pinnacle of transformation technology. Utilizing matter reconfiguration technology, the Append Gear gives the user superhuman physical abilities when transformed, and awakens and mildly boosts any superhuman abilities they may have. What's more, the device can assimilate other transformation devices to add their capabilities on top of its own, and all equipment and powers they had are assimilated into the transformation, making it a natural part of it rather than more gear. This version also does not come with an increased need for calories after use.

Licensed Hero:

-Heroic Costume | 100 CP
A loud and bright costume themed around your power set, it offers some protection but not as much as any other option.

-Sponsorship | 200 CP
While not all heroes have one, if you want to get anywhere in the hero world you need a sponsorship. With this, you have one to a company of your making or choice. They get permission to sell your likeness and you get profits and popularity!

-Hero License | 400 CP
Aside from being officially registered at the Heroes' Association, this small card acts as your ID as a hero. While you can get this in-jump, this one has a minor effect attached to it. Just flash

this to anyone below you and they will follow orders. Well, as long as it isn't crazy for them or goes too far against their moral code.

-Connections | 600 CP
Not really an item, but more of multiple people. This gives you a network of connections to people in high places from all over the world in all sorts of things. You are pretty reputable among them, and you can exchange cash and favors for nearly anything in return. Manipulating the worldwide market, anyone?

Experiment:

-Animal Care | 100 CP
Everything you need to run a shelter! An infinite supply of a variety of animal care products, cages of all sizes, differing types of food, it even has the stuff to take care of wild animals.

-Exotic Animals | 200 CP
An odd choice, but what you have here is a massive collection of rare animals from all over the world. Even animals thought to be extinct are here, though you cannot find any dinosaurs here, sadly. Maybe in another world?

-Exosuit | 400 CP
A suit of armor designed to support those with powers, offering incredible durability along with the ability to adapt to its user. Meaning, it allows you to use your powers despite the armor. Shifting its shape as your body does, acting as your skin for contact based abilities, using eye powers through the mask, etc.

-Hero Amplifier App | 600 CP
This is a very special app. Downloaded onto any phone you touch, it is capable of boosting its user's power, though at the cost of steadily driving up their rage until it overtakes them, or the app is deactivated. However, it also has a more odd function: It is capable of spreading your cells into those who use it. Quite strange, but it might be useful to some…

'Evil' Organization:

-Team Outfits | 100 CP
Matching outfits of your own creation, these costumes lack much in the protection department compared to other costumes, but the fact that they all match is great for team unity.

-Lackeys | 200 CP
Made up of three goofballs, these guys are your minions! Unlike others, they are completely loyal and wish for your happiness, and will follow your orders to the letter *and* spirit. Unfortunately, they often have a habit of getting into wacky situations straight out of a cartoon. They count as Followers.

-Virtual Simulation Room | 400 CP
A large white room with a room for viewing and commanding behind very thick glass. This room can set up a perfect simulation of nearly anything, with nobody being able to tell the difference from reality. Anything simulated functions and acts just like the real thing would, but can't leave the room, nor can it kill anyone.

-Hidden Base | 600 CP
A staple of every evil organization out there, a massive underground complex has now come into your possession. It's got enough rooms to house a few hundred minions, and a dozen facilities from labs to armories to surveillance rooms. Practically everything any organization would want, save for the actual minions.

Powers:

- The defining feature of this world, the powers! However, these aren't actual powers. Rather, they are just items and gear that mimic them, not actual superpowers. Unless you have **S-Genes** or some kind of absorption ability, it's likely to stay that way

-Durability | 50 CP
The human body is fragile, unfortunately. Even the strongest humans fall before a bullet. Thankfully, humanity has long since solved that problem. Your durability has been increased, to the point where you tank a barrage of missiles with only some damage. However, it does not protect against concussions or other after effects, just most kinetic energy.

