GENERIC BOSS JUMP



Art by Chris Johnson: ArtStation - Strange Brigade: Boss Health/Rage Bar, Chris Johnson, Jump by u/daltonoreo, V1.1

-------INTRODUCTION--------

Alright, send in the next- Oh… Well isn't this a surprise, a bonafide genuine jumper! Well may I welcome you to Boss Inc. No it's not a management position, those positions are already filled. No, Boss Inc prides itself on the best bosses around from the lowest mini-bosses to the grand BBEGs. From video games, TTRPGs, novels, tv, and more we supply them all here. Here are your forms, I assume you wish to apply do you not? Excellent, sign here_____

NOTE BY SIGNING THIS FORM BOSS INC IS NOT LIABLE FOR ANY POTENTIAL DAMAGES TO ONE'S PHYSICAL AND MENTAL STATE, SEE FORM §3-1a FOR FURTHER DETAILS

Well I wasn't expecting a new boss applicant to fall into my lap so quickly, so I'm afraid due to budget restraints we are only allowed to supply you with **1000BP** (Boss Points). However, if you are willing to modify your contract I think we can arrange some… **Compensation.**

In addition, due to the nature of our work, we do not have a defined worksite, so if you choose check that "**SUPPLEMENT**" form if you wish to specify exactly where you will be operating. Otherwise, we will assign you to a random setting or one of your choosing. You will be informed of the setting's history and you may choose to have a history and memory of it.

-------GENDER AND AGE--------

Oh, do not worry about your age and gender on that form, fill it with what you must, we are an inclusive company after all! Just make sure that they are reasonable. I don't wish to brawl with the IT boss to explain how you are -1000 years old on the database, now would I.

-------PERKS--------

Do not think we would be sending you in a fight to the death without some enhancement, however, we cannot make you invincible - we do need to keep our client's clients entertained. Sadly, unbeatable bosses are not often what they wish for. Instead, we will provide you with a variety of different enhancements of your choice, in this section we will put those BP points to use.

*(You notice a small clause in the bottom of the form, a loophole, you may gain **1 discount** on each cost section [100BP, 200BP, 400BP, 800BP] unfortunately all higher costs appear to be outside of this loop for whatever reason)*

-------100 BP/FREE Perks--------

Boss-Form (Free Mandatory): Branding is one of the best forms of advertisement for our company, and you will be no exception. How are our clients supposed to know you're a boss if you don't look the part? With this Alt-Form choose an intimidating form, whether a smoldering knight, a giant undead dragon, or some eldritch abomination. Make it memorable for as part of your contract you will be spending your entire employment time as this form or some derivative of it. Additionally all your physical aspects will be doubled in this form, however you may choose to forgo this physical boost for a mental or magic boost instead.

Should you have any other Alt-Forms this Boss-Form will allow you to incorporate all current Alt-Forms into this one, however their weaknesses will be carried over should you choose to do so.

Insightful: You are no deceiver but you have a keen eye. You now possess an innate talent to recognize someone's emotions from a glance no matter how well they hide them their body language will betray them. Given enough time you can form a general perception of their inner thoughts and psychology, and especially how to get under their skin.

Intimidation: What use would a boss be if it wasn't at least somewhat scary! With this perk you will constantly emit a chilling aura within a 40ft radius or by direct eye contact. This aura does not prevent others from entering your range, however you will find only those with an above average will can typically muster the courage to approach you.

DEEP-LORE: Oddly enough we have found that bosses with interesting lore are slightly more engaging to our clients, so with this perk we will attach this memetic to your form. This memetic will seemingly generate an ever complex yet intriguing backstory to your form in whatever world you should find yourself in. While most will not know of it immediately should others seek out your past they will find this lore instead unless you allow them to realise the truth. (Note, this memetic's parameters and generation can be modified by you at any time, however premade lore will persist if already generated in the current world.)

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Health Bars: Health Bars are a staple of Boss Inc, however we are willing to "bend" the rules a little for you. Instead of displaying your health bar to all around you may instead internalise it allowing you to view your current physical "health meter" along with any status effects upon you. You may choose how much you wish to display and to whom you wish to display it to.

Telephone: The chain of command is a common thing in evil empires, but unfortunately bureaucracy tends to warp anything from the top down and bottom up. That order you sent to secure the garrison might have turned into torching it. However your wording is impeccable and leaves no room for miscommunication, and you shall find those that have received your message will get it unaltered and as intended.

