V1.01 by DeverosSphere

# Ben 10 (2016 Reboot) Jumpchain



It started when an alien device did what it did. And stuck itself upon his wrist with secrets that it hid.. oh those aren't the lyrics anymore.

For this Jump your gain **+1000 CP**

Welcome to the **Ben 10 Reboot** much like the original, It's the story of a 10 year old boy named Benjamin Kirby Tennyson who found a high tech alien watch that allows him to transform into 10 alien superheroes!

The history of this universe has taken several strange turns that make it very different to the original that you may be more familiar with. These changes seem to stem from the galvan weapon Ascalon never having been created, this resulted in both Azmuth being less mature and the Incursean Homeworld never being destroyed
Due to this change of perspective Azmiuth instead of choosing Myaxx as his assistant, chose the troublemaking but brilliant Vilgax who in turn postponed his plans for Galactic Domination.
Because Vilgax never attacked the earth, the Fonderie/Plumbers never realized the dangers of space and the Galactic Plumbers never set up a full system of operation.
When Vilgax finally took actions towards Galactic Conquest he was quickly felled by his own weapon, the Omnitrix.
With the threat of Vilgax having already been dealt with and his search for the Omnitrix being more discreet, the many extra-terrestrial entities became less interested in the device and the planet it landed on, making almost all threats to this world native to it.

## Origin:

**Hero:**
You're the hero, you protect people and beat up the bad guys.

**Support:**
Maybe you're not a direct fighter but you're the best at coming up with a plan.

**Veteran:**
You've been at this shtick before and you know what you're doing.

**Antagonist:**
You're the baddest dude around and you're gonna prove it to everyone.

**Recurring Villain:**
It's time to get what you're after no matter how many times those brats get in your way.

**Main Villain:**
This petty world has something you want and you're going to take it.

## Race:

By default your race will be human if however you wish to be another race you may choose to purchase a race from the Ben 10 Alien Supplement. The document will give you **+50 RP** specifically for selecting your starter race and you may convert **CP** into **RP** at a 1:1 ratio. Post jump this form will function as an Alt-Form.



## Perks:

For each origin, the **100 CP** Perk is **Free** and the others cost 50% of their initial price.

**Why do you always show up -300 CP**

While this **Perk** is active, you and your enemies seem to have a plot magnetism that always seems to draw you together at the right time. This makes it so that you can always have an opportunity to deal with their plans even if you don't not know about them.

Whether these plans are the villainous intentions of costumed criminals or the selfish desires of a young hero depends on your morals and your intentions. Regardless of this situation this **Perk** will always allow you to interfere with plans that will negatively affect you.

This can be toggled on and off at will and functions as a **Capstone Booster**.

## Hero

**This doesn't weird you out at all? -100 CP**

While this toggleable **Perk** is active no one else will be bothered by any of your odd actions and will tend to perceive anything weird you do as more ordinary than they otherwise would.

**Ben-tuition -200 CP**

You get an intuitive sensation whenever a plan is too dangerous or risky. Whenever this sensation is active you can quickly come up with dumb and reckless alternative plan that is likely to work.

**Grey Matter Kung-Fu -400 CP**

Any time you gain an Alt-Form or transform into a new form for the first time after getting this Perk, you will learn at least one form of martial arts inherent to that form. You will also actively understand how best to incorporate any martial arts you already know into your current form.

**Have you seen any photon batteries lying around? -600 CP**

So long as they exist within your current continuity you can easily find any tools or consumable materials required for you to maintain or use any of your Powers, Perks or Items.

**Boosted**

You can instantly create any tools or consumables that this Perk would normally help you find even if it is not native to your current continuity.

## Support

**Or the Big Green Button -100 CP**

You can see the simplified controls for any device allowing you to use any of a tool or machine's features with the smallest number of inputs required.

You could even figure out how to reverse a chicken ray with a simple flick of a switch.

