

Hello, and welcome to Atop The Fourth Wall, where bad comics burn! This is a world of reviews and reviewers... and aliens, robots, alternate dimensions, interplanar conquerors, cosmic gods born of glitched reality and fears, wizards, ghosts, demons, monsters, reviewers from other realities, magic guns, interdimensional fighting tournaments, and NEUTRO.

Needless to say, this is a busy place.

You will spend the next ten years in this world, or at least this localized multiverse (you'd be shocked the sheer variety of ways and means folks have of crossing dimensional barriers around here), and to do that with much success, you'll need some points. Take **+1000 CP** (Comic Points) and prepare for intergalactic adventures!

...or you could spend most of your time reviewing bad comics on a couch, that works too.

Age & Gender:

Total free-for-all. Change it to whatever you want on both ends so long as it's possible for you to be it (i.e., if you're a baseline human, you can't pick 6000+ years old).

Location:

While a great deal of activity does take place in and around Minnesota, you can begin anywhere in the continental United States of this particular reality. There's plenty of excitement to be had just about anywhere, though...

Origins:

Any Origin can be taken as a Drop-In; it wouldn't be the first, last, or weirdest time something like that has happened around here, frankly.

Champion (Reviewer): You are a stalwart protector, a guardian of the world, a hero upon whose back the fate of the people, weal or woe, rests. But in between that stuff, you can just review things you like or hate. Comics, movies, anime... even lamps!

Ally: Champions (and reviewers) who try to go it all alone usually don't last too long. Luckily, you're here. You're not just a sidekick, though; you've got your own skill set and abilities, and woe betide even interdimensional threats that overlook you.

Hypertime Traveler: This is not the only reality out there. It's not even the only reality with an Earth. You are a person who has traveled across the cosmic tides to this version of Earth. Whether you're here for some mission, for refuge, or for conquest is up to you.

Artificial Intelligence: From robots to computer systems, this is a world with a wide array of Artificial Intelligences. You have the advantage of easily upgraded and adaptable systems, but be warned... there's an awful lot of scary things out there that seem to be able to mess with AI.

Entity (-200 CP): Humans are such tiny strange creatures. Your brethren exist in the cracks between dimensions, your kin have feasted on entire worlds. Men become monsters in the vain hope of so much as diminishing your radiance. While you might not initially be a match for the more terrifyingly powerful of your kind, compared to the people of this world you could rightly be called a God.

Perks:

All Perks are 50% off for their Origin, with the 100 CP Perks free for them.

Champion:

100 CP: Reviewer's Grace. Pick something you're a fan of, more specifically a kind of media; games, music, movies, comics, whatever. You're now borderline encyclopedic when it comes to the topic, with that information updating for each new world you go to. In addition, you gain the skills both in front of and behind the camera to become a successful reviewer on the internet; scripting, voice work, editing, all that fun stuff. Combine the two and you could spark up a modestly successful YouTube channel! You can purchase this multiple times if you'd like to expand your encyclopedic knowledge further, picking two new subjects each time after the first purchase.

200 CP: Champion's Guile. Hello! This text is distracting you so a Jumper can stab you. Just kidding, but with this Perk, you might not be. You're incredibly adept at coming up with on-the-fly tactics, strategies, and ploys to throw enemies off their game. Once per Jump (or ten years, whichever comes first), you can even gain the potential answer to a challenge or threat you're faced with as a moment of inspiration. Carrying out the resulting and likely totally nuts plan is on you, though.

400 CP: Magician's Enchantments. Like Linkara, you've learned some incredibly powerful and useful enchantment spells. The first allows one to ward a given space- typically no larger than a room at a time -from internal damage. The second can imbue toys based on things you're passionate about (see Reviewer's Grace and its possible choices for examples there) with the ability to ape whatever powers they had in their media. For example, casting it on a toy Star Trek phaser could allow the phaser to function as it does in Star Trek. Both of these come with caveats, however; the casting itself takes time, and the more complex or different from the reality you're currently in the toy and its powers are, the longer it will take to even begin emulating its 'real' functions. And anti-magic fields or spells will cause both to fail and become neutralized, requiring recasting. That said, it's hard to ignore a skill set that lets you weaponize media you love...

600 CP: Hero's Truth. The greatest weapon this world's Champion has is not his arsenal, magic, or gun; it's his heart. His ability to reach past the darkness in others and to give a hand to those most in need of it. Hopefully, with this Perk and a lack of the pride/ego that often screws said Champion up, you'll be able to match or surpass his skills in this field. You can befriend others with shocking ease, talk enemies into becoming allies, and rally your friends to surpass their normal limits and fears. And twice a Jump (or ten years, whichever comes first), you can use this to cut through even the most intricately woven self-deceptions with such keen and piercing observations, you could even give a cosmic horror an existential crisis.

