Intro:

“Sugar, Spice and Everything Nice. These were the ingredients chosen, yo create the perfect little girls. But Professor Utonium accidentally added an extra ingredients to the concoction--

Chemical X

Thus, The Powerpuff Girls were born using their ultra-super powers Blossom, Bubbles, and Buttercup have dedicated their lives to fighting crime and the forces of evil!”



If the introduction done by our faithful narrator has made it clear welcome to the world of the Powerpuff Girls…No not the reboot one the original. Where the city of Townsville, along with the world, is protected by three adorable little girls who must juggle being superheroes and their daily lives and for the next 10 years this world will be your home. But don’t thing that just because this world three super heroes makes things easy for you. Monsters the size of Kaijus are frequent, Super Villains are recurring problem and there is some brat who wants to be a Power Puff Girl. So to make things easier here for you, take these CP:

1000 CP

You start shortly after the events of the movie. Now that’s handled Lets get you started!

Locations:

Roll 1D8 To see where you start in this new world. Or pay 50 Cp to choose on your own terms

1. Utonium house hold: Ahh the home of the Powerpuff Girls. Here is where Blossom, Bubbles, and Buttercup live with Professor Utonium. It has a lab where the professor does his experiments as well connects to a training simulation room for practice…or recording music videos, don't ask about that last one the girls and professor are still a bit embarrassed about it.
2. City hall: This is where the mayor of Townsville is most of the time. He's not always all there but he does care about his city and his hat. Not much action happens here though but you may find Miss Bellum there. Its also where most of the Emergency calls come from.
3. Pokey Oaks County: This quaint little neighborhood is where you'll Pokey Oaks Kindergarten. Here is where the girls get their Schooling from Miss Keane. A kind-hearted woman but stern when she must be. It's like your normal Kindergarten school just that it has a hotline phone
4. Volcano Observatory: The Lair of Mojo Jojo. Here you'll find the most vile and dangerous of creations that Mojo uses in quest to defeat the Power Puff Girls and rule the world. Thus far he hasn't succeeded but he never gives up.
5. Townsville Forest: Close to the Townsville Park is a forest that home to precious little woodland creatures. Most of them are friendly and harmless, unless something provokes them. But don't travel to deep in the forest for that's Fuzzy Lumpkins territory and he doesn't take kindly to strangers or people touching his things.
6. Morbucks Mansion: A rather exotic and fancy structure. Filled with expensive things and staff to keep things tidy but…personally you don't wanna go there…its home to Princess. The stuck and bratty girl in Townsville. But if you still want to stay here, it's your choice pal.
7. Townsville Dump: PEW YEW! Who would want to live here? The Gangreen Gang of course. They don't mind the smell there is a incinerator and trash compactor here as well as a magnet crane for anyone to use
8. Jumper's Choice: Your choice jumper.

ORIGINS!

You keep your gender from your previous jump or pay 50 CP to change it

Drop In (Free): Well I haven't seen you before. You must be new here! Be sure to introduce yourself to the locals. Though might not have any connections here but you know that you are yourself. Your Starting age is 1D8 + 18

Cop (Free): One of Townsville's finest huh? You are member of Townsville Police Department. You know there are superheroes, but they can't be everywhere. You do your part to keep the city safe. Your Starting age is 1D8 + 20

Scientist (Free): Ahh you're one of the professor college class mates weren't you? You have met the Professor before and he knows you from his college days. You have a mastery in a field of science of your choice. But your still basically human and you don't have anything to crazy. Your starting age 1d8 + 20

Villain (100): You're one of the crooks, criminal, evils that girls face from time to time. You have been in and out of Townsville jail a few time. Some people keep their distance from you and for a good reason. Your starting age 1d8 + 35 Unless you chose the Brat Perk which your start age is 5.

PowerPuff (300): Well where have you been hiding? You are one of the Powerpuff Girls (or a Powerpuff Boy) created by the Professor. Your life has either spent with the girls since they were created and you have endured the events of the movie. You have a responsibility to protect the city of Townsville with your superpowers and thus far your have been doing a pretty good job of that. Your starting age is 5.



