Generic City of Adventure

Jumpchain

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Across the multiverse, there are places where it seems as if all people, creeds, and powers will be inevitably drawn to. A single city, a crossroads, a confluence of fate, the fulcrum on which the future balances. There is where heroes stand and hold fast against the endless tide of darkness and depravity. Sometimes the heroes wear steel and wield holy light, or carry oversized firearms on the belt of an imposing uniform...but this time, in this place, grown men and women wear brightly-colored spandex and run around with names like 'justice-man' or 'freedom-lass' and their duty is no less important. Even if they all do look a little ridiculous.

This is the most important city in the world, with more heroes per-capita than anywhere else. Also villains, cults, madmen, monsters, clueless meddling bureaucrats, giant robots, horrible childhoods, lost relics, ancient mysteries, chiselled chins, and pouches that don't hold anything. Please don't ask about the pouches. Or the tiny feet. People around here are trying to put those days behind them.

You'll have 10 years to enjoy this fantastic city of adventure. I suppose you might be called to some distant part of the world for a mission once in a while, but where else would you want to live?

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You may have suffered a particularly aggressive retcon on your way in, and may freely select the apparent age and biological sex you'll begin with here. You are also free to adjust your appearance, giving yourself blue skin, fur, pointy ears, etc. While you must remain humanoid, any sort of non-human but purely cosmetic minor features may be added. These will not grant you any powers of abilities beyond a distinctive appearance.

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Location (roll 1d8)

1 – Town Hall

Holding the offices for registration and hero oversight, this bastion of civic governance is a widely recognized landmark, and the starting point for many new heroic careers. The landscaping is also an excellent backdrop for heroic photoshoots.

2 – Old hero's gym

Frequented by street-level heroes and those who rely on skill more than super-powers to get by, this place is stocked with disapproving glares, stubble, muscle shirts and crotchety old bastards who can snap men twice their size like twigs. There's decades of collective experience here that can keep a young hero from making stupid and fatal mistakes, if you can get them to open up. Try beer.

3 – Nightclub of Neutrality

A popular nightclub that sometimes seems to shift location within the city, a semi-hidden second floor is an invitation-only area for the super-powered on both sides of the law. Non-aggression between heroes and villains here is strictly enforced, both wishing to keep unofficial lines of communication open, whether to warn each other of those that have crossed unspoken lines, or just to have a way to meet up with the cute hero/villain you flirted/fought with on your last job.

4 – Magical University

An ancient and well-regarded institution to the citizenry, this building holds many secrets. Hidden passages, library wings that are slightly larger on the inside, lost offices, and tunnels built underground in the of style of antediluvian civilizations. It is also the gathering place of the city's mystical heroes, who do not understand as much of the building's secrets as they claim...

5 – Mutant-infested sewers

End point of many capers, the city's sewer systems were modernized decades ago, but hidden and sealed away there is a second layer of crumbling construction, ancient cisterns, and natural caverns further below. While the subway stations and maintenance tunnels are well travelled, every drop of super-powered goo spilled in the city drips its way down through the cracks of the concrete firmament to feed and further change the strange ecosystem deep in the dark.

6 – The mysterious forest just outside town

The City is surrounded by lush forests, beautiful parks, beaches, and placid orchards. There are also paths that lead to a different place for each phase of the moon. Caves you can't find unless you're not looking for them. Cozy cabins inhabited by old wise folk that aren't on any registry. This is a place where urban legends come to life, where wonders can be found in the hollow of a tree, and horrors under a loose rock. Citizens know to stay on the marked paths and in the public spaces. It's not wise to head into the deepest woods without bearing the right songs and tokens.

7 – Abandoned warehouse district

The City is not perfect. If it was, there would be no room for a run-down area where criminals can conveniently hide out and heroes can be depicted as deep and sensitive because they feel a moment of angst while flying over poor people in a fifty-million dollar phallic jet painted in bright primary colors. Everything is cracked, grimy, run-down, and looks great when blowing up.