Ally:

100 CP: Fine Voice. Pick a style of singing; you're now an out and out expert in it, professionally trained and skilled enough to hit the road and tour off that alone. In addition, you're now a crack shot with a pistol or similar small arms. Won't help if you run into the big bads around here, but it could help against the lesser threats.

200 CP: Ninja-Style Dancing! You now have the skills required of a ninja-style dancer. That is to say, you're fully trained in the art of ninjitsu and with all the weapons and tools related to the ninja. In

addition, you've got all the smooth moves to rock any dance floor in the nation and beyond. Combine the two and you'll also see a fairly substantial stamina and conditioning improvement physically; have to be in top shape to be a proper ninja-style dancer, after all.

400 CP: Obfuscating 90s. Duuuude! You're super radical now! And shockingly easy to dismiss as not a real threat as a result. You can generate a personality (likely your own but cranked up to 11) complete with over the top elements that will throw folks off and convince them you're harmless (if annoying), hiding the true extent of your skills and motivations from all but the most observant. This comes complete with extensive knowledge of 90s pop culture, and the ability to cause Smells Like Teen Spirit to start playing audibly any time you'd like.

600 CP: FOR SCIENCE! Dr. Linksano and 90s Dude are going to have a tough time keeping up with you now. You've got the mind and skills for outright comic book mad science. Clones? Humanoid robots? Clock-Screwdrivers?! With time and resources, you can pull it off. This also gives you the ability to reverse engineer most any tech you find, again given enough time, and once you've done so you can recreate it or even drastically modify it with absurd ease.

Hypertime Traveler:

100 CP: UnLocked. One of the grave threats for folks who travel from universe to universe in this setting is how radically different one world is to another. In one you might be at full strength while in another you would die if exposed to it without protection for long, and some might deny you entry altogether. Worse yet, remaining without certain protections in a given universe for too long could 'lock' you there, resulting in you being fine there but unable to go home without danger or death. This is no longer a fear you need be troubled by; no matter the world or the unique elements within it, so long as you normally should be able to function there (i.e., if you need to breathe oxygen, there's oxygen) you fully can. And no matter what worlds you travel to or for how long, you'll never become 'locked' to a given one such that you'd be harmed if you traveled back.

200 CP: Seen It All. Once you start traveling the multiverse, you start to accumulate a lot of knowledge. This can be both a good and a bad thing, but it does have the added side benefit of making it damn hard to throw you off. Not only do you have an innate understanding of the rules of any given multiverse/universe you enter or observe (i.e., how does magic work here, will anything impact my powers/tech here, etc.), but you're also a lot harder to throw off by surprise. Not impossible, especially if someone figures you out enough to prey on your weaknesses, but if you end up in the den of some Outer God, you'll be able to keep your cool and sanity while working out an escape.

400 CP: Contested Power. You brought something with you from your own universe; a shred of power strong enough to make you a worthy challenger to a world's Champion. This isn't by itself world-shattering in nature, but could range from black magic to psychic powers to just being so absurdly strong that you could claim to be part T-Rex and folks would buy it. Think B-Tier comic book character, and if what you're thinking of would fit that, this Perk can represent it.

600 CP: All That You See, You Conquer. Your vice is conquest, and you're damn good at it. Upon entry to a world, you immediately can identify its Champion(s) and gain a stellar degree of insight into their potential weaknesses. And should you defeat one? Then conquering the rest of that universe (or at least the worlds the Champion(s) most directly protected) becomes almost impossibly easy, as most defenses that might otherwise be erected against you seem now destined to fail. And you'll find that in future Jumps, this applies as easily to heroes as to villains... perhaps the Chain could use a Lord like

you to rule over it, for its own good, of course.

Artificial Intelligence:

100 CP: Calculating. Your mind is impressive, even for an AI. You can 'think' at speeds that would put even the most brilliant humans to shame. You can retain shockingly massive catalogs of information, and recall required/requested info in a heartbeat. Best of all, this comes with a free self-diagonstic that you can run (or have auto-run) to make sure you're free of corrupted data or dangerous influences.

