Duel Monsters – The Heroes

Have you ever dreamt of being a Hero? Of standing proud against the darkness in the night, of fighting under the moonlight in the name of justice? Or maybe you've thrown away those childish dreams, and know that sometimes you need to do things others will hate you for to save the world. Or maybe, just maybe, you don't care about what anyone thinks in the first place, and just want to make things go your way no matter the cost.

Either way, welcome to the world of Duel Monsters. One of them, to be specific.

In this world, the most notable figures are the Elemental Heroes, classical superheroes who fight to protect the innocent, the Destiny Heroes, darker and edgier figures who do things nobler people would balk at in the name of justice, and the Evil Heroes, a mix of fallen anti-villains and actual supervillains who want to change the world for their own selfish purposes. While they're an addition to this world as new as yourself, the alien beings known as the Neo-Spacians have already arrived and built a rapport with the Elemental Heroes via their cooperation with Neos. Who knows how their presence will change things?

Even with this many people fighting for good, things can get dangerous for the common folk, so take these +1000 Choice Points to shape your future. Make it count.



Location:

While it might feel crowded at times, all the Heroes flock to three places in this world, so you'll get to choose which of those locales you'll start at.

The Skyscraping City

Where it all started. The first Elemental Heroes arrived and started doing their thing here, many of their members making good use of the high buildings when fighting evil. Of course, many more have made their place here, but a lot of the newer Heroes think they're better off elsewhere thanks to the sheer multitude of people in town already fighting for justice. The big five of Avian, Burstinatrix, Clayman, Bubbleman, and Sparkman are a household name thanks to the good they've done, and Captain Gold's untiring aegis is instilling a high sense of justice in the youth.



The Hero City

It might seem odd at first, but this bright and futuristic metropolis flourished thanks to the influx of Heroes who decided to make their home somewhere they were actually needed, which is why people call this place the Hero City despite playing second fiddle to the previous town. Either way, any aspiring Hero would do well to live here. The brave Neos and his Neo-Spacian allies have made a home here with the blessings of the government and the people.



The Dark City

Despite the ominous name, this historied town is surprisingly nice. Sure, the hooligans and antisocial youths just never learn, and there's still rumors about whatever is inside the famous clock tower near the heart of the city, but the populace can always trust the Destiny Heroes to deal with any scuffles or crime that pops up. Why, seeing the dandy-like Diamond Dude calmly strolling through the streets is no special occasion… although some would argue the effect he has on anyone looking to stir up trouble explains the public's casual acceptance of this.





Background:

Even if a mysterious stranger from another dimension wouldn't look out of place here, having an actual history in this world might be of interest to you.

D.D. Drop-In

…Nevermind then. You appear right out of thin air in your chosen Location. You don't have a niche you're particularly good at filling, but there's no expectations when it comes to what you'll be doing. Being a complete unknown like that might be worth the trouble of having no allies or identity.



Elemental Hero

You're one of the good guys. Besides being adored by the public for the good you do, you've got an entire legion of superheroes to count on when things get rough. But don't forget, they're counting on you too. Your fellows won't be too happy if you just run off to steal all the shiny things you can find and ignore any cries of help from the innocent to do whatever you want.



Destiny Hero

Some people just can't accept or handle the high morals of those other chaps. You're one of the more morally questionable heroes in this world. Whether you're an actual member of that league of extraordinary gentlemen people think when they say "Destiny Hero" is up to you, since these fellows are comfortable with working alone. Still a bit of an expectation that you do good, else the coppers might take exception to you.



Evil Hero

Well, this is a bit of a downer. Whether you're a hero disillusioned with the state of this world, or a right and proper supervillain, you've given up on doing things "the right way". This status as one who enforces their beliefs on the world means you're considered one of the so-called Evil Heroes. They're not an actual organization or team like the other groups, but the public calls them as they see it. If you show your face, you can expect the good guys to try and take you in, since whatever it is you do isn't exactly good.



Neo-Spacian

Hailing from far-away Neo Space, you're one of the beings known as Neo-Spacians! Whether you're here in the name of justice, culture, or just because you're friends with Neos and the others, you're one of the new alien protectors who have come to this planet.



Perks:

These are some abilities you might find useful. From knowledge to powers, these types of tricks are surprisingly common around here. Discounts are 50% off, and Free is exactly what it sounds like.

Master of Seclusion

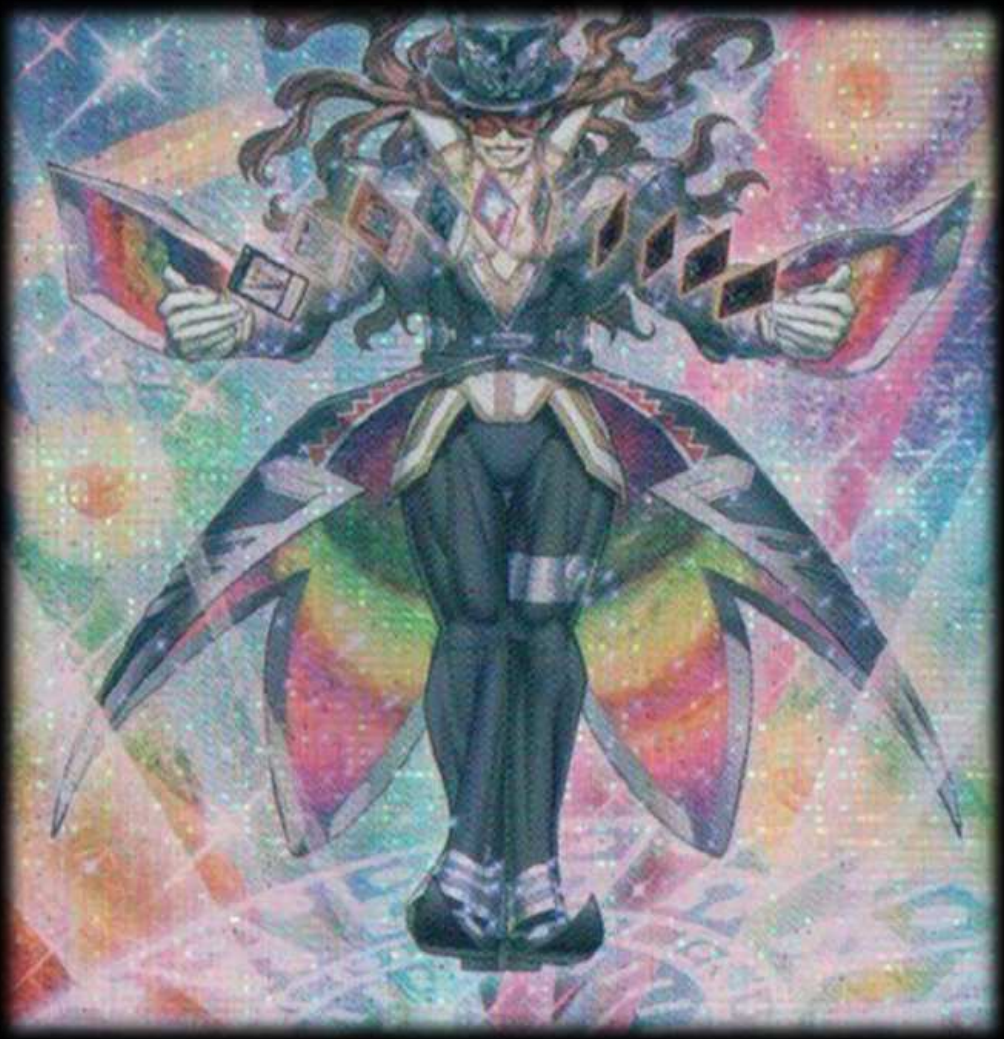
(100 CP, Free to Drop-In)



Being a dimensional traveler with no documentation and no social security net makes living day to day difficult for obvious reasons. But that's no reason to stay outside with the elements. You've got an innate affinity for urban locations, meaning you'll always manage to find somewhere relatively safe to use as a house in city environments. That doesn't mean comfortable, but figuring out how to easily sneak inside a clock tower no one ever goes to and crashing there still beats living in the streets.