8 - Free Pick

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Backgrounds

Dimensional traveller (Drop-in)

Some days it seems like new heroes just drop out of the skies. It's nothing new, and it'll take a lot to stand out among the general weirdness already present here. Just watch out for the louder and more gung-ho heroes. Misunderstandings can easily lead to introductory brawls that let you show off your powers and create plot hooks that drive later friction between old and new characters.

Registered hero

While the super-powered are a very independent bunch, this world decided that at least a token amount of licensing and training was required before letting someone put on the spandex. You are a lawfully-registered hero who has gone through a crash course in superhero law, power testing, and 'conflict management.' Your secret personal information is protected by the best security in the world, which can only be cracked during a suitably dramatic multi-issue mega-crossover event.

Hero corps

In the dark dystopian days of the distant past (the 80's) supervillains learned a new trick – using the law to prevent superheroism. Things looked grim, and spandex was replaced with pouches and skull motifs. But a respected hero by night, lawyer by day, turned the tables by recruiting fellow heroes for a new 'private security firm.' Times have improved, but the company stuck around and

business is good. Whether working for Shieldwall Security or some other franchised firm, you've stopped prowling random rooftops in exchange for a steady paycheck, trading your cape in for a badge and uniform. Expect to hear lots of philosophical monologues on the true nature of heroism.

Mysterious hero
You are a shadow in the night, an unseen protector of brutal methods and angst-filled backstory. Unregistered and thus technically acting outside of the law, most heroes will threaten to bring you in but won't act on it unless you cross a major line. Or if you're framed. Or if a stubborn hero won't listen to reason and insists on blaming you for something. Or if an up and coming public figure wants to make their career by bringing you in and browbeats other heroes who associate with you into helping through political pressure or a smear campaign. Expect this to happen a few times.

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Perks

You have a budget of 1000cp. You receive the 100cp perk of your background for free, and others within that category are at a 50% discount.

Dimensional traveller (Drop-in)

100cp – Oddity
You are...strange. Very mysterious. Alien. Downright bizarre, when you want to be. There's just something mystifying about you that casts a strange light over everything you say and do. Oh, onlookers can all agree on exactly what you do and say, but they'll likely never agree on why. Why you would throw this kind of uncertainty around? You'll have no control over what people think or how they choose to react. You may turn this perk on and off, for your own mysterious reasons.

200cp – Diffuse presence
Perhaps when you arrived, the totality of your being did not come through clearly? Any existing uncertainty regarding your location is amplified. Without a line of sight on you, your footsteps seem to echo from elsewhere, scanners give fuzzy readings, psychics mumble about their vision being unclear, and it always takes a little more time and work to pin down your location.

400cp – Dimensional warden
Like you, others have crossed the dimensional barriers. Some come with ill intent, leveraging their strange nature to wreck havoc unopposed. But you are foreign to this plane as well, and your own strangeness can counter theirs. Any being existing even partially in the same realm as you, even when phase-shifted, appearing through co-location, or incorporeal, can be treated as if they were fully present. Such tricks cannot be used to escape your grasp, or evade your attacks.

600cp – Like nothing I've ever seen before!
Your powers are as alien as you are. They are impossible to analyze or measure in any meaningful way beyond 'some kind of magic/tech/cosmic energy.' As a consequence, other powers may not be able to interact with them as expected. Broad effects, like a general 'magic resistance' can still block your spells, but against a defence that must scan an attack to adapt to it? Occluding the full details of your powers makes it that much more difficult for your enemies to deal with them.

Registered hero

100cp – Day job
Even heroes need to eat, but it can be hard to keep a secret identity with you taking hours-long bathroom breaks every time Dr. Killotron appears to threaten City Hall. But now, as long as you popped out to engage in honest heroism time away from work or school won't be noticed and no problems will result from your absence...unless you were ran out while doing surgery or something.

200cp – Common cause
Capes are bombastic and wilful individuals, and getting them to work together can be like herding cats. You manage to rally these unique personalities and titanic egos, at least in the short term, by being very good at getting people to look past personal conflicts and focus on the problems that need punching. Holding groups together to address issues both complex and subtle in the long term with this perk alone is nearly impossible, but as long as they don't completely hate each others guts you can reliably assemble the team you need to bring down the monster of the week.