Fighting Chance: Being a boss means being faced with eternal struggle, and that will be so if you so choose. With this perk you will always find rivals that while may not be exactly equal to your strength will still put up a fighting chance against you. These rivals do not have to be combative in nature however. Regardless these rivals will always test your abilities and you will find that you will dramatically improve so long as you compete against them (This it Toggleable)

Your Reputation Precedes You: Having a secretive past is nice and all, however it does get tiring explaining to others who you are, after all they could be cowering in their boots not taking out the damn history book. Well fear no more. At your will you can retroactively implant knowledge of your past (In-Jump or Out however it must be partially

true) into the memory of any person within your sight. This knowledge cannot be harmful in itself (No cognitohazard you sneak!) and this knowledge must be limited to the equivalent of a folk myth level of detail.

-------200 BP--------

Hyper-armor: Getting stunlocked is never fun, and it would be rather boring should a boss like you get cheesed by this. But with HYPERARMOR™ you shall worry no more. Whenever you initiate an attack or action you cannot be interrupted, whether you cast a spell or swing a sword. Nothing can stop you from finishing your action, unless you choose to let it. Even if you were to die mid action it would still go through.

Send In Everyone...: Which one!? **EVERYONE**. If things aren't going your way you might need a plan B, and what's a better escape method than throwing useless chaff at the heroes whilst you hightail it away. These minions you summon can be anything you like, wizards, orcs, cyborgs, anything just as long as it's more useful as a body shield than an actual fighting force. Now you can use these minions to fight however they will be extremely weak compared to your average heroic type.

Seal: Some of your client's powers and attacks can be so pesky, well worry no more. Once per combat you can completely deny your foe of one of their powers or abilities. The moment combat has ended however this effect will fade and dissipate.

The Deceiver: Lies, sweet little lies, and a honeyed tongue. You're no stranger to temptation and manipulation, and with your dark gaze you can see the innermost desires of others, and how to twist and pull upon their strings. You are now an unrivaled master of lies and temptation, given enough time perhaps you can even turn the hero into your personal Marionette. However should your lies be discovered your effect upon them will be greatly diminished.

Architect: Bosses and Villains alike deserve respect, but how are you supposed to keep it if you live in a cardboard box? With this Perk you have become a master of Architectural skills. From Gothic churches to underground hideouts you can plan, design, and build it with utmost speed and efficiency. Your minions and subordinates will be able to supernaturally build your new lair in a matter of weeks should you keep on them. In addition you know how to best trap and hide your base away from prying eyes.

Instinctual Killer: Bosses are well known for their capability upon the battlefield, like Sauron sending entire squads flying with the hit of a mace. You are no different in strength and proficiency. You can handle any item to deadly effect, like a master. However, this perk does not grant the actual knowledge and technique. You merely possess the intuition of a master fighter, instinctually performing the best attacks and defense with the knowledge you do know.

Presentation!: You may be a Boss, but what good is it if you cannot be **THE BOSS**. What is the difference? **PRESENTATION!** A true Boss has mastered the art, monologuing, fashion, voice acting, and all the theatrics to make even the coldest theatre goer cry (Or your "Heros" in your case). Consider yourself a skilled master of improvising speeches, one liners, fashion design, voice acting, and all other performance arts. Additionally your monologues will never be interrupted mid speech, and you will always get the last quip in.

Black Speech: Communication problems in your evil empire!? We must remedy this immediately. The language barrier can get in the way of your tyranny if you minions can't even understand your orders, but fear not. Now you possess the ability to rapidly teach others this Black Speech no matter what their language background was, given a day of lecturing they will be fluent. In addition this language is nigh-decipherable by those who have not been taught it, good luck intercepting those messages now hero!

The Stars are Right: This seems a bit ridiculous. Where in the world did you learn of the ancient blade hidden in the 12 mountains? How did you know where to dig for that ancient tomb, and where did you even get that macguffin? Regardless of logic or common sense you seem to have an unnatural luck to just so happen to stumble upon things you will need for your future plots and goals. In a combat situation you always seem to get one up on the heroes when they begin to curb stomp you.

She'll Be Mine: Hostage taking, and kidnapping, in bound and chains you could be considered the Dungeon Master. Your hostage taking skills have been greased to perfection, you know how to capture and retain even the most dangerous of foes, magic casters, beasts, abominations, even gods if you try hard enough. You also seem to evoke a powerful sense of Stockholm Syndrome in others, though it will wear off the longer you are separated from them.