General:

THE CITY OF TOWNSVILLE (Free): From now on you can start a jump with a narrator saying some sort of opening similar to the one he says here.

SO ONCE AGAIN THE DAY IS SAVED (Free): From now on you can end a jump with a narrator saying some sort of ending.

Nice voice (100): You have a very good voice and can be heard clearly good for story telling or announcing things

Love makes the world go round (100 cp): You can sing and play an instrument. Comes with a free instrument of your choice. Maybe you can start a band with this.

Drop In:

Born and Raised in Townsville (100, Free Drop in): Much of what happens in Townsville tends to incite excitement, panic, and anxiety. But for you its just another day in your life. You tend react to monster attacks, evil villain plans with, and heists with indifference. With this it takes a lot to get you to enter a state of panic. There's a talking dog? Yeah he does that. Mojo is turning people into dogs? Must be Monday. And you hate Mondays

The city of Townsville …is entirely mine! (200 cp, Discount Drop in): You may act like a toddler. You may not be as smart as any other politicians. Yet, for some reason when it comes to selecting a leader people always turn to you. Maybe its because no one else would run. Maybe because Fuzzy Lumpkin's is the other choice. Whatever the reasons. You will almost always be taken seriously when you are leading something. Like a group, company, or city.

I need some back man! (400 cp, Discount Drop in): You can't handle everything alone. You are just one man. Lucky for you this perk change that! Once day you can radio in for backup which will arrive rather quickly…like 2 second quickly. However, this perk only works for dangerous situations. A hold up, or a shootout levels of danger at least.

The brains behind the man (600 cp, Discount Drop in): Sure, your boss may be in charge and have the position but let's face it: You are running the business. You know how tow run a town. Knowledge about laws, ethics, and finances are only the tip of the iceberg. And when your boss retires who knows maybe you'll be the one in charge.

Scientist:

College Graduate (100 cp, Discount Scientist): You are smart. You have graduated college with flying colors. You can analyze chemicals and See what it makes them tick. In addition you can identify what chemicals or toxins are going to be danger to handle for the experimentations that you are going to be conducting

Inventor (200 cp, Discount Scientist): You can make things now. Let it be a power suit, gadgets, a mech, or new type of sandwich you can make it all with little to no effort. However it will take time and require material to do so.

Utonium Blessing (400 cp, Discount Scientist): NOT AGAIN! Some would call this a curse, other an inconvenience. But just like Professor Utonium you tend to stumble and make mistake; that creates things you were not intending to. But you can take this issue and use it to you advantage. Take your accident and improve it. Make something out of it that can be used after all.

Utonium Union (600 cp. Discount Scientist): Chemical X. The substance that gave birth to the Powerpuff Girls and the Rowdyruff Boys. No one know how exactly this strange chemical does it, not the professor and not even you, but you have a rough idea how it creates life. With this knowledge, you can take several items together and mix it with Chemical X to create life. Be careful though, the results may vary and for the most part will be a young child. In addition, you know how to make your own Chemical X or reverse engineer it to create Antidote X.

Villain:

MWAHAHA (100 cp, Free Villain): What's a villain without a laugh? Okay a genre savvy villain but where the fun in that? You now have a boisterous and intimidating evil laugh and in addition you can act as hammy you want.

I have a plan (200 cp, Discount Villain): You are good at scheming and coming with a heist. You can see a opportunity and have a chance of getting away with it with no consequences? You got a plan to pull it off.

Street Cred (400 cp, Discount Villain): Normal Civilian are afraid of you. Where ever you go, whenever you want; you create this air malice that causes normal people keep their distance from you. Perfect for keeping people out of your business and making them give up their valuable easier.

Brat (400, Discount Villain): You have two things going for you: You're rich and your father indulges you. You get what you want from him. Lets face it the root of all evil is money so having a near endless bank account would be a good thing to have. Right?