400cp – Conflict management
While fighting is a fact of heroism, saving people is seen as the ultimate goal and you are very, very good at diffusing both bombs and situations. Whether it's talking someone down from a ledge or from a fight, you've got a knack for deescalating the situation. For more physical feats, you've also been trained to disable a wide assortment of booby-traps, escape death-traps, find quick ways to get citizens out of a burning burning or safely out of a wrecked car, and other situations where lives are decided by the most immediate efforts at search and rescue.

600cp – Symbol of hope
You are the kind of person who can deliver an epic speech on the inherent nobility of man while wearing tightly-fitting spandex with a palette provided by crayola...and people will listen. You have the charisma, the poise, the ability to project a feeling of absolute certainty in your every word that takes sincerity to the next level. It is almost impossible for listeners to believe you are being anything but completely honest and straightforwards with what you say. And when your words are backed up by an action that touches someone personally? It can be a life-changing experience.

Hero corps

100cp – Super-paper pusher
Being part of a bureaucracy means paperwork, and the DMV has nothing on the amount of forms required to cover every single variation of what heroes deal with. You can out-speed speedsters when it comes to reading and filling out paperwork, going a stack a minute and not checking a single wrong box. Your writing is clear and concise, and no one will ever have problems reading it.

200cp – Expert meta-witness
As part of being a professional hero, you are often called to testify in court. You're familiar with the law and legal processes, both of the mundane sort and those that deal with superpowers. Things like the reasonable use of force where super-strength and invulnerable are involved, reasonable searches vis-a-vis super-senses, and how not to get fined for flying through downtown. You'll be able to get these technical points across in ways that the jury will understand. In future jumps, you'll pick up a working knowledge of whatever the local laws are in the areas you travel to.

400cp – Super-max
There's not a single revolving door or scrap of cardboard in the defences you construct. Prisons, team headquarters, space outposts...wherever they are, whatever they're for, you can seamlessly integrate magical or super-tech materials into architecture without compromising function, style or

habitability. Marble flooring pressure plates? Electronics mixed with clockwork backups to stymie technopaths? Getting the right mix of anti-demon salt mixed with cement to both look good and still keep them out? Easy. Of course, this perk includes enough architectural skill and artistic flair to make your own jumper-buildings look good, even with a giant glowing insignia on one side.

600cp – Force of justice
Considering how powerful some of the greatest threats may be, one might think that there's a point where street-level heroes and the talented-but-powerless can't contribute. That's not true anymore with this perk. When you absolutely need to bring an army to fight a common foe, particularly one that's noticeably stronger than 90% of your own guys, everyone involved gets a little boost. Not enough to let an angry normal human punch out an evil god, but if there's mooks that need shooting that human's aim and weaponry will improve enough to mow them down. Lower-powered heroes might find themselves punching above their weight class suddenly, or luckily be in a position to perform small but vital actions that help shift the tide. And your champions? For a few brief, glorious moments, perhaps they could throw down with a walking apocalypse. The exact boost is small but noticeable, and provides more 'dramatic actions at a pivotal moment' than 'plus ten strength' but when the chips are down and everyone answers the call, the effects are unmistakable.

Mysterious hero

100cp – Calling card
You may opt that something was left behind to mark your presence. This might be an actual card, a symbol or name scratched into a nearby surface, etc. It can't be something like a booby-trap, and is otherwise small and mundane. This can be a short message, if you wish to communicate, taunt or warn those that find it. Whatever you leave can in no way help anyone discover your true identity.

200cp – I will scowl at you
You can be very intimidating when you want to be. Get alone with the average mook, and as long as you remain in a position of power over them they'll be too paralyzed with terror to even try fighting back. They'll also tend to honestly answer any questions put to them, if you add some grunts and gravel-y voiced threats in there. More powerful and wilful beings can resist your scowl.

400cp – Child of the night
You were adopted by the shadows, because your real parents are probably DEEEAAAD. Shadows seem to cling to you, and they help hide you from detection through senses other than sight as well. While you can't technically see in the dark, going without your sight doesn't seem to really impair you in any real way. In fact, you seem to move faster and hit harder when there's less light on you.