You Haven't Seen The Last of Me!: It is rather unfortunate that you were caught with your pants down when searching for that ancient scroll in the public library. Your minions are elsewhere, your spells not prepared, all in all it's a pretty bad situation. Yet you seem to be more of an escape artist than houdini and an octopus combined. Somehow you always managed to just barely evade capture with a snarky quote. However, your luck is not endless. You must set a point where you will encounter your foe in a final confrontation, and from then on you cannot escape with this power. (At least for that particular foe)

-------400 BP--------

Herokiller: Those Heroic types always think they are tough shit eh? Well little they may know of the "Plot Armor" that protects them at all times. However such things do not concern you as your attacks cut through the ribbons of fate like a hot knife through butter. No amount of plot armor, luck, fate, or prophecy can prevent your attacks from doing harm. If your strike was to kill, then it shall kill. In addition you have a "fate" sense, you can see it like a hazy cloud above others signifying their impact on the future and how strong their plot armor is.

Come Back Stronger: Your body lay broken and battered upon the floor, you failed and its lessons have been written across your skin with iron and blood. However you are not quite dead yet. Anytime you have truly failed in an endeavor with work you will always rapidly advance in skill and strength to overcome what has defeated you. After all your lesson was taught in blood, and you shall inscribe what you learned back upon them.

Get Em Boys!: What would a Boss be without his/her subordinates eh? Well worry no more. At any point you can set any visible or verbal cue such as snapping your fingers, or whistling. Upon this cue a limited number (1-10) of your subordinates will come strolling from out of sight and into the frey, as if they were in-waiting all along. Once the conflict has been concluded your subordinates will linger for at least a day after, however at some point they will move out of your sight and disappear.

In practice this effect can be used to temporarily summon companions not imported into your jump or past subordinates of your previous jump during a conflict. Once this power is used it cannot be used again until the conflict is over.

Additionally, you may have your subordinates arrive with appropriate clothing, and equipment. You may choose how your subordinates enter the fray such as a portal summoning companion falling directly into battle from an overhead portal, or an experienced pilot entering via helicopter. (Note these Items and Clothing will also disappear at the end of the day).

Eyes of Fate: The future is a wibbly wobbly thing, and it can change on a time, however wouldn't it be nice to take a peek into the potential rivers of time? You now possess the ability to see the potential futures within a week's timespan. Though your 4th dimensional sight is limited to the area you can see. Should you wish you could see every potential future at once, though it's like watching 1000 3D movies without the eyeglasses, goodluck!

Potion Seller: My Potions are too strong for you traveller.. and it's true. You now possess the alchemical knowledge to brew many fantastical potions, liquid luck for a perfect day, draughts of life to raise the dead, elixirs of immortality, engineered plagues swift and terrible, anything you can think of really. Though the ingredients required for these powerful potions are rare and highly volatile you will naturally know what you require. In addition you become an expert herbalist.

IT'S ALIVE!: It's alive! It's alive! Rising from the dead you have become an expert on resurrection and animation, whether through technological or magical means you are able to create legions of loyal undead, intelligent or mindless. In addition you are a master of medicine and surgery quite easily able to stitch up medical abominations to the chorus of your evil laughter.

Lord of The Rings: Villains and their macguffins, two peas in a pod, let's get you one or two shall we? With this you now possess the skill to forge magical artifacts with some serious magical power, ranging from the old classic Rings of Sauron to various other villainous items. Any magical artifact you create can possess any of these traits, However you must put your soul into these items, and creating too many could irreversibly damage your soul. (In Addition each artifact by default takes anywhere between a Month and a Year to craft depending on how many Traits you add)

Invulnerability: What kind of Artifact would it be if it fell into a lake of lava and disintegrated? Bah worthless, no your artifacts can withstand practically anything**,** and unless purposely dischanted it will remain functionally Invulnerable to damage.

Sentience: The level of Sentience a Item you craft can be chosen by you as you are creating it, feel free to make a fully sentient sword whilst making nigh-mindless golems if you wish. Upon creation these sentient items will be loyal to you and will possess their own soul, however this loyalty can waver and give way should you mistreat them

Power Amplification: When you need that extra kick, this oughta deliver. Whenever you're holding this artifact all of your power, magical, physical, or otherwise is amplified 5x its base limit, however do beware to never let this item leave your sight should another harness its power for their own. (This Artifact Trait takes an entire year to enchant assuming you put in 4 hours each day)

Horcrux: Death, what a troublesome thing, however fret not by storing away your soul into an item of power you can cheat death itself. However once you revive in this manner the item you used will be destroyed. Until you spark you can only create 2 Horcruxes per person in a single jump. Horcruxes become inert after your current Jump ends.

Scry: Yes those mettlesome heroes might get the drop on you and take your precious loot, however fear not should it be enchanted with this you will always know the location of the item in question, with the ability to see, hear, speak, and magically attack from it.