+ Upgrade: Energy Barrier | 200 CP
  But maybe there is a way to improve that. In conjunction with the previous option, you gain the ability to deploy an energy barrier. This barrier's durability is equal to that granted by the above, but instead of being limited to your body it can cover multiple people and protects against shockwaves unlike above.

-Incredible Strength | 50 CP
The most basic, yet popular enhancement option. Increasing your striking and lifting power, allowing even the average hero to lift a car with only some difficulty.

+ Upgrade: Strength Boost | 100 CP
  A straight-up boost, by purchasing this you can double the enhancement given by the original. At this point, you could probably shatter stone!

-Movement Options | 50 CP
It doesn't matter how strong someone is if they can't hit their opponent! So in response to that, you have a wide variety of options here: Rollerblades, jetpacks, wall climbing, frankly anything that is some form of transportation, save for something like teleportation.

+ Upgrade: Teleportation | 200 CP
  Not quite an upgrade, but this option grants you the ability to teleport. It can only move you short distances, but it also has a small cooldown, around a second.

-Melee Weapons | 100 CP
Choose any type of physical melee weapon: swords, clubs, claws, chains, etc. It doesn't matter what it is, so long as it can reasonably be considered a melee weapon. Can be bought multiple times.

+ Upgrade: Infinite | 100 CP
  This upgrade only applies to a single chosen weapon, but in exchange grants you one of two options: you summon perfect copies of your chosen weapon, or the chosen weapon gains a variable and theoretically infinite length. Can be bought multiple times.
+ Upgrade: Shapeshifting | 100 CP
  Again, this upgrade only applies to a single weapon. The chosen weapon becomes capable of some minor shapeshifting and grants you mental control over it. Altering is edge, length, curling it around something, so long as it has the mass and it stays in one piece it can do it. Can be bought multiple times for different weapons.

-Ranged Weapons | 100 CP
Choose any type of physical ranged weapon: Handguns, rocket launchers, missiles, etc. It doesn't matter what it is, so long as it is a 'ranged' weapon. Also, you can somehow switch to 'rubber rounds' for your chosen weapon, doing non-lethal damage. No WMDs or anything that would violate the Geneva Convention, however. Can be bought multiple times.

+ Upgrade: Energy Blasts | 50 CP
  This upgrade applies to all of your ranged weapons, turning them into an energy type of the same weapon. While it functions as normal, this grants an extra 'kick' to the weapon and boosts its explosive power.
+ Upgrade: Overcharge | 50 CP
  Similar to a certain blue bomber, you can 'hold' your shots to increase their power and explosive force. However, charging for more than a minute will cause the charge to reset back to its original state.

-Sensor | 50 CP
The human senses are… lackluster, in comparison to other life-forms and existences. Thankfully, our sciences allow us to bypass that! With this, you can buy any sort of optic or sensor you want: X-ray, radar, ultraviolet, infrared, sonar, seismic, acoustic, subatomic radiation, basically as long as it exists you can have a sensor to detect it. Can be bought multiple times.

+ Upgrade: Detailed Suite | 50 CP
  This upgrade boosts the range and clarity of all of your sensors brought through the original option. Whereas before you were probably limited to the immediate area, you could now theoretically 'see' over multiple city blocks!

-Body Aspect Control | 200 CP
A bit gross, but okay. You gain control over a single aspect of your body. It can be fat, bone, blood, skin, bioelectricity, etc. You can only control what is already there, however.

+ Upgrade: Extend | 200 CP

This is very dangerous, don't you know? Well, your control can now extend to other people, provided you can touch them, and your control over them is not as good as your own.

-Precognition | 200 CP
Hmm, yes. This will do. On purchase, you gain two abilities. The first allows you to see up to a few seconds in the future, and the other can speed up your thought process to ridiculous speeds. Combined together, you can see nearly a dozen futures in just under a second.