600cp – I was expecting this
You survive by being ready for anything the universe can throw at you. How do you account for infinite possibilities? You cheat. You may, once per year, change or insert an event in your recent past. When a sorcerer's trap threatens to take your life, you can reveal that you noticed the unique symbols on the cultist's robes during an earlier battle, and so you crafted a charm to ward away the most likely form of demonic magic they would bring against you. Perhaps another hidden bomb will soon go off, but now you know where it is based on nonsensical clues sent to the media, because you stumbled across an obscure European film and realized the patterns.

But take note: You may only directly change your own past, and those of your companions by extension. You also cannot declare that you have done something completely beyond your ability to accomplish. It might have been incredibly improbable, sure. But not impossible.

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Powers and Super-skills

Before you choose your powers, you must select a *Source*, the phenomena from which your powers are derived. The aesthetics of your powers are also yours to choose.

Should you choose magic, energy blasts could be spells and invulnerability could come from enchanted tattoos or the imbibing of alchemical elixirs. Choose technology, and your 'powers' are those machines that you wear, wield, or integrate into your own body. Or perhaps you have pursued a lifetime of exercise and extreme self-discipline? Were you exposed to cosmic rays? Getting scales and sprouting quills in weird places around puberty happens to a lot of kids these days...

Note that some entries have a second or third option, listed below the first and tabbed, and paying the higher cost will grant you the benefits of both the basic and upgraded version.

100cp – Gadgeteer
You can easily create and perform maintenance on small gadgets and common electronics. Smoke bombs, trick arrows, the contents of the average utility belt...if it's simple and handheld, you can probably make it. If it's commercially available, you could easily repair, bypass, or hotwire it.

300cp – Engineer
You have mastered one technical specialty. Lasers, sound, rockets, computers...whatever it is, you can create devices incorporating this concept that are advanced enough that you could build your heroic career on these inventions. You could get away with sticking '-master' or somesuch to the name of your field of study for a super-name and people will take you absolutely seriously.

100cp – Willpower
You are possessed of a truly gritty grit, perpetual stubble optional. You laugh in the face of pain, and would-be hypnotists get punched in the face. You power through fear, real or induced, and will keep a level head in front of all but the most personal of stress and issues.

300cp – Unbreakable
Your mind is a fortress, hardened through incredible trials, twisted by alien nature, or soft and bouncy because you're completely bonkers yet somehow functional. Stress and angst seem to slide off you. Only incredibly powerful mind control techniques would work on you. Even then, your mind threatens to slips its leash and emerge, if only briefly, whenever an outside force assists you or when your controller tries to make you violate a deeply-held value or betray a loved one.

100cp – Stealth
You do not merely skulk in the shadows. You sneak, and are quite good at it. This is the level of professional cat-burglars in tight bodysuits, ninjas, and cigar-chewing commandos. You know how to case a joint, how to avoid a lookout, climb a crumbling brick wall, jimmy a lock and squeeze through a window, all without making a fuss.

300cp – Infiltrator
You are a ghost, a professional in the art of not being caught. Unless you want to be caught, because you decided that was the best way to get in. You're a spy, a saboteur, the agent who can slip into a fortress or talk their way into the ranks of the most paranoid organizations. Pull a triple cross. The hardest part of being you is convincing your teammates to trust you again when the job is done.

100cp – Doctor
You are a medical professional, trained to provide life-saving first-aid and even perform surgery. In less-than-ideal conditions, if you must. You can diagnose common issues, and can keep up with and assist the super-geniuses when they need an extra hand in the lab to help cure the space plague. Your actual qualifications are rather broad and ill-defined, but mainly focus on keeping your fellow heroes in top shape both physically and mentally.

300cp – Bio-science
You are the one heroes consult with when it comes to alien parasites, biotechnology, mysterious diseases, biological weapons, and helping new mutants understand their altered bodies. You have several degrees in assorted biochemical fields, and a few more in fields that haven't been named yet. This is enough know-how to make inroads into organic power armor or vast improvements to the human body, but expect concerns that you've turned evil if you start doing so.