**Crack into the mission control mainframe -200 CP**
You now know the dark side of computing as you gain a greater understanding of hacking and computer virus creation, this potentially expands your skills to a near supernatural degree.

**It's the Source of his Power -400 CP**
You can identify at a glance the primary components of any complex construction regardless of whether it is magical or mechanical as such this allows you to determine the facilities internal layout.

**Team Destroy -600 CP**
You always seem to know the most efficient way to destroy any inanimate object or device whether it is disrupting its power source or what components if removed would cause it to collapse.
**Boosted**
You can instantly destroy most inanimate things, simply by touching them.
Through this you can cause magical array's, buildings and complex machines to self disassemble in an almost cartoony way with all its fasteners such as Screws, Rivets, Nuts and Bolts disconnecting themselves then the remains falling apart.

## Veteran

**Battling it out on the playing field -100 CP**
Once per purchase choose any mundane sport and you will become a master of it to a degree that you could use the game and sporting techniques in combat.

**That was really lucky grandpa -200 CP**
You are now an expert of a specific style of deception, the art of false luck.
Through subtle movements and a few confusing words you can make any act of skill look like an act of luck causing others to underestimate you.

**Not allergic to strategy -400 CP**
You are a master of strategy, allowing you to set up a full synergistic plan that even accounts for the movement of your enemies and the people who will refuse to follow your plan.

**I remember that smell well -600 CP**
You can instinctively understand any creature, its intentions and how best to calm it.
**Boosted**
You can influence any animal's behavior, and induce them to ally with you and fulfill your request.

## Antagonist

**I thought this was my RV -100 CP**
You are good at coming up with stupid lies that are always believed by the person you're saying it to, though this will only guarantee they believe it for a few seconds.

**It goes up to 11 -200 CP**
Anytime you are fighting someone who has a similar or the same power as you you can charge your version of the power so that it is improved by 10% every ten seconds until you surpass their skill.

**No one tells me what to do! -400 CP**
You gain an increased resistance to mind control and direct physical possession.
Even if you are unable to prevent mind control or possession you can set this to automatically isolate your mind and seize up your body to prevent others from using it.

**No way I wasn't gonna build it -600 CP**
You can quickly understand any advanced technology blueprints even those that should be impossible for you to understand.
**Booster**
You can instantly modify any technological blueprints you see allowing you to improve them and you can modify them to replace any of the required components with more common but still valid materials.
Using this **Perk** it is possible for you to create an improved version of some of the most complex devices in the universe with nothing more than the blueprints and scrap materials.

## Recurring Villain

**My power depends upon forces that cannot overlook a life dept -100 CP**
You can instantly make an excuse to explain away any of your actions without negatively affecting your reputation and most people will disinterestedly believe it.

**All part of setting my true plan in motion -200 CP**
You can incorporate any of your unintended actions into your master plan and make it seem as if it always was part of it and furthered your goals.

**Brilliant Scientific Notation -400 CP**
You are able to create alternate versions of any Items you know how to make using any alternative construction methods that you have at least a basic understanding of. Such as using steampunk technology to replicate a functional spaceship or using runic magic to create a top of the line gaming computer.

**Weather Head -600 CP**
Each of the Weatherheads is capable of manipulating weather-based elements and as a member of their ranks so can you.
You may select a single weatherhead gaining their powerset and a Weatherhead **Alt-Form** of yourself differentiated by the color of their tie.

- **Hail-O** controls water and ice, allowing him to cause torrents of water to fall from the sky, unleash streams of water from his eyes or hands, and fire shards of ice like a machine gun. This Alt-Form has a light blue tie.
- **Shock-O** controls lightning and electricity, allowing him to unleash powerful bolts of electricity at enemies, summon storm clouds to rain down lightning, and overcharge machinery or objects using electricity to make them explode. This Alt-Form has a dark blue tie.
- **Gust-O** controls air and wind, allowing him to attack with powerful gusts of air or trap opponents within tornadoes. He can also use it for the purpose of dodging and propulsion, blasting gusts of wind from his palms behind or below him to increase speed. This Alt-Form has an orange tie.
- **Sunny**, as her name suggests, has heat and solar themes to her power. She can fire heat beams from her eyes, laser beams hot enough to superheat metal from her palms, and can recharge herself through solar power. She is also capable of flight. This Alt-Form has a red tie.