+ Upgrade: Postcognition | 100 CP
  Going in the opposite direction, your ability now allows you to directly view the past. It has a much longer range than your future sight, being a few days into the past. However, you can only see the past around you, needing to physically be present where you wish to see the past of.
+ Upgrade: Longer Reach | 200 CP
  In battle, a few seconds can change the entire outcome, but what if you need to go further? With this, your range is extended from a few seconds to an entire hour ahead of you. If you also have Postcognition, your range is extended further as well, allowing you to view approximately a month into the past.

-Elementalism | 200 CP
Ah, a classic. Choose one of the four classic elements: Fire, Earth, Water, or Wind. You gain the ability to manipulate existing expressions of it, and even generate a small amount of it yourself.

+ Upgrade: Specific Force | 100 CP
  Or maybe you want something different? With this, you still have the same powers, but instead of manipulating a classic element, you gain control over a single element that exists on the Table Of Elements.

-Telekinesis | 400 CP
The staple of psychics everywhere, using nothing but your mind you can control the movement of matter. Lifting and throwing people, stopping falling debris, using it on yourself to fly, there are a lot of possibilities for this ability. However, it is limited by weight, unable to control anything bigger or heavier than a empty gas tanker, which admittedly is still quite a lot.

-Shapeshifting | 400 CP
A rather gruesome power, it allows you complete control over your own biology, and can somehow produce mass without any need for fuel. However, it is a rather difficult ability to use as it does not come naturally, needing time and experimentation to figure it out.

-Swallow | 400 CP
A dark ability, one powered by gluttony. You can assimilate the predatory genes of anything you eat, provided it's recent. This alone is a remarkable ability, albeit limited by the whole 'predatory' aspect.

-Light Em' Up | 400 CP

Might I call you a living legend? Because this is the signature ability of Shiningman, allowing you to produce intense blasts of light from anywhere on your body. Despite the appearance, the beams strike with equally massive kinetic force, but can be dialed down as you desire it.

-Start The App | 500 CP
An incredibly powerful ability, one that takes advantage of one of the most important things in the world: the smartphone. This grants the ability to 'actualize' smartphone apps into the real world, provided you have a smartphone with you and the needed apps. A firewall app can become a shield, a QR Scanner can look up nearly everything's history, a gacha game can summon a few of the characters within it, and more. There is a limit, however. Each app isn't all that strong, being comparable to an average ability in this world, and the effects only last for a short amount of time. Nonetheless, the sheer versatility this grants is sure to put you at the top.

Companions:

-Jumper-Squad! | 50 or 200 CP
Import 1 companion for 50 or 8 for 200. They each get a free origin and 600 CP to spend on perks, items, and powers.

-Canon | 100 CP
With this, you can bring along any canon character with you on your adventures, provided they agree though. You are guaranteed a good first impression and that you will run into them.

-Crazy Inventor | 200 CP
A tall young woman with an hourglass figure and a fair complexion, with a personality that can easily be described as loud, overconfident, and rude with a frighteningly sharp tongue. Nonetheless, she is an absolute genius when it comes to engineering, easily producing wonders even for this world. She has **Mad Scientist, So Cool!** and **Mass Produced Superpowers**.

-Hauling Ass | 200 CP
A rather plain-looking young man with an easy-going mild-mannered personality, though he is a bit awkward when it comes to social interaction. Some time ago, he accidentally found a **Transformation Trinket** which had experimental movement technology that boasts incredible speed and precision. He has since become a vigilante, with **Back Alley Brawling**, **Imitation Is The Sincerest Form Of Flattery**, **Shady Costume**, and **A Normal Life.**

-Combat Ready! | 200 CP
A lithe teenager with curly orange hair with a very curious and excitable personality which she got from her creator. That's right, she's a fully **Mechanical** robot! With a jetpack, multiple different **Sensors**, **Incredible Strength** and **Durability**, and her main weapon being six sharp swords that she can control via an incredibly durable (and sharp!) string. She also has **PR Friendly** and **Combat Experience**.