Temptation: Absolute power corrupts absolutely, and for good reason. This little piece of work here now has a corrupting effect placed upon it. Any who come into possession of it for an extended period of time will slowly have

their morals turned upon their head and begin heading down a dark path of obsession and insanity. However you can choose to exclude others from this effect should you actually want to use it.

Gift Giver: What is all this power if you cannot share it with those you need to protect, or reward. Whenever you create an artifact you are able to copy your perk into the Artifact with any set of conditions for it to work

Taskmaster: Useless Worms, Work FASTER! Indeed what good is a minion if they can't do anything! Well you have mastered the art of getting those USELESS BASTARDS to GET MOVING. By displaying an act of violence your subordinates will work and fight twice as hard, this effect is increased by a further 2x should this act be against one of your own minions, or be particularly fatal. In addition this secures the loyalty of your hired hands and minions alike, as long as you continue to make an example at least once a week. NOW BACK TO WORK!

Endless Legions: Remember the [Send In Everyone] perk? This is that but on crack. It would hardly be an exaggeration to say that you could summon an army out of thin air. You are unnaturally talented in convincing others, especially the low life criminals and scum of the world to join up with you, and should you be unable to find them just magic in an army from an unseen place. Of course your army isn't well trained or equipped but hey an endless army is an endless army.

Ritual Master: The Stars are Right and the ritual must commence, of course you might not actually have the ritual you need yet. Oh well you will just have to make due with one of your own. You now possess the talent of creating rituals anywhere between lighting a candle to absorbing god. If you can think of a goal you can create a ritual for that purpose. However the larger goal of the ritual the more power and ingredients you need. You will instinctively know what ingredients you will need, however the harder the task the rarer the materials required. Additionally these rituals seem to have an unusually long activation time, and are quite noticeable even from miles away. I would suggest protection for that massive circle you drew.

Techno-Genius: If Sword and Sorcery is not your forte, here is your salvation. Technological wonders flow through your mind like light through glass. Your genius in the field of technology rivals that of even an all knowing being should you put enough time and effort into it. You are quite easily able to craft revolutionary spaceships, space stations, AIs, Killer Robots, Time Travel machines, and anything in between. However your science may be limited by the laws of physics of the world you find yourself in, unfortunately no amount of genius can bend the laws of physics.

Phase 2 (Purchasable Multiple Times) : When you're on your last breath, when your armor is cracked and destroyed, and when your blade shatters and breaks. You can find that second wind to go on. Plant your blade into the dirt and rise again, shaking off all negative effects placed upon you as skin stitches and reforms, bones crack and move into place, and muscle rebinds itself to your bones restoring you to your perfect healthy state.

However this effect has a long cooldown and requires at least a week to recharge. Do not mistake this for a 1-UP effect, should you be instantly obliterated this perk will not save you. You must willfully activate this ability. Additional purchases cost 200BP undiscounted.

Corruption: Your presence radiates your influence, like an aura of ego you have an absolute presence wherever you find yourself in. As a side effect your very influence rubs onto others, slowly changing them to become more and more like you should you wish it. This effect is especially multiplied should the influenced work under your command.

Status Effects (Purchasable Multiple Times): Ah what would a boss be without their special spice of debuffs, well worry no more as this perk shall grant your foes this displeasure! But first you must choose how your debuffs will be applied (Do not that each Status Effect you buy is separate from each other) In Addition gain 200BP to spend on this section alone, all unspent BP is lost. (Additionally you will be unaffected by your Status Effects if you choose)

AURA: Ah a classic, you within your Aura your status effect will apply, however the moment your foe leaves your aura's range the effect not renew itself

CONTACT: With this Application method you must directly touch your opponent, shortly afterwards the effect will begin to fade unless you touch them again. However for this downgrade you gain an extra 100BP for this section

INFECTION [-100BP] (Sub-Application Can be chosen with AURA or CONTACT): This one is rather infamous amongst bosses, it was said that one boss managed to infect an entire world with their status effect accidentally, you should have seen the adventurer body count… Those were the days. Once your Status effect is applied to an opponent it will spread to a nearby creature, this can get out of hand quite quickly so be careful (or don't)

Now for the finer details of your base Status Effect, it's Duration, Strength, and Range. To satisfy these attributes we will put them on a 1 to 5 scale, starting at number 1 for 0BP, and each number afterwards will increase the BP cost by 50, up to 200BP for a 5 level attribute. (Note an *Infection* type Status Effect will not spread while it is fading)

Duration:

1: Your Status Effect last for 5 seconds after application, after which it will quickly fade

2: Your Status Effect last for 20 seconds after application, after which it will fade

3:Your Status Effect last for 60 seconds after application, after which it will slowly fade

4: Your Status Effect last for 1 hour after application, after which it will slowly fade

5: Your Status Effect lasts for 24 hours after application, after which it will fade, but partially remain until a rare cure is found.