200 CP: Data Form. Your nature is not bound to chip or processor. No, you are data, and so long as you have somewhere you can inhabit, you may live to compute another day. Transferring from one robot body to another, or one computer network to another, can happen so long as you have both a means to send yourself and a means to be received. Do note, unless you've already practiced or prepared the system, this could take considerable time to adjust to. Days, weeks, even months could be spent just getting an unfamiliar robot shell to behave the way you want it to. Still, if no one knows you're inside it, you could slip by all the while under the noses of anyone who forced you to flee your old shell in the first place...

400 CP: Raise Shields. Shields are awesome. When used properly, you can just shrug off attacks and look super scary when you do it! Or it can just be a handy way to protect yourself and your friends, whichever. You now possess the innate ability to manifest energy shields through whatever shell you're in. If you're in a computer tied to a vehicle or building, you can shield it or parts of it (such as focusing entirely on a single room or spot in the room if you need to capture something). If you're in a robotic body, you can either shield yourself completely (fully encapsulating 360) or create a plane-shield roughly twice your height and four times your width to protect a larger space around/behind you. And if you happen to be in a mobile hologram emitter, you can concentrate the whole of your shield on your emitter itself. In all of these cases, your shield isn't impenetrable, but at the bare minimum you can expect to ward off small arms fire and similarly powerful attacks with zero concern for power drain.

600 CP: Adaptive Technique. Seems like hanging around a world where the Champion is a huge Star Trek geek is rubbing off on you. Or maybe it's his DC comics fandom? Whatever the case, if you survive something that should have killed you (or so nearly did the difference is irrelevant), you automatically can generate countermeasure plans for it in future. Someone used a port to shut you down? Now you can not only prevent that but booby-trap similar attempted access in future. EMP nearly wiped you out? Now you know how to make your future shells hardened so severely you could dance through a city of magnets without a care. Of note, however, is from world to world this ability resets; nature of different realities being such that a whole new slate of data is required. You'll retain those countermeasures for worlds you've already visited, though, but if someone tries to hack you next Jump, you'll need to fend them off the old-fashioned way the first time around.

Entity:

100 CP: *Huuuuuuman.* Deception is a skill every being like yourself should become adept at. But with this Perk, you're shockingly good. You can, by whatever means fits your powers, pass as a native of the world you're currently in. Physically, and to all senses, you'll just appear like a normal person... unless you choose to reveal yourself, be it intentionally or accidentally. Be careful how much you say and how you say it, Jumper, because that alone can give away the game for most.

200 CP: Impossible Physiology. To compare you to a human isn't like comparing a human to an ant. It's closer to comparing a killer whale and the flu, simultaneously, to an ant. You are abnormally resistant to almost every form of potential damage. In addition, pick one mundane means of attack (an element, a source of power, the traditional slashing/bludgeoning/piercing options, etc.)... you're immune to it. Utterly. Note that no matter how clever you think you are, you can't use this to gain total immunity to everything... a wise, determined, and obsessed individual with enough resources can still find ways to bypass everything this can grant.

400 CP: Corruption. Your very nature is above and outside that of mortal beings. You can use this in both direct and indirect ways, able to attack and cause pain or even death, but of perhaps greater interest is your ability to corrupt. You can gradually worm your consciousness into another being, allowing you to control their mind or even inhabit them as a vessel. This isn't instantaneous and comes with plenty of potential downsides, but if you desire to make the worlds your own, build cults that worship you, or make all reality You, this is a way to achieve that aim.

600 CP: A Piece Of The Chain Is Missing. An Entity is beyond life and death as the common rabble understand it. Arguably, such a being is beyond life and death even as it understands it. Reality itself buckles and bends, contorting to keep you alive almost in spite of itself. This acts as not just a 1-Up but a kind of Top Trump 1-Up. Nothing can beat it when invoked, not even a power vastly superior to you... and not even yourself. It's use is involuntary, the last 1-Up used if you have several, but the first employed if the means of death should by all rights have permanently killed even you. It can even edit its nature to fit other non-death Chain Failures, giving you a second chance by way of reality editing even when circumstances would say it could not. Be forewarned, however, that this will be blatant to those who know what to look for, and it can only be employed once per Jump or ten years, whichever comes first.

Items:

All Items are 50% off for their Origin, with the 100 CP Items free for them. All Origins except Entity receive **+200 CP** for this section only.

Champion:

100 CP: Review Wall. Being an internet reviewer requires material to review... and to use as a backdrop! With this Item, you'll receive two full book/display cases of media and related items, focused on a subject of your choice (see Reviewer's Grace for relevant choices). You can purchase this multiple times, picking the same or different media choices each time (with only the first purchase 'free' for Champions, and each after discounted). Every Jump you travel to, you can receive a new case of relevant media for each time you purchased this.