Entertainment☆Hero

(200 CP, Discounted to Drop-In)



Some might call it childish, and some might just be insulted by the idea of it, but the people in this and other worlds just need to smile more. You've taken this to heart, becoming a master at theatrics and comedy, to the point you could turn any battle into a skit if you had enough control over the situation. The reason for this is because, well… you're gonna figure out soon enough people actually do need to smile more. Unless someone's actively hiding their emotions, you can tell what someone's feeling just by taking a look at them. This isn't the most amazing and unique of skills, but you'd be surprised at how many people can't do the same. As an aside, your dexterity has developed to the point you could do all sorts of card tricks and shuffles, the type you'd see in a high-class casino.

Visions of Justice

(400 CP, Discounted to Drop-In)



Despite what some people might think, there's good in the hearts of many more people than Evil Heroes and common criminals could ever imagine. But they have no power. Even the bravest person has trouble fighting back against gunmen, what could they do against someone with literally infernal power coursing through their veins? So, you'll change the paradigm, and reset this twisted game. If one could create a machine easily the equal of any other Hero, and give them the sense of justice to match… things would change. And change they will, for you've uncovered the secrets of steel and circuitry. While your likely status as a vagrant means putting this to good use might be difficult, you have the knowledge needed to not only create robotic warriors of steel able to equal the average Hero in strength and durability, but give them intelligence and the human perspective needed for heroism. Figuring out how to give them more exotic abilities like that of a certain Doom Lord is up to you, however.

Visions of the Future

(600 CP, Discounted to Drop-In)



Something about your abrupt arrival let you see something strange, a Vision far beyond what the human eye could see, a Vision of all the wonder that one day could be. In this Vision, you discovered a peculiar trick to mechanisms and magic, a Vision of engines becoming nothing more than a mirage. To keep things simple… you've uncovered the secrets behind the powers used by a group that would one day be known as the Vision Heroes… or maybe their chance at being is long past, your Visions nothing more than memories? Either way, you know how to create technology with a curious ability. Whether the command comes from their programming or an authorized user, constructs of your design are able to cease to exist as simple technology and become continuous spells. As magic, tampering with your creations must be done through similarly magical means for obvious reasons, and the technical knowledge normally required for their usage can be substituted with pure will. With another command, those spells can become physical creations once again, as well.

Hero Mask

(100 CP, Free to Elemental Hero)

Everyone knows a Hero doesn't just walk around in casual wear. The costume, the mask! They're not there just to conceal their secret identity. Seeing some guy in a hoodie shoot flame out of his hands at criminals is terrifying, seeing a guy in colorful armor and spandex do the same is inspiring! If you can't carry the flashy costumes, then you're no Hero, so you've figured out how to make it all work. This also comes with the dexterity needed to put it all on in the heat of the moment, the sewing skill needed to make your own costumes, and just a little bit of luck to stop it all from falling apart once inevitably damaged during combat.



A Hero Arrives

(200 CP, Discounted to Elemental Hero)

The thing people tend to forget about Heroes saving people is that, well, the Hero needs to know someone needs to be saved. From now on, there'll always be this awareness in the back of your head telling you about any innocents in danger near your general location. As well, once you actually start moving towards them, you'll benefit from a time crunch which will ensure you'll never arrive past the point of no return (whether that's a bomb going off or a killer getting their knife in) of whichever situation is occurring. Despite what some people might say, even Heroes have a life, so you can deactivate and activate this ability as you see fit.



Polymerization

(400 CP, Discounted to Elemental Hero)



When two become one, you'll attain the greatest power… at least, that's what all the cool kids seem to say about this. Like many of the Heroes in this world, you have the ability to literally become one with a willing partner. This will pool the overall power and themes of the participants together to create an entirely new being that is different from both of its parts, but notably greater than them combined. You and your partner remain inside your combined form as what amounts to its instincts and unconscious mind but still able to undo the fusion whenever either of you desire it, so having your fusion go against your wishes is only an issue if you force someone into this. If your fusion dies, the transformation is undone and the wounds its taken will be split evenly between its parts. As a reminder, while your fusion won't inherit the ability to fuse held by whoever initiated the combination, it will have such an ability if the other component of itself does.

Righteous Justice

(600 CP, Discounted to Elemental Hero)



No matter how hard you and your fellows try, there's always people saying your morals are useless. That we're all better off just killing any Evil Heroes or criminals you catch. But you know, deep down, that the path to justice should not be paved in blood, and the world seems to agree with you. When you fight while upholding classic superhero morals, such as "not killing, no matter what" and "always protecting innocents, even at the cost of your own life", you'll find that things just start going your way even when it doesn't really make sense. If an explosion hits you point blank, all the shrapnel will miss you, though the shockwave's still an issue. If you get punched through several walls, only the actual punch will hurt while the secondary impacts just scuffle you at worst. Your attacks hit more often than they should, and your opponents find it difficult to do things such as take hostages, whether that's because they inexplicably get slowed down by environmental factors or because whatever innocents they were gunning for got a sudden surge of energy. Sometimes, it almost feels like you're an actual comicbook Hero, with a writer trying his best to make sure your story doesn't become some gritty deconstruction or subversion…

D – Spirit

(100 CP, Free to Destiny Hero)



There's something you're just known for. Whether it's one of your hobbies, one of your traits, or just something you really like, anyone who looks at you knows you're the type of Guy (or Gal) who's all about that thing. Doesn't matter whether that makes you a Die Hard Guy, Diamond Guy, or Decision Guy, people know that's what you're all about. You can change what type of Guy or Gal you are at the start of every jump, and you can freely control how much this manifests at any time. Having everyone know a mild mannered reporter is the same type of Guy as one of the Heroes might raise questions.

D – Counter

(200 CP, Discounted to Destiny Hero)



The truth is, you sometimes have to do some unpleasant things in order to protect the public. The Elemental Heroes would rather find a third option, no matter how impossible it might seen, but you know that's a pipe dream. So, you will do terrible things. You will abandon every ideal. You will break every taboo. But in the end, so long as it truly was for the sake of justice… others will find it in themselves to forgive you, and not judge you for the nature of your actions, but the results. Their own emotions might lead them to hating or disliking you, but even so, they will judge you by the facts rather than their own feelings when it matters.

D – Time

(400 CP, Discounted to Destiny Hero)



Do you know what's troublesome? Having a huge disaster or fight break out while you're trying to upgrade your power armor, or meditating to regain your psionic energies. At will, you may create a sort of fate warping effect around you. While active, any large events of interest to you (whether that's something good like a surprise party, or something bad like an attack performed by a dastardly Evil Hero) will only happen when such is convenient for you. This can't delay things forever, and won't work as well against plans that hinge on you being struck at a specific moment, but will still preemptively mess up the timing of anyone involved once the whole thing gets going. If you wish, this will specifically *not* work on things such as the previously mentioned surprise party.

Over Destiny

(600 CP, Discounted to Destiny Hero)



This is it. The moment of truth. When everything is on the line and things look hopeless, you may take a stand and deliberately throw away your morals. You will strike through an innocent to hurt a villain. You will destroy an inhabited building if it means saving a higher quantity of people. You will do everything a Hero shouln't do, all for the sake of justice. Then, you will find that the universe agrees, that sometimes the high road is not worth it. So long as you fight in the name of justice, to the point of abandoning your higher ideals, the world itself will enforce these dark ethos. The foe you decided to kill won't miraculously survive having a building dropped on him just because his body wasn't found, the foe you managed to capture won't escape persecution with some nonsensical plea of insanity or diplomatic immunity, and the femme fatale's devious charisma will fall completely flat on you and your allies. The cold reality of your creed will erase any and all cliches, and they will not escape true justice this time.

Dark Calling

(100 CP, Free to Evil Hero)



There's a reason for all of this, isn't there? A cause that brought you to darkness, whether one of justice or selfishness. This cause is engraved in your very heart, an eternal source of willpower and bravery against those who would try to stop you, allowing you to carry on when others would have simply accepted defeat and relegated themselves to a live of imprisonment. Should you truly and genuinely desire change, or this cause no longer mean anything to you, then the marks upon your heart shall disappear until you find a new reason to fight.

Wicked Prodigy

(200 CP, Discounted to Evil Hero)



If you want to be the greatest Evil Hero around, then you'll need to be a cut above the rest. You'll need to have the endurance to run around all day, so you can chase an Elemental Hero on the run. You'll need to be sneaky, the type of infiltrator that can get into the Neo-Spacian headquarters to steal all of their alien shinies without getting caught. You need to be subtle and underhanded, making plans so good they trip your enemies up like a banana peel in a cartoon. Good thing you've taken all of your lessons in trickery, and fit all of that to a T.