Evil Mastermind (600 cp, Discount Villain): You are Evil genius. Your Creations are without equal. Your mind is pulsing many ideas for taking over the world. You can concoct plans so complex that the police and the best detectives they've got can't figure out what your up to. Good. The less people in your way, the higher you chance of success. Oh yeah you also seem to have create an invention in seconds or in one day.

Super Villain (800 cp, Discount Villain): You are no ordinary villain. You are a villain with terrible powers to use at your disclosure. You gain 1000 CP To Spend on the Super Power Section.

ROOOOOAR (600 cp, Discount Villain): Oh…you're a monster. Well you're about the size of a kaiju, very strong, amphibious, shoot laser beams from your eyes and VERY SCARY!!

Powerpuff:

Ultra-Super Powers (Free and Mandatory, Restricted Powerpuff,): You are made from Sugar, Spice and Everything Nice plus Chemical X. or Snips, Snail, and Puppy Dog tails if you are boy. Whatever it was when you were created, you have super powers and know how to control them because of it being a part of your biology. You also gain 1000 CP to spend on the Super Powers Section.

Team Work (100 cp, Free Powerpuff): One Powerpuff Girl is trouble but multiple of them is dangerous. You good at working with others and doing team acts

Cute Little Girls?! (100 cp, Free Powerpuff): Or boys. Anyways you are just straight up cute. And most people will underestimate you for your cuteness and general look of vulnerability. Good for taking them off guard.

Let's get down (100 cp, Free Powerpuff): You know how to fight. Despite not having any formal training, you have a minor form of martial arts.

The Commander and the Leader (200 cp, Discount Powerpuff): You have air of authority. You are also very mature for your age. You can give orders and other will be more prone into listening to you.

The Joy and the Laughter (200 cp, Discount Powerpuff): You are very energetic and happy. Your presence brings a smile on a person's face. You are always bouncing around and being happy. People would have to TRY to make you sad. But if they do they might feel bad about it. Like immense guilt bad.

The Toughest Fighter (200 cp, Discount Powerpuff): When you fight, YOU FIGHT! You know exactly where to hit to cause someone pain. You are less likely to be the first to fall. You are Durable and strong. And people around you know it.

Smart one (400 cp, Discount Powerpuff): You are child prodigy. You can create complex and intricate formations, strategies and plans. You're problem solving and general intelligence is on a whole new level.

Cheep, Cheep (400 cp, Discount Powerpuff): That means yes in Squirrel by the way. You have an affinity for animals and can speak fluently in one animal language of your choice. It is very useful for gathering information in an area where there is no people and only animals. May not seem like much but you can make it work

You wanna Arm-wrestle? (400 cp, Discount Powerpuff): For a kid you are intimidating all it takes is a glare, a gesture or a challenge and people back off. You can turn it on and off like a switch. Oh yeah you can also roll your tongue.

That's it! (600 cp, Discount Powerpuff): Of Course, it all makes sense now! You are very deductive and can pick up on the smallest of clues and details. Hard riddles are not as hard for

you anymore. You can get a lead on something no matter how small the detail. it will always help you narrow down the suspects, revealing plans, seeing through disguise, and finding secret lairs. All it takes is a small detail, phrase, or change in behavior and you'll catch on to things quick

Jumper vicious (600 cp, Discount Powerpuff): You maybe cute and cuddly but when you snap…oh boy everyone should stay out of your way. You can enter this state where you are much serious, you are more intimidating, your focus is improved, for some odd reason even more ridiculously stronger than your usual super strength. YOU ARE HARD CORE NOW!

I AM NOT SCARED! (600, Discount Powerpuff): Whenever you feel fear you also begin to get angry. It grows and grows until your fear is overcome by an overwhelming rage. This works on all sources of fear. Make them regret ever trying to scare you. Once per week you can replace your terrified state with a berserker rage that will only stop until the thing that scared is dealt with.



Whats A Super Hero or Villain without Super Powers? Spend CP Here to gain Powers

Flight((100 cp, Free Powerpuff) : You can hover and fly in the air with ease. For free you can choose to leave a trail as you fly.