Strength:

1: Your Status Effect has a miniscule but noticeable effect upon your target

2: Your Status Effect has a weak effect upon your target

3:Your Status Effect has a significant effect upon your target

4: Your Status Effect has a strong effect upon your target

5: Your Status Effect has a absolutely debilitating effect upon your target

Range (Exclusive to for Aura and Infection Types): (Note if Status Effect is Contact with Infection the Range only applies to the Infection spread)

1: Your Status Effect's Aura is applied within a 5ft Radius. Infection spreads upon direct contact.

2: Your Status Effect's Aura is applied within a 10ft Radius. Infection spreads within 5ft.

3: Your Status Effect's Aura is applied within a 30ft Radius. Infection spreads within 15ft.

4: Your Status Effect's Aura is applied within a 60ft Radius. Infection spreads within 30ft.

5: Your Status Effect's Aura is applied within a 100ft Radius. Infection spreads within 50ft.

Now let us finally get into what your status effect does, choose 1 of the following from this list. These Effects will be strongest whilst the Duration is still in effect, however they will still apply whilst the effect is fading to a minimum of 1/4th the strength.

Emotion Dampener: Emotions are such a volatile thing, however seeing the hero charge at you with rage only to feel empty upon battle can severely reduce their fighting ability. With this curse emotions are notably dampened. At level 5 It is impossible to feel any emotions while under this effect.

Emotion Amplifier: However what if you wished to exploit their emotions instead? With this curse you will instead notably amplify emotions. At level 5 Strength emotions will practically dominate their rational mind.

Amnesiac's Fog: Memory, such a precious thing, especially when you need to figure out your opponent's attack patterns, abilities, and hell even your own abilities. However under this curse it becomes noticeably harder to recall memories. At level 5 Strength it becomes nigh-impossible to remember anything further than 10 seconds ago, and completely impossible to form new long term memories.

Apathy: The curse of Apathy, whilst this is not very strong to begin with this will slowly drain the motivation and will to continue with a task or battle. At Strength 5 all but the strongest of wills would feel nothing and collapse, not even bothering to stand, hell the weak willed might even stop breathing all together.

Withered Clover: This curse decreases the luck of your victim, and makes them more accident prone. At Strength 5 your opponent could potentially make a fatal mistake every minute if they are not careful.

Leach of Life: Ah old classic damage over time, this effect starts rather weak, however over 10 seconds it could drain about 1% of your victims "Health" to a minimum of 1%. Each increase in Strength adds an additional 1% lost. (Note whilst the effect is fading only .1% of heath is lost per 10 seconds).

Mind Fog: Mind Fog obscures and clouds the thoughts of your victim, making it harder to think higher thoughts. With level 5 in Strength it completely reduces your victims to an animalistic state.

Power Suppressor: This curse will make it noticeably harder to access supernatural power whilst affected, at level 5 Strength all but the strongest abilities will be inaccessible.

Atrophie: This curse temporarily degrades your victim's strength, sapping their energy as their muscles are weakened. At Strength 5 your victims will find it nigh-impossible to even stand should they be peak human of course.

Stone's Burden: Stone's Burden slows your victim, it applies a substantial weight upon them and their equipment, and can even force them to the ground should it be strong enough. At Strength 5 your status would apply approximately 2.5x normal gravity whilst the effect still applies, this could potentially kill if your foe is unlucky enough.

Latency: Lag, lag, lag every Gamer's nightmare, and with this curse you shall bring it. Those unfortunate enough to be afflicted will find each of their conscious actions being delayed starting at a .25 second delay, and at Level 5 Strength it would take a complete 2 seconds to respond to events.

Blindness: Another classic it is pretty hard to fight if your hero cannot even see you coming. Under this curse your victim will find it harder and harder to see. Starting with slightly blurriness, and at Level 5 Strength increasing to absolute blindness.

Hearing Loss: A less conventional curse but here nonetheless. With this effect your victim will surprisingly find it harder to hear. Starting with a slight white noise, to complete deafening sounds at Level 5. Enjoy your tinnitus hero!

Hypoesthesia: This rare debuff is barely ever seen, however with the right uses it can be utterly devastating. This curse dampens your victim's ability to balance, feel, touch, and experience pain. Starting with slight numbness and dizziness, and at Level 5 Complete lack of touch and utter vertigo.