The Emissary from Hell, Infernal Jumper!

(400 CP, Discounted to Evil Hero)



Whether you've got friends downstairs, or this is just a mystery of your birth, you're able to undergo a terrible transformation (pose and henshin phrase optional, but appreciated). This transformation creates a demonized version of your current form, able to throw around cars and handle getting punched through a building or two with nothing more than slight bruising even if you had no other powers. The actual design is up to you, whether that's a knight with leathery skin and a dark exoskeleton or just a literal palette swap of yourself with devil horns. Natural weapons such as claws are allowed, but covering yourself in spikes and knives probably won't work that well. All of these demonized transformations are considered their own altforms, with all that entails.

The Brightest Darkness and Darkest Light

(600 CP, Discounted to Evil Hero)

Some might call it destiny, while others would just rage at how unfair it is. But there is a power deep inside you that has waited your entire life for it to come forth, unbound only by your fall from grace and transformation into an Evil Hero.



If you were a genuine Hero disillusioned with the world, then the power you've awakened is a deep darkness within your soul… but a gentle one. This darkness grants you an innate awareness of what your underlings and servants desire, and how to best resolve any disputes between your subjects. It may cloak you, hiding your identity and making it harder to actually see you, but it may also become a poisonous cloud which erodes the willpower of enemies inside it until they fall unconscious. This darkness can also be honed into a physical form, either exerting physical pressure on everything around you, or being focused into shock waves and bursts of pure shadows able to rend steel and demolish small buildings.

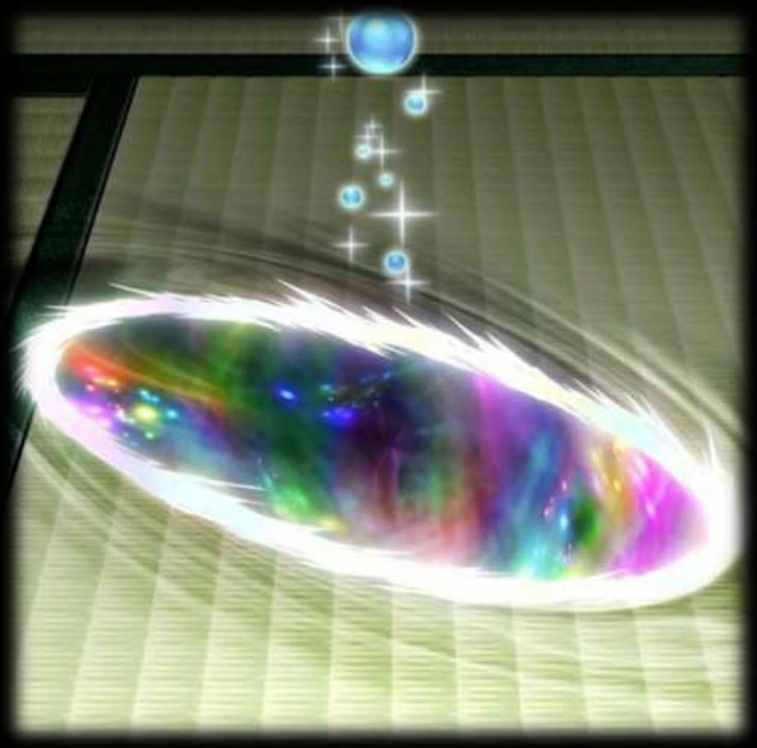


If you were a villain through and through, then the power you've awakened is a blinding light within your soul… scouring from existence everything that displeases you. This light grants you an innate awareness of the psychological state and weaknesses of others, and how to best twist them to your desires. It may cloak you, blinding any who try to gaze upon you, but it may also be turned into other images, allowing you to overlay reality with illusions of your design. By overwhelming the will of someone touched by this light, you may turn them into puppets, inducing fanaticism and obedience to you. You may also imbue this light and your very will into items, allowing them to perform this same effect on anyone touching it. Note that the item's ability to overwhelm others is tied to how much you put into it, and the sheer mental exertion from placing your willpower into objects might overwhelm you in turn if you are not prepared. Finally, this light can be used as a vector of force, with such strength that you may take apart or hold together a building if it flared bright enough to cover it.

Neo-Spacian Contact

(100 CP, Free to Neo-Spacian)

To be fair, no one can really expect aliens to just appear one day. The sheer surprise everyone felt, whether they're Elemental Heroes or Evil Heroes, is perfectly reasonable. But people have wised-up, and now the bad guys have learned to deal with it… at least, that's what they'd like to think. You've got the touch when it comes to subverting expectations and wielding the element of surprise, managing to erase evidence of your involvement in all matters through careful planning. More noticeably, enemies just don't seem to account you in their plans unless you're by definition a central part of it, whether as a pawn or as an obstacle directly involved with their objectives. Let's see how those Evil Heroes' plans work out when you come knocking.



Neo-Spacian Project

(200 CP, Discounted to Neo-Spacian)

You've developed an ability somewhat unique to Neo-Spacians: Astral Projection! By meditating, you can extend your spirit out of your body, allowing you to travel to far away places without actually moving. Your projected spirit can move at your maximum speed, but can't actually interact with anything physical due to being intangible, for better or worse. At any time, you may snap back to your body while projected, and automatically do so if your body comes into danger while your spirit is elsewhere.



Neo-Spacian Travel

(400 CP, Discounted to Neo-Spacian)

The power of Neo Space suffuses you, and has granted you the ability to function and live in the vacuum of space. Not only that, but you may turn this power into a blue or golden cloak, which allows you to fly at your running speed and crash straight through objects as if you were a bullet. Should you need only speed, then you may turn this colored aura a pure rainbow, and focus all of its power into flight. This rainbow aura simply gently pushes any objects in your path away, but allows you to move at such incredible speeds that you could reach the Exosphere and dwell among the satellites there in a matter of minutes.



Neo-Spacian Force

(600 CP, Discounted to Neo-Spacian)

There are many terrible powers in the cosmos which seek to twist all worlds to their will, and you will not stand idly as this happens. The power of Neo Space inside you has reached the apex, and now guards you from all corruption and mental enslavement as a cosmic aegis and boundless fount of goodness. Not only that, but you may grant this energy to others, shielding allies in your presence from these same effects. But if you only defend, then the evil will never end. Thus, you may focus this energy into your attacks, causing them to seek out those evils. This can be used to both undo powers of corruption and mind control by directly attacking them, and disable those same types of abilities when they are wielded by your foes. For the good of the universe and all those who are of justice, you will not cower in the face of all the evils in the cosmos.



Powers and Gimmicks:

Of course, all the Heroes found in this world are Super for a reason. These are a mix of innate abilities and special equipment to give you a leg up. **You may only purchase one option from each Price Tier.**



Bubble Shoot

(200 CP, Discounted to Elemental Hero)

Like the legendary Bubbleman, you've created a special suit able to load and fire water, both as bubbles and as a stream. While people initially laughed at him, pressurized water can actually do a lot of harm. The suit also comes with a light refractor that can use the bubbles to create illusions, and a heating system able to turn the water streams into scalding steam.





Burst Fire

(200 CP, Discounted to Elemental Hero)

Like Burstinatrix and the Heat duo, you're a pyrokinetic. As you might guess, this has granted you the ability to create flames hot enough to melt steel and grand enough to set cars on fire, although you might want to not do so being a Hero and all. This also grants you resistance to heat, a fair amount above the amount you can produce. Your control and finesse is good enough to form your flames into shapes and redirect or put out other fires.





Clay Charge

(200 CP, Discounted to Elemental Hero)

Similarly to Clayman, your body is made of pure shaped clay. This clay is as tough as boulders, strange as that might seem. Due to your body no longer following ordinary biology, you have no need for human necessities such as drinking or sleeping. You are supernaturally strong to a degree, due to having a much heavier and larger body than a normal human. If that's not to your liking, then you may be made of assorted sculpted rocks, like the Destiny Hero Defender, although this won't grant you any additional benefits.