Super Strength (100 cp, Free Powerpuff): You can lift cars, trucks, and elephants with no problem also your Punches are just as incredibly strong.

Super Speed (100 cp, Free Powerpuff): You are fast. You can run on water. Create a tornado by flying and/or running in a circle real fast. You get the point you are speed.

Super Durability (100 cp, Free Powerpuff): You can take hit and keep fighting. You can shrug off explosion, bullets bounce off you, etc. It'll take a lot to take you down.

Super Hearing(100 cp, Free Powerpuff): Your Hearing is enhanced to greater degree that you can hear people from several planets away. Can be turned on and off at will.

Super Visions (100 cp, Free Powerpuff): You have Night vision, X ray Vision, Telescopic Vision and Heat vision (Not laser but see heat) that you can switch from normal vision to.

Laser Vision (100 cp, Free Powerpuff): Zappy eyes. You fire Lasers from your eyes now.

GET OFF MY PROPERTY (100 cp, Free Villain): You and Fuzzy should be friends. You fly into a blind fury when ever someone is in your turf or touches your stuff you hands become like claws and are stronger. Normally you can lift a bolder no problem. But when angry you can probably lift a truck.

AHEM! (100 cp, Discount Villain): You got a posse. Let it be people But you got a group that follows your orders. You are good at getting their attention and as well as getting them to do what you want.

Electricity (200 cp, Discount Powerpuff): If you collect enough Static electricity you can launch lighting at your targets. It can be done in multiple rubbing your… hands together rubbing your feet on a rug, anything that causes static electricity can be used to create this devastating attack.

Disease Infliction (200 cp, Discount Villain): You can now inflict people with a virus of similar to that of the common cold but it has to get into their system in order for it to work and only sneeze contains it.

Energy Beams (200 cp): Fire beams from your hands.

Sonic Scream (400 cp, Discount Powerpuff): What?! Just kidding you now have a sonic screech that can shatter windows, scare away missiles (No Lie), and can cause people to lose their hearing.

Thunder Clap (400 cp, Discount Powerpuff): You can create soundwave attack by clapping your hands.

Fire Ball (400 cp, Discount Powerpuff): You can create fireball! By Rubbing your hands together at extreme rate, you create a large flame in your hands and toss it to your enemies. MMM That's a spicy meat ball

Ice Queen (400 cp, Discount Powerpuff): Brrr. Your cool. In fact, your ice cold. Just like blossom you have an Ice breathe that can freeze foes, kitchen floors, entire lab, whatever you can if you have the breath for it. You are also resistant to ice attacks and low temperatures

Seductive Thief (400 cp, Discount Villain): You know how seduce people, disguise your self and for some odd reason your hair is prehensible. It can constrict people, toss them about, break glass, and even encase them in some sort of hair gel. But Just like Sedussa your hair can be

easily undone by water. Comes with a bottle infinite hair gel wo get you hair back to top shape. You also, have high amount of sex appeal.

Coach (400 cp, Discount Villain): Bugs follow your every whim obeying whatever you commands are. You can order them to attack a city, scout for information or Merge together to make one LARGE BUG.

Regen (400 cp): Your wounds heal fast. You can have a cut it would heal within seconds. Good to have if you are accident prone.

FIRERY FURIOUS FELINE! (600, Discount Powerpuff): The Powerpuff Girls trump card. They generate a large amount of heat and merge together to form large flaming kitten nearly any target that kitten touches seem to catch ablaze on contact. Normally this requires all three Powerpuff Girls. You can do this for a smaller version by yourself.

Otherworldly Evil (600 cp, Discount Villain): You know how to make people tick. Your voices is now inviting and disturbing. It echoes and when you yell it sounds even more terrifying. You have crab claws. Can Shoot beams from your mouth and can corrupt people with pure HATE! You even have a larger kaiju size form. You are a master manipulator and can have others dance to your tune with no trouble. You can also bring back previously defeated villains back from the dead…ONLY if you are using that power for EVIL!