**Boosted**
You gain all four sets who each act as a different Alt-Form, if you can self duplicate then you can combine them into ten unique combinations creating a super robot that synergises the powers that it is made from. If you combine all four you will gain the Ultra Weather Head with a rainbow tie. When combining into a super robot for the first time you will unlock it as a new Alt-Form.



## Main Villain

**I'm not here to squabble -100 CP**
So long as you are not actively hostile you can force your enemies to stop fighting and listen to you regardless of your previous interactions.

**When commanded by the right leader -200 CP**
You are a masterful leader and can make even subpar minions function as if they were elite warriors just so long as they follow your commands.

**Reduced to slinking threw the shadows -400 CP**
That which is gone may not have died. Whenever you are defeated and intended to retreat you will gain a massive stealth and durability boost so that even if you were left in a situation of certain death you will manage to survive without being spotted.
Post Jump this will function as a **1-UP**.

**Take him now my new thrall -600 CP**
You can bestow part of your power onto a subordinate in order to emphasize their more monstrous features, this will make them more powerful and heighten their obedience.
**Boosted**
You can choose how much control you have over your subordinates and what the visual changes are that affect them.
You can also use this Perk to choose up to 8 empowered subordinates per jump to become companions for Free.



## Items:

The first purchase of a discounted Item is half price with **-100 CP** Items being free.
Any further purchases of an Item after the first is full price.

**Outfit Free**
You have custom clothing in line with the style of Ben 10.
You can also gain one set of each shown version of Ben 10's clothing that auto sizes to fit you including the iconic shirts jackets and even replica digital watches of each version of the Omnitrix.

**Tablet Free**
You gain one top of the line tablet with perfect global Wi-Fi.

**Omnitrix -600 CP (Discount Hero, Support, Veteran)**
You get your very own Ben 10 Reboot Omnitrix the same as Ben got from the pod in this reality.
You can also swap this in to build your own Omnitrix using the Omnitrix Supplement receiving the **Omni-Trix** Core for **Free**.

**Antitrix -600 CP (Discount Antagonist, Recurring Villain, Main Villain)**
You get your very own Kevin 11 Reboot Antitrix the same as Kevin built from the instructions he got in a mysterious dream.
You can also swap this in to build your own Antitrix using the Omnitrix Supplement receiving the **Anti-Trix** Core and **DNA Backup Repository** for free.

## Hero

**Sumo Slammers Merchandise -100 CP**
You get a full set of Sumo Slammers cards 1 I've every action figure and a complete library of every Sumo Slammer Video Game, Tv show and movie.

**Kids menu with pictures -200 CP**
If you attempt to read a document in any language you do not understand, then this children's menu will automatically convert itself into a simplified variation of the document.
It will also come with pictures to better highlight the content of the document.

**Omnitrix Key -400 CP**
A hightech Key that can be used once per device to unlock a single secret feature of anything.

**Titan Gauntlets -600 CP**
A magical pair of golden gauntlets known for their destructive power which is able to increase their wielders power by a 100 times boost.

## Support

**Lucky Girl Merchandise -100 CP**
You gain a complete set of all Lucky Girl Merchandise including wands, staffs and costumes of all shapes and sizes.

**Point proving present -200 CP**
A magical gift that when opened by someone else will help prove your point in an argument.

**Battle Glider -400 CP**
A cylindrical backpack with retractable glider wings that are more durable than would be expected it also has a powerful laser built into it.