Feather Break

(400 CP, Discounted to Elemental Hero)

Like the brave Avian, you have feathered wings that allow you to gracefully fly through the skies. These wings also allow you to command the wind, creating waves of wind able to send heavy objects flying and even shear apart small buildings. You can also fire your rapidly-regenerating feathers like bullets at enemies.





Spark Blaster

(400 CP, Discounted to Elemental Hero)



You've got the Spark, the touch, the glow and vibe of an electrokinetic. Like Sparkman and Voltic, you are able to create electricty from your own body and command it to your whims. At base, you could probably ruin an apartment when going all out and knock someone out as if you had a taser when dialing it down as much as you can. But like both of them, you've also created some tools to help out with your powers. Pick 3 of the following: A blaster that directly hooks up to you and can be used to hone your electricity into coherent beams useful for precision or sniping. A set of gauntlets or wristbands that increases your finesse so much you could safely power places like hospitals or buildings (and yes, you can double down and choose both) manually. A vambrace that creates a circular shield on the arm it's equipped, with defensive power equal to the electricity directed to it. A set of wing-like mounts that drain some of your energy over a few days to create a pool of backup power, which can either be used to get back in the game when fatigue gets to you, or to create a shining column to protect you when you're about to be dealt a fatal blow. A high-frequency spear whose cutting power increases with the electricity fed to it.







Bladedge

(600 CP, Discounted to Elemental Hero)



So what if you don't actually have any powers? Make yourself some! Literally. With the power of engineering and technology, you've created a golden set of armor. This armor massively enhances your balance and spatial awareness through neural receptors and sensors, but more obviously, it grants you tremendous strength. You could hold up a collapsing house and toss around tanks easily with it. The armor itself is as durable as a reinforced bunker, and has systems in place to stop the squishy human inside it from suffering the effects being knocked around inside a tin can normally has. It's also equipped with two large blades inside each arm, and has wings that let it dash at sonic speeds. Lastly, you've also created your own version of the Edge Hammer, a golden hammer with its own internal reactor, which allows it to strike foes down like a lightning bolt!



Necro Shamanism

(600 CP, Discounted to Elemental Hero)



While most would assume this to be something only an Evil Hero would use, you've delved into the arts of Necromancy and attained many powers due to it. You are able to identify what type of ghost would have risen as a result of a death and the odds of such happening at all by analyzing the relevant corpse and its death scene. By gathering items of importance to the departed, you could communicate to them from the great beyond, and even summon them as ghosts into the world of the living should you attain their consent. As most dead who remain in the world are unlikely to be friendly, you've discovered how to cover yourself and your weapons in a shadowy mist which grants it the ability to interact with phantasmal beings as if they were physical existences. Finally, you may use the previously mentioned dear belongings and your mist to create illusions of the dead. Via the premise that dead are nothing more than phantasms, and your mist turns the dead tangible, these phantasms of yours are able to become physical and use any abilities whoever they are patterned after had in life.

THE EARTH

(800 CP, Discounted to Elemental Hero)



You are the protector of this world, and the world won't sit idly while you fight for its sake. You've gained an innate connection with the planet, which allows you to draw on its gravitational field. You are able to manipulate gravity as you see fit, causing people and objects to fall upwards, or crushing them by concentrating these universal forces on their body. You could fly by deciding gravity does not apply to you, or even cause everything for kilometers to fall away from you. The world is your oyster with this ability. However, your manipulation is fundamentally limited by the gravity of the planet and your own body. You are also able to create a blade-shaped spatial anomaly to the planet's core. This anomaly rapidly fills in with the molten metal of the deepest depths, and though it can not break containment, anything struck by the sheer heat and force of the world's heart will find itself having a bad day.



Drillguy

(200 CP, Discounted to Destiny Hero)

One day, you will pierce the heavens. At least, that's the dream. You've created a special suit equipped with many drills, which can rotate at extremely high speeds whenever you wish. These drills are at the very top of mundane make in terms of base quality, but are unreasonably durable when used by you. You also have a standalone drill of larger size, which can be wielded as a lance or spear in combat.



Dunkguy

(200 CP, Discounted to Destiny Hero)

You're a slamming and jamming master of b-ball. Besides having an easy shot at star athlete status, you've taken the game to the next level, and have developed special powers. You can create balls of pure energy in your hands, which explode with enough force to blow apart steel. These spheres can also be thrown and remain coherent for several seconds, but are strongest when dunked right on something or someone you need gone. You can also use actual basketballs or other types of balls with this, if you find something that can actually handle your all-out slams and jams.



Diamondguy

(200 CP, Discounted to Destiny Hero)

Diamonds are unbreakable, and you're gonna put that fact to good use. You can create diamonds from your body, either keeping them there to support your muscle mass and function as shielding, or firing them like arrows. The exact specifics of your diamonds are up to you, whether they're light and small for maximum speed, or heavy and titanic to just crush your enemies into pure diamond dust. The strange nature of your power also prevents these diamonds from physically impairing you, and causes them to somehow not damage your clothing. Shine on.



Devilguy

(400 CP, Discounted to Destiny Hero)



Your powers are rather odd, even by this world's standards. You can touch someone and send them packing on the Destiny Road. What this actually does is banish them a parallel world which is by its nature and environment rather dangerous but survivable to them. You can't actually control where they'll end up, and they'll return to whichever world you banished them from automatically sometime between a few hours and a week.

Dashguy

(400 CP, Discounted to Destiny Hero)



You've created or acquired a special set of armor to satisfy your need for speed. This suit can leave the average race car in the dust, and by using the wheels on your hand and some skilled athleticism, can get control and acceleration even the greatest of racers can only dream of. The armor also protects you from the dangers of such high speed movement and even gunfire, but isn't really notable for its durability.

Departedguy

(600 CP, Discounted to Destiny Hero)



Looking a bit gloomy there, friend. You died… or maybe you got off on a technicality? Either way, you came back with some… rather unheroic abilities and knowledge. You can create a chemical capable of turning living beings invisible (and vice versa), though this does not affect clothing. You can become an intangible ghostly existence. Should you die, you may force your corpse to take the physical appearance of another person whom you know has died. You can turn off your sense of touch at will (including pain) and undergo adrenal overload in order to gain incredible physical strength and ignore wounds. Finally, once per jump, you may not die even if you were supposedly killed. Instead, you carefully consider the remifications of your death, and decide not to die. This will cause you to become permanently intangible, but you may use other abilities or methods to assume a physical form again.

Doomguy

(600 CP, Discounted to Destiny Hero)



You're not gonna let something as stupid as not winning the superpower lottery stand in your way. Using advanced military technology and engineering, you've designed a special suit of armor to aid you in combat. The armor enhances your strength, letting you lift tanks with some effort, and is durable enough that breaking through it is like trying to crack a reinforced bunker open. The suit is also equipped with a special set of wings and engines, which allows it to soar at nearly super sonic speeds despite the humanoid design. Combined with the inertial dampeners it has, actually harming you when you're inside it is a tough job. The last bits of gear to it are a simple energy cannon, able to break down buildings with ease, and a claw able to rip and tear even the biggest monster when backed up by the suit's strength enhancement.

Dogmaguy

(800 CP, Discounted to Destiny Hero)



You're not an average guy, that's for sure. You are strong, able to lift suburban houses by their very foundation as if it were nothing, and you're so tough explosives are where you start getting scuffed. Together with the mysterious armor you have acquired, anyone without high-grade military weapons might as well not even bother. You have wings which allow you to move slightly faster than you can run, and you can channel a mysterious power through a single opponent's body and into yours to decree their Life Absolute. Doing so will cause their current vitality to be halved, regardless of their durability and any protections they may have, though you can only use this power once per battle.

Dreadguy

(800 CP, Discounted to Destiny Hero)



You are strong. Too strong. How can someone like this exist? Each sinew and muscle in your body is like an industrial power tool in terms of sheer power. Buildings barely count as obstacles to you, and even the greatest of bunkers can't hold you for more than a few seconds. This is before you even use your true power, the strange ability known as Predator of Dreadnought. At any time, you may choose up to four nearby allies. So long as they are within your general vicinity, such as the same battlefield or city district, your physical strength increases by theirs. This does not confer any associated durability, but whatever mechanism allows for you to do this in the first place also allows you to directly add your physical strength to your physical durability.