General Items:

Complete Series (-50 cp): A DVD set with the entire Powerpuff Girls animated series and movie. It also comes with additional set that has you included in them.

Instrument (-100 CP, free with Love Makes The World Go Round): An instrument of your own choice. Should make starting band quite easier.

Trusty Sidearm (-200 CP): A gun...specifically the sidearm that the police use. Why would you want this? Well, if you don't have super powers and if you don't have access to a power suit, this will have to do. Oh, and it has infinite ammo. Don't go crazy with it though, it's still a normal gun.

Chemical X (-400 CP): Here it is the substance that started the whole thing. CHEMICAL X! With it you can…well do a number of things. You can create life, mutate yourself, grant yourself super powers, etc. But be careful it is a bit random of what it does.

Drop in:

Generic Civilian Clothes (-100 CP, free for Drop In): Normal clothes. Any citizen of Townsville can be seen wearing this type of clothes. You seem to have an endless supply of them in your closet.

A Car (-200 CP, discount for Drop In): A normal everyday car. You can use this to get around town, granted if you know how to drive. There really isn't a driving age in Townsville, seeing that Blossom can drive a car and not get pulled over. The only thing unusual about it is that if it gets destroyed it gets restored within a day.

Home Sweet Home (-400 CP, discount for Drop In): Well you need somewhere to rest your head. How about this suburban household? 3 bedrooms, 3 bathrooms, kitchen, the usual stuff. Just like the "A Car" item, if this house gets destroyed it will be restored within a day.

The City of Jumpsville (-600 CP, discount for Drop In): You now have your own town to govern. complete with citizens, buildings, stores and more. After this jump the city follows you into future jump or is attached to your warehouse

Scientist:

Lab Coat (-100 CP, free for Scientist): The standard attire for a scientist and those working in a lab. Comes with goggles, tie, and some pens. While wearing these people will give you the respect you deserve as a scientist. You rarely have to clean them because they seem to cleanse themselves of filth during the night.

Tools (-200 CP, discount for Scientist): A collection of tools. From mundane (ex: drill) to high tech (ex: robotic welder). You now have it. You are going to need them to make things anyways.

Lab (-400 CP, discount for Scientist): This is where you do your experimenting and inventing. It's durable enough to survive some of the Powerpuff Girls antics. It gets attached to your warehouse at the end of the jump.

Power Prof Suit (-600 CP, discount for Scientist): A suit similar to a lab coat which grants you super powers similar to the Powerpuff girls with the exception of the laser abilities. It can take a beating and holds up against the most brutal of attack and easy to fix. It provides great protection has no visible weak

spots that can used against it. But just because its' durable does not mean its invincible. It will begin to break down when enduring too much damage.

Villain:

Villain get up (-100 CP, free for Villain): Your clothes whenever you're out doing your evil plans. Something that stands out. It can be a trench coat with a cape attached, something feminine or seductive, or just plain obscure. But its effect is simple. Make it known who it is and make people tremble because its you. A villain ready to hatch whatever evil scheme you have. May induce fear into them.

Signature Weapon (-200 CP, discount for Villain): A weapon of your choice that you regularly use to help you commit your crimes. Can be melee or ranged, but nothing higher tech than a ray gun or a beam sword.

Evil Lair (-400 CP, discount for Villain): Your home where it holds all of your things and plans. A place to go when you need to hide away for a while, after getting away or escaping prison. Can be based in a volcano, be in a basement of an abandoned warehouse, or in a junkyard. After this jump the lair gets attached to you warehouse.

Expensive Power Suit (-600 CP, discount Villain): This baby has all the things that princess's other suits have increases your speed and strength far above that of the average Powerpuff Girl. Blaster rays, flight boots, force fields. It's got it all. But its not invincible it does not do to well against cold and ice base attacks, and unlike the Power Prof suit it does not do well in close quarters combat. It was design for long range combat and it hasn't been proven to being bullet proof so normal bullets may damage it and you will feel the full force of an attack if it hits damage. It has some blatant weak points that can be exploited which can cause it to break apart easily.