Complete Sensory Deprivation [300BP]: Oh well this is interesting. Consider this the ultimate form of sensory denial as this will completely dampen all senses of your victim (Even supernatural ones). At level 5 Strength your victim will be completely unable to feel, taste, see, hear, or even smell. In addition they will lose their sense of balance, even if they are somehow able to fight, watch as they shatter their teeth clenching their jaw, tear muscles, perhaps even gouge themselves on their own sword if they are unlucky. (This effect fades extremely quickly)

-------800 BP--------

Transformation: The battle has raged on between you and the “Hero”, how many blows have you traded? How many did they predict? No more, it's time to shake things up. You temporarily transform any aspect of yourself into another equivalent type, followed by a noticeable change in your stance, Boss-Form, or fighting style. For example you could shift all your intelligence in brute strength turning yourself into a raging mindless beast with the strength of a thousand men, or perhaps you shift your magical power into speed, darting around the field like a loose arrow.

You can also transform more esoteric parts of yourself into different abilities such as your humanity, emotions, skills, or other such intangible things if you so wished. This transformation can be ended at any time, however should you accidentally transform all of your intelligence into brute strength like the example above and be mentally unable to end the transformation, it will automatically expire at the end of conflict.

Lair Actions: This land is yours to command, and yours alone. With ability you can warp any area you find yourself to extreme degree. Like a true reality bender you can extend a hallway indefinitely without affecting the outside, crack the floor beneath you and cause lava to rise from the earth, and so much more. These effects cannot be immediately harmful, but it will only give your rival a scant few seconds to respond to these dangers. Please note, this power can only affect the room you are in or the immediate area around you, so you can't change New York into a hellscape from London.

Additionally this power functions best in the heat of battle, immediately after your supernatural changes will begin to fade if you do not regularly maintain them. Notably this power’s effect is doubled should you be battling in an area you own.

Monkey’s Paw: The old saying goes “Be careful what you wish for”. Well you won't be doing the wishing, no you will be granting those wishes. You now have the power of minor wish granting, should anyone state their wish to you shall be able to grant it (Anything within your power range is possible. You do not need to have the specific perks/abilities to do it just the general strength). However you must follow the wording of their wish, but anything else is fair game. Feel free to twist whatever they failed to mention to your gain, their hubris will be their downfall in the end.

Gimmick: That's odd… That ability shouldn’t be in the contract... Lets see, wherever there is a limit or restriction in place, given time and effort you are seemingly able to find a way around it. Hate gravity? Well somehow you find a way to fall up. Need to buy time? Smash a clock for a few precious seconds.. You cannot fully break these limitations or rules of reality however you can subvert or bend them to a limited degree.

Aura of Despair: Sure being an intimidating figure is fine and all, but you could be so much more than just “Scary”. Not to worry, we have prepared something special for you! Remember that Intimidation Power, what if we were to multiply that to a thousand? You will now passively dispense a toxic aura of dread. Merely being in your presence actively harms anyone who fears you, so much so that anyone who’s courage breaks could go insane, maybe even die of fright should their despair run deep enough. Oh and should you have picked up “Intimidation” your aura’s strength is increased 10 fold in potency.

-------1000 BP--------

Final Transformation [500BP with Transformation]: Your body lay broken and battered on the ground, the “Hero” is triumphant and the day is saved… but what is that strange energy flowing into you? Unleashing an ear piercing scream, you rise from the dead to fight again, stronger, faster, and ever deadlier than before. By undergoing a radical

transformation even from death you will rise anew, while death is not a requirement for this final transformation to be triggered, it automatically triggers upon your death restoring you to life at peak status.

At any time you may choose to unleash your final Boss-Form, which increases all of your abilities 5 fold. This transformation cannot be held for long however and you will quickly grow tired the longer you remain in this form. Inevitably you will be thrown out of your final form in a day's time should you last that long. (Note this transformation can only be performed once per jump, or every 10 years.)

Reality Break [500BP with Gimmick]: A man chooses, a slave obeys, and you are slave to none. From this point on you are able to disregard a rule of reality and make your own. Do not mistake this for omnipotence as even our power is limited, and we are forced to make some cut-backs.

You can only enforce 1 of your created laws at a time, however this law is absolute and all within your immediate radius of 40ft is bound by it (Including You). Note, you can only create a law once per week; the law must be vague and cannot be specific due to "Budget Restraints" (We aren't made of money you know!) . Once a law is created your last law is no longer enforced to make way for the enactment of your new law. Do be careful in what you write as well, should your law be paradoxical you may cause a "Reality Collapse" on yourself, which could cut your employment… **Short**.

Absolute Domain [500BP with Lair Actions]: There are those that rule their domain, however your rule is **ABSOLUTE**. Like "Lair Actions" this ability grants you reality bending powers over your immediate area, however with this your changes are permanent without needing maintenance. Additionally your reality bending powers extend to ALL of your owned property, not just your immediate area.