Bloo-D

(800 CP, Discounted to Destiny Hero)



You are a vampire, or at the very least, have powers oddly thematic to one. You have wicked wings and a monstrous non-dominant arm able to bite straight through unsuspecting necks, together with a draconic tail. You are able to fire blood bullets from your wings, which harmlessly enter the bodies of anyone they hit and cause the nervous system to misfire as you see fit. You are able to create a vacuum within your wings, which causes a single person of your choice to fall towards it. Should they fail to resist this, you may imprison them within your body and gain their physical attributes, such as strength and speed. Note that they are still alive, and it is possible to force you to regurgitate them.

Dark Fusion

(400 CP, Discounted to Evil Hero)



When two become one, you'll attain the greatest power… that is exactly what will happen. Just not how most expect it. If you acquire their consent, you may fuse two other persons into one being. This combines the overall powers and themes of the affected into one existence that is notably powerful compared to its parts combined, but unlike the fusion employed by many Heroes in this world, the resulting being is universally darker and edgier. The components of the fusion remain inside it as what amounts to its unconscious mind, and are normally able to undo the fusion whenever they'd wish. However, you may place your dark powers inside the heart of the fused version of the two, which will limit the duration of the fusion to a few hours. Doing so will make it impossible for its constituents to undo the unison early, and will allow you to give the fusion a single directive of your choosing that fundamentally defines their mental wellbeing, making it impossible for it to disobey that order, no matter what its parts may think of your dark designs. Should the fusion die, the combination is automatically undone and the constituent parts of the being will appear with the harm done to it split between themselves.

Infernal Covenant

Due to their dark dealings and eternal rivalry with the Elemental Heroes, Evil Heroes may purchase Elemental Hero Powers and Gimmicks as if they were Discounted. However, that which they gain as a result of this is infected by vile power, giving it a demonic and blatantly evil appearance. Of course, that is a feature.

Dark Gaia

(800 CP, Discounted to Evil Hero)



Well, this is something alright. Whether you're a bona fide demon, the wrathful earth's vengeance, or just some druidic weirdo, you've got control over fire and earth. What this means, is that you can command lava and magma flows, or create them entirely. Whether you're redirecting erupting volcanoes for your own reasons, or covering entire city blocks in burning hatred, the earth's very blood is yours to command and create as you see fit. If that's not your liking, then you could simply command earth or fire by themselves, which would only be slightly weaker compared to the feats you perform by calling up and commanding liquid rock. While you aren't particularly durable in other ways, your connection to the burning earth has granted you an extreme resistance to heat, to the point that there's no molten rock in this world that could actually harm you. As an aside, you've got bat wings with rock bones and a classic spade tail. You know… the non-demonic theories for how you got your powers don't look so plausible now.

Air Hummingbird

(400 CP, Free to Neo-Spacian)



You are a birdman… from Neo-Space! Besides having mighty wings that allow you to fly faster than you can run and hover indefinitely, your have fantastic dexterity, allowing you to pummel and peck foes into oblivion with ease. Your beak is particularly durable in comparison to the rest of your body, and you are able to cause flowers to sprout from enemies. These are inconveniences at the most by themselves, but by drinking from them, you are able to heal yourself based on the vitality of whichever enemy the flowers came from.

Aqua Dolphin

(400 CP, Free to Neo-Spacian)



You are a dolpin… from Neo-Space! Your swimming speed puts boats to shame, and you can hold your breath for longer than most people can stay awake. You can use echolocation to see through entire buildings, and can intensify these sounds to the point of causing entire apartments or reinforced steel to break down. Besides that, your endurance is incredible. You could stay active for days on end without a worry.

Dark Panther

(400 CP, Free to Neo-Spacian)



You are a black panther… from Neo-Space! This grants you all the physical attributes of an actual panther. However, you hold a particularly unique ability by Neo-Spacian standards. You may take on the physical appearance of a single enemy for around a minute. Doing so won't grant you physical attributes such as strength or speed, but will allow you to mimic any special abilities or techniques they may have, such as the many and varied powers exhibited by the Heroes of this world. This includes more esoteric things, such as spellcasting and technological suits of armor. You can end this effect sooner than needed, if you wish to copy a different target.

Flare Scarab



(400 CP, Free to Neo-Spacian)

You are a scarab… from Neo-Space! Besides having a fairly unique appearance and being able to fly a fair bit slower than you can run, you can draw on any ambient magic to increase your physical strength. If someone cast a fireball able to destroy a car in your general vicinity, you'd gain the physical strength needed to destroy that car until the spell ran its course. If that fireball were able to destroy a house, then you'd gain the strength to destroy a house instead.

Glow Moss



(400 CP, Free to Neo-Spacian)

You are a plant… from Neo-Space! You are made of a brilliant liquid-like mass which can be shifted and shaped at your command. While this allows you to lower the effect attacks have on you, and the fact that you're not entirely solid makes certain avenues of harm useless, disrupting your cohesion so much you wouldn't be identifiable as a humanoid will still end you. The alien matter making up your body also allows you to use a strange signal to get a general idea of areas the size of buildings and identify life forms inside them.

Grand Mole



(400 CP, Free to Neo-Spacian)

You are a mole… from Neo-Space! Besides giving you prodigious digging ability and an incredible affinity for any such endeavour, whether that's designing safe mining procedures or creating a drill headset armor to go even further beyond, you have a strange connection to Neo-Space that allows you to teleport in a peculiar way. That is, if you are fighting a single enemy, you may will yourself and them to be returned to the point of entrace into your current battlefield. This could take both of you to your respective bases, or simply leave you both outside of a building, depending on circumstances.

Contact Fusion

(600 CP, Discounted to Neo-Spacian)



Like Neos himself, you are able to perform Contact Fusion with others in order to unleash your hidden power! Unlike most fusion in this world, this does not literally combine the participants. Rather, whoever you merge with remains as a voice in your head, while all of their power is pooled together in order to both temporarily awaken your potential and create new sets of power and equipment based on whoever you performed Contact Fusion with. These fusions only last a few minutes outside of Neo-Space, but increase your combined power by ridiculous amounts, making the little time they are usable for worth it. Note that you can not fuse with someone who does not want to do so, and whoever you Contacted with can end this combination earlier than needed if they take issue to your actions. Should you die while fused, whoever combined with you will simply reappear near you unharmed.

Contact Out

(600 CP, Discounted to Neo-Spacian)



It seems you've gained a rather peculiar ability. Where Neos can perform Contact Fusion with Neo-Spacians in order to unleash his true potential, you are able to Contact Fuse with others. Doing so allows you to temporarily awaken their potential and give them new sets of equipment and power based on your abilities, while remaining as a voice in their head in order to advise them. This can only last for a few minutes outside of Neo-Space, but the increase to their combined power is utterly massive, making it worth the trouble despite the short duration. Note that you can not fuse with someone who does not want to do so, though you are able to end these combinations early if you find such necessary. Should whoever you Contacted with die, you will simply reappear near them unharmed.

Witch Raider

(200 CP, Discounted to Drop-In)



So, funny thing. While it's rather obscure, magic is real. So real, you've used magitech to create a special rifle. This rifle can easily punch straight through reinforced steel and never runs out of ammo, though its rate of fire isn't anything special. What is special is its anti-magic properties. The shots fired by this rifle can be used to disrupt any spells or magic they touch. While it's nothing like directly countering magic or creating anti-magic zones, it's still going to ruin the day of any spellcasters you might fight.

A Special Consideration

Due to their natural affinity for heroic technology, Drop-Ins may purchase Powers and Gimmicks which take the form of equipment from other Backgrounds at a Discount. This will give them the knowledge and skills needed to create said material, but not the finished product itself.

Vision Fusion

(400 CP, Discounted to Drop-In)



When two become one… the greatest power will return to this world. This is a peculiar ability you've developed. You are able to fuse two other beings, though what you may target is special. You can fuse dead people, either by targetting their actual spirit (which would require a way to contact the dead) or by targetting their corpse and hoping they'll answer the call instead of simply staying in whichever afterlife they've earned, both of which require their consent to actually complete the union. You may also target machines, which will only require their consent if they are actually intelligent enough to be their own person. You may also mix and match your selection, combining machines with ghosts. Unlike most fusion methods, this grants shared control of the new body to whoever is fused instead of creating a new intelligence. While this fusion will only end once the people in control decide to do so, there is no guarantee the afterlives of the worlds you might travel to won't take exception to this.