Powerpuff:

Iconic Outfit (-100 CP, free for Powerpuff): A simple dress or shirt and pants. With shoes. Also includes some sort accessory if you want to, like a hat, a bow, a hood or a headband. Self-repairing, comfortable, and you seem to be able to put it on without any trouble which is good because seeing how big your head is in comparison to the collar of the clothing.

Hotline (-200 CP, discount for Powerpuff): A phone that the mayor calls with an emergency. After this jump, an unfamiliar voice (can be badly disguised Jump-Chan) can contact to warn you about certain events, but it is not going to give you all the details.

Powerpuff Home (-400 CP, discount for Powerpuff): Now you have a house just like the Powerpuff girls. This includes a small lab like area where it's attached to a large training simulation room for you to practice in. After jump gets attached to the Warehouse.

Dynamo (-600 CP, discount for Powerpuff): Hey, what's this doing here? This Dynamo is a mech created by the professor to help the girls fight monsters, but it didn't work right, so he supposedly destroyed it or shut it down for good. Yet here it is, intact and fully functional.

Companions:

Import (50 cp): Pay 50 Cp to import a companion they get 600 cp to spend on items and perks. Or pay 200 cp to import 8 companion with the same benefits.

LETS GO!(200 cp): See a Character you like? Pay 200 CP to purchase one character to take with you except for the Rowdyruff Boys, Professor Utonium and the Powerpuff Girls

Saving the world before bedtime (400 cp, Discount Powerpuff, Incompatible with RUFF it up unless the "Ruff Puff Alliance" scenario is taken): Remember when I said your can't take the girls as an option well this is why. This option allows you take ALL members of the Power Puff Girls along with the professor with you. After all he can't trust his girls going with you to who knows where without supervision.

RUFF it up (400 cp, Discount Villain, Incompatible with Saving the world before bedtime unless the "Ruff Puff Alliance" scenario is taken): Or you can take the Rowdyruff boys with you…Don't expect them to be nice anytime soon unless you can scare em straight. And if you are crazy enough you can take this and "Saving the world before bedtime" for a special challege.

Scenarios:

Want A Challenge? Well you can take these Scenarios to complete on during your stay here. Failing anyone you have taken or not completing the goal listed will result in a failure of the jump chain.

A Puff Problem: Somehow on your arrival the fabric of dimension became distorted in this world. As a result, two alternate version of the Powerpuff Girls merged with this one. Now for the duration of your stay you will have to deal with all three versions of the series: The Original, The Anime, and the Reboot. While you're at it find out who's responsible for this

Reward- Powerpuff Girls Forever!: Now Instead of just the original Powerpuff Girls Joining you all three versions will be joining you on your jumping adventures

A Faustian Connection: Well that's not good it seems Him has teamed up with being from another dimension named Tirek to take over both worlds. As a result, several beings from that world are now here in Townsville. Defeat Him and Tirek to revert the damage. Also make sure no harm comes to these beings

Reward- Double Rainbow: Now You are joined by Twilight, Spike, Starlight Glimmer, Fluttershy, Rainbow Dash, Pinkie Pie, Applejack, and Rarity. On top of that you have strange connection to magic. You can cast some spells.

50 years have passed: Uh oh somehow you and the girls have ended up in the future and not just any future but the final season of Samurai Jack. To make matters worse Him has teamed up with Aku! Now you must help Jack gets his sword back, defeat Aku and get back to the past and only then will you be able to return to you time. But be quick you must help jack get his sword back before either Aku or Him catch wind of him losing his sword. If they findout before Jack can reclaim the sword, you fail the chain.