100cp – Martial Arts
A crash course in hand-to-hand combat, you know how to throw a punch and take one in return. While you can't be compared to those heroes and villains who make a career through such skills, sometimes knowing how to duck can mean the difference between life and death.

300cp – Weapon master
Choose a weapon, from the traditional to the bizarre, or even your own body. You are rightly recognized as one of the foremost experts in the world, and can pull off incredible feats with your chosen specialty. From incorporating it into acrobatics, pulling off the most absurd trick shots, to taking on ten elite ninja goons and walking away with only stylish scuffing.

100cp – Fitness
You maintain an envious standard of living with seemingly little effort. You are all-around healthier, tougher, and able to keep fighting long after others have succumbed to exhaustion. You also cut quite the fine figure, and have a suitably devilishly/heroically handsome/beautifully face and shapely body appropriate to a comic-book setting.

300cp – Paragon
You are what people think of when they hear the words 'super soldier.' You can flip cars and toss criminals like sacks of evil flour, acrobat your way across rooftops and the gaps between them with ease, and stand up and dust yourself off after getting thrown through a wall. You are also enhanced mentally, having greatly sharpened senses, incredible reflexes, and photographic memory.

600cp – Unstoppable force
You stand in a weight class all your own. While not truly invulnerable, there are very few things made by man capable of hurting you or standing in your way. You begin able to lift about 25 tons, and will barely notice anything that doesn't have '50-cal' or 'high explosive' in its name. When something does injure you, you will heal perfectly, organs restored and bones setting themselves straight. However this regeneration by itself is very slow, a lost limb taking months to return. Your ability to move faster and jump higher is boosted further, but will not match the speeds and heights capable if you'd purchased the more specialized powers.

200cp – Flight
You can fly! Comes with a more flexible neck so you can actually see where you're going. At the beginning you can easily out-race a car and will improve over time, but after many decades you'll hit a max speed of about mach one at full tilt. You also have experience fighting and moving in the air, and know how to exploit the possibilities of 3-d.

100cp – Super-jump
Leap tall buildings! Relatively tall. Not skyscrapers. Tall is relative. Rural homes are easily to leap. Office buildings might need a run-up. You know what I mean. Naturally you can take an equally long fall, and will always land on your feet.

200cp – Hedge mage
You are a dabbler in the arcane. You can produce floating balls of light, detect the presence of magic by mumbling a short incantation, and a similar smattering of minor feats. You also have a firm grounding in mystical theory and history, and can perform rituals and produce simple magical items with enough time and the right ingredients.

400cp – Archmage
You power is vast, and a quick incantation or an imperious gesture is all that is required to call forth a broad range of effects. You are sensitive enough that you'll have at least ten issues of warning before a great mystical evil begins to rise, and your knowledge of occult lore is near-complete. Do note that this choice makes you more of a generalist than a specialist, so you won't be able to outmatch the other perks at their own game without lengthy rituals or power-boosting foci.

200cp – Blaster
You can project a substance or form of energy, such as cold, heat, electricity, concussive force, etc. It hits like a truck and can disable armored vehicles, and you are a very, very good shot. You may choose from where on your body and how the blasts originate. Your 'ammo' is unlimited, but prolonged use is tiring.

600cp – Elementalist
Take your choice and crank the utility way, way up. You can manipulate it with incredible finesse, shaping it as armor, using it to constrict foes, even using it to help move around. Some options will be better at different applications than others, so pick your element carefully.

200cp – Mentalist
You have access to a single, potent mental trick. You could create hallucinations, force people to ignore your presence, or implant suggestions that will program people to act in a specific way when they receive a trigger. Your powers are strong, but less effective on focused or prepared minds. Naturally, these powers are useless against anything lacking an organic brain.

600cp – Telepath
This is a power to be feared, for you can gain deep and precise control over the minds of others. Surface thoughts can be easily read and messages sent. Minds can be burnt out and nervous systems hijacked to puppeteer those around you. With enough time to work, you can sift old memories for information, alter them, or implant new memories. With great exertion, you can fundamentally alter personalities, implant complex programming, and shift loyalties.

200cp – Super-speed
Run, hero, run! You are fast enough to be seen only as a blur when you get going. You're better at moving fast than you are at doing things fast, but can still outpace all other powers in both regards. You start out clocked at around 200km/h, and will eventually hit mach one at most.