Chaos

(600 CP, Discounted to Drop-In)



You've somehow found a mystic ninja scroll, from which some type of kunai flute popped out. While it doesn't look like much at first, playing the right notes will cause the kunai to wrap around your dominant wrist and expand into a set of magical ninja armor. While armored up, you have all the skills of both real ninja and fantasy ninja, being able to run across rooftops with grace and play whatever parts you need to in order to appear like a harmless civilian. Time and effort will allow you to develop these skills even when not transformed. While transformed, your speed is increased to ludicrous levels, to the point that people might fail to notice you not because of your stealth skills, but because they physically can not. While you won't be harmed by the effects of your high speed movement, the armor's durability is nothing to write about. Finally, you may play the kunai again to trigger a Forbidden Ninjutsu. This ninja technique will allow you to negate the special abilities of one opponent of your choice for a few seconds. This won't shut down things like durability or strength, but any active powers such as spellcasting or pyrokinesis will be completely unusable for the duration. This ability is incredibly tiring to perform, so make sure to save it for the finisher.



Mask Change

(600 CP, Discounted to Drop-In)



You've acquired some pretty special gear. The first and most important part is a high-tech belt, which automatically wraps around your waist when held there and can be used to create a blank set of armor over your body. This armor is bulletproof and can take a normal person to a fair bit above the maximum physical potential of humanity, but that's not why it's so important. The next are a set of helmets, numbering nine in total. The belt itself can hold the helmets inside it, somehow, and can equip them to you at your command. Doing so will cause the basic black armor to change to fit the helmet, and grant you special abilities or additional equipment. Note that you can only equip one helmet at a time. These helmets grant you the following forms: Masked Hero Acid, which is equipped with a water gun that literally washes away magic. Masked Hero Vapor, which is equipped with a staff able to command water. Masked Hero Anki, who can dash through shadows at monstrous speeds and ravage opponents with wicked "natural" weapons. Masked Hero Dark Law, who can banish any reinforcements your foes might call in to far away from the battlefield. Masked Hero Divine Wind, who can fly at high speeds and throw bolts of lightning. Masked Hero Blast, who can command the wind and storms to speed yourself up or to lay waste to your enemies. Masked Hero Dian, who has a set of armor and a spear made of diamonds. Masked Hero Goka, who gets stronger and burns hotter the angrier you are. Masked Hero Koga, who can blind opponents with your outrageous dazzle and move almost like light itself at times. Finally, you also have a charging and repair station. While the belt and helmets are durable, they won't last forever without upkeep. This station can also be used to reprogram the belt and helmets, if you feel like messing with or upgrading their abilities, and potentially even create new ones if you study them enough.











A-to-Z Machine Series

(800 CP, Discounted to Drop-In)

This is… huge. Literally. What you have here is a series of gigantic machines, designed to fight in conjunction, numbering eight in total. The first is the Assault Core, a crawler whose main weapon is a powerful laser. The second is the Buster Drake, a mechanical dragon armed with rail guns and a plasma cannon in its mouth. The third is the Crush Wyvern, a robotic drake with a pair of rocket launchers mounted on its sides. The fourth is the Tiger Jet, a fighter with speed far above modern planes. The fifth is the Wing Catapult, a bomber with speed second only to the Tiger Jet. The sixth is the Head Cannon, a partly humanoid mecha with two gigantic cannons on its shoulders and powerful fists. The seventh is the Dragon Head, a mechanical dragon capable of firing lightning streams from its mouth. The eight is the Metal Tank, a giant tank equipped with a suite of advanced sensors in its eye and two boosters on its back used to perform high speed maneuvers. Respectively, these are codenamed A, B, C, V, W, X, Y, and Z. ABC can combine together into the Dragon Buster, VW can combine together into the Tiger Catapult, and XYZ can combine together into the Dragon Cannon. ABCXYZ can combine together into the Dragon Buster Cannon, while VWXYZ can combine together into the Dragon Catapult Cannon. No other combinations have been developed yet, but given time, you could upgrade them to combine in newer and more powerful ways. Their AI is surprisingly intelligent and loyal, but they're not at the level of being people yet. Your call on how to progress on that front.










Mechlight Dragon Revolution

(800 CP, Discounted to Drop-In)

Odd trend here. You've acquired ownership of another set of gigantic mechanical warriors. The first three are the Cyber Dragons, snake-like robots the size of a building able to lead the charge by teleporting directly into battlefields. They have no special weapons, but their destructive power still is able to cause great calamity in a city. Next are Cyber Dragons Zwei and Drei. These are weaker than the basic Cyber Dragons, but are much more robust in terms of damage resistance. Additionally, they can function just fine as regular Cyber Dragon for the purposes of combination… although the set has no such systems installed yet. Next are the Cyber Barrier and Cyber Laser Dragons. The first can project a forcefield able to withstand high-level bombings and cover entire city blocks, while the latter can fire a powerful laser able to burn straight through even other Cyber Dragons. The last piece of tech here is the Armored Cybern, a fighter jet styled after the dragons themselves. Its only native weapons are a pair of lightning guns, but it can also fuse with the Cyber Dragons to give you direct control of them, or simply command their AI while in the battlefield. Finally… this entourage comes with a mysterious set of blueprints. They are unbelievably complex, but should you decypher and understand the principles described within, you'll be able to make use of Chimeratech. Chimeratech is able to take over and assimilate any technological system, and even combine them, though the more the tech has to brute force these functions the less stable the result is. Be mindful.








Items:

Just because something doesn't help you fight (or commit…) crime directly, doesn't mean it's not worth your while. Discounts are 50% off, and freebies are obviously free.

Costume

(Free!)



We can't have you running out there wearing your everyday clothing. You'll receive a costume of your design, free of charge. It doesn't really protect you all that well, but it'll never get destroyed entirely during fights, ensuring you'll never lose face (or have your actual face and secret identity revealed) in public. As a bonus, you can combine this costume with any personal equipment you may have acquired from the Powers and Gimmicks section. If you're already in the superheroics game, you may import a costume you already have for free.

Madolche Nights

(200 CP, Discounted to Drop-In)



Ah, while it might seem strange… sometimes all you need to keep your mind healthy is to reconnect with your inner child. Regardless of what you may think of that, these sweets-themed dolls are very relaxing to simply have around as decoration, to the point of literally healing your mind. I'm sure you'll enjoy yourself if you just play with them. But… there is one strange property to these. Anyone who goes to sleep near them while holding (or desiring) fondness and innocence in their heart will find themselves in another world, where the dolls are alive and the inhabitants of a magical land. While attaining tangible benefits from these dreams being impossible makes it seem as if none of it is real, the fact that you may meet other dreamers as visitors to the Queen's chateau and remember each other after waking up tells a different story.

Abandoned Railyard

(400 CP, Discounted to Drop-In)



This old train station has somehow fallen into your care. While it might seem useless, the trains still stored here have a surprisingly varied and useful store of components, both for everyday engineering and construction work, and for more daring constructs you might wish to make. There is also a basement level, which can be used to perform more grandiose projects in peace and secrecy, or to store something you already have. Post-jump, this functions as an attachment to your Warehouse, but should you wish it, you may somehow gain ownership of a different train station that will inexplicably and unnoticeably be replaced with the original.

Hero Signal

(200 CP, Discounted to Elemental Hero and Neo-Spacian)



This searchlight has been modified to project your emblem, whatever it may be, onto the skies of whichever city you're making a dwelling in. While it doesn't work particularly well during the day, the symbol projected by it can be seen clearly during the night by anyone in the same city, and will somehow be visible to you even if you're indoors or deep underground. Besides allowing whoever you've entrusted with this to call you at any time, this symbol will also instill uncertainty and fear in the hearts of any evil-doers who see it.

Home Ground

(400 CP, Discounted to Elemental Hero and Neo-Spacian)



Once per jump, you may declare yourself as the protector of a single city. So long as you fight for the sake of its people, the city itself will slowly and unseenly become favorable to you and your fighting style. If you jump from rooftop to rooftop when patrolling, the skyline will become more even, with parkour-friendly paths forming naturally. If you make use of flight to maneuver civilians out of dangerous areas and fight villains unevenly, streets and buildings will have just the right design to let you abuse three-dimensional movement. This is your city, and you won't let evil bring it to ruin.