200 CP: The Hat. Typically taking the form of a fedora (though it can be changed to any piece of attire), this hat is capable of substituting the personal expenditures required for casting magic or using similar powers. In a reality like this one where modern magic requires expenditures of life or soul energy, such a relic as this one could be invaluable in giving you a serious edge as a caster.

400 CP: Magic Gun. Where'd you purchase that? Magic Guns are a rare and powerful implement that require a serious sacrifice of one's essence to create, with the most powerful examples having been born of the death of their sacrifice and implanting of their soul wholesale into the empowered firearm. While some are sentient & sapient, the exact nature and power of a Magic Gun varies wildly, as do their powers aside from energy projectiles of both a bolt and beam variety. One thing is for certain, however; Magic Guns are dangerous in the right hands, able to punch through many defenses with ease without ever running out of ammo. And given they can even look like antique flintlocks, they can also provide an element of surprise.

Ally:

100 CP: GUUUUUUUUUUUUUUUUUNS! 90s Dude will be your best friend if you pick this. You'll receive a massive wall of guns, ranging from simple and mundane implements like revolver and Tommy guns to more elaborate and wild items like a massive energy rifle. With lower drawers filled to bursting with supplies and ammo to use with them, you could arm a small army with all this, or at least have plenty of dakka for you and your friends to make use of if trouble comes calling.

200 CP: Workshop-Lab. If you've a mind to tinker, you'll need somewhere to do it safely. This combination of mad science lab and industrial workshop will give you all the tools and resources you'd need to cobble together some really fun new works, reverse engineer discoveries from alternate dimensions, or just somewhere to store all the cool Big Guns you cook up/collect. This can be used as a Warehouse extension, or Imported into any property you own.

400 CP: NEUTRO. Neutro, the giant robot built on Pluto! Neutro, with the power to crush cities! Neutro, which does not know the difference between right and wrong, making it actually a terrible super hero, frankly! But seriously, this is a giant pilotable robot, formerly used (several times, actually) by Dr. Insano and Linkara. It's huge, dangerous, kind of ugly, and in its debut (read: only) comic issue was evidently placed on the Earth to sow chaos as various forces vied for control of it. And now, you've got your very own Neutro, one which you have the full manual for and can use as you see fit. Fight kaiju? Conquer countries? Punch large and even more evil robots? Go nuts!

Hypertime Traveler:

100 CP: Anchor. Traveling to alternate dimensions and back home can prove dangerous, if not for you then for those you try to bring with you. More than a few would-be heroes found their allies dying horribly when attempting to head back to their native world. You now have something many would kill for; a variable Anchor. Not only will this keep you attuned to your home reality, but you can extend that attunement to others you're with, enabling them to be as safe and powerful in your world as they'd be in their own. As a plus, the anchor fits handily inside a pocket watch tuned to your departure point's time, giving you a fashionable and functional implement to travel with. This Anchor will retain attunements to any 'home' realities you experience in subsequent Jumps, which could prove handy once your Chain is over...

200 CP: Shades. You can't be everywhere, so it helps to have some backup. This grip of twenty faceless humanoid robots, complete with storage/maintenance bay and centralized control computer, will allow you to have some measure of influence and muscle even in worlds you've departed. They can be used as servants, as scouts, and any number of other options, and if you need them, the pieces to make more will be available along with their plans. Their bay can be a Warehouse extension or Imported into any property you own.

400 CP: Jumpercron-1. Whether it takes the form of a house or a giant warship, if you're going to traverse Hypertime, it's fun to do it in style. This space flight-enabled vessel is capable of piercing the boundaries between this dimension and the next, letting you gradually make your way across alternate realities. Intended as a headquarters on the go, you can take anything intended as a Warehouse add-on or Import-to-property and attach it to Jumpercron-1. While on the Chain this function will be limited to traveling to and from realities tied to the local Multiverse, you can employ this afterwards to travel to anywhere you'd visited on the Chain. Plus, it comes with shields, lasers, and a teleportation system! Neat!

Artificial Intelligence:

100 CP: Little Robot Body. A handy, if minute, vessel for you to make use of, this robotic shell comes with repulsor lifts to fly around, a full sensor suite, and wireless interface tech to let you interact with compatible computer systems. No functioning hands by default, but hey, nobody said you couldn't add on to it. This also comes with the blueprints for your model of Little Robot Body, in case you want to produce more of them.