200cp – Teleportation
Bamf!(tm) You can make rapid line-of-sight teleport hops. You can bring others along for the ride, but the more mass you try to bring along, the more it will exhaust you. Space-time is a harsh mistress and this power will be tough to train, but eventually you'll be able to bounce across the entire city in one go, returning to familiar locales or summoning your companions to your side.

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Gear

Free – Armored spandex
This not-spandex costume, of whatever design you wish, is able to stop low-caliber bullets, knives, and reduce blunt trauma. It is waterproof, will resist all but super-powered flames, shocks, acid, etc, and is machine washable. If damaged or destroyed, you will get a fresh outfit after 24 hours. You may import armor or clothing you already own to gain these benefits.

100cp – Super-database
This disk holds info on heroes, villains, monsters, and the movers and shakers of the world. It does not contain secret identities or anything private, only information which is publicly known and accurate. It will automatically update whenever you learn new information or a new figure enters the public awareness. It will contain information on similar important figures in future jumps.

100cp – Bottomless belt of pouches
On demand, this belt can produce a wide assortment of small and useful items. Smoke bombs, lockpicks, zip-ties, rope and grapnels, sample containers, bandages, you name it. But not the local kryptonite equivalent, or things on that level. You may loan the belt out to others, it will continue to function and its qualities will not be questioned, returning to you automatically when they no longer need it. Look, be sensitive and don't rub this in people's faces, okay? It will never produce alcohol, and will also return to you after 24 hours if lost or destroyed.

200cp – Robo-butler
This roughly human-form robot has a dry voice and snarky British personality by default. It can cook most meals, clean, perform simple mechanical maintenance, but is not truly self-aware. Guaranteed unhackable and will never turn evil. Takes 24 hours to self-repair or receive a new one if damaged or destroyed. The Robo-butler does not count as a companion.

200cp – Iconic equipment
Perhaps a star-spangled shield or well-balanced hammer, whatever suits you the best. This piece of gear is as natural to use as your own limbs, and cannot be lifted by the unworthy. It always seems to quickly return if separated from you, either flying back to your hands or falling exactly you can easily snag it while dodge-rolling into nearby cover. The item itself must be small and simple in nature, not something like power armor. The item is all but indestructible, and will be made whole 24 hours later in any event. You may import a piece of appropriate gear to gain these qualities.

300cp – Jumper-jet
This super-sonic VTOL jet comfortably seats six, and can pack in a dozen more if needs be. It's years ahead of anything else in the world, fast, stealthy, and equipped with basic weaponry, but it's built for transporting heroes first and dogfighting a distant second. It is equipped with a trope-grade safety system that ensures no one inside will die from a crash landing. It has effectively unlimited power and fuel for flight, will restock ammunition and be replaced if destroyed after 24 hours.

400cp – Stately jumper manor
Abandoned warehouse, ancestral family home, dank cave filled with the animals of your motif...this place is both livable, secure, discrete and well-suited to housing a small team of superheroes. The home is highly durable, can change it's appearance after being taken to a new jump to better fit in, and comes with a decent security system appropriate to the current jump. Whatever form it takes, it's a small mansion's worth of space plus basement, and can be added on to, or accommodate, other appropriate warehouse attachments.

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Warehouse attachments

100cp – Deathtrap
Wait a...why do you even...should you even have this? This is evil. Slightly less evil, if you deactivate the lethal parts to only imprison intruders, but still. Like the doormat from hell, this device lies cunningly in hiding, right in front of the entrance to the Cosmic Warehouse. Anyone who attempts to enter without your permission will most likely be caught and suffer a slow, agonizing demise. The trap isn't foolproof, and anyone with powers and abilities far beyond that of mortal men can easily escape, but it will certainly keep the riffraff out. The exact nature and form the deathtrap takes is in line with the overall theme of your current jump. Perhaps a spiky pit-trap straight out of a jungle temple?