Noble Estate

(200 CP, Discounted to Destiny Hero)



One way or another, a mansion of respectable size has become yours. It's a really rustic one, the type only old money has, but it's yours and it's been taken good care of. Besides being a good living space and being able to support many people, it has a clock tower. While you don't have to let it do its thing (which would make living here rather tiring), you can also use it as an odd prison. So long as whoever is in there wants to be imprisoned, they will find themselves unable to break out. Should they suffer some sort of affliction that alters how they think, they will only be able to leave if their true self would want to leave, even if they find themselves raging at their imprisonment. Post-jump, this will be an attachment to your Warehouse, but you may deign to inherit a similar mansion which will, in turn, inherit any changes you've done to the original.

Destiny Signal

(400 CP, Discounted to Destiny Hero)



This searchlight has been modified to project your emblem, whatever it may be, onto the skies of whichever city you're making a dwell- hey, hey, this isn't just a needlessly expensive version of that other searchlight. In addition to the properties the Hero Signal has, this one does some strange things to the movement of time when it's involved. That is, to whoever lights it up, it'll seem like you've arrived immediately. But to you, the searchlight will signal for your aid however long it'd take for you to arrive before whoever you've entrusted with this actually calls for your help.

Gates of a Dark World

(200 CP, Discounted to Evil Hero)



This is… strange. This isn't a gate to the actual Dark World, but it's on the same level. This gate, which is located in a safe and secret spot in the wilderness away from whichever city you've chosen to start in, will take you to a pocket dimension. This tiny universe has nothing of note besides a small wasteland with enough space to set up a military camp or a single fortress. While you can use this as a hideout or a place to build an army, no one will be able to actually notice its existence until you actually do something big with any resources amassed here. Post-jump, the gate will exist in a similarly safe location or simply be moved to your Warehouse at your discretion.

Contract with the Goblin Attack Forces

(400 CP, Discounted to Evil Hero)

Robbing banks on your lonesome is fine and dandy, but if you want to teach this world your true power and reshape it into your **GLORIOUS** image, you'll need more hands on deck and boots on the ground. To that end, you've reached past the veil between the Duel Worlds and signed a contract with the notorious goblin race. Every jump, you will be given a new set of troops, while the veterans return home. These troops are not true Companions, but resurrect as they do. First, you have the basic Goblin Attack Force, composed of several goblins. They're stronger than a normal person by far, but they're just mooks at the end of the day. Next is the Goblin *Elite* Attack Force. They're not much better than the basic goblins in pure power, but their discipline and skill puts them far above any mundane military. Next is the Goblin Recon Squad. These diminutive fellows aren't as strong as most members of their race, but their ability at espionage and reconnaissance is incredible, regardless of whether they're operating with low tech or high tech materiel. Next are the Goblin Black Ops. While they're not as good in a straight fight as the Attack Forces, their ninja and spycraft skills make them a nightmare to VIPs. Last is the Goblin Decoy Squad which… well. They're just a bunch of loud braggarts who know best when to advance at the opposite direction of their enemy. As a result of your Contract, you may also request more specialized groups of goblins, within reason. A Goblin Trap Hole Squad would be able to identify and disarm (likely by drawing straws to see who gets thrown straight into them) traps, while a Goblin Excavation Squad would be skilled at archaelogy and digging holes, for example, while a Goblin God Destruction Squad would probably… not exist. It's such a shame they didn't read the fine print, though. Any equipment or improvements they gain as a result of your Chain are only valid while they are under your employ.









Companions:

No one can hope to face off against all the world's evils alone. Here, you may grant your previous friends and allies power, or form a bond with new ones!

Hero Call

(50 CP/200 CP)



If they think they're ready to deal with the life of a Hero, you may use this option to grant one of your Companions a Background of their choice, together with 800 CP to spend on whatever they desire, other than additional Companions. If you have more allies than this, then you may pay 200 CP instead to grant eight of your Companions the benefits outlined previously. You may use this option to have us find a native Hero to your specifications as well, granting you a new Companion with the same benefits as Imported ones would have. You may purchase this option as many times as you can afford.

Hero's Bond

(100 CP, Conditional Discount)



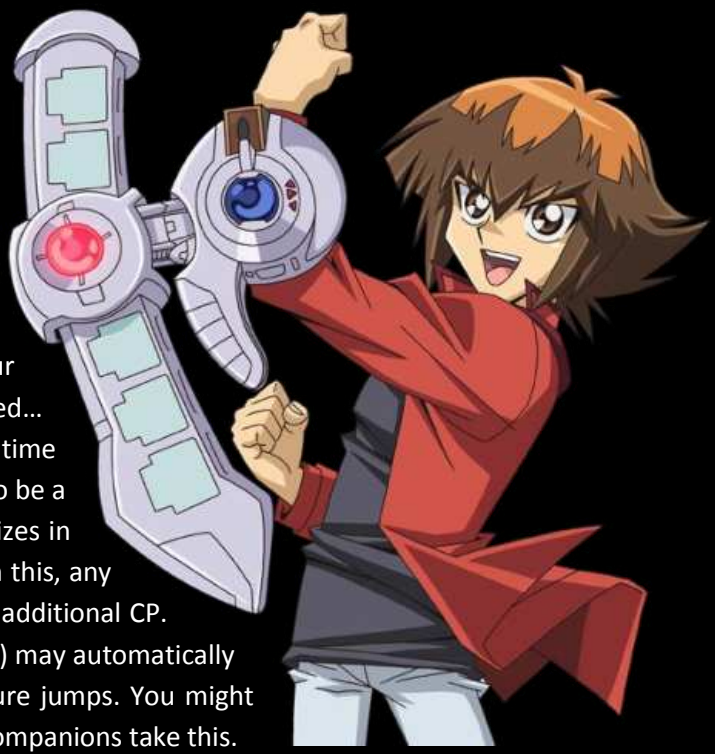
Of course, maybe you would prefer to acquire the aid of someone you've already heard of. With this option, you may acquire the Companionship of one of the known Heroes of this world. We shall tie your heroic legacies together, ensuring you either already are allies (or at the very least, friendly archenemies) or will become such during your stay. You may purchase this option as many times as you can afford. However, any additional Heroes chosen will have their price Discounted if you've already chosen someone they have a canon Fusion with.

Drawbacks:

A hero's life is never easy, and evil never rests. You may take on additional hardships in order to acquire additional Choice Points, up to a maximum of +600 CP.

Get Your Game On!

(+100 CP)



Now, this is just odd. Every other day, you'll disappear from this world and be transmogrified into what appears to be a trading card. You'll retain awareness as some type of card spirit, but won't be able to do anything note, though you'll have company in whatever deck you're being used in. The entire affair lasts several hours from the perspective of this world, but how long it takes for you will vary. As an aside, your first and most common summoner/player will be some kid named… Ja… Ju… something beginning with J, alright? In fact, your first time being called will be as a trump card used to defeat what seems to be a teacher, as part of an entrance exam for a school which specializes in teaching one how to play a children's card game. If you've taken this, any Imported Companions may take this Drawback in order to gain additional CP.
As a final consideration, you (and any Companions who took this) may automatically have a sanctioned Yu-Gi-Oh! Card directly based on you in future jumps. You might even become your own unique Hero sub-archetype, if enough Companions take this.

Hero Kid

(+100 CP)



So, not every Hero is a mature adult with a nine-to-five job and a solid handle on their powers. Sometimes, kids get supernatural power, or prove to be smarter than even fully fledged scientists, and decide to enact some change despite still having a bed time and refusing to eat their veggies. You are now one of them. Your age is automatically something between 8 and 14 years old, and you don't have a proper understanding of your powers. For things such as "Burst Fire", you're gonna have to figure out how to shoot flames from your hand manually, while for things such as "Bladedge" you only have a basic prototype and a dream in the form of the original Gimmick. Incidentally, people aren't going to take you all that seriously, though you can move past this if you prove yourself. Still, first impressions.





Waterfront Disaster!