Reward- Modern Day Samurai: You are now armed with same skill that jack had in his adventures. You can wield any weapon with easy and can jump good (If you are not already able to fly). You determination is now unshakable. Might as well call you Samurai Jumper Now

Cartoon Cartoons…. PANIC!: Not good. Somehow, someway. Him messed with fabric of dimensions to a point that all of the Cartoon Cartoons worlds have merged with this one. Now with all the villains, crooks, nemeses, and rivals all under one banner him intends to destroy the Powerpuff Girls with this new group of his. You now Have to take on ALL of these foes at once while you are here. Bring you're A game

Cartoon Cartoons Champ: People know who you are. From now on Heroes villain and crooks will know your name. Base on what they are and what you are they will react differently. If you are heroic heroes will show you respect, villains will be cautious of you and crooks will be terrified of you. If you are Evil, Heroes will be wary of you, Villains will respect you and Crooks will look up to you. Regardless you are a legend.

Ruff Puff Alliance (requires having taken "Saving the world before bedtime" and "RUFF it up" Companion options): You just HAD to do it huh? Okay fine. You're goal now is to make the

Rowdy Ruff Boys and Powerpuff Girls get along and work together as a team. Not easy. This can be achieved by either convincing the boys to be heroes or to tempting the girls into being villains neither are easy.

> Ruff Puff Team: Huh you did it. Well as a reward now both Rowdyruff Boys and Powerpuff Girls will be joining you on your adventures.

What??? You took ALL of them and Succeeded? Well Take this for a Reward

Powerpuff Legend: Your super powers potency have been increased to Incredible levels. You can now lift a full-grown monster with one hand, go around the world in a couple of seconds, can take nuclear blast from ground zero with no damage on you. Super Man may have to be careful because you may surpass him



A CURFEW?! (+100 cp, +400 cp Powerpuff Restricted): Oh dear now you really have to save the world before bed time. For you duration of your stay you can only be out until 7:30 PM. However the villians won't take advantage of this even if they are aware of it. But, for an additional 300 cp the villains are now aware of this and will only attack near the curfew time.

Freak out (+100 cp): The things of Townsville get to you. Monster attacks, the number of super villains, the talking dog. All of it will freak you out.

Glasses: (+100): You need to where glasses and without them your eyesight is bad that you might as well be blind! As in you may mistake some pipes for the Powerpuff Girls bad!

MONSTER ATTACK (+200 cp): There shouldn't be this many monsters attacking Townsville! Now the monster attacks shall be more frequent.

RIOT! (+200 cp): Criminals are going to be breaking out of prison more frequently expect the Hotline to ring a whole lot now

RUFF TIME! (+300 cp, Can't be taken with "Ruff Puff Alliance" Scenario or "RUFF it up" Companion): Now you're in for it one of the Rowdyruff Boys suddenly want you dead. If you defeat him then at the end of each year he will return. Can be taken up to three times. Each time taken add another Rowdyruff Boy.

Do ya Punk!? (+300cp): Now one of the Power punk Girls has entered Townsville and is causing havok. If you defeat her then at the end of each year she will return. Can be taken up to three times. Each time taken add another Power Punk Girl

Beat Alls (+400 CP): It seems like the Mojo has recreated the beat alls and now they want your head. For duration of your stay the Beat Alls will be after you. Each time you put them away they'll be out and back together within a month.

TTG HAS TO GO! (+400) : WHAT THE?! Okay not good. NOT GOOD AT ALL! The Teen Titans of Teen Titans Go has made it to this world is bringing justice to the city. And by "Bringing Justice" We mean cause nothing but troubles and chaos for everyone. Your goal is simple: CATCH THEM, and LOCK EM. But beware they are crafty.



Wow its already been 10 years? Where did the time go? Well what you gonna do now?

Thanks To The Jumper!: Time head back home huh? Well it was fun. Bye

Powerpuff Jumper!: You wanna stay? I know some people will be happy to have you!

Go Jumper, Go!: Gonna keep going? Well get to it! There are other worlds that need heroes!

A Special one for a Powerpuff origin: You realize its time for you to go and the girls and Professor knows this. You say your good byes turn to leave only to feel someone grabbing your hand you turn to Blossom who looks at you with teary eyes "I can't leave your family!" You look at her and sigh clearly she is distraught by this but then An Idea forms in your head and you

look at her and ask if she and the others wants to join. She smiles as she, her sisters and the professor nods. You all leave this world as a Family.