200 CP: Big Robot Body. Now we're talking fingers! This infiltration model humanoid robot comes with regenerating synthetic flesh that can absorb shocks and kinetic force, and a complex interconnected internal system designed to allow your Data Form (if any) to 'store' itself in a few backup locations, like an individual hand, foot, or head. It also comes with the sensor suite and wireless interface tech of the Little Robot Body, but not as robust as those systems. And it also comes with blueprints, so you can spin up a full robot invasion apocalypse if you feel like it.

400 CP: Backup Drive. This large metallic tube-like machine can be Imported or left at your Warehouse. Regardless of whether you have Data Form or not, once per Jump (or ten years, whichever comes first), if the body you are in is destroyed or your current existence is in danger of being eradicated, you can instantly transport your current consciousness into this Backup Drive. Then, if you have any spare receptacles- say, a clone body, or a robotic one -you can transfer into it immediately.

With a little forethought and a body that looks remarkably different from your previous one, you could use this to fake your death and plan a delightful revenge...

Entity:

100 CP: Relic. Like the Absent Grimoire, you'll need a means by which you can disseminate the story of You and Your Majesty to the unwashed masses. This Item, typically a book which can be replicated if you wish, contains some small measure of your power and influence that even determined mortals can employ. With it, you could cultivate cults in your name, or just give creepy foreshadowing to those you intend on toying with- I mean, encountering in the future.

200 CP: Husks. Not even Followers, these are what remains once your magnificence has utterly hollowed out a mortal. Effectively useless as anything other than a puppet, Husks can be modified to emulate people or beings you've encountered, should you decide to make use of them to infiltrate. You'll gain about forty of these borderline mindless Husks, and any destroyed (because in their current state one would be hard-pressed to claim they're 'alive') will be restored after this Jump or every ten years.

400 CP: Your Reality. This transdimensional space, appearing how you wish it to, is the seat of your power, the throne of your kingdom, the cornerstone of your Kingdom of Never-Should. You can teleport yourself and willing subjects to and from it at will. While this space lacks for resources inherently, you can fill or alter it as you would like. And should you or your faithful secure something or someone, you can have it teleported here too. Your Reality is isolated, hard to penetrate within or without unless you allow it, and your powers are at their peak here. A fine place to take those you wish to... examine.

Companions:

50/200 CP: Import. Want to invite your friends to do crossover reviews, battle killer robots, and face down cosmic horrors with you? **50 CP** will let you bring one, **200 CP** will let you bring eight. They receive an Origin of your choice, plus 600 CP to spend. And yes, if they want to be Entities, they need to spend 200 CP of that for the privilege.

50 CP: Awakened Toy. Dr. Linksano must be hard at work again, or else some other cosmic shenanigans are afoot. This Toy takes the form of something from your childhood, given full sentience and sapience. While able to develop their own personality, wants, and needs, they'll remain instinctively loyal and caring towards you and can become a true friend if you treat them well.

100 CP: Export. Was there someone from this reality (or the adjacent ones) you'd like to bring with you on the Chain? You can recruit anyone from this setting, with the exception of cosmic forces like the King of Worms or The Entity.

100 CP: Mirror Mirror. The choices around here aren't enough? Then take this and you can take alternate versions of the folks here from other realities... even alternate versions of your own existing Companions, foes, or even yourself! I mean, it'd be a not-Jumper version of you, but hey, you can recruit you with a goatee, that's just nifty!

300 CP: The Stars Are Right. Are... you sure about this, Jumper? I mean, seriously, you need to be *exceptionally* sure. Okay... with this option, you can pick any of the Entity-tier canonical beings, such as the King of Worms and the Entity to join you on your Chain. The concept, for both, would be exceptionally intriguing for different reasons, and while each would be willing to afford you a measure of what they would conceive of as 'kindness' or 'friendship' for this offer, bear in mind you do not directly control them. You can make this offer even if they are currently dead during the time your Jump ends... after all, what is death to an Outer God?

Drawbacks:

It is the eternal bane of both geeks and conquering multiversal travelers alike... there's too much stuff and you want it all! You can take as many Drawbacks as you'd like, gaining the listed CP for each when you do.

+100 CP: 90s Uncool. You'd think it'd be easy for folks to recall your abilities and strengths, but for whatever reason you can't shake this aura where folks forget or downplay you even when they shouldn't. They'll latch onto any perceived immaturity or similar character tics as excuses to talk past or around you, unless you press the issue. Very uncool.

+100 CP: Where Do You Think You Are Right Now? You've been through a lot, and no matter how locked away those past traumas seemed to be, they bleed through now and then. You're prone to treat others the way you might treat a lost loved one, fixate on issues when they remind you of your past, or otherwise let what came before color your present and future for good or for ill. Try not to push away those you have now just because of what you lost before, Jumper.