The Interrupted Kaiju Slumber

(+100 CP)

In a bustling city mostly unaffected by the existence of Heroes, seismologists and marine biologists have gathered together due to strange readings from the deep ocean, which could threaten sea life. However, the truth is a greater danger to humans alone. Within a day of your arrival, terrible beasts shall rise from the oceans, disturbed by human development. These may be nothing more than cornered animals, lacking in malice, but they will be walking disasters regardless. Worse yet, newer and stranger beasts shall appear from the dark corners of the earth, and even outer space. If you wish to have a society to live among in this world, you must either calm down these animals, or destroy all monsters!









Star-Crossed Destiny!

The Ultimate Nightmare

(+100 CP)

Deep in outer space, there lies a terrible cosmic force known as The Light of Destruction. An innocent being, for whatever reason, was exposed to its soul-twisting powers. However, during its torture, it saw a vision of someone. Someone who once lived in a normal world. Someone who left that world, and began walking through the planes, journeying through the decade. That person was an anchor for this unfortunate soul, and by focusing solely on that vision this being managed to survive and escape from The Light of Destruction. But not unscathed. This being has had its body changed on a fundamental level, permanently gaining the effects of "The Emissary from Hell, Infernal Jumper!". Its mind, too, has changed, engraving the adoration of and desire for the person who acted as its savior without ever doing a thing and granting it the effects of "Dark Calling"… while also fundamentally changing the being's idea of love, such that the only way it can show affection is through granting their beloved suffering, breaking their hearts into thousands of pieces while flaying away any sensation other than pain. Finally, the cosmic forces which tried and failed to corrupt them have become a mirror, sending direct attacks focused on this being back against their source. The person this being saw… was you. Now, it knows you are here. It wishes to meet you, and show you how grateful they are that you exist. This being may become a Companion of yours as well, though this is not required.



Terminal Invaders!

Worm Call

(+200 CP)



Crossing the boundaries of the Duel World, from beyond even the dark side of dimensions, a massive beast shall rise within a day of your arrival. A colossal conglomerate of alien monsters from the W Nebula, the Worm Zero, will appear over the Skyscraping City and wreak havoc upon it. By the end of the day, there will be no such city anymore, unless you intervene. From it, more and more of these "Worm" creatures will split off and begin acting as individual agents of terror and destruction. Should the world truly fall to the Worm menace during your stay, you will be considered to have failed this jump, and be made to return home.





Mass Hypnosis!

Planet Pollutant Genesis

(+200 CP)

From the far reaches of outer space, beyond civilization and the protection of Neo Space, a vile menace has come! The “Aliens”, beings of corruption and control, have arrived within the Flying Saucer Muusik’I and spread slugs known as A-Counters, creatures engineered to control the minds of other races. Only the Neo-Spacians have any idea something might be happening, and already people of influence have fallen under these invaders’ evil sway. Without the aid of another Hero, they will snowball out of control and claim the planet and its habitants for themselves! You must not let that happen- if the Aliens and their A-Counters conquer the world during your stay, you will be considered to have failed this jump, and be made to return home.

Banlist

(+200 CP)

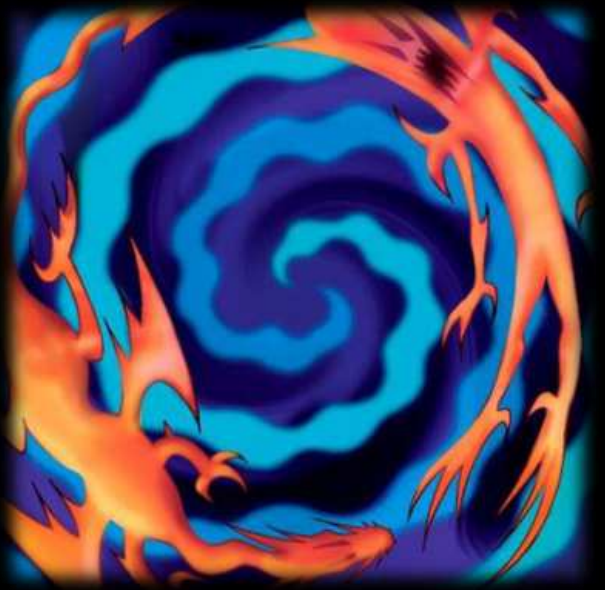
Well, this is unpleasant. Every year, all of your enemies will convene in order to have a discussion regarding your abilities. This includes those who should be too busy with things such as being dead or in jail. In this grand meeting, they will rank your abilities in terms of fairness and power, and whichever is considered the greatest and most degenerate threat to them will be BANNED. Whether it’s a power, some type of technology, or pure skill, it will become completely worthless until two years have passed. Once that deadline is crossed, the relevant ability will be phased out of this “banlist”.



Fusion Conscription

(+200 CP)

Many Heroes in this world are actually the result of other entities fusing. You are now one of them. You will be no more than a voice in the head of your Companions during this jump by default. The only way for you to manifest physically will be by having two to eight of your Companions fusing into one entity- that entity being you. Your power will depend on how many are involved in this fusion, ranging from a quarter with only two to your full might with all eight. This fusion can only last up to a few hours, as well. Lastly, should there ever not be enough of your Companions alive to summon you, you will be considered to have died with all that entails. Obviously, you may not take this Drawback if you have less than two Companions.



HIKARI

(+300 CP)

A terrible cosmic parasite has set its sight upon this world. This unholy being, The Light of Destruction, desires to warp the minds and souls of all those who lives in this planet, so that its conquest of the universe shall be easier. Neo Space ill needs a being such as this, and so, Neos and the Neo-Spacians have long since immunized themselves to such a virulent grasp, but no one else is resistant to this corruption. From the moment your decade begins, more and more Heroes will be taken, their minds twisted to corral and control the people they used to defend, so that the Light may take them with ease. Anyone afflicted in such a manner has their abilities boosted by The Light, even a normal man finding it easy to destroy entire houses. The power the greater Heroes will bring forth… the destruction can not be imagined. You must not allow this to happen! You must stop The Light of Destruction, for allowing it to retain control of the majority of the world by the end of your decade will be considered a failure, and you shall be made to return home.





YAMI

(+300 CP)

The World of Darkness and the Duel World have aligned. The very antithesis of life, the World of Darkness is a place of suffering, a realm where all that is conscious has every possible failure, mistake, error, and feeling turned into a dagger with which to carve out their identity and individuality. Nearly every single citizen has already been dragged there by the hands of the World of Darkness' embodiment, Darkness, a skeletal monster of serenity and malice. It arrogantly proclaims that the differences between people is the source of all suffering, and so, all measures must be taken to remove this factor from life. Even now, Darkness and those it has seen fit to recreate as agents of its will hound the remaining Heroes as they try to find a way to end this calamity. The only way to end this and free those imprisoned in the World of Darkness is to either destroy it in its entirety, permanently destroy Darkness- a being which was born from the darkness already in the hearts of men and which will continue to return so long as even a shred of evil remains in someone-, or to remind every single being caught within it of the true good possible in this world and reignite the utterly annihilated hopes in their hearts so as to cause them to free themselves. Should the World of Darkness lay claim to the majority of the world's peoples by the end of your stay, you will be considered to have failed, and be made to return home.





The End:

After ten years of heroism, it's time to call it a day.

Will you Return Home, to that place you left so long ago?

Will you Stay Here, and create a legacy of heroism that will last until the end of time?

Or shall you Move On, to see all the wonders of the multiverse?

Notes:

By default, only Hero archetypes exist. If you find dealing with just regular criminals and Evil Heroes (or just Heroes in general, if you are not the legally upstanding type of person) to be insufficient, you may consider other Duel Monster/Yu-Gi-Oh! creatures to be canon for your stay, so long as this does not infringe on other jumps or change the setting too much. As an example, Frog the Jam, Shapesnatch, and Mechanicalchaser could all be monsters of the week. You could even have something on the level of the Machine King and his servants being recurring enemies, like some kind of evil organization. Have fun with it.

Changelog:

0.6 > 0.7

-Made the Worm, Alien, Light of Destruction, and World of Darkness drawbacks less draconian.

-Added “Hero Kid”, “Waterfront Disaster!”, “Star-Crossed Destiny!”, “Banlist”, and “Fusion Conscription” drawbacks.

-Made Companion stuff less expensive, increased the amount of companion CP for symmetry.

0.5 > 0.6

-Created the notes section

-Added a clarification about what is or is not canon for the jump

-Gave Evil Heroes a conditional discount for Elemental Hero Powers and Gimmicks