200cp – Disposable disguise dispenser
By reaching into this wardrobe, you can pull out a generic outfit. As long as you aren't wearing anything bulky like power armor, this new outfit will fit over the other clothes your wearing and keep them concealed, short of a strip-search. Whatever you pull out can be dirty, threadbare, or with whatever little details you want, and produces clothes of a decent quality at most. When you wish, the disguise can be torn away with ease and it will quickly dissolve into nothing.

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Companions

100cp – Felonious feline
You encountered this cat-suited villainess on patrol, and after a brief chase the banter soon dripped with sexual innuendo. Fellow heroes don't trust her, her former associates think she's snitching, but you're both such a good match for each other that the only real obstacle to a steady relationship are the thoughts that settling down together might take the fun out of things.
The Felonious feline has Stealth, Martial Arts, and Fitness.

100cp – Wonder-kid
A young man with a tragic past whom you've taken in as your ward. He's talented, bright, with a good heart, a strong desire to become a hero just like you, and is unbelievably flexible. Until he's old enough to strike out on his own, which thanks to comic-book logic won't be until after ten years have passed, he'll remain idealistic and very impressionable. Then he'll hit the 'headstrong and rebellious' phase of young superheroes.
The Wonder-kid has Gadgeteer, Martial Arts, and Fitness.

100cp – Goth girl
A very cute girl of pale skin and raven tresses, with a love of dark colors, concealing clothing, and monotones. She doesn't like to talk about her past, or herself. Or anything, really. She does love books, and despite the flat-gaze glares can often be caught looking adorable. She professes to prefer being alone, but will constantly find excuses to place herself in your general vicinity. Will make excuses to get very close to you when scared or upset.
The Goth girl has Hedge mage, Teleportation, and Willpower.

100cp – The angry youth
Coming from a rough home, he struck out on his own when his powers manifested. Getting around by hitchhiking, petty crimes, and odd jobs, he's run into you and only grunts when asked why he

sticks around. Expect alternating bouts of cockiness and sulking. Favors very tight t-shirts and jeans as his super-outfit. Absolutely doesn't need anyone...but he would like a big brother.
The Angry youth has Paragon, Willpower, and Blaster.

Companion import
You may spend 100cp to import a single companion. They gain an origin and 800cp to spend. For 200cp this becomes two companions, for 300cp, four companions, and for 400cp, eight.

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Drawbacks

You may take a maximum of +600cp worth of drawbacks.

+100cp – Remember kids...
Once in a while, you'll come across a situation that feels...somewhat personal. It may have no relation to you or your associates at all, but it will tug on your heartstrings all the same. Or maybe your tech will fail you, and you'll need good ol' ingenuity to get out of the current mess. Yep, it's an aesop issue. Depending on what kind of issues you have, this drawback might be free therapy. Or it will just force you to act like an idiot on occasion so you can be taught an important 'lesson.'

+100cp – No killing
A mainstay of modern comics, you can't bring bring yourself to use lethal force no matter how much you might want to. This doesn't apply to non-sapient foes. You can still inflict horrendous if non-permanent damage, which at most will leave dramatic scars and incite oaths of vengeance. The only exceptions to this rule are when there's no other way to save the life of an innocent, or when you're fighting entities of cosmic-level evil, like Turbo-satan and kaiju-hitler.

+100cp – Clown patrol
There are terrible, world-ending villains out there. Also goofy gimmicky types like the 'Bad-luck duck' or 'The pistoneer' or even 'Un naturel.' Yep, that last once is a french nudist bank robber. These are the kind of criminals you'll be spending most of your time here fighting. Just a bunch of idiots each month who are almost as dangerous to themselves as they are to anyone in the vicinity. You'll still be dragged into larger conflicts, but you'll never take down any big-name villains. This will make the jump slightly safer...but don't expect much respect for bringing in these clowns.

+100cp – Caught in a monologue
People love their monologues. Soliloquies. Speeches on truth, justice, and why you're not a true hero. And don't forget the oaths of vengeance that are somehow squeezed into the timeframe of a single swing. You'll hear them. Lots of them. And you can't do anything but stand there are listen.