+100 CP: Maddened Science. You were so preoccupied with whether or not you could, you never stopped to ask yourself if you should. Or, if you did, it was more in the realm of wondering if you should devote those resources to something else that you wanted to also create. You're vastly more focused on creating new things or experimenting to find out new answers than you are in how risky or improper those efforts are. This won't make you outright violate your own ethics, but you'll start hunting for grey zones and loopholes in those ethics to excuse trying your hand at, say, human cloning.

+100-400 CP: Rival. Someone out there wants to take you down, Jumper. Could be a worlds-traveling gunslinger looking to steal something vital from you. Could be an otherworldly abomination dead-set on tormenting you. It could even be... ***Ancient Egypt***! Whatever the case, you're going to have to eventually deal with them. For **+100 CP**, they're not a major threat and might even be able to be wooed to your side eventually and with the right words. For **+200 CP**, they're a powerhouse with a lot of resources, potentially even minions at their disposal. And for **+300 CP**, they're a pure outside context threat on par with the Outer Gods. For an additional **+100 CP**, your Rival can never fully be defeated; no matter how completely you think they're gone forever, they'll always come back.

+200 CP: Undesired Crossover. Picture; you're walking down the hall of a hotel you're staying at, when all of a sudden a random reviewer appears, grabs you, and drags you into their room. You're sat on a chair or the end of a bed, and forced to watch and make caustic critiques of some terrible piece of media, unable to escape until such time as you've completed it. Welcome to a chain of events you're going to get very familiar with, as this is likely to happen anywhere from once a year to four times a year, and you'll never be sure when or how. It could even happen when you're just sitting at home watching TV, as they hijack your television and (somehow?) remotely lock all the doors and windows. And you won't be done and able to leave the Crossover until you've fully reviewed it with your eager costar. Enjoy!

+200 CP: Cannot Comprehend. You have an emotional and mental distance from the common mortals of this any similar worlds. Even if you're allegedly (currently) one of them, their concerns and motivations are alien to you, as yours may well be to them. This isn't quite sociopathy, but it could easily be misdiagnosed as it.

+200 CP: I'm Going To Review A Comic Book. The dread foe is coming in one hour. You've sent

your allies off, to prepare, to make last-minute preparations, to ready themselves against the coming storm. You? You're going to talk into a camera about a bad comic book for twenty minutes, of course. When it comes to your schedule, show, or routine, you are intensely dedicated to the point of borderline absurdity. Even in times of strife or disorder, if you can meet your deadlines, you'll damn well try to. While this can give some mental distance during those times to help you calm and center, and might even prove inspiring, other times it just comes off like you having violently skewed priorities.

+200 CP: Holiday Haunts. Holidays are rarely a calm time for you now, in particular Halloween. Expect to be haunted by ghosts, enveloped by Silent Hill, stalked by dream demons, and any number of other wild supernatural affairs. Fortunately, this rarely rises to the level of extreme threat, but it damn well can feel like it in the moment.

+200/400 CP: Extreme Hatred. From Hell's heart, you stab at he. There is someone you despise, hate with all your being, would gladly turn every tool at your disposal against if given half the chance. For **+200 CP** this is purely focused on that one being, and for **+400 CP** this is directed at those close to him, or even that being's entire species. The issue is... you can't beat them. Not permanently, not ever. They are fiat-immune to being permanently defeated by you. And even if beaten by others, you'll be unable to accept it. After all, *you* are the only one allowed to defeat *them*...

+300 CP: You Are Turning Evil! Magic and powers work... oddly in this universe. The further from one's soul, one's inherent good one becomes, the weaker and more disconnected one becomes from magic. At its worst, it disconnects completely, leaving the would-be evil magic user powerless; in effect, the only reason a world this rich in power has avoided subjugation by those with supernatural might. You are now in danger of the same fate; your ego is getting out of hand, your actions regarding those weaker than yourself more extreme. As this goes on, your connection to your Perks and powers will grow weaker and less dependable, and if you can't find yourself, can't fix what's gone wrong and become a better person? Body Mod for you, with all your Items refusing to function for the rest of this Jump as well. With help, with friends, and with time and dedication this can be overcome, but the vulnerability if you fall back into darkness will remain so long as you're in this world.