**Grimoire of Archamada -600 CP**
A powerful Book of magic spells that can be empowered by the book itself. Coincidentally it also seems to contain the complete works of “The Grimoire Girls” a book series about a group of kids who find an enchanted book.

## Veteran

**Star Shlep Merchandise -100 CP**
To brightly be where no one has been before these are the stories of Star Shlep you gain a complete DVD box set, a paperback rule book for the tabletop RPG with character sheets and themed dice plus the old interactive video cassette board game “A Clangers Challenge”.

**Rust Bucket -200 CP**
A modern RV with a number of special features including a device that can control the vehicle while without having to drive it manually, high-tensile strength projectile cables, a deceleration parachute and a Built-in DJ set.

**The MFB -400 CP**
The Mobile Fun Base is a giant humanoid robot that functions as a full theme park with two Teacup rides, two Ferris wheels, two Swing boat rides and a giant TV.

**Omni-Copter -600 CP**
The Omni-Copter is a twin-bladed tilt-rotor aircraft with three blades on each wing.
It comes with a number of interesting features including a remote control, autopilot, a Global positioning system, a latching system to interface and pick up any other vehicles.

## Antagonist

**Xingo Merchandise -100 CP**
Look for your favorite character on all new stuff! That's right Xingo now slapped on all the Merchandise you could ever want including backpacks, plushies, lunchboxes and the all new Xingo Bingo App on any of your mobile devices that lets you watch all the webisodes and play all the mobile games.

**Bootleg Remote -200 CP**
You have an alien charged TV remote that will let you move characters from one TV show into another.
The interactions will be unique to the televisions they are happening on so you won't have to worry about destroying the world or ruining a good show by including the wrong character.

**Magic Rap Book -400 CP**
This cool notebook seems to fill itself with amazing rap lyrics that always seem to coincide with a wide variety of moderately powerful magic spells.

**Telepathic Blueprints -600 CP**
Shortly after starting each jump you will get a telepathic message giving you a complete set of blueprint for the most complex machine in that jump's continuity.

## Recurring Villain:

**Steam Mechanoids -100 CP**
A small army of humanoid robots that are constructed from a brown pure metal, with only one eye and a precise radar on the top of its head they also have a pair of antennae that function like ears.

**Clown Car -200 CP**
A tiny car that fits in far more people than you would expect with its internal space being 10 times the size of its external appearance.

**Maggonet -400 CP**
A gross metallic magnet that attracts all nearby maggots into a swarm like monster which you control.

**Replication Stone -600 CP**
A powerful set of runic stones that allows you to duplicate yourself however each duplication will believe they are the original and have the same powers and weaknesses as the original.

## Main Villain:

**Customs Gloves -100 CP**
While wearing this set of black gloves you will be able to customize the shape of your hands into any shape or extension letting your hands become claws, pincers, tentacles or even a hammer.

**Saucer Drones -200 CP**
You gain a small fleet of twenty respawning drone disks that are able to fly, file laser shooters or latch on to targets and activate a self-destruct explosion.

**Vilgax's Drone Ship -400 CP**
This medium sized spaceship was constructed using the materials and machinery from within an abandoned car factory, it has been built in a similar desire to drones.
It is capable of sub-orbit flight and slower than galactic standard intergalactic flight, it also has a low tech cloaking feature that should hide it from non-invasive scanning methods.

**Possessed Helmet -600 CP**
Your essence is now connected to this magitech helmet allowing you control it independently via its spider-like movements as well as anyone who is wearing it.
So long as this helmet remains intact your essence will continue to exist inside it, keeping you anchored to the world of the living and technically alive even if your body has suffered fatal damage and died.

## Companions:

**Import -50/200 CP**
You can import companions for **-50 CP** each or 8 for **-200 CP**.
Each companion gains 1 origin and **+600 CP**.