-Beyond Chronos | 200 CP
A silent and stoic man with samurai blowout hair and constantly walks around in old-fashioned Japanese clothing with a katana at his hip. He is an incredibly deadly assassin, having been trained and experimented on since childhood, though the program has long been shut down. Regardless, he is a product that bore fruit, having **S-Genes**, **Just A Tad Unstable**, **I've Felt Worse**, **Psychic Psyoldier,** and **Precognition**. He's also a massive nerd, displaying apt knowledge in some pretty obscure anime, and loves to troll people.

-Black General | 200 CP
A crazy bombshell utterly obsessed with heroes, she decided to become a villain solely on the logic that she would have a better chance at getting close to a hero. Despite her insanity and position, she is actually a fairly good person, being better than most heroes. She is also ridiculously strong, easily going into superhuman territory without any equipment or S-Genes. She has **Hero Fanatic**, **Not-So-Harmless**, **I'm Right Here!**, **Hero Merch,** and naturally has **Incredible Strength** along with its upgrade. Unfortunately, she also has the habit of ending up in embarrassing positions.

Drawbacks:

- There is no limit on how many drawbacks you can take, aside from what you think you can handle.

-Chibichump | +100 CP
You are a shorty, Jumper, and that's a fact. Barely making five feet even as a teenager, the constant remarks about it throughout your life have made the fact a bit of a trigger button for you. What's worse, is that people can't help but make fun of your height.

-Eating Big | +100 CP
It seems something about your gear and powers have caused them to increase your need for calories. Get ready to eat at least five meals a day at minimum, otherwise you will die! On the plus side, you won't need to worry about watching your weight anymore.

-D-Class | +100 CP
It appears you have a very hard time at getting others to recognize your efforts, or even just becoming well known in general. Heroes will be complete unknowns, the public will not care about your Evil Organization, and you just won't get popular. Unfortunately, this only affects positive recognition, things that will negatively affect you will function just fine.

-Just A Little Bit Actually Insane | +100 CP
You are not all there in the head. Perhaps you saw some fucked up things as a kid, maybe fucked of things happened to *you*, but regardless you have been diagnosed as insane.

-The Diet Coke Of Evil | +100 CP

Not that you are evil, but in general you will often be the focus of events straight out of The Three Stooges, with you as the guy getting humiliated. You will survive these, but it won't be fun or enjoyable. Well, for you.

-More Teeth Than A Shark | +200 CP
You saw something you frankly shouldn't have, and it left you completely terrified of a certain thing. A specific person, range of people, or idea. Though not debilitating and can be worked through, you will encounter whatever you choose every other day at a minimum.

-Terrible Misunderstandings | +200 CP
You have terrible luck when it comes to other people. Specifically, people often misunderstood your intentions through a combination of luck, happenstance, and your actions. And they will almost always not be convinced otherwise, though this can change.

-Always Better Than You | +200 CP
No Jumper, you are the rival. Out there is someone who is better than you, someone who you obsessively try to be superior to, but somehow you always fall flat. What's worse, they flat out don't care, or even know you exist.

-With Every Ounce Of My Being | +200 CP
As opposed to being terrified of something, you hate a singular widespread thing with a *passion*. As in, you will go out of your way to purposely fuck over and destroy it. I've heard heroes are a popular choice these days… though you could also choose something like chairs.

-Another Day, Another Random Body Pain | +200 CP
You are pretty old, no way around it. Don't worry, you still have plenty of years in you, but you have to deal with everything that comes with old age. Aches, bad backs, eyesight issues, etc.

-Blinded By The Light | +400 CP
Everyone has someone they admire, they idolize. People that do great things, that do no wrong, and nothing can tarnish the memory that we hold of them. Unfortunately, much of the time these so-called heroes are trash only on it for the popularity, and you are one of the many who bought into their lies and refuse to see the truth. You are the type to accept anything without a second thought, and vehemently defend to the very end, even with evidence saying otherwise right in front of you. It would take that person literally confessing straight out to you to break your view of them. And in this world, such a blindness can be very dangerous.