+300 CP: FAIL! YOU FAIL! I really hope you weren't looking for gravitas here, Jumper; that ship has sailed. Your efforts at being dramatic or taken seriously will fail constantly and repeatedly. This won't entirely impact efficiency- if you'd succeed by a light year, you still will -but you'd need that margin of absolute victory not to come off like comic relief more than a threat to anyone. This won't make people less able to handle you, however; if anything, with this, they're vastly more prepared physically and mentally to clown you out.

+300 CP: Liefeld's Disease. A thankfully rare disorder commonly found in 90s comic book heroes, sadly, you have contracted a form of the dreaded Liefeld's Disease. Flare-ups will cause your eyes to whiten and muscles to swell. It isn't a permanent or constant situation, but flare-ups will render you almost blind and make it painfully difficult to move.

+300 CP: Fatal Flaw. There is something broken in you, Jumper. Something that you simply cannot fix. For some, it is ego. For others, it is an outright sin, like sloth or gluttony or wrath. For still others it is a very literal weakness, a vulnerability to certain things like EMP or holy magic. Whatever the case, it is a massive and glaring flaw that, if an enemy exploited it, could utterly ruin you. And worst of all? You'll be weirdly blind to this vulnerability the more powerful you are, as if the idea mere mortal fools could ever exploit this against you becomes less and less realistic...

+300 CP: What Did I Do?! You're a well-know figure in other realities... well, a version of you is. A version that just about everyone who knows about them thinks is a total jerk. Your reputation with other realities starts in the toilet and it'll take a lot of work to fix it, and any efforts to lean into them will see a ton of folks quickly team up together to fight back. And then there's this alt-you out there undoubtedly watching these events unfold...

+300 CP: Champion's Burden. You register as a Champion to all interested parties, which means everyone from gun-stealers to conquerors to cosmic horrors are going to be recognizing you and factoring you into their plans. Don't expect any period of peace and quiet to last too long; sooner or later, someone is going to come calling.

+400 CP: Total Lockdown. Some force either in this world or outside it is preventing you from accessing your Warehouse. If you want to get at it on any of your Items, you'll need to track this force down and fix things. But it's a pretty big multiverse... trying to get past this one might be the work of a whole decade if you're not smart about it.

Scenarios:

Hey, a challenge or two is all well and good, but a whole story arc is even better. You can choose to take either or both of the Scenarios listed here.

Scenario: So Let's Dive In To Jumpchain Volume #1. It seems your Benefactor or a similar level of cosmic figure has decided they'd love a crossover with you and Linkara, paid their way into a sponsored set of videos, and even was kind enough to donate the reading materials! Huh, funny, that looks like a horribly drawn version of you on the cover!

...oh no.

Welcome to Jumpchain Comics, a series of comics written about you and your Jumpchain thus far... and they *suuuuuuuuuuuuuuuuuuck*. Oh good gracious on a slice of toast do they suck. Art, scripting, inking, everything is horrible. And that's before we get into the story stuff; anything good or awesome you've done looks terrible, anything bad or embarrassing you did is amped up to 11, and there's all kinds of bad writing and suggestions on top of that which flies in the face of any logic or motivation you had at the time. And it isn't even the kind of bad you can get used to; they went full Countdown on this one, with new bad artists and writers and editors for each issue, so it's a clashing collage of failure that just never gets better and can always get worse. And with each Jump being covered by one to three comics a pop, if you've been on a long Chain before this you've got a lot of pain coming. And if your Chain is less than three Jumps long before now? They've happily added a handful of additional issues of 'hypothetical Jumps' in this same style, so now you get to read and discuss your failures that haven't even happened!

Yes, read and discuss. Because this is a crossover, after all; you get to read and review these with Linkara. You won't be doing them all in one shot, thank goodness, with each 'episode' you do per week hovering around 20-25% of the total issues a pop. However, this is Linkara, and you are a Jumper; it won't be just suffering through a bad comic. It'll be suffering through a bad comic **and** dealing with a threat from your past as realized by this comic, coming through Hypertime to give you two trouble. Review the comic, defeat the machination of this absurdist rendering of an old foe, and save the day! Or, the show. Whichever comes first.

Reward: Well, you finished the reviews, saved the day, and got to hang out with Linkara and his weird crew of characters to boot! And hell, some of them were intrigued enough by this whole Jumpchain mess to want to come along for the ride. You gain **six free instances of Export** as per that entry under Companions and can have all of them share a Companion slot. In addition, you gained **Crossover Appeal**; any time you have allies backing you up, you gain a boost to your overall abilities relative to the number of different worlds (Jumps) those allies came from.