**Canon Free/-100 CP**
You may take any willing and well informed canon character as a companion for Free or pay **-100 CP** each to select a canon to automatically become a companion.

**Bill and Steve Free**
This duo of Announcers will happily follow you as disembodied voices, making color commentary on your actions.

## Drawbacks:

You may take as many drawbacks as you wish however drawbacks supersede Perks.



### Continuity Free

If you don't like the reboot then with this you can choose what continuity you want to be in regardless of if it's movies or fanfiction.
You will start at the beginning of the main story.

### Secret Generator Network Free

Maybe you're a fan of Secret Saturdays and Generator Rex, perhaps you like hanna-barbera and Steven Universe!
You can now choose any Cartoon Network show to be canon in the reboot timeline for this Jumpchain.

### POV Free

You can choose to self insert replacing any canon character gaining their body as a new Alt-Form, their knowledge of their life so far and any mundane skills they have.

### New art style +100 CP

Everything is in an artstyle that some people find unpleasant.

### Still can't time out +100 CP

With each purchase you Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

**Oh man… +100 CP**
You are a trouble magnet. People will constantly show up going out of their way to annoy.

**A mutant roadrunner +100 CP**
You look weird, just wrong and everyone notices even if they don't talk about it.

**No such thing as a free breakfast +100 CP**
Any time something is advertised to you as free it will come with some strange costs, want a free breakfast you got to help a ghost diver fight a monster anglerfish, want a free comic you'll have to deal with the characters coming to life and causing trouble, and don't get me started on the free samples.

**Goats, Tentacles or Snakes +100 CP**
You now have an irrational fear of any one common animal.
This animal will show up at least once per week for the duration of a TV show's events.

**You can't use Cybear he's my OC +100 CP**
There are a lot more people here than you would think many more heroes and villains that are somehow familiar.
A few more members of the family who seem to have their own magic watches a few Chimera Sui Generis who seem to be on holiday, even a weatherhead named S.A.M. it's all a little strange.

**Imagine it looks cooler +100 CP**
Any transformation you make or power you use looks like low budget effects.

**So you want to tell lies +200 CP**
You have been cursed so that everyone thinks that what you are saying is always a lie and double negatives don't seem to balance it out.

**Can't be any worse than Banjo Town +200**
Any time you actively choose not to do a boring activity you will find yourself stuck in the middle of a villainous attack.

**Just a Kid +200 CP**
In this world you're just some kid, this drawback has you Roll 1D4 and add eight to that number your age becomes the result.

**Quit acting like a child +200 CP**
You have the mentality of a ten year old child  while retaining all of your abilities.

**Never meant for humans especially not a child +200**
You have no control over your powers or active Perks they can activate at any random time without intentions or randomly not at all.

**Is anyone else trying to hijack this train? +200 CP**
Whenever you're facing a baddy there will always be one or two more trying to do the same thing at the same time.

**The incompetence of modern technology +200 CP**
You cannot figure out how to use any technology from beyond 1892.

**Don't be a baby +300 CP** (incompatible with "**Just a Kid**")
Roll 1D4 that is how many years old you  spear to be.

**The Phil Issue +300 CP**
In this continuity Phil Billings is a friendly engineer who helps Ben to unlock the new features of his Omnitrix and fix the dangerous consequences of its misuse.
With this drawback Phil is more inline but superior to his Prime counterpoint as a villainous tactician capable of transforming into a deadly monster and what's worse you won't remember taking this drawback instead thinking the benefit was a stipend.

**Forgetty again +300 CP**
The forgetty seems to be stalking you as you keep losing your memory of random 24 hour periods.

**Too much of a good thing +300 CP**
Your power has made you arrogant with you automatically thinking that everyone is weaker than you regardless of how powerful they have shown themself to be.and you think that you should be the only protagonist.

**Quit whining and give me your power +300 CP**
People keep brainwashing you and forcing your power out to a painful degree.