-Lost In The Dark | +400 CP
Everyone has their fair share of anger issues, but yours takes the cake. While most of the time you are normal, any power or item usage threatens to send you into an uncontrollable berserker rage, with the chance and the ability to resist growing smaller the longer you use them. Thankfully, this resets if you take a break for longer than a day and only activates when using non-mundane items.

-Battery Powered | +400 CP
Much like a certain robot, you are battery powered. Yes, even if you are a normal human. You need a straight 10 hours a day to charge your batteries, or you will shut down until someone plugs you back in.

-Swallow Them Up | +400 CP
You want to eat them whole. Swallow them up, every last bit. You are hungry, so very hungry, Jumper. Specifically, you hunger for predatory animals, and those with predatory genes, like those who bear Shiningman's legacy. You will go very far to date your hunger, but it can be controlled. It will take years, never going away, but it can be controlled.

-Best Served Cold | +400 CP
Something horrible happened, and you promised to dedicate your life to revenge. Whatever it may be, you are obsessively focused on it, making your revenge your entire life to the detriment of anything else. And should you actually succeed, you will find something else soon after to get revenge for.

-Falsely Accused | +600 CP
You did something in the past, and whether or not you actually did it, someone believes you did and swore their life to revenge. Specifically, against you. They relentlessly pursue you, fucking up your plans and goals, and they have the habit of not staying dead or gone. This lasts until your final year, where you will be able to kill them, or finally talk them out of their revenge.

-Shining Brightly | +600 CP
How did this..? I don't know how, but the original hero himself, Shiningman, has returned from retirement! This would normally be great, if he didn't somehow believe you are responsible for his torture of his son. He will pursue you to the ends of the earth to bring you to justice, unless you can convince him you are the wrong person. Something that will take significant and true evidence, but it will still be possible. It should be said that if he captures you, it's chain over.

-A Dark Rival | +600 CP
For every hero this is a villain to match them. This one may not be a villain, but to you they certainly are. The opposite of you in nearly every way, yet just as capable, they have the habit of appearing whenever you are on the job, or just in your daily life. They also have the propensity to wreck your shit (metaphorically speaking), and somehow get you into trouble. You will have to deal with them your entire stay here, with no breaks.

-Dog On A Leash | +600 CP
However it happened, the darker side of the Heroes' Association has you under their control. Aside from basically being their pet dog, they will force you to do a lot of morally questionable things, and you won't even get the benefits of being a technical S-Class. Until the end of the jump, there is no way out of their control, and you will have to follow their orders to the letter.

-Just A Normal Person | +600 CP

With no special abilities, unique gear, powerful friends, or even a powerful job. You are completely and utterly mundane in all aspects, losing access to all perks, items, abilities, skills, and companions from other jumps. Even everything from this jump that isn't mostly mundane is blocked off from you. Companions that you have imported are also affected by this.

End:

- Your time here has ended. What will you do now? Regardless of your choice, you will keep everything you bought from this world and the previous ones, and your companions will follow you wherever you may go.

Conclusion
(This world taught you a few lessons, for better or for worse. Might you want to bring those lessons home?)

Birth Of The Smallest Hero!
(You've gotten attached, huh? Can't blame ya, there is still so much to discover here. Don't worry about your home and your family, I
got you fam. Here, take one last present from me: +1000 CP)

Or

The Connected World
(Heh, what other option is there? Well then, come on, unto the breach!)

Notes:

-Quite possibly my biggest jump yet!

-The custom companions were inspired by:
- Miu Iruma (Danganronpa)
- Koichi Haimawari (MHA Vigilantes!)
- Penny Polienda (RWBY)
- Zero (Katana Zero)
- Black General (Precarious Woman Executive Miss Black General)

-Mechanical, S-Genes, and Transformation Trinket can be combined due to their interaction with the Power Section