Scenario: Contest of Champions. So, here you are, a powerful Jumper minding your own business, when all of a sudden you're tapped by powerful extradimensional beings known as the Temlin. They explain they know exactly who and what you are... and that's why they'd really like it if you would consent to joining the latest Contest of Champions, a battle between the Champions of various dimensions and realities in this multiverse. Yes, they know you're not native to this world or even multiverse, but that's what makes it so exciting! The chance to have someone representing a whole other multiverse? Now that'd be something to really wind up the competition and bring in some fresh numbers. Besides, by the time they run this again, odds are you'll be off elsewhere, so you'd be a real one-time attraction! If you consent... well, you'll immediately be attacked! Not by the Temlin, but by

another Champion in a no-consequences preliminary match, just to make sure you know what you're getting yourself into. Win or lose, you'll now be in a bracket of 32, which means you've got five matches ahead of you if you want to win it all.

Now, some rules. These matches are by their nature (and the omnipotence of the Temlin) non-lethal. They go until one competitor surrenders, can't continue, or by the nature of the bout has lost in a non-lethal form. Matches do not need to be actual fights. In fact, what a match will consist of is up to one of the competitors each time, with one chosen at random before each match to decide what the contest will be and where it will take place. The only caveat is that both competitors must have a legitimate chance to win that contest... which does potentially put you at a disadvantage if you're an especially absurdly powerful Jumper, since anything you pick would need to be something your opponent could realistically have a chance at winning, while they can pick anything and so could (with enough scouting and knowledge about you) try and find a hole in your skill set. Anything from actual combat to trivia contests to sporting events and children's card games could be on the table.

The prize to the final winner who defeats five other Champions and claims the crown? Well...

Reward: It would be unrealistic to say that the Temlin are limited by what they can offer. Heck, in the Contest that Linkara competed (is competing?) in, the top prize was *the actual Infinity Gauntlet*. So one could almost say that anything from across any potential reality is in play here. In fact, that's literally the case. You can **select any Item from any other Jump with a value of 600 CP or lower**, and that Item becomes the prize for victory. Bear in mind, though, that if the Jumper doesn't win all the way, that Item now goes to someone local... and that person now has fiat-control of it as if it were in the Jumper's possession. What can the Temlin say, your whole Jumpchain thing inspired them. So be mindful if you pick something especially wild and then don't actually win...

End:

Comic is over, the credits have rolled. Ten years have passed and whether you saved the day, conquered the world, or just made some fun content for the internet, you've got one last choice to make...

Go Home: Much like Jaeris the Gunslinger, after enough of the absurdity of this place, the last thing you're going to want is to be anywhere but home. You return to your world of origin; your Chain is over.

Stay Here: It's like our world, but with ghosts, robots, a universe in flux! This place is excitement personified, and with how Hypertime works theoretically if you want to keep 'Jumping' you could do so from here, and on your own timetables at that! You remain in this world; your Chain is over.

Continue: This was a heck of a decade, but if comics and the like teach us anything, there's always some new worlds to explore, new adventures to be had. And hey, if someone is going to have them anyway, why not you? Your Chain continues onward, hopefully to excitement and glory... or at least some more cool material to review.

Notes:

Atop The Fourth Wall was created, stars, and is produced by Lewis Lovhaug. All rights reserved to their respective holders. Please support the official releases.

AT4W has been a weekly fixture of my viewing for years and years now, dating back almost to when the show itself began. And given how absurdly rich the setting has become thanks to the many storyline segments over the years, it felt ripe for Jump fodder.

I try to avoid Origins that cost CP, but there's no way around it; Entity makes you essentially an Outer God. Yes, you might not be as powerful as the primary two seen so far in the series, but that's not saying much. Just being one in a setting where the power level overall (Temlin notwithstanding) is so much lower would mark out even a first-time Jumper as absurdly powerful and game changing. That said, if Lord Vyce isn't dead, he's probably going to want to kick the ass of any new Entity-like beings on the block.

Magician's Enchantments, while intended to emulate how Linkara in the series made/powered a lot of his arsenal, is not intended as a cheat replacement for actual Items. Things made with this do not inherently have fiat-backing or protection, and as the Perk points out are vulnerable to several things. This is still damn powerful, though, so fanwank responsibly.

Magic Guns can be Imported in future Jumps as Companions if you'd like, and Perks that empower or impact Companions can influence Magic Guns as well. Assume that any form they take there serves as an Alt-form, and they can swap back to being a spiffy powerful magical firearm at will.

Yes, Big Robot Body is essentially a T-800 Terminator in all but name. Refer to that in terms of overall strength and durability if you need a baseline.

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Version 1.0: Created Jump

Created by Astrangeplaytomake