## Scenario:

All of the scenarios will all start between two and five months after the beginning of this jump and if drawn out they can overlap however none of them will start during the same week.
The rewards for each scenario are given immediately upon completion.

### Jumper Versus the Universe

An armed and dangerous J-walker will be coming after you. That's right Vilgax has an Antitrix and he believes that you are the secret to ultimate power.
What's more he has deceived the rest of the universe into thinking you are him in disguise.
Should he be defeated by you he will automatically transform into **Alien V**.
To complete this scenario you must either defeat **Alien V** or survive the full Jump duration.

**Reward:**

Gain a Free Omnitrix Supplement Omnitrix or an extra **+1000 OP** for any Omnitrix you already own.

### Crossover Nexus

At some point during this jump you will become now trapped in the Cartoon Network Nexus event stuck at the whims of Strike as he attempts to erase you and all other heroes that he summons to succeed you must defeat Strike and return the heroes to their home worlds.

**Reward:**

As a reward for completing this Scenario you gain **CNAlien** as a new Alt-Form, also if you have an Omnitrix you gain a **CNAlien** sample and its counterparts for any other Omnitrix devices you have for Free or if you already have it you gain a refund. Additionally this sample will gain **+1000 RP** worth of the **MIMIC** power but only for corresponding characters. **CNAlien** can become any cartoon network character, **Nicklalien** can become any nickelodeon character, **Disnalien** can become any disney character and **Black Hat** the **Villaintrix** sample can become any cartoon villain.

### Ten Thousand and Ten Problems

At some point during this jump the Xerge will begin invading the earth in order to find a surge who no one will have access to for the duration of this scenario, you must repeal them.

**Reward:**

As a reward for completing this Scenario you gain **Surge** as a new Alt-Form, also if you have an Omnitrix you gain a **Surge** sample and its counterparts for any other Omnitrix devices you have for Free or if you already have it you gain an **RP** refund. Additionally your Omnitrix's sample of Surge will gain **+1000 RP** worth of the **10 RP DUPLICATION** ability.

### Problems with this Gen

At some point during this jump either in this reality of a parallel reality you are pulled into, Hex will gain control over the **Omnitrix** and Rex's nanites transforming the entire world into an army of brainwashed EVO enhanced aliens.
To complete this scenario you must defeat hex and reverse the **Omni Enhanced EVO** event.
**Reward:**
As a reward for completing this Scenario you gain **Nanomech** as a new Alt-Form, also if you have an Omnitrix you gain a **Nanomech** sample and its counterparts for any other Omnitrix devices you have for Free or if you already have it you gain a refund.
You also gain the **Omicron Nanites** which are semi aware and think they are an extension of your body.
The primary directive of these nanites is to protect their host from any physical harm, repair any damage to the body and help the host to improve in any way they are able.
These nanites can be connected to your mind in order to gain more control over their actions and create a hive mind that you are dominant over this among other things expands your mental capabilities.

### Alien X-tream

Alien X is after you be glad this is a **Broken Alien X** and not as powerful as a **True Alien X**.
To complete this scenario you must either defeat Alien X or survive the full Jump duration.
**Reward:**
As a reward for completing this Scenario you gain **Broken Alien X** as a new Alt-Form, also if you have an Omnitrix you gain a **Broken Alien X** sample and its counterparts for any other Omnitrix devices you have for Free or if you already have it you gain a refund for the full cost of **Broken Alien X**.
Additionally Post Spark this is automatically upgraded to a **True Alien X** with Bellicus and Serena willingly being your subordinates.

## Ending:

### Go Home

Your chain ends, your drawbacks are lifted, and you and your companions are returned to your homeworld.

### Stay Here

Your chain ends, your drawbacks are lifted, and this world becomes your new home.

### Move On

Your drawbacks are lifted and your chain continues



**Changelog:**

V1.00 Initial Version

V1.01 Text and Font changes
Added Changlog