+200cp – Jump Jumperton is useless
Are you the kind of person who likes to change the worlds you visit, for better or worse? Well this place is somewhat timeless in the way it resists change. You won't be able to have any kind of large impact on the setting, which includes importing societal changes or large geographical features. On a smaller scale, the people around you just seem to...reset every now and then. Moral lessons never take. Villains can't be killed off. Build something huge and cool? It'll blow up by the end of the arc. While you won't lose access to imported properties, they can only be accessed through the warehouse. They cannot be placed into the world.

+200cp – One source to rule them all
Somehow, all of your powers and any devices used beyond 21st century complexity (including out-of-jump powers) are now considered to be of a single Source. Any power or situation that would

drain, control, disable, or otherwise manipulate your chosen Source can now effect everything you have. Perks that provide boosts to powers or skills of a particular type don't apply to thingss that were not in line with the perk's nature to begin with.
(Cannot take with 'Dabbler.')

+300cp – Dabbler
Your out-of-jump powers suddenly don't quite get along. Technological shields and magical protections interfere with each other, and don't even think about using magical and psionic senses at the same time. Expect power failures, power surges, explosions, and having your powers on the blink whenever you cross the streams. This will happen a few times, at least. More often if you're not very careful. If this is your first jump, anything you use (purchased or picked up in-jump) will eventually run into something that causes interference and makes them become unreliable at times.
(Cannot take with 'One source to rule them all.')

+300cp – All-new, all-original
What a nice world you've landed in, jumper. Without any sort of hypertime nonsense, universal resets, sweeping retcons which don't really change anything, or heroes selling their unborn daughter's soul to the devil. Sadly, it seems like this universe is now under new management and they are determined to run it into the ground against all logic and reason. Expect sudden changes every few months. The nature of your powers or history. The IQ, sexual orientation and political viewpoints of major characters. Steady relationships will dry up, while strangers will treat you like an old lover. Sadly, much like the reader of a beloved comic book you'll be the only one aware of these changes and just how absurd they are, and be unable to do anything about it.

+300cp – Flying blind
You don't really know how your powers/tech/magic really works. Maybe you chanced across a mystic artifact, found a cache of black-boxed super-tech, or hit mutant puberty while infected by alien parasites after falling into a vat of toxic waste. Either way, your powers (and anything else you collect) will defy analysis for your time here. Expect hiccups, surprises, and having to occasionally re-learn how to shot web.

+400cp – Evil twin
You have a doppelganger who shares all the perks and powers you purchased in this jump. They wish to kill you and take your place, and there's no way to tell the two of you apart. In fact, other heroes seem to get very dumb when the Evil Twin gets involved, wondering if you are actually the Evil Twin (even when you are clearly not) and will interfere if you try to kill them, and may try to prosecute you for murder if you manage to kill them. This particular Evil Twin was made in bulk, so at any given time there will always be at least one active. If killed, Evil Twins of your companions or extremely influential public figures will appear. They will constantly work to kill or harass you through any means open to them.

+400cp – Jobber
You're a powerful guy, jumper. It would be a real shame if you had the crap beaten out of you just to introduce a new villain...and there's a long list of new villains waiting to be introduced. Every six months to a year, a new villain will make their debut by handing you your ass, blowing up your stuff, hurting your friends and beloved secondary characters, and generally being edgy. Nothing stops you from returning the favor, but you'll need at least a month of training and preparation before the before the universe decides the montage is over and you can re-establish your badass credentials and bring them to justice. Or kill them off. I hear that's getting popular lately.

+600cp – Crisis of infinite jumps
In the beginning, all will be well. You have a world to explore, finding loot and waifus, and new

powers to enjoy...but then! Out of the sky! Something that doesn't belong here. Something from a place you left behind long ago, that could not have possibly followed you here! One by one, elements of jumps past will begin to appear in this world. Their very presence is destabilizing, to say nothing of the damage they do when they fall into the hands of those that misuse them. As each part of your past is destroyed, locked away, or banished, you will find whatever perks, items and even companions you collected from that setting being sealed away as well. When the end comes at last, the sky will be torn asunder and a strange being, your own dark reflection will descend. Armed with weakened knock-offs of things from your past jumps, you must destroy him with whatever powers and allies you have gained here, or your chain will end forevermore.