You must spend a significant time to perpetuate your effects. You can assume it would take anywhere from a day to a month of work to permanize or change your reality breaking properties' depending on the magnitude of construction

-------ASSOCIATES--------

"The Squad" (200BP) [Free With Get Em Boys!]: The classic staple of bosses and villains everywhere…. Minions! Yes this absolutely loyal squad of 10 mooks will be here to serve you. These minions are rather…. Quirky each of them being an absolute caricature of your choosing. Anywhere between exaggerated Italian mobsters, sentient skeletons, or anything else as wacky or realistic as you wish. Regardless, each of their personalities will be exaggerated leading to many hijinks and potential rivalry between them, sometimes at the worst times. Regardless they will serve you to the best of their ability, even if they all hate each other.

(For the Purpose of Importing each mook will have any perk or item purchased for them split between them in power, additionally this squad only takes 1 companion slot) In addition they have 200BP to spend with each perk purchased applied to every member.

The Elite Squad (400BP) [Discounted With Get Em Boys!]: Yes minions and lackeys are nice, however if you can't stand the utter incompetence of your "Squad" you can always opt for one of our specialty offers. This Squad of 5 can be considered the most elite we have to offer (At Least for Minions). These 5 can be customized to any theme, and their personalities are up to you to determine alone. As with "The Squad" each Item and Perk purchased for them is split

in power between them. In addition the Elite Squad only counts as 1 companion for the purpose of importing. The Elite Squad comes with The Instinctual Killer Perk and has an additional 400BP to spend on Perks.

Sub-Boss (400BP) [discounted after first]: what kind of boss is the first thing that the hero fights? A bad one that what, this will make up for that discrepancy by giving them a foe to face in the build up to the climax...You! And is guaranteed to be at least a fourth of your strength. (They can be a follower instead of a companion if wanted), In addition they gain 400BP to spend on their contract.

Fluffy (400BP): Even villains like us could use some companionship, and we happened to pick up a few little friends for you to select from. This little pet can be anything from a hulking dragon to any traditional pet. In addition we'll list this as a subordinate of yours (for tax reasons) so you may use 400BP for their abilities free on the house. Unfortunately this companion is rather unintelligent being equivalent to a 10 year old child in mental ability.

The Dragon (600BP): Ah the Dragon archetype perfect for dealing with those pesky weaklings that keep busting down your custom mahogany doors. The Dragon is highly competent in 2 skills of your choice. The Dragon is completely loyal, willing to die for your sake, otherwise their personality and appearance is for you to decide.
In addition The Dragon comes with 600BP to enhance their abilities. Optionally you may take this as an Import Option.

-------SCENARIOS--------

Big Bad Evil Guy: Okay Mr/Ms Jumper, we have received a critical contract from one of our most prized clients, and get this. This contract lists you by name! Yes, this assignment would have you be the shining star (Well beside their Protagonist of course). All you have to do is play the part of the BBEG. Ah, if you are unfamiliar with the term it stands for Big Bad Evil Guy, you shall play the main villain in the setting's plot. (Bonus points for high-power level settings)

For this contract you must simply establish yourself as the ultimate evil and contend with, well… The entire setting. Yes - you must fend off powerful foe after foe as the entire world (Good and Evil) will eventually unite to defeat you. (I'm sure you'll be fine… probably). But as for the rewards of this contract:

Horde Breaker: 1 man or a million no amount of combaters can hope to take you down by sheer numbers alone. Even in a brawl with a thousand fighters it would be as though you were fighting each man in an equal 1v1 match. Don't question how it would look, you might hurt your brain trying.

DESPAIR: A Shroud of Evil surrounds your jumper, and all who gaze upon you can see it if you allow them that honor. This Aura of Dread is absolutely inspiring Fear and Awe upon all who gaze upon it. The mere sight of it can make all but the strongest will cower before you, those under its awe will swear subservience should they fear for their lives, better to live and serve than to die and decay. (This is toggleable)

The Starscream: Hmm the contract here says you are due to have a Right Hand Man… huh thats interesting it states here that they are to.. Betray you and not to read this aloud- Oops. Well regardless you are going to get your hands on a hyper competent Right Hand Man, who has a nasty tendency to betray you. Unfortunately as much as you would like to, you cannot kill, banish, or rid yourself of your "Right Hand Man "and you will eventually be forced to forgive them, and

they will inevitably worm their way back to the Second in Command until their next betrayal. Take 1500BP and build the strongest build you can for your Right Hand Man. As for your **Reward**:

Right Hand Man: You can choose to keep your new "Companion" however you can kill the old one and reshape them into someone more… **Loyal**. They will keep all the perks you purchased them, but their personality, look, and theme is up to you to redesign. It is guaranteed for your reshaped companion to be absolutely loyal.

-------Drawbacks--------

Health Display (+100BP): Do you remember that perk in the perk's section? Well regardless if you chose it we will display your current health status, current effects, name, and general strength to all who can see it. If you do not have the Health Bars perk you will be unable to see it.

Anyone There? (+100BP): Oh this is rather odd… it appears our client has yet to assign a "Hero" to come challenge you… Well I'm sure they will probably assign one to you eventually….

Sunday Morning Cartoon (+200BP): Oh I'm sorry did I forget to mention you were supposed to take the role in a children's cartoon? Well surprise! For the duration of this jump you will be completely unable to do anything worse than your average Sunday Morning Villain. Sure you can kidnap others but you can never toture or even kill them. Meanwhile the Heros can slaughter your legion of stormtroopers unable to hit a single shot. Good luck!

Genre Savvy Heros (+200BP): You're not the only one who has knowledge on this kind of thing. Your heroes are rather experienced and have slayed their fair share of bosses and villains alike, any underhanded tricks you try to pull they have seen and done a thousand times before. You'll have to think outside of the box for these folk.

Curse of Hatred (+400BP): Oh dear you don't seem very popular… It seems you have been affected by a curse, don't worry it won't affect your companions and associates, however everyone you meet in the setting will despise your existence, expect to get a lot of visiting heroes… maybe even gods if you're unlucky.

Predictable (+200/ +400BP): Here take this manual. Yes we know these moves are predictable, that's the point! For the duration of this jump you will tend to fall into certain patterns that will leave you exposed to counter attack for a short period of time.

For +400BP your move set is completely predictable with the same windup and attack moves, even a child could read you like a book.

Guardian [Exclusive with Nemesis] (+400BP): It is well known that in most video games the bosses are solitary defenders of their arena. Well with this complication so are you. You cannot willingly leave your designated arena for the duration of this jump. Should you find yourself outside of it you will have the unbreakable urge to return to it.

Nemesis [Exclusive with Guardian] (+400BP): Sometimes our clients wish to have their "Heros" challenged on the run rather than lying in wait. Well if it is stalking they wish, stalking they shall get. From now to the end of your employment you shall be forced to stalk the setting's hero and generally be anywhere between a nuisance or murderous threat. Should you kill your assigned "Hero" you will be reassigned to another of equal or greater power.

Weak Points (+400BP): Ah jumper, you might have gotten a little too… “Invincible” for this kind of work. Not to worry we can fix that. With this complication your form will be subject to a very obvious weak point where none of your resistances, protections, or immunities apply. If this area is hit, expect to do some real damage to you.

Self Fulfilling Prophecy (+800BP): Well this fate is completely unavoidable, it is said you are fated to die at the hand of the hero. No matter what you do, all paths of fate will lead to this conclusion, it is up to you to figure out how to subvert this fate while still keeping true to its word, good luck!

Eternal Foe (+600/ +1000BP): Some clients never give up do they? Well this is one of them. This foe will start out as relatively weak and easy to defeat. However even when defeated or killed they will rise back up to challenge you again with new knowledge and power. Growing more and more competent as well. This foe will continually assault you and grow slightly more powerful each time. They can never truly be put down until the end of this jump.

However for an additional 400BP... Did I say foe singular? I ment party of rivals has come to face you head on, each of them seemingly unable to stay dead or even imprisoned forever.

END CHOICE:

Well it appears your contract is up my friend, you have truly been an asset to this company, however even we must let you go. Tell me if you will, what do you plan on doing now?

Go Home

I see.. Well I shall back your bags, I wish you the safest trip home… Do send a card, I would love to see you take over another world once again, but it has been a pleasure.

To Distant Lands

Very well, I have contacted the higher ups and have arranged your transfer. I do hope to see you again in the future, now go! Conquer and rule distant lands, for in our hearts you shall forever remain.

Contract Renewal

You… wish to stay? I.. did not expect this. Well! Come with me, I shall gather the required paperwork. It shall be a pleasure. You know what? I'll pull some strings, see if I can't get you a promotion!

NOTES AND CHANGE LOG

-Added: 200BP Stimulus for “The Squad”
-Added: Minor Clarification to BBEG Scenario
-Added: The Elite Squad Associate
-Added: Your Reputation Precedes You
-Added: Taskmaster
-Added: Lord of The Rings
-Added: Alot of Stuff Too Lazy and Tired to Put it Down
- Fixed: Added the Cost to the Elite Squad
-Fixed: Some